

Chrono Trigger FAQ/Walkthrough

by Koritheman

Updated to v2.2 on Nov 12, 2013

This walkthrough was originally written for Chrono Trigger on the SNES, but the walkthrough is still applicable to the PSX version of the game.

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Chrono Trigger FAQ/Walkthrough (SNES)
Time I Started This Guide: 3/25/06
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| 1. Introduction |
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Chrono Trigger is one of Squaresoft's most popular video games ever, and is still played by tons of people (you'd be surprised how many people still play this game) even in this day and age, despite it coming out in 1995. Chrono Trigger is an RPG that plays pretty much like the Final Fantasy games do, but with a few tweaks in the battle system. Your characters have the ability to learn Dual Techs/Triple Techs and also perform them in battle to deal out massive amounts of damage. Also, unlike in the Final Fantasy games, your HP does not go up to 9999, nor does your MP go up to 999, but rather your HP goes up to 999, and your MP goes up to 99. Chrono Trigger overall really awed me and I hope to help the reader who may be stuck in the game (though I'm sure almost everyone in this world has beaten this game at least once, so no need for a FAQ, right? :P).

Chrono Trigger overall features very good music/sound, a very interesting story with some plot twists, and the game also features, though only a few, pretty cool characters with cool backgrounds behind them and everything. Overall, this is another good game from Squaresoft, so you should definitely try the game if you are a fan of RPGs or even Squaresoft for that matter.

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| 2. Version History |  
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Version 1.0 / Completed the guide.

Version 1.1 / Corrected something in the Sunken Desert side quest, thanks to Seiya Bryant! Also added something to that side quest, thanks to Seiya Bryant!

Version 1.2 / Completely redid the strategy for both Golem and the GolemTwins, thanks to Alex Rhynold!

Version 1.3 / Submitted a small correction, thanks to Doberman Pharaoh!

Version 1.4 / Added an item I missed in the Denadoro Mountains.

Version 1.5 / Added some minor changes.

Version 1.6 / Added some more information on "Hit" in the Game Basics section, thanks to Adam Bunkoske!

Version 1.7 / I added the locations of all the rock Accessories in the game. If you want that information, see the FAQs section of this FAQ!

Version 1.8 / Thanks to Drew Pecoraro, I added information on how to get to the Rubble that never disappears in Mt. Woe.

Version 1.9 / Anonymous: I made a small correction regarding the 10 and 40-point games in the Tent of Horrors thanks to him.

Version 2.0 / Lufia_Maxim sent me a few corrections.

Version 2.1 / Updated the FAQs section (see the last question; it wasn't there before), thanks to TeraMaster. The next update that comes, the entire Walkthrough and Side Quests section will be rewritten entirely. Look forward to it.

Version 2.2 (11/11/2013 / Added a little snippet about the Hunting Range that apparently allows you to reap the benefits of

defeating the Nu there without actually beating it. I haven't verified this myself yet, but it was sent to me by a reader. Oddly enough, sifting through this FAQ several years later, I see I didn't even mention the Hunting Range except for in the FAQs section. This, along with the general messiness of this FAQ relative to my more recent ones (not that that's saying much; hiatuses suck :/), motivates me to transform this FAQ into a Formatted FAQ, chock full of images. I'll also be improving the grammar and syntax of this FAQ, since I see a lot of stuff that really bothers me.

Anyway, check the FAQs section for new the Nu information in the Hunting Range.

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| 3. Characters |
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Crono: Crono is a teenage boy who was destined to save the world from Lavos. Crono is born in the time period of 1000 A.D., where all is peaceful and nothing seems to be going wrong. However, little does Crono know that his fate is to save the world from the all-powerful being known as Lavos. Crono will encounter some friends along the way to help him defeat Lavos, and restore peace to the different eras of time in the game. Crono lives with his mom in a village known as Truce Village. Also, he's friends with an inventor friend known as Lucca.

Lucca: Lucca is Crono's inventor friend, who invents different things using the power of science. Lucca also lives in the village of Truce, though to the southwest of Crono, so she doesn't really live close to Crono. Lucca doesn't know that her time machine in the Millennial Fair, known as the Telepod, will malfunction, causing a girl named Marle, who is a princess who lives in Guardia Castle, to be warped to the year 600 A.D. from 1000 A.D. Lucca ventures with Crono to rescue Marle, as well as save the world from Lavos shortly after that incident.

Marle: Marle lives in the year 1000 A.D. in the kingdom of Guardia, and is known as Princess Nadia. Marle also lives with her father, King Guardia the XXXIII. Marle is at the Millennial Fair when she runs into Crono and loses her pendant, which she guards with her life. Crono then gives the pendant back to her, then she and Crono go through the Millennial Fair, and eventually, after Crono tries it out, Marle tries the Telepod out too, only to be transported from the year 1000 A.D. all the way back to the 600 A.D.! Crono then sets out to rescue her, and Lucca follows shortly after. Marle is eventually rescued by Crono and Marle, and brought back to the year 1000 A.D. via a gate in 600 A.D. Marle then, shortly after returning to the year 1000 A.D., helps Crono and Lucca defeat Lavos.

Frog: Frog was once a human being named Glenn, but his mortal enemy, Magus, who lives in the time period of 600 A.D. (Frog also resides in 600 A.D.), used a spell that turned Glenn into a frog. Becoming a frog also messed up Glenn's speech, so he can't talk as perfect as the other party members can. Frog lost his best friend and warrior of Guardia, Cyrus, who lost his life fighting Magus on the Denadoro Mountains. Since then, Frog has vowed to avenge Cyrus, and also protect the King and Queen of Guardia in the year 600 A.D. Frog eventually gets a legendary blade

known as the Masamune, and uses it to defeat Magus (he doesn't kill Magus, however, just wounds him a bit). Magus survives, and then a new threat much greater than Magus looms on the horizon and reveals itself; Lavos. Frog then sets out with Crono and his friends to stop Lavos and restore to peace to the several time periods in the game.

Robo: Robo is an old robot who lives in the year 2300 A.D., which is the future in the game. Robo was badly damaged in an old building known as Proto Dome, but Lucca found him and repaired him. Robo then set out to unlock a door that was sealed in the Proto Dome by going to the factory to the north, as Crono and the others need to get in that door to get out of the future (it's basically like a reward for Lucca saving him). In the factory, Robo is also very badly damaged, even more so than he was before. Lucca fixes him there, too, then Robo comes with Crono and his group to defeat Lavos and save the future.

Ayla: Ayla is a young woman who lives way back in the past, in the year 65,000,000 B.C., to be exact. Ayla fights a race known as Reptites. The Reptites keep fighting against Ayla and her village, as well as the village to her north, Laruba Village. Ayla eventually meets Crono and his group when they venture into the year 65,000,000 B.C., and then they help defeat some of the Reptites for Ayla, though they didn't manage to actually exterminate the race of the Reptites, just kill some of them. After that, when Crono and his group come back to the year 65,000,000 B.C. after the fight with Magus, Ayla brings them into her hut for care, and so they can have rest. Ayla is also chief of Ioka Village, but she eventually gives that rank to her friend, Kino. After Crono and his group rests up from fighting Magus, Ayla and Crono's group go to the Tyrano Lair to get rid of the Reptites once and for all. They succeed, but at a great price. Lavos was born in 65,000,000 B.C., and basically consumed the planet from that point on, and he also ushered in a long and cruel ice age in the year 65,000,000 B.C. and beyond.

After the defeat of the Reptites, Ayla comes with Crono and his group to stop Lavos once and for all.

Magus: Magus was born in the year 12,000 B.C., though he got warped to the year 600 A.D. via a gate in 12,000 B.C. Magus, also known as Janus, has very powerful magic that he inflicts upon someone if need be. Magus is also allies with the Mystics, a race in the year 600 A.D. who are basically dominant. Magus is also the leader of the Mystics. Magus and his trusty general, Ozzie, pretty much dominate and give orders to the mystics. Also, Magus killed Cyrus, Frog (or Glenn)'s best friend on the Denadoro Mountains, and turned Glenn into a frog, who barely escaped the incident alive. Frog then vows to avenge Cyrus by slaying Magus with the legendary sword known as the Masamune. Frog never actually kills Magus, but damages him. After the fight Frog, Lavos awakens and then Magus is pulled into the year 12,000 B.C., where he resides as a prophet for a short time. Crono and his group come to 12,000 B.C. shortly after, and then enter the Ocean Palace, where Lavos awakens with raw power, causing the Ocean Palace to sink into the ocean. By sinking into the ocean, a tidal wave was created, wiping out almost all of the people in the year 12,000 B.C.

Magus then, if you decide not to kill him, joins Frog and his group to resurrect Crono, and also, to defeat Lavos.

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In the year 1000 A.D. lives a boy named Crono, who was destined to save the world from Lavos, an evil being who was born in the year 65,000,000 B.C., and wreaks havoc in other time periods as well. Lavos burrows into the earth, gaining strength by absorbing its resources. Lavos claims the world in the year 1999 A.D., and the future, in the year 2300 A.D., is nearly non-existent. There are very few people, plants are dead, there's hardly any place to rest in the future. Back to 1000 A.D. Crono goes to the Millennial Fair, and meets up with the princess of Guardia, Princess Nadia, or Marle. Marle loses her pendant, which she guards with her life. Crono then gives it back to her (she lost it because they ran into each other), and the two walk around the fair for a bit.

That is, until Marle decides to step into the Telepod. When she steps into the Telepod, her pendant reacts, and the Telepod carries her to the year 600 A.D. from the year 1000 A.D. Crono and Lucca then set out to rescue Marle (Lucca joins shortly after Crono goes), and they succeed, eventually learn of Magus, get the Masamune, and then try and kill Magus, but fail. Then they learn that Lavos is the real enemy and not Magus, and they also learn of the birth of Lavos in 65,000,000 B.C., as well as the kingdom of Zeal in the year 12,000 B.C., where the evil queen Zeal resides. Zeal gathers her evil energy from Lavos, and hopes to rule the world with him. Basically, the story is about stopping Lavos from conquering the time periods in the game.

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| 5. Controls |
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Out of Battle Controls

A Button: Confirms selected actions on menu screen, talks to people, examines things, opens chests, enters places when you are on the overworld screen, confirms selected actions in shops, confirms selected actions in the menu where you can switch party members, picks up tabs and Marle's pendant, press A behind a guard in Guardia Castle during the trial to knock one out, drop through holes, go through Gates, land Dactyl, land Epoch, climb the shell of the Lavos Spawn in Death Peak by going to the side of it after you push it

B Button: Cancels selected actions on menu screen, hold B and move the D-Pad in any direction to make your character run, exits the menu, exits shops, cancels selected actions in shops

Y Button: Changes the location of where the messages are displayed when you are talking to someone, brings up a menu where you can switch party members (this is only accessible after you get four party members), also brings up the screen where you can choose which time period you wish to go to when you get the Epoch

X Button: Brings up the menu where you can use items, techs, etc.

L Button: Does nothing

R Button: Does nothing

Start: Does nothing

Select: Displays the map on the overworld

D-Pad: Moves character, moves cursor on shops, the menu screen, and the menu where you can switch your party members

In Battle Controls

A Button: Confirms selected actions

B Button: Cancels selected actions

Y Button: Changes the location of the box where it displays your characters, how many enemies there are in the battle, etc.

X Button: Does nothing

L Button: If held with R simultaneously, you'll run away (some battles you cannot run away from such as boss battles, so remember that)

R Button: If held with L simultaneously, you'll run away (some battles you cannot run away from such as boss battles, so remember that)

Start: Pauses the game

Select: Does nothing

D-Pad: Moves cursor

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| 6. Game Basics |  
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HP: HP means Hit Points, and each character, enemy, and boss has HP. Each of the party members you get in this game start out with different amounts of HP, and their HP goes up differently than other party members' do. If your HP reaches 0 in battle, that character dies, and if all your characters' HP reach 0, you get a game over. Using healing items such as Tonics or healing techniques such as *Cure, will recover your HP. HP is only consumed in battle, or if you touch the guillotines in Magus's Lair. HP enables your characters to live, but I'm sure you already know that.

MP: MP means Magic Points, and each character, enemy, and boss has MP. Each of the party members you get in this game start out with different amounts of MP, and their MP goes up differently than other party members' do. If your MP reaches 0, you run out of MP. Using healing items such as Ethers or Mid Ethers (anything of that sort that recovers MP will work), will recover your MP. Your MP is only consumed in battle. Also, MP enables you to use Single Techs/Dual Techs/Triple Techs, so use MP wisely.

Fight: In battle, use this command to have your character use the weapon they have equipped against the current enemy/boss you are fighting. Some enemies/bosses are resistant to physical attacks, so keep that in mind.

Techs: Throughout the game, you'll learn a wide-vareity of techniques (see the Techs section of the FAQ for a list of them all) with each character in the game. You start out with no techniques, but gradually work your up

and learn them. There are three types of techniques: Single Techniques, which are techniques performed specifically by that one character. Then there's Dual Techniques, which are techniques that are performed by two different people. Finally, there's Triple Techniques, which are very powerful techniques performed by three people. Techs are overall very useful, and the only way to win in the latter parts of the game. Techs require Tech Points to learn, which are earned after every battle with an enemy or a boss. Bosses give you more Tech Points, while enemies give you less Tech Points. The Techs command appears in battle under the Att command.

Items: In each battle, there will be items that you can use to heal your HP, MP, or even heal status ailments inflicted on your group. You will obtain these items throughout the game by just going through it, or by buying them. See the Items section of this FAQ for a list of all the items in this game. Also, the Items command appears in battle below the Techs command, you can use items to recover your HP/MP, and cure status ailments in battle just like you can on the menu screen (you can't cure status ailments outside of battle, as they aren't inflicted on you outside of battle).

Power: Each of your party members have Power (well I sure hope so, everyone has some form of power within them). Some characters are strong in Power, some are not. Crono is strong in Power, Lucca is weak in Power, Marle is weak in Power, Frog is strong in Power, Robo is strong in Power, Ayla is strongest in power, and Magus in medium in power. Robo is strong in Power, and Lucca and Marle are tied in Power. I won't list the base stats of the characters, however. The more Power you have, the more you hurt the enemies with physical attacks (e.g. using the Att command). Also, there exists in this game Magic Power, which means the more you have of that, the more powerful your magic attacks will be, as well as how much more potent your healing spells like *Cure will be.

Stamina: Each of your party members have Stamina. Some characters are strong in Stamina, some are not. I won't list who is the strongest/weakest in Stamina, as there's no need to. The more Stamina you have, the harder it is to kill you with physical attacks. Also, Magic Defense is also in this game, which means the more you have of that, the more enemies cannot harm you with magic attacks (it's not called Magic Stamina, mind you).

Hit: Hit is basically what makes your physical attacks hit enemies/bosses more often. Basically, the more Hit you have, the more you won't miss the enemies/bosses in this game with physical attacks. This rule does not apply to magic accuracy, however. Also, Hit not only effects if you miss or hit the target, but on party members with ranged weapons (Lucca, Marle to be specific), it also effects how much damage they will do.

Equip a Hit Ring on Marle and her attack will also go up 6-7.

Thanks to Adam Bunkoske for this information!

Magic Power: Magic Power, as I explained above, is what determines how much your magic spells hurt, and it also determines how potent your healing spells such as *Cure will be when you use them. The higher Magic Power you have, the more your magic attacks will hurt, and the more your healing spells will heal. Also, most of the enemies/bosses in this game have Magic Power as well, and it produces the same effect as it does for you.

Magic Defense: Magic Defense, as I explained above, is what determines how much magic spells will hurt your group. For example, if you have a Magic Defense of ** (** means you are maxed out on that stat), you will be able to resist getting hurt as much as you would with a lower resistance. Basically, you won't get hurt near about as much as you would with say, 30 Magic Defense, if you have a ** stat to Magic Defense.

Speed: Speed is a stat that makes a party member be able to get a turn faster. The higher your Speed is, the more often you'll be able to get turns.

Evasion: Evasion enables you to avoid physical attacks (not magic attacks) that are used against you in battle. The higher your Evasion, the more you will be able to avoid the physical attacks of the enemies/bosses in this game.

Money: Throughout the game, you'll gain money, which is used to buy items, weapons, armor, and headgear (you cannot buy accessories). You can also sell your items off that you don't need for money, but sell wisely, as well as spend wisely.

Weapons: Throughout the game, you'll gain a wide-vareity of weapons, some of which are powerful, some of which are not so powerful. You can sell the weapons you don't need for money, but be careful not to sell the ones you do need. Each character can use their own weapons, except for Ayla, as she doesn't use weapons.

Armors: Throughout the game, you'll gain a wide-vareity of armors, some of which are strong, some of which are not so strong. You can sell the armors you don't need for money, but be careful not to sell the ones you do need. Each character can use armors.

Headgear: Throughout the game, you'll gain a wide-vareity of headgear, some of which are strong, some of which are not so strong. You can sell the headgears you don't need for money, but be careful not to sell the ones you do need. Each character can use headgears.

Accessories: Throughout the game, you'll gain a wide-vareity of accessories, some of which are useful, some of which are not so useful. You can sell the accessories you don't need for money, but be careful not to sell the ones you do need. Each character can use accessories.

Elements: Each character is a different elemental-type (Meaning each character uses different types of magic attacks, except for in the beginning of the game. This rule qualifies from the End of Time all the way to the end of the game, so keep that in mind). Crono is a lightning type character, which means he uses lightning magic. Lucca is a fire type character, so she uses fire magic. Marle is a water type character, so she uses water magic. Frog is a water type character, so he uses water magic. Robo doesn't use magic, but his laser attacks cause Shadow damage, so you could consider him Shadow. Ayla doesn't use magic either, so she also doesn't count. Finally, Magus is a shadow type character, so he uses shadow magic. Now, keep in mind that not only your party members, but also enemies/bosses, are elemental. I'll tell you now which elemental spells hurt the enemies that are weak against them. Lightning hurts water enemies (elemental attacks can be prevented a lot more if you wear armor that protects against them, such as the Ruby Vest, which protects against fire attacks), water hurts fire enemies, and shadow attacks hurt normal

enemies, and so on. Also, sometimes, an enemy is a non-elemental enemy/boss, so just regular attacks or any spell will do fine against them.

Basically, elements are an important part of the game. A very important part of the game.

Menu Screen: The menu screen is an essential part of the game. On the menu screen, you will use items, use healing techniques, equip things, check your status screen, all that good stuff. Below, I'll list all the features the menu screen features, and what functions they produce in the order that the menu screen on the game has them set up.

Party Member Screen: This screen is the very first thing you'll be brought to when you pull up the menu screen. To tell that you are at this screen, if you see Crono's face highlighted, then you are at this screen. On this screen, you'll be able to view the portrait of all your party members that are in your party, and even those who aren't in your party later on in the game. Not only that, but on this screen (after pressing A, of course), you'll be able to equip weapons, armors, headgear, and accessories on your party members by highlighting one and pressing A. Also, your Power, HP, MP, Stamina, and what element-type your character is, is displayed here in this menu. Finally, your stats are also displayed in this menu, such as Magic Attack, Magic Defense, etc.; all your stats are listed here.

Item Screen: This screen is located just east of the party member screen. By pressing A after highlighting the icon for this screen (the icon says "ITEM"), you will be able to use items that heal your HP/MP, and also be able to use Tabs and Shelters (Shelters are only usable at a save point). You'll definitely be using this screen a lot in the game. You can also organize your items in an alphabetical order if you press "Organize" after pressing A on the "ITEM" icon.

Technique Screen: This screen is located just east of the item screen. By pressing A after highlighting the icon for this screen (the icon says "TEC"), you will be able to use techniques that heal your HP. You can't cure status ailments or recover MP with techs, though, so keep that in mind. Also, the more Tech Points you earn, the more techs you obtain with each party member (see the Techs section of the FAQ for more information on this).

Configuration Screen: This screen is located just east of the technique screen. By pressing A after highlighting the icon for this screen (the icon shows a green square with some designs on it; I don't really know what to call it), you will be able to change the configuration of the game. You can change a variety of things in this menu. I will list them here. The first thing you can change in this menu is the sound (you can turn the Stereo on or off). The second thing you can change in this menu is the Battle Gauge Speed/Message Speed by pressing A on the Battle Gauge Speed/ Message Speed icon just right of the sound icon. Once you press A, use the D-Pad to toggle through the numbers. Each number changes the Battle

Gauge Speed/ Message Speed either slightly faster or slightly lower, depending on which number you choose. The third thing you can change on this screen is the battle mode from Active to Wait, even after you have chosen Active or Wait in the beginning of the game. The fourth thing you can change on this screen is the window color by pressing A after highlighting the icon just right of the icon that lets you change from Active to Wait.

Like you did with the Battle Gauge Speed/Message Speed, you can toggle through the various numbers to change the window color of the game. The fifth thing you can change here is the Save Menu Cursor by pressing A on the icon just below the one where you can change the battle mode from Active to Wait. You change the Save Menu Cursor from N to Y. N means "No", and Y means "Yes". The sixth thing you can change on this screen is the Battle Gauge (not the Battle Gauge speed; the actual Battle Gauge). You can change it from setting 1 to setting 2, or you can turn it off completely. The seventh thing you can modify here is the Save Battle Cursor by pressing A below the Save Menu Cursor. You can either have it on N, which means "No", and Y, which means "Yes". The eighth thing you can change is the Control Pad (the icon is just to the right of the Save Battle Cursor) from Standard (which are the default controls for the game) to Custom (which means you change some of the controls for the game). If you select custom, you'll be able to change some of the controls in the game, as I said above. The ninth thing you can do in this menu is modify the Save Skill/Item Cursor by pressing A on the icon below the Save Battle Cursor.

You can either set it to N, which means "No", or Y, which means "Yes". Finally, the last thing you can change on this screen is the whether or not you want the Skill/Item Info on by pressing A on the icon to the south of the Control Pad icon. You can change the Skill/Item Info from on to off at your convenience.

Exchange Screen: This screen is the screen to the right of the Configuration Screen. Highlight the icon that that shows two arrows. Anyway, on this screen, you can't "change" party members, but you can switch the order of them around by pressing A, then using the D-Pad to move the cursor. Once you've chosen who you want to exchange and where you want to exchange them, press A, and the characters will exchange positions.

Saving Screen: This screen is for saving your game (duh), and is the very last icon (the one with the pencil/paper). Highlight it, then press A, and you'll be able to save your game in three different spots. Basically, you can have three files at a time in this game. Also, you can only save at save points, or when you are on the overworld.

Experience Points: I forgot to mention this. When you are on the Party Member Screen, you can also see how much experience points you've gained thus far with each party member, as well as how much experience points it takes to get a level up. After every

enemy/boss fight in the game, you'll gain experience points, which are vital to leveling up, and leveling up makes you stronger. In the beginning of the game, it won't take long at all for you to be able to level up, but you will slowly start to realize it takes long to level up. For each level you gain, the amount of experience points it takes to level up goes up, so getting to Level 99 is a huge and difficult challenge, should you wish to undertake it. As you probably already know, bosses give you more experience points than enemies do.

Status Aliments: Throughout the game, your group will be inflicted with negative status effects, which I call status ailments. There are quite a few of these "status ailments" in this game, so I will list them all below (I listed them below so that it would be easier for you to read it), as well as information about them, etc.

Blind

Description: When you become blind, an X will appear over the party member that it was inflicted upon's head. When you are blind, you cannot hit the enemies as often as you could before with physical attacks, which means you'll miss a lot.

Chaos

Description: When you become confused (it's called Chaos in this game), a star will appear over the party member that it was inflicted upon's head. When you are confused, you will lose all control of that party member, and that party member will also attack your other party members with physical attacks (they never attack with you magic, so don't worry). If the enemy/boss you are fighting hits the party member that is confused, you will regain control of that party member. Note that that only works if the enemy/boss you are fighting hits you with a physical attack, not a magic attack.

Poison

Description: When you become poisoned, a bubble will appear over the party member that it was inflicted upon's head. When you are poisoned, your character will gradually lose HP after every turn, and can eventually die from the poison. Be careful.

Sleep

Description: When you get put to sleep, no symbol appears above the characters head, but they just drop to the ground asleep. When your party member that got put to sleep is asleep, you lose all control over that party member until you cure that party member.

Lock

Description: When you get locked, a ? appears over the party member that it was inflicted upon's head. When you are locked, you cannot use Techs or magic attacks.

NOTE: To cure status ailments, use the Heal item.

Save Points: Throughout the game, you'll come across these save points. They look like a bunch of stars cluttered together, basically, at least that's what they look like to me. These save points are located only in dungeons. They are the only way you can save your game unless you are on the overworld, where you can save anytime.

To save with a save point, step on one until you hear a sound. When you do, bring up the menu and go to the Saving Screen. There, you'll be able to save your game (you can save your game progress on up to three files)! Also, when you hear that sound after stepping on a save point, you can use a Shelter to recover all your HP/MP. Note also that you can press A after stepping on the Save Point to bring up the menu where you can save your game.

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| 7. Walkthrough |
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Here is a complete walkthrough for this game from beginning to end.

Note that since this file is so big, and I give too many precise directions, I would like for you to e-mail me with anything you might not like in the FAQ (I mean if I gave too specific directions at times, which I have a bad habit of doing, unfortunately), so I can help it.

Overworld - 1000 A.D.

First off, you'll have to select either Active or Wait for your battle setting. Active means the enemies/bosses will attack even if you aren't ready, and Wait means they won't attack when it's your turn. After you choose, name Crono, then watch the cutscene with the birds flying around and the fireworks going off at the site of the Millennial Fair, which is held once every thousand years (hence the title "Millennial" Fair) in the village of Truce. After you watch the cutscene, Crono's mom will wake up Crono, whom you'll play as after the dialogue is over.

Crono's House - 1000 A.D.

Once you gain control of Crono, head down the nearby stairs to the kitchen. In the kitchen, head south and approach Crono's mom; she'll say she forgot who Crono's inventor friend was, then you'll get to name Lucca, who is obviously the inventor friend. She'll also say that Lucca invited you to see her newest invention at the fair. After the dialogue is over, you'll regain control of Crono. When you regain control of Crono, talk to Crono's mom to receive 200G as your allowance (dang, I wish I had that high of an allowance). Once you get the 200G from Crono's mom, leave the house.

Overworld - 1000 A.D.

On the overworld, head over to the Mayor's Manor, which is located directly to the southwest of Crono's House.

Mayor's Manor - 1000 A.D.

When you enter the manor, talk to all of the people to learn different about the basics of the game (you should not need to know the basics of the game if you read the Game Basics section of this guide, except maybe for battle system

information, as I did not mention that). In the first room of the manor is a chest to the northwest of the entrance of the room, which contains a Tonic, so be sure to open it. Once you get the Tonic in the first room, go upstairs to the next room. In that room, talk to the people in here to learn more basics about the game, if you haven't done so already. If you talk to the old man with the glasses standing by the bed, he will teach you about techniques (you have to say that you want his advice in order for him to teach you about them). After he does so, talk to him again, and he'll give you a gift of 300G to help you get started! When you get the 300G from the old man, open the chest behind him to get 100 more G! After you do that, head downstairs back into the first room, then leave the manor.

Overworld - 1000 A.D.

Here, head west and north to the huge forest you see there. This is Guardia Forest, the area we're going to next.

Guardia Forest - 1000 A.D.

Here, head north and east of the entrance of the forest and into a small area with Hetake enemies. In that area, don't fight the Hetakes, but instead, look in the northeast corner of the area and you should see a sparkling object. When you see that, pick it up and you'll have yourself your first tab, which is a Power Tab. I suggest using this tab on Crono, so do so if you like, but you don't have to do if you don't want to, it's just my recommendation. Anyway, after using the tab, or even if you don't use it, head back left and south the way you came, and exit the forest.

Overworld - 1000 A.D.

Back on the overworld again, head back to Crono's House, but don't enter it. Instead, go north to the site of the fair where the fireworks were going off earlier. This is Leene Square, your next destination in the game.

Leene Square - 1000 A.D.

NOTE: There are several mini-games you can do here, so see the Mini-Games section of the FAQ for that bit of information.

When you arrive here, head north and talk to the old man in the weird hat and in the blue clothes; this is Melchior, the swordsmith, who sells you weapons. Buy the Iron Blade from Melchior (don't worry about the Lode Sword right now, as it's way too expensive considering the amount of money you have, and you would have to level up a lot in order to get 4000G, and it is also not worth it to get it, as you acquire it soon anyway), then leave the shop and enter it again and sell off the Wooden Sword, since you no longer need it. After you sell the Wooden Sword, equip the Iron Blade, then head to the tent directly to the left and buy the BronzeHelm and the Karate Gi from the shop, then equip them after exiting the shop. Once they are equipped, enter the shop again and sell off the Hide Cap and the Hide Tunic that you were previously equipped with. After that, head southwest and to the next tent. Here, buy at least 10 Tonics. After you buy the Tonics, exit the shop and head north, and into the

next area of the square. In this area, you'll see a girl running around; run up to her and you and she will be knocked down. She'll also lose her pendant, but talk to her when you regain control before grabbing the pendant (you'll see why later). After you grab the pendant, talk to the girl, then give it back to her.

She'll then join you around the fair after you name her (this is Marle, by the way). When Marle joins you and you regain control, head south, and back to the previous area of the square. Once there, talk to Melchior again and he'll ask you if you could talk Marle into selling her pendant; tell him no. Then, head north and back into the area where you met Marle. Back in that area, head to the west of the entrance of the area and then head down the stairs. You'll see an old man with his lunch on the table; do not eat it, just leave it. Also, you will see a cat here too, so approach it and press A in front of it, then head back up the stairs (the cat will be following you), and then head to the east of the entrance of the area this time around, and head down the stairs there. When you head down those stairs, head east and north and talk to the little girl there. The cat happens to be her cat, who ran away. She'll thank you for returning the cat to her, and Marle will say that you are sweet. Now, head back to the first area of the square and talk to the girl sitting beside the water just south of Melchior. She'll say that Lucca's invention ought to be ready, and to make for the far side of the square. So, head north, and into the area where you met Marle.

In that area again, head north and attempt to go to the next area (I'm talking about the area with the stairs by the guy that runs the candy store). Marle will stop you and say that she wants to get some candy. Don't move the D-Pad AT ALL during the waiting process, even though you might be impatient. If you do move, it'll work against you in a later event in the game. Anyway, whether or not you move, after Marle gets the candy and you regain control, head north and up the stairs, into the next area. In this area, you'll see Taban (Lucca's father) announcing what the Telepod does. Also, you'll see some people here, as well as Lucca herself. After Taban's speech, you'll regain control, so talk to Lucca, and she'll eventually move away, letting you try the Telepod. So, when she moves, step into the left part of the Telepod where Lucca was standing before she moved. Once you get in there, Taban and Lucca will give the Telepod some power to make you teleport, and you'll teleport over to the right pod once the power is given. After you emerge from the right pod, the crowd will be amazed at how great that was. When you regain control, step out of the right pod and talk to Marle, then after some talking, she'll try out the Telepod as well. Instead of Marle being teleported to the right pod, her pendant will react to the Telepod, and she'll get warped to another time period, so we'll have to rescue her!

After some dialogue, you'll regain control of Crono. Once you regain control of Crono, step into the left pod and pick up Marle's pendant. Then, Taban and Lucca will give the Telepod some more power, then you'll be warped to where Marle was, which happens to be the year 600 A.D.

Truce Canyon - 600 A.D.

Once you get here, go slightly west like you're going out of the area, and before you can get out, three Blue Imp enemies will ambush you and attack you. You have to fight this battle, by the way. To win, simply use the Fight command over and over. Once you win, head west and into the next area. Here, head north and go up the nearby ladder, then head west and cross the next bridge. Then, you'll be attacked by two more Blue Imp enemies; you don't have to defeat them if you don't want to, you can run, but I recommend doing it for

the experience points, and plus on top of that, you'll learn Cyclone if you win this battle. Anyway, whether or not you defeat the Blue Imps, after you pass them, head west and open the chest to get a Tonic. Then, head east and southeast, opening the next chest for a PowerGlove. I suggest you equip this on Crono, since Speed doesn't matter all that much. After you get the PowerGlove, whether or not you equip it, head west and south, going down the next ladder you come across. Then, head east and defeat the two Blue Imp enemies, as well as the Roly Rider enemy. After that, head east and south, exiting the canyon.

Overworld - 600 A.D.

On the overworld, head southwest, then head west and north past the Market when you reach it after heading southwest, then you'll reach Guardia Forest after heading west and north past the Market.

Guardia Forest - 600 A.D.

When you arrive here, head north and east of the entrance, just like you did in the forest in 1000 A.D., and enter the small area there, but before you can, you are attacked by one Green Imp and two Roly enemies, so defeat them, then head into the small area there. Once there, check out the sparkling object to the north (the south one activates enemies, so only go to that one if you wish to fight enemies for experience points) to get another Power Tab. I gave this one to Crono as well, but you don't have to use it yet if you do not want to. From now on, I won't tell you who to give the tabs to, as it's your choice anyway, not mine. Anyway, after you get the Power Tab, whether or not you use it, head west, northeast, then west again and you'll be attacked by three Roly enemies. Defeat them and head west and when you reach the next bush, pay close attention and you will notice that it is moving; there is actually a monster inside, so examine the bush to have the monster drop a Shelter. Once you have the Shelter, head west and examine the next moving bush to fight two Roly Rider enemies (only examine the bush if you want experience points, as this fight is not mandatory). Once you defeat them, or even if you just skipped that fight, once you pass the bush, head west, northeast, and then finally north where the brown sign is to exit the forest.

Overworld - 600 A.D.

Back on the overworld again, go north, save your game, and enter Guardia Castle.

Guardia Castle - 600 A.D.

Here, the two guards you see when you come into the castle will not permit you entrance into the castle. That is, until Princess Nadia, or Marle, comes in and demands it. Once the dialogue is over, you'll be let into the castle, and you'll also regain control of Crono. Before we do anything, note that the room west and north of the entrance of the castle (go down the stairs after heading west and north to get into the room I'm talking about), is a room where you can rest in bed for free to fully recover your HP/MP (rest by talking to the girl with the purple hair). This room is known as the Knights quarters.

Anyway, when you enter the castle and regain control of Crono, head north and go through the door, which leads into the throne room. When you reach the throne room, talk to the Chancellor, then he'll leave and go into another room. Don't follow him, but instead talk to the king and he'll talk for a second, then you'll regain control. Once you regain control, head west and north where the Chancellor went, then head down the stairs and into the next room after going north. You'll now have to go through a series of small rooms and go up the stairs in each one (note that one room contains a chest that contains 100G, so pick it up).

After going up the stairs, you'll arrive in a huge room (this is the room where the Chancellor went). In this room, head east when you enter and talk to the Chancellor, only to have him tell you to get out of his face. Once you talk to the Chancellor, go southeast, and then north through the door, leading to the next room. In this room, open the chest (be sure to open it from its side, otherwise you can't open it) to get a BronzeMail. Equip that BronzeMail on Crono immediately, then head southwest and north, then down the stairs and exit this room. Then, head west and go down the series of stairs, and you'll be back in the main room of the castle, which is the throne room. Back in the throne room, head to the opposite side of where you are, as there is a room on that side, too (incase you don't get it, this room is to the east and north of the king).

When you reach the stairs leading to that room, go down them. Then, head up the stairs into the next room. Then, in this room, open the chest to get a Tonic. Once you get the Tonic, head up the stairs and into the next room. In this room, go up the stairs into the next room, then in that room, go up the stairs to reach a huge room (just like the one where the Chancellor went). In this room, head south and talk to the guard, then he'll move. After that, head southwest and north past the guard, then enter the door and you'll see Marle and two of her attendants in the room.

Talk to Marle, then she'll order the attendants to leave the room. When you talk to her, she'll tell you to come nearer, so approach her as much as you can, then she'll reveal herself as Marle, and say that everyone seems to call her Leene. Eventually in the conversation, Marle will say that she feels like she is being torn apart. After she says that, you'll regain control, so go up to her and press A, then she'll tell Crono to help her, then she'll disappear! Once she disappears, you'll regain control again, so open the nearby chest (open it from the side like you did the previous one) to get an Ether. Once you get the Ether, head south and out of this room, then head east and north and go down the stairs, back into the previous room. There, go down all of the stairs again, then you'll be back in the throne room. Once there, head south and Lucca will come to you, and a lengthy bit of dialogue will take place, where you'll learn that the real Queen Leene is missing, and that you must rescue her, or Marle will simply disappear. Once the talking is over and you regain control, head southwest, then south, go through the door there to exit the throne room. Then, head south and exit the castle completely.

Overworld - 600 A.D.

Here again, head south and save your game again, then enter Guardia Forest once again.

Guardia Forest - 600 A.D.

You should know by now how to exit/go through the forest, so exit it while defeating any enemies you come across.

Overworld - 600 A.D.

Back on the overworld, head southeast and enter the nearby Truce Market.

Truce Market - 600 A.D.

Here, buy a Dart Gun for Lucca and equip it on her, then sell off the old Air Gun that she was previously equipped with. After that, buy a BronzeHelm, then equip that on Lucca as well. Then, leave the shop.

Overworld - 600 A.D.

When you get back on the overworld again, head west, then north and use a Shelter by the building there, then save your game and enter the Cathedral, which is obviously your next destination.

Cathedral - 600 A.D.

When you get in here, you'll see four nuns in what appears to be a chapel of some sort. Talk to them if you wish, but the one you need to talk to in order to progress further is the one that is alone and that is beside the organ. When you talk to her, a sparkling object (not a tab) will appear on the ground just east of her, so examine it and Lucca will say that it is Guardia's royal crest. Then, the nuns will approach you and each of them will transform into Naga-ette enemies. Defeat them using Crono's Cyclone and by Lucca just using the Att command (be sure to heal if necessary). Once you defeat the Naga-ette enemies, another Naga-ette will come out of nowhere and hit Lucca. Then, a frog comes from nowhere and kills the Naga-ette with his sword. Some dialogue will then commence, where you'll be able to name Frog. Once you get Frog as a party member, examine the organ that the nun was standing by to open a door in the northeast corner of the room, just to the east of the organ. When the door is revealed, enter it, into the actual dungeon area of the Cathedral. In this area, head west and defeat the three Diablos enemies (you don't have to; most battles here are optional, but I recommend it for the experience points/money). Once they are defeated, open the two nearby chests for a Tonic and a Revive.

Once you get those items, continue heading west, then go north through the door when you reach the end of the path. After going through the door, continue going north, then go up the stairs and enter the door to the next room. In this room, open all three chests to get a Tonic, a MaidenSuit, and an Ether. Be sure that you equip the MaidenSuit on Lucca. Once you do, examine the dresser to the left of the chests you just opened to get the Naga-ette Bromide. Once you get the Bromide, three Hench enemies will come in and attack you, so dispose of them, then exit the room. Back in the previous room, head east and all the way north as far as you can, and you'll come to a chest. In the chest is a SteelSaber, so give that to Crono, then head west and then go southwest and north across the spikes, then press the switch on the wall left of the spikes to cause the spikes to go into the ground. When they go into the

ground, enter the nearby door into the next room. In this room, examine the sparkling object in the bucket to the left of the entrance to get yet another Power Tab. Once you get the Power Tab, talk to the soldiers if you want, but it is not necessary. Either way, exit the room after getting the tab.

Once you exit that room, go east and south, then go west and down the stairs that you went up earlier, then after going down the stairs, head east and take out the next two Diablos enemies you come across. Then, continue east and head up the stairs at the end of the path, then take out the two Gnasher enemies. Once they are defeated, go up the rest of the stairs, then enter the nearby door (you don't have to go here, I'm just sending you here). In this room, you will see a Diablos, a Naga-ette, and a Hench. Don't fret; they don't attack you, you can actually talk to them, so do so. After talking to all three of the creatures in here, the Diablos will leave the room to go look at Magus's statue before his shift. Once the Diablos leaves the room, do the same, and follow him into the next room. In that room, you'll see the King of Guardia, Queen Leene, and a soldier from Guardia (not really, these are fake, and are actually enemies which you will have to fight soon). Talk to them if you want, but regardless if you do or if you don't, be sure to open the two chests in this room to get 100G and an Ether. Once you open the chests, head east and enter the next room (you'll notice that part of the wall is different; that's how you'll know it's the room you're supposed to go).

In that room, you'll see some Diablos and some Naga-ettes singing hymns to Magus's statue. Go north from the entrance of the room and approach Magus's statue, then open the two chests to get a Speed Belt and a Defender. I suggest you give the Speed Belt to Crono, but that's just what I did. Also, I suggest you give the Defender to Lucca. After equipping those two things, head south and try and exit the room, but you'll be attacked by three Diablos enemies and two Naga-ette enemies. Once you kill them, then you can exit the room, so do so. Back in the other room where the fake king and queen are, attempt to exit the room and they'll transform into Gnasher enemies, so defeat those three enemies, then you'll be free to leave the room, so do so. Back in the previous room of the cathedral, head west and southeast, then south and go down the stairs. Then, go west and defeat the two Diablos enemies, then go north and take out the two Gnasher and Diablo enemies that attack you. Once you take them out, continue north and take out the two Gnashers that are on the stairs, then once they are out of the way, head up the stairs and enter the nearby door into the next area. In this area, save your game at the nearby Save Point, then go up the stairs and then head all the way west as far as you can and at the end of the path, you'll come to a chest, so open it to get a Shelter.

Once you get the Shelter from the chest, head down the nearby stairs and before you can even get down them, they'll fold over and slide your group down to the area below. When you reach the below area, don't press A if you approach the Hench enemy, as that'll wake it up; only do it if you want the experience points. Anyway, whether or not you wake up the Hench, head through the door and then head north and take out the two Mad Bat enemies you come across. Then, press the switch on the wall (you'll see it, trust me). Once you press the switch on the wall, two more Mad Bat enemies will come and attack you, so defeat them, then go through the nearby door and into the next part of the area. In that area, go east and you'll be attacked by three Henches and a Mad Bat, so defeat them, then continue east and open the two chests to get a Tonic and a Heal. Once you open the chests, continue east and take out the two Mad Bat and the two Hench enemies you come across. Once they are defeated, continue heading east, then at the end of the path, head south and enter the door into the next area. In this area, defeat the two Diablos enemies and the Mad Bat enemy, then press the switch on the wall and then go south and then go through the door at the end, then defeat the Mad Bat enemy and the Hench enemy

that attack you. After that, go up the nearby stairs, then head west and then go north and head through the door into the next part of the area.

In this area, you'll be attacked by three Hench enemies and the two Diablos enemies, then once they are defeated, open the chest just east of the organ in this room to get an Iron Sword. When you get it, equip it on Frog right away, then examine the organ to cause a door in the vicinity to open up. To get to that door, head south and exit this room, then go east and south and head down the stairs, then go through the nearby door and into the next area. In that area, go all the way north and into the next area. In that area, head west and then go north and enter the newly revealed door, which leads into the next area. In this room, head north and approach one of the two Hences to start a fight. Defeat those two Hences, then continue north and defeat the two Naga-ette enemies. Then, continue north some more and then kill the two Hences that are blocking the door leading to the boss. Once they are defeated, use a Shelter/save your game at the Save Point, then enter the door the two Hences were guarding. Inside, go north (you can move while the Chancellor is talking to Queen Leene when you first enter the room) and then some dialogue will commence as Queen Leene (the real one) steps back and the Chancellor (this is the fake Chancellor) transforms into Yakra, the first boss of the game. Read the Bosses section to see how to beat Yakra.

When Yakra is defeated, Queen Leene and Frog will talk for a minute, then you will regain control. Once you regain control, open the left chest to free the real Chancellor (if you don't open it, on your way out, he will automatically get out anyway and then come with the queen and your group). After the real Chancellor is freed, open the chest to the right to get a Mid Ether. Once you obtain that, the Chancellor will talk to Leene for a second, so after that, head south towards the exit of the room. Once there, talk to Leene, and your group, as well as Leene and the real Chancellor, will arrive in Guardia Castle's throne room.

Guardia Castle - 600 A.D. -----

When you arrive here, some short dialogue will commence, then Frog will leave the room as he has "disgraced" Queen Leene because of a fault of his that endangered her. Anyway, after Frog leaves the room, head back to the room where you found Marle when you first arrived in the castle before Lucca even came. Once there, walk up to the sparkles that you see; when you do, Marle will reappear. Once she does so, some dialogue will commence, as Crono and Lucca learn her true identity as "Princess Nadia". When Marle asks you if you would've known that she was Princess Nadia, that you wouldn't've walked with her around the fair, tell her either choice, it does not matter which one you choose (though if you tell her "Wrong!", she'll say that that is why she likes Crono). Once the dialogue is over and you regain control, exit the castle, but talk to Frog on the way out. After that, you can talk to the king and the real Queen Leene if you want, as well as every other person in the castle before you exit it, though you don't have to. One more thing before you exit, though; I suggest you head just east of the entrance of the castle, then go north at the end of the path. Then, go down the stairs and into the next room. In that room, head southeast and then open the chest to get an Ether. Then, you can and should exit the castle.

Overworld - 600 A.D. -----

Back on the overworld, head south and then enter Guardia Forest once more.

Guardia Forest - 600 A.D.

Here, simply make your way through the forest while defeating the enemies that you come across. Though, before you exit the forest, I suggest that you fight a few battles to let Marle learn some Techs (when she learns Aura, she'll learn Aura Whirl, so I do suggest you get Aura; Aura Whirl will come in handy later on).

Overworld - 600 A.D.

Head southeast and enter the Market.

Truce Market - 600 A.D.

Once here, buy a BronzeHelm for Marle and Lucca, then equip them. Then, equip Marle with a Karate Gi if you have one in your inventory. If you don't have one, simply buy one then equip it on Marle. Once Marle is equipped, sell off any old equipment that you don't need. Then, buy some more Tonics, as well as some Shelters, and anything else you might want to buy (be sure that you stock up on some Revives; you'll need them). Then, exit the market.

Overworld - 600 A.D.

Once you arrive on the overworld yet again, head east and north, then save your game and enter Truce Canyon.

Truce Canyon - 600 A.D.

Here, simply make your way out of the first area of the canyon (I'm sure you know the way), defeating any enemies you come across. Once you get out of the first area of the canyon, in the second area, Lucca, Marle, and Crono will have a sort of lengthy discussion about what a "Gate" is. Once the discussion is over, your group will go through the gate, and then they will arrive at Leene Square, back in the year 1000 A.D.

Leene Square - 1000 A.D.

When you arrive here, your group will talk for a minute, then Lucca will leave your group, as she has some work to do. Then, it's just you and Marle. Once you regain control, head south into the next area, then head south into the very first area of the square. There, head south and exit the square.

Overworld - 1000 A.D.

On the overworld, head southwest and north, then enter Guardia Forest.

Guaria Forest - 1000 A.D.

Here, simply go through the forest and defeat any enemies you come across.

Overworld - 1000 A.D.

Save your game, then head north and enter Guardia Castle.

Guardia Castle - 1000 A.D.

The moment you get in here, the Chancellor will accuse Crono of kidnapping Marle. Then, some dialogue will continue to commence, and eventually, Crono gets thrown into a court and has to stand trial for what he "supposedly" did to Marle. Remember those things I told you to do and not to do in the Millennial Fair earlier in the game? Well, if you did all I told you to do in the Millennial Fair (see the first part of the walkthrough to make sure you did all of them), you'll be proven innocent by the jury. If you didn't do what I said, however, you'll be deemed guilty by the jury. Either way, though, after the trial, you'll be taken away and thrown in prison. Anyway, once the trial commences, eventually, you'll be asked if you or Marle started the whole mess; tell the Chancellor that you started it. Then, later on in the trial, you'll be asked if Marle's fortune at all tempted you; tell the Chancellor no each time he asks you if it tempted you. Also, depending on what actions you did in the Millennial Fair, there will be witnesses that testify against you or that testify in your favor. Either way, the events in the trial make no difference whatsoever (except you can get an Ether in the jail cell if you were proved innocent); you will still be thrown in jail for three days.

Once you answer all of the questions in the trial, Marle and the king will come in, then Crono will be taken away to a room with a Supervisor, with the Chancellor, and a guard behind Crono. Eventually, Crono will be knocked out by a guard, then you'll awake as Crono in the prison shortly after that. Once you wake up as Crono in the jail cell, examine the pink bag to get an Ether (note that the bag is only here if you were deemed innocent by the jury, and is not here otherwise). Then, use the cup just east of that pink bag to fully recover your HP/MP. Once your HP/MP is fully recovered, save your game at the nearby Save Point. Once that is done, just leave your game on for a few minutes until three days have passed (three days in game time, not real time). Or, if you don't want to wait, simply approach the gate leading out of the cell three times; doing this will cause the guard on the left to open the cell and knock Crono against the wall. When he is knocked against the wall, the guard will walk out of the cell but before he walks out, go behind him and press A to knock him out. Once the guard is knocked out, Crono will leave the cell and then you'll enter combat against the other guard in the room. NOTE: This FAQ is assuming that you escaped from the prison, rather than waited three days, so the walkthrough for this part will be assuming as such.

Note that if you chose to wait three days for the execution to begin, you will be carried to a room with a guillotine where they are about to execute Crono. Then, Lucca will knock the guards out and free Crono, then you'll have Lucca in your party, rather than just Crono. If you do the method of escaping the prison, Lucca won't join you until a bit, so it's your choice; choose whichever method suits you best. If you want a walkthrough for the method

where you wait three days for the execution, see another FAQ. Anyway, after escaping the prison, kill the other guard that attacks you. Then, once he is killed, head east and exit the room. In this room, head up the stairs, then head down the stairs to the east, and you'll be in an outside area. In this outside area, head east and cross the beam, then when you reach a door, enter it, into the next room. In this next room, head east and sneak behind the guard and knock him out like you did the previous guard. Once the guard is knocked out, press the switch on the wall behind him, then enter the newly opened area, into the next room.

In this next room, open the four chests to get two Ethers, and two Mid Tonics. After opening the chests, leave this room. Back in the previous room, head west and try and exit the room, and an Omnicrone will stop you, so defeat him, then exit the room, and you'll be back in the outside area, atop the beam. Back in the outside area, head west across the beam, then when you reach the door leading to the previously visited area of the castle, enter that door. In this previously visited room, head west and up the stairs, then go north and defeat the two Blue Shield enemies (if you are not sure how to beat them, see the Enemies section of the FAQ). Once you defeat those enemies, head up the stairs northeast of where the Blue Shields were, then you'll arrive in another outside area. In this outside area, head east and make your way across the beam, but before you can cross all of it, you are attacked by two Guards, so defeat them, then continue walking across the beam, then at the end of the beam, enter the door into the next area. In this next area, go east and you will see a guard; wait until he looks to the east, then when he does, quickly sneak behind him and knock him out.

Once he is knocked out, head east and then kill the next guard (he's guarding the gate) or just knock him out; I suggest knocking him out, because you can get a Mid Tonic from him by pressing A on him after knocking him out. Anyway, whether or not you knock out the guard, after you pass him, press the switch on the wall to open the gate. Once the gate is opened, enter the nearby room and open the chest for a Mid Tonic. Once you open the chest, head east of the chest and you'll see a person under a guillotine; go up to his face and press A and then release him when you are given the choice whether or not you want to release him. When you release the boy, he'll talk with you for a second (his name is Fritz, by the way, just to let you know), then he'll leave the castle. After you free Fritz, press the switch on the wall to the north of the guillotine; doing this will cause the gate to open up, so when it opens up, enter the newly revealed room and once inside, open the chest to get a BronzeMail. Once you get that, attempt to leave the room and you will be attacked by the two skeletons on the ground, who'll come to life and become enemies known as "Decedents". Defeat them, then leave the room. Back in the previous room, grab the Mid Tonic in the chest and head south and exit.

Once you exit the room where Fritz was, head west and northwest, to the part of this room that you haven't been to; at the end of the path after you go northwest, you'll encounter another guard. Wait until he looks to the west and when he does so, quickly sneak up behind him and knock him out. This guard does have a Mid Tonic, by the way. Whether you kill or knock out that guard, be sure to head west and go up the stairs after you pass him. Once you go up the stairs, you'll be in another outside area. So, head west across the beam, then at the end of the beam, head west and enter the next room. In this room, go up the nearby stairs, then head west and go down the next set of stairs. Then, in this next room, press the nearby switch on the wall, then the gate will open, so enter the small room there when the gate opens and inside, open the chest you see to get a Shelter. After that is done, exit the small room, then head east and exit this room via the way you came. Back in the previous room, head up the nearby set of stairs, then head north and defeat the two Blue Shield enemies (If you don't want to fight, you can simply walk, not run,

up the middle space between the two shields to pass them. I forgot to tell you this on the last two Blue Shields you encountered, but you can walk through them without fighting them).

Once you kill them or just pass them, head northwest of where the Blue Shields are/were, then head up the stairs there and enter the next room. In this room, head west, ignoring the first gate; instead, enter the open cell with a hole in the wall (the switch is already pressed, so don't mess with it). In that cell, enter the hole in the wall, and you'll be in an outside area. In this outside area, head east and south, climbing down the wall onto the platform below. On that platform, head west and then go south and climb the wall when you reach the hole in between the two small platforms. Once you climb down the wall onto the next platform, head west, then south, and then finally east and enter the hole in the wall there, into the next cell of the castle. In this cell, open the nearby chest to get a Shelter. Then, head west and press A on the hole to go down it. When you go down the hole, you'll drop into another cell. In that cell, open the two chests to get 1500G, and a Lode Sword. Equip that Lode Sword on Crono right after you get it, by the way. Once you equip Crono with the Lode Sword, climb up the wall directly below where the hole was in the cell above you. Then, you'll arrive in the cell that has the hole in it.

In that cell, head north and go through the hole in the wall. Outside again, head west to the end of the platform, then head north at the end of the platform, then head east and get onto the other platform. Once you are on that platform, climb the wall when you are on the middle of the platform (basically, head up when you are below the space in between the two platforms above you). Once you climb to where the two platforms are, head east and get on the platform to the right. On that platform, head east and to the end of the platform, then at the end of the platform, go north and then west and climb the wall onto the next platform. Now, enter the nearby hole in the wall, and we'll be back in a previously visited area. Back in this cell, head south out of the cell, then head east and head up the stairs, exiting this room. Once you exit that room, head east and go up the stairs into the next area. In this next new area, head up the next set of stairs that you haven't headed up yet. Then, in this room, head south and attempt to enter the room and two Guard enemies will attack you. Kill them, then enter the door leading to the next room. In this room, go north and the Supervisor will try and get more guards to come, but Lucca quickly knocks him out with her gun.

Once Lucca knocks the Supervisor out, she joins you. Once Lucca joins you, use a Shelter at the Save Point, then save your game. Then, head examine the unconscious Supervisor to get 5 Mid Tonics! Now, go north and then go down the stairs, into the next area. In this area, be sure to give the PowerGlove you got in the beginning of the game in Truce Canyon to Crono, as he'll need all the power he can get for the upcoming boss battle. After equipping that, head west and walk across the beam and when you reach the middle of the beam, Lucca will ask what that was. After that, continue heading west and you'll encounter the Chancellor, who summons the Dragon Tank, the next boss of the game, to fight you. Be sure you check the Bosses section for a strategy on defeating the Dragon Tank. Once you defeat the Dragon Tank, Crono will destroy the Dragon Tank completely with his sword. After the Dragon Tank is destroyed, the Chancellor and the other people with him act as a makeshift bridge for you (I am sure they appreciate you walking on their backs). So, cross the human bridge and west, into the next area. Here, head south and into the small room that you are in. In there, open the chest to get a Shelter.

After that, head down the set of stairs that you haven't been down yet, into the next area. In this area, go down the stairs to the left, into the next area. Here, simply go down the next set of stairs to your left, into the next

area. In this area, head south and into the huge room there. The moment you enter the room, the guards in the blue shirts will try and stop you. Once Lucca gets done talking and you regain control, head south and then east towards the entrance of the castle. Before you can get out of the castle, more guards will come and try and get you. Once the guards surround you, head east and then Marle will tell them to stop it, and then some dialogue will take place, as Marle leaves the castle with Crono and Lucca. After your group leaves the castle, you'll emerge in Guardia Forest.

Guardia Forest - 1000 A.D.

Here, the guards will pursue your group and surround them; then, you will gain control of Crono again, so once you do, head east and into the next area of the forest. In this area, more dialogue will commence, then you'll once again regain control of Crono. When you do, approach the gate (be sure that you are facing the gate, otherwise this won't work), then press A to enter the gate; you'll then be warped to the future, which is all the way in the year 2300 A.D.

Bangor Dome - 2300 A.D.

Once you arrive here, your group will talk for a second. Once they are done, head south and exit the dome.

Overworld - 2300 A.D.

On the overworld of 2300 A.D., head southwest to the dirt path, then when you are on the dirt path, follow it southward to Trann Dome. Before you enter here, though, be sure to save your game.

Trann Dome - 2300 A.D.

When you enter the Trann Dome, head to the extreme western corner of the room. There, go north and enter the pod-like thing there; this is the Enertron, which fully recovers your HP/MP, but still leaves you hungry. After resting in the Enertron, talk to the very first guy you came across in here (after heading down the first set of stairs, you encountered him). Then, tell him that you have some money, and he'll let you buy some stuff.

Here, buy an Auto Gun for Lucca, then buy three Iron Suits and three Iron Helms, then equip them on all three of your party members immediately after buying them. Then, once you are equipped and ready to go, sell off any old equipment that you don't need, then restock on any other items you might need, such as Shelters, Tonics, etc. After shopping, talk to anyone you may want to talk to in here, then exit this dome when you are ready.

Overworld - 2300 A.D.

Back on the overworld, head south and get on the dirt path. Follow the dirt path to the north towards Bangor Dome. Don't enter Bangor Dome; instead head

east and north towards the ruins there. This is Lab 16, your next destination, so save your game and then enter it.

Lab 16 - 2300 A.D.

Note that all the rats in here steal your Tonics if you run into them, so be very careful not to bump into the rats. If you do bump into them, you won't get into a battle with them, but as I said, they will steal your Tonics, so just watch out for that, and be careful not to lose too many of them. Anyway, once you enter Lab 16, head northeast and then past the rat. Then, continue heading east and you'll eventually reach another rat. When you reach that rat, head north and try and not let him hit you, though that might be a bit hard, if you just rush to get past him. After you head north (I meant head north towards the chest), open the chest to get a Berserker (this will come in handy fairly shortly in the game). Once you get that, head southwest and south back to the entrance of the lab, while avoiding the rats as best you can. Once you reach the entrance again, head north and then east and fight two Octopods and a Man Eater. Once you defeat them, head west and then go north and fight the three Craters and the Man Eater. then once you beat them, head east and try and avoid getting hit by the rat. Then, after you pass the rat, head east some more and then open the chest you come to for a Lode Sword. If you already got the one that was in Guardia Castle, which you would've if you followed my walkthrough for that particular part, you won't need the Lode Sword except for selling.

Anyway, after you get the Lode Sword, two Octopods and a Man Eater will attack you, so defeat them, then head east and north and pass the rat there. Once you pass the rat, head west and avoid the next rat as best you can. Then, once you pass that rat, open the nearby chest for a Lode Bow. Be sure that you give this to Marle immediately, as her Bronze Bow really isn't that good of a weapon, as you probably already know. Once you equip the Lode Bow, head south away from the chest, then head west and defeat the two Octopods and the Man Eater enemy you come across. Then, head west and north and take out the five Crater enemies that you come across. Once they are defeated, head east and pass the rat there so that you don't lose a Tonic, while heading into the next area of the lab. In this next area of the lab, head east and three Shadow enemies will come off of the ruined car there and attack you. Note that these enemies are weak against magic attacks only, so use Crono and Lucca's Dual Tech Fire Whirl to dispose of them. Once the Shadow enemies are defeated, head south and west towards a chest containing an Ether. Once you get the Ether from the chest, head east and take out the three Shadow enemies that attack you. Once they are defeated, head east some more and take out the next three Shadow enemies that attack you. Once you defeat them, head northeast and north then take out the Mutant enemy there.

Once you defeat the Mutant enemy, continue north and you'll be out of Lab 16.

Overworld - 2300 A.D.

Back on the overworld of the future, follow the dirt path to the dome to the southeast, which is Arris Dome. Save your game before entering this dome.

Arris Dome - 2300 A.D.

When you arrive in the Arris Dome, head across the sets of stairs until you come across an old man named Doan, who will talk to you and be very surprised that your group was strong enough to beat up the monsters in Lab 16. Also, the people will be surprised also that you were able to cross the lab. After Doan gets done talking, you'll regain control of Crono. When you regain control, head north and then west and into the area with lots of people. In that area, use the Enertron located to the west near a set of stairs, to fully recover your HP/MP. Once you rest in the Enertron, head down the stairs to the west only if you didn't buy any items in the Trann Dome, as the little girl behind the counter after you go down the stairs only sells the same things you bought in the Trann Dome, so don't bother if you bought the Auto Gun and Iron Suits/ Iron Helms already.

Anyway, whether or not you head down the stairs, head back into the crowd of people after using the Enertron or after shopping (depending on which you did), then when you are in that crowd, go south to the ladder that you see, which leads you further into the Arris Dome. Before you can go down the ladder, though Doan tries to stop you, but your group insists on going, and then after the talking with Doan, you'll regain control, so head down the ladder, and you'll be in a lower area of the Arris Dome. In this area, head down the ladder, then when you get off the ladder, go down the nearby set of stairs, then head west and northwest, then climb the nearby ladder into the next room. In this room, go north from the entrance, then go east when the beam splits. Go east until the beam goes north, then when it does so, head north and then head east when the beam heads east. Then, head north when the beam heads north, and keep heading north until you see a rat on the right side of the screen. Ignore it for now, as there's nothing you can do with it. Anyway, when you reach the rat, head west of the rat, walking across the beam until it moves to the north.

When the beam moves north, walk north and across the beam, then walk to the east when the moves to the east. Then, when the beam moves north, walk north across it into the next room. In this room, you'll hear an alarm sound. Head north and try and get into the next room to the north of you, and you'll be attacked by the Guardian, the next boss of the game. He has two Bits with him as well. Be sure to the read the Bosses section for help on defeating this next boss in Chrono Trigger. Once you defeat the Guardian, go north and into the next room. In this room, some dialogue will commence as Lucca says that the reason the room smells bad is because the refrigeration seems to have failed. Once the dialogue is over, you'll regain control. When you regain control, open the chest in the room to get a Mid Ether. Then, examine the dead body of the guy against the wall, and you'll read a letter that tells you that the rat we saw earlier knows the secret of the Arris Dome. Once you read the letter, head south and exit this room. Back in the previous room, head south and back into the beam room. Back in the beam room, head south and Marle will tell you that the rat is nearby.

After she does, you'll regain control, so follow the rat around the beam maze (be sure to hold B to run, and press A to catch it, just like Lucca told you). After you catch the rat, it'll say that it gives up, and then it'll tell you the secret of the Arris Dome, then it'll run away. After the rat runs away and you regain control, head out of the beam maze via the south exit (not the exit that leads to the Guardian; the exit that was once an entrance to this room earlier in the dome). When you exit the beam room, climb down the ladder, then head east past the first console, then when you reach the second console (the one that is shining at the top like a tab does), face it, then hold L and R, and press A to activate the console. When you activate the console, a platform will appear, thus enabling you to get into the next room, so get through the door after the platform appears, and you'll be in the next room. In this room, go north and defeat the Buzzer enemy and the two Rat enemies. Then, continue

north and open the chest you see for a Mid Ether. After that, head all the way south towards the entrance of the room. From there, head west and head up the nearby set of stairs, onto the grated platform.

On the grated platform, head north until the grated platform comes to a halt; when it does so, head down the stairs to the east, then take out the two Bug enemies you come across. Once they are defeated, head south and take out the next two Bug enemies that you encounter. After that, head east and go up the next nearby set of stairs that you come across. Then, on the grated platform, head north and then at the end of the grated platform, head west and go down the nearby set of stairs, then head north and enter the door to the next room. In this room, head east and north and take out the nearby Proto 2 enemy that you see. Once the Proto 2 is defeated, head east and go up the nearby set of stairs, then head east some more and go down the next set of stairs there. Now, go north and approach the upper Shadow enemy, and then it, as well as the Shadow enemy below you, will attack you, so defeat them, then continue north and go up the stairs that you come across. Then, bump into the Rat enemy that is running about to start a battle with three Rats and a Bugger. Defeat them, then head west and go down the next set of stairs, then take out the nearby Proto 2 enemy that you come across. Once that is done, head west and north and go up the nearby set of stairs, onto the grated platform.

On the grated platform, go north and then head east when the grated platform starts moving to the east. Once you head east, go down the stairs when you encounter them, then after going down them, enter the door into the next area. In this area, go north and then some lengthy dialogue will commence, as you learn a bit about Lavos, the being that is destroying the world, and that is responsible for the destruction in 2300 A.D. Near the end of the dialogue, Lucca will ask you if you are willing to save the future from Lavos; tell her either answer, as it doesn't affect anything, because you'll still end up going to save the future anyway. After the dialogue is over and you regain control, head south and out of this room. Then, backtrack all the way back to the room with the two consoles. Once there, head west and southeast, then go north and then go up the ladder that you went down earlier to get into the lower area of the Arris Dome, and when you go up the ladder, you'll be back in the room with Doan and the others. Back in that room, some dialogue will commence, as your group tells Doan and the others that the seeds they got might be their only hope to survive.

After the dialogue is done, exit the Arris Dome (note that you have to push the guy near Doan that is blocking your path after the dialogue out of the way by going up to him and holding the D-Pad up, in order to get out of the area where Doan is).

Overworld - 2300 A.D.

Back on the overworld, I suggest you go southeast, and to the Sewer Access area there, because you can get some items, as well as a fairly good amount of experience points. If you wish to attempt the Sewer Access, go for it. This FAQ assumes that you did (either way you'll have to eventually anyway). Before you enter though, save your game and use a Shelter if you need it.

Sewer Access - 2300 A.D.

When you arrive in the Sewer Access, attempt to climb down the ladder that you are on, and before you can get all the way down, a weird looking bat with an

eye will go inform Sir Krawlie that there are bandits within the sewers (supposedly his sewers). Anyway, once you gain control, head down the rest of the ladder, then head southeast and then northeast and take out the two Egder enemies and the Nereid enemy, then open the nearby chest to get 600G. After that, head back to the ladder that you climbed down to get into the sewer. Once there, head southwest of the ladder and then attempt to cross the small bridge and you'll be attacked by some Nereid enemies; defeat them, then head west and two frogs will start talking, then they'll run because they know someone is coming. When they run, you'll regain control, so head across the rest of the bridge, then head south and try and get into the next area, then your group will say that this is a creepy place and stuff like that. Once they are done talking, you will regain control, so when you do, head south and into the next area of the sewer.

In this area, climb down the ladder, then head east and you'll see a cat; ignore it, because if you examine the cat, it'll meow, thus activating three Nereid enemies. Anyway, go past the cat, then follow the path until you come across a can beside a trash can. When you come to the can and trash can, leave the can alone, because if you kick it into the trash can, it'll cause noise, thus activating more enemies. So, go past the can and the trash can, then continue following the path and you'll eventually come to some cheese (what cheese is doing in the sewers is beyond me); ignore it, too. After you go past the cheese, continue following the path and you'll come to a Save Point; ignore it, then head east and then go up the nearby ladder, into the next area of the sewer. In this area, go north and take out the nearby Egder enemies. Then, head east when you see a gray wall just north of a huge black area. If you headed east at the right spot, you will have went through the black area south of the gray wall, then you'll have arrived in an area with a switch on the wall (the switch will be red).

When you reach the switch on the wall, press A on it to deactivate it. Once you deactivate the switch, head west and go through the black area south of the gray wall. When you do that, and are back on the other side, head north as far as you can, then head east and go across the black area there, then you reach a piece of actual ground and not black, head east and south and go through the door, into the next part of the sewer. Here, the two frogs you saw earlier will talk, then you'll regain control. Once you regain control, head east and north and cross the bridge, then open up the nearby chest to get a Rage Band. Equip it on whomever you wish (I strongly recommend Crono, or you can save it for Robo, though I definitely recommend giving it Crono), then head east and attempt to the cross the bridge, but before you can, some dialogue will take place, as Sir Krawlie and that weird bat with the eye we saw earlier chat it out. Once the dialogue is over, the bat runs and you'll fight Sir Krawlie. He isn't really a boss by any means, but I've always considered him one, so read the Bosses section if you need a strategy on defeating Sir Krawlie. Once he is defeated, you'll regain control.

Once you regain control, head south and then west, crossing the bridge that you come across. Once you cross the bridge, head south and you'll encounter two Egder enemies and two Nereid enemies, so defeat them, then continue south and cross the next bridge that you come across. Once you cross that bridge, go south then all the way west, then when the path splits to the north, go north and open the chest to get a Bolt Sword. Give this weapon to Crono immediately! Once Crono is equipped with the Bolt Sword, head south and west, then press the nearby switch on the wall to activate the nearby bridge. Once the bridge is activated, ignore the bridge, and instead head east, then head southeast and then head north when you come to the bridge you passed by earlier (the bridge where the long ladder is), and cross that bridge. Once you cross the bridge, go up the nearby ladder, and you'll be out of the sewers.

Overworld - 2300 A.D.

In this new part of the overworld, head southeast and then go north and enter Death Peak.

Death Peak - 2300 A.D.

When you arrive here, immediately go north while running, as if you stall too long, the wind will gust very high and blow you off Death Peak, and back on the overworld. Anyway, when you go north when you enter here, head east and enter the small alcove where you see the sparkling object (it may be hard to see because it's on a white surface, but it's visible, trust me). Once you enter that alcove, quickly examine the sparkling object to get a Power Tab. Once you get the Power Tab, the wind will blow you off Death Peak almost immediately after. It's not like it matters, this place is useless to you for right now, anyway.

Overworld - 2300 A.D.

Back on the Overworld, head west and north and enter the Sewer Access again.

Sewer Access - 2300 A.D.

Back in the Sewer Access, climb down the ladder, then head down the ladder, then go south and cross the bridge. Then, head west and north and then towards the chest that contained the Bolt Sword. Then, head west and cross the bridge, then take out the two nearby Egder enemies you come across. After that, head west and all the way north, then go west and across the bridge that you come across (this bridge wasn't here earlier). Once you cross the bridge, head west and northeast and cross the next bridge. Then, after crossing that bridge, go east and north and climb up the ladder that you see, and you'll exit the Sewer Access, and you'll be back on the Overworld where the Arris Dome is.

Overworld - 2300 A.D.

Back on the Overworld, head west and then follow the dirt path to the north, then enter Lab 32 at the end of the dirt path. Be sure to save before entering, however.

Lab 32 - 2300 A.D.

When you get here, open the nearby chest to get a Mid Tonic. Then, head north and then east and try and head east of the Jet Bike (basically, try and exit this part of the lab). Then, four robots will try and attack you, but then a guy named Johnny will stop them from attacking you. Then, he'll tell you to race him to the other side of the lab on the Jet Bike. Note that this can be a bit tough at first, so keep that in mind. Johnny will also ask you if you know how to ride the Jet Bike or not, so tell him "Yes" if you do, and "No" if

you don't. Either way, after you race Johnny one time (press the A button when you are facing the Jet Bike to start the race), if you lose, you will stay in the first area of Lab 32. If you win, you'll be in the final area of Lab 32, so in that area, head south to exit the lab. Also, I consider the Jet Bike racing a mini-game, so see the Mini-Games section of this FAQ for that information. Note also that after the first race with Johnny, you don't have to race him again if you don't want to; you can exit the lab manually, but this means you'll have to fight some enemies, so keep that in mind. Even if you beat Johnny, I do suggest going through the lab manually so that you can get the Race Log (this will be useful for a tab), as well as some experience points and money.

So, if you already exited the lab if you beat Johnny, reenter it and then go north and then west and into the next area (this FAQ will assume that you beat Johnny and that you are coming back into the lab to get the Race Log). In this area, head west and defeat the three Mutant enemies that you come across. Now, head west, passing the huge rock in the middle of the area. Then, after you go west, head southeast (go southeast when you see the chest), then you'll be attacked by some Shadow enemies. Defeat them, then open up the nearby chest to get a Race Log. After that, head west, then northeast towards the big rock in the center that we saw earlier. Once you reach the rock in the middle area, head all the way east past the rock to exit this area of Lab 32. In this final area of Lab 32, head south to exit the lab completely.

Overworld - 2300 A.D.

On the overworld, head southeast until you see two buildings; ignore the first one, then head southwest and north, and enter the Proto Dome, but be sure to save your game before entering.

Proto Dome - 2300 A.D.

When you arrive here, head north, then go west and go up the nearby set of stairs. After that, head west and then take out the three Bugger enemies that you come across. Then, head north and go up the stairs, then continue north and defeat the four Bugger enemies that attack you. Once they are defeated, go north and enter the Enertron to fully recover your HP/MP. After that, head to the northern part of the room, to a damaged robot on the ground nearby.

Approach the robot, then some dialogue will commence, as the scene switches to Lucca repairing the damaged robot. Once the robot is repaired, shortly after that you'll be introduced to Robo, who is obviously your next party member. Once you get Robo named, some more dialogue will commence, and eventually, Robo will say that he is going to do you a favor by going to the Factory up north to unlock the door leading to the gate out of the future, but someone must stay behind. You can either choose to have Marle stay behind, or to have Lucca stay behind. I recommend that you leave Marle behind, because Lucca and Robo are more useful at this point than her.

Anyway, regardless of who you leave behind, after that, you'll regain control, so exit the Proto Dome after that.

Overworld - 2300 A.D.

On the overworld again, head southeast, then head northwest, then finally head north and enter the Factory. Before you enter, though, I suggest saving your game.

Factory - 2300 A.D.

Once you arrive in the Factory, go north and approach the screen. Then, press A and Robo will override the security system 00, then an Acid enemy will drop down from the ceiling and attack you. Defeat it, then head east and north up the conveyor belt. Then, continue north until you can't go north any further. At that point, you should be standing atop a green hole with a switch on the wall. When you are in that position, press the switch on the wall, and the green hole, which happens to be an elevator, will take you to the lower level of the Factory. When you reach the lower level of the Factory, head south and go down the nearby ladder. Then, head west and north, then go up the stairs, and into the dark room. In the dark room, head north as far as you can, then head east as far as you can, then press A to open up a chest that contains a Mid Ether. Once you get that, head back west and south to exit this dark room. When you exit the dark room, head down the nearby ladder, then head south and go down the nearby ladder. Once you go down that ladder, head all the way west and open up the chest you encounter to get a Robin Bow. Press Y to get to the party selection screen, then put Marle in your party and equip that Robin Bow on her. After Marle is equipped, press Y again, then put Lucca or Robo back in your group in place of Marle (whoever you took out, put back in).

Once that is done, head all the way east again, then go up the ladder. Now, head east and south and go down the ladder there. Then, head southwest and north, then enter the room there, and then the crane will take you to an area on the conveyor belt where you'll fight a series of battles against enemies. The enemies themselves are fairly easy to defeat, it's just that they come in such large numbers, that it is hard to not have one party member die, or at least become close to death. The key to winning this series of battles is to use Dual Techs (preferably Fire Whirl, or Rocket Roll if you have it) or just use the Att command while you strive to keep your HP high throughout the battles. The enemies you'll fight are: For the first fight, a Proto 3. For the second fight, you'll fight a Proto 3, and two Debugger enemies. For the third fight, you'll fight a Proto 3 and four Debugger enemies, so definitely watch out here. After that battle, the series of battle is over, so take a sigh of relief. Anyway, after the battles, you'll come off of the conveyor belt. But instead of heading south into the next room, head north when the robots move away from your vicinity to get back on the conveyor belt.

Once you are back on the conveyor belt, run to the east, then head south and go down the stairs there where the chest is, and open it to get an Ether. Now, get back on the conveyor belt and just sit there and not move until the crane takes you back into the area with the series of battles. Do the battles the same way you did before, then after you do those battles, head south and into the next room that I told you to ignore earlier. In this room, head east and take out the four Bug enemies you come across. Then, climb up the nearby ladder, then enter the door leading to the next room. In this next room, head north then east when you come to a fork. After heading east, head northeast and open the chest you encounter to get a Mid Tonic. Once you get the Mid Tonic from the chest, head west, then go through the nearby door that you see, into the next area. In this area, press A on the screen to get the crane control information. Once the screen turns off, two Proto 3 enemies will start wandering around the room, so dispose of them, then open the two chests in the right side of this room to get a Mid Ether and 400G. Once you open the two chests, exit the room. Back in the previous room, head southwest and then

northwest and enter the nearby door into the next room.

In this room, head northwest and take out the two Proto 3 robots in the area. Then, two Debugger enemies will drop down from the ceiling and attack you, so defeat them, then open the two chests in the room to your left to get an Ether and a Shelter. Once you get those items, head south to exit this room. In this area that you come to, step south and a message will appear onscreen that'll tell you how to operate the crane. After the message disappears, you'll hear a beep. After the beep, press X, then A to move one of the red tin cans in the area out of your way and onto the conveyor belt. Once the first red tin can is out of the way, step north, then step south again and the message telling you how to operate the crane will appear onscreen once again. After the beep, enter the next crane control code by pressing B, and then B again. This time, the second red tin can will move out of your way and onto the conveyor belt. Once the second red tin can is out of your way, head north and enter the room where you fought the two Proto 3 and the two Debugger enemies. Back in that room, head northeast and take out the two Proto 3 enemies in the middle of the room, then take out the two Debugger enemies that drop down from the ceiling. Once the enemies in this room are taken care of, head east and south to exit it. Back in the huge area of the Factory, head west and then head south and head down the ladder.

After you climb down the ladder, head southwest, then all the way north and enter the door into the next room. In this small room, open the nearby chest to get a Bolt Sword (you'll already have this if you did the Sewer Access already). If you didn't attempt the Sewer Access or even if you did, if you missed this sword and don't have it, be sure to equip it on Crono right away! Either way, after getting the Bolt Sword from the chest, approach the screen and then hold L & R at the same time, then press A to activate the screen. Once you activate the screen, you'll get some information of what the code is that you need to input later on in the Factory. After the screen goes off, go south and exit this room. Back in the huge area of the Factory, head all the way east and then go north and up the ladder at the end of the path. After you go up the ladder, head east and southeast, then head north and go up the ladder there. Once you go up the ladder, head north and stand atop the green hole on the floor. Then, in that position, press the switch on the wall and the elevator will carry you back up to the very top level of the Factory. Back in this previously visited area of the Factory, head south and get off the elevator, then head west and defeat the three Debugger enemies that attack. Once they are defeated, continue west and then go north onto the green hole in the northwest corner of the room, which obviously another elevator.

When you get on the elevator, press the nearby switch on the wall to elevate yourself to the lower level that you haven't been to yet. When you ride the elevator down to the lower level, head and use a Shelter and save your game at the Save Point. After that, head west and north and go through the door, and into the next room. In this room, head northeast and take out the Acid enemy and the two Alkaline enemies that attack you. Once they are defeated, the screen in the room will turn on, so approach it, then hold L & R and press A to turn the screen off. Once the screen is turned off, the hatch in this room will open in the southeast corner of the room (you'll see stairs after it opens). Before you go down the stairs in the southeast corner of the room, be sure to open up the chest in the room to get a Shelter. Once you get that, go down the stairs to the south of you, and into the next area. In this area, go down the ladder, then head west and defeat the Alkaline enemy that you come across. After that, continue west and defeat the next Alkaline enemy that you encounter. Once that enemy is taken care of, head west then south and through the door, into another part of this large room. Here, head south and take out the Acid enemy you come across, then continue south and go through the door, leading you further into the Factory.

Now, head east and defeat the two Acid enemies and the Alkaline enemy that drops down from the ceiling and once they are defeated, go through the door into the next room. In this room, head northeast and open the chest to get a Hammer Arm. Be sure that you equip this on Robo immediately! Once you equip Robo with the Hammer Arm, head west and open the chest you come across to get a Titan Vest. I personally suggest that you equip this on Lucca immediately. After equipping Lucca, or whoever you equipped it on, head directly east and go under the red lasers, then approach the nearby screen and press A on it to turn it on. Once it is turned on, Robo will disable the lasers in the Factory, then three Alkaline enemies and two Acid enemies will drop down from the ceiling and attack you. Defeat them, then head southwest and go down the nearby ladder, into the next area. In this area, climb down the ladder, then head east and then north and then head west when you see a chest, then open it to get a Plasma Gun. Give this gun to Lucca immediately! Once you equip Lucca with the Plasma Gun, approach the screen and press A on it and you'll have to input the code after the beep. This time, press X, A, B, then Y. After you input the code, the door to the east will unlock, then you'll regain control.

Once you regain control, head southeast and north and enter the door there, then head north and then press the switch on the tall object there. Once you press the switch, you'll hear an alarm sound, then you'll eventually regain control. When you regain control, head back south and go through the door you went through a moment ago, then once you exit the door, you'll lose control again and your group will attempt to escape the Factory. Your group will go through the huge doors in this room, then you'll regain control. Once you regain control, head southwest and north and go up the ladder, into a previous room. In this previously visited room, head up the ladder, then go east and south and go through the door there. After that, head west and north and then go through the door there. Then, equip Crono with the Berserker, meaning you have to take off the Rage Band Accessory. Once Crono is equipped with the Berserker, heal up your HP, and then continue north and go through the next door you come across, and into a previously visited area. In this area, head north some and some blue robots known as the R Series will start talking with Robo about his mission, and they will tell him that he is malfunctioning. The R Series will, eventually, after some somewhat lengthy dialogue, beat up Robo and throw him into a pod in the room.

After that, Lucca will get mad at the R Series, then you'll have to fight a boss battle with them, so check the Bosses section to see how to beat the R Series. Once you defeat the R Series robots, Lucca will get Robo and your group will take him back to the Proto Dome.

Proto Dome - 2300 A.D.

Back in the Proto Dome, some dialogue will commence, as Lucca repairs Robo. When Robo is repaired, your group will go through the door to the north that was locked earlier, then they'll go through the gate and into the End of Time.

End of Time

When you reach the End of Time, your group will wonder where they are, then you'll regain control. When you regain control, head east and go down the stairs there, then at the end of the stairs, go through the door and into the next area of the End of Time. In this area, talk to the old man that is sleeping under the lightpost. He'll then wake up, and explain to you about the

End of Time. Sometime during the dialogue, you'll have to choose who you want to leave behind. Choose whomever you wish, though I recommend leaving Robo behind at this point, as you'll most likely need Marle for the upcoming part of the game. Anyway, whoever you choose to leave behind (this FAQ will assume that you left Robo behind), once you leave that person behind, head northwest, then try and go up the stairs, then the old man will call to you, so go back to him, then talk to him again and he'll tell you not to be in a hurry, then he'll tell you to check out the room behind him. Once you regain control, go through the door behind the old man, and you'll be in a room with Spekkio, the master of war. Talk to Spekkio, then some dialogue will commence. Sometime during the dialogue, he'll ask you if you think he looks strong or weak. Tell him either choice, as it doesn't affect anything whatsoever.

After you tell him whatever choice you choose, the dialogue will continue to commence, as Spekkio tells you about magic and about a magical kingdom that existed a while back. Eventually, you'll regain control, so when you do, do as Spekkio said and walk or run along the walls of his room in a clockwise fashion three times. Once you walk or run clockwise along the walls three times, talk to Spekkio and he'll teach your group magic, then after that, he will ask you if you want to try your magic out now that you have it. Tell him yes, as Spekkio can give you Tech Points to help you learn Techs, so I suggest that you keep fighting him and build up quite a bit of Techs. Once you are done learning techs with Spekkio, exit the room. Also, note that when you beat Spekkio, he'll reward you with different prizes depending on which form of Spekkio you encounter. The higher your group's level is, the stronger a form of Spekkio you'll encounter. See the FAQs section for the information on what level you need to be to encounter the different forms of Spekkio, and use the FAQs section of the FAQ to see what prizes he gives you, as well.

Anyway, once you exit the room, the old man will call to you again after you go south a bit, so when he does, talk to him again, then he'll talk for a minute, then you'll regain control. Once you regain control, head west and go up the stairs. Then, stand on the rightmost pillar, then press A and select "Yes", and you'll warp to Medina Village, in the year 1000 A.D.

Medina Village - 1000 A.D.

When you arrive here, your group will come from the closet via a Gate. After that, you'll regain control, so when you regain control, head southeast and south and try and exit this house, then the Blue Imp lookalike will tell you about a war that the Mystics had between humans 400 years ago. Once he is done talking, you'll regain control, head south and exit the Residence.

Overworld - 1000 A.D.

When you arrive on the overworld screen, head southeast and north and enter the Medina Square if you want, though it's not necessary, because it serves no purpose whatsoever. Anyway, regardless if you enter it or not, head east and north of Medina Square and enter the Forest Ruins there.

Forest Ruins - 1000 A.D.

Here, go northwest and open the chest for a Mid Ether. After you open the chest, since you can't do anything about that huge blue crystal-like thing to

the north until late in the game, head east and south from the chest to exit this place.

Overworld - 1000 A.D.

Now, head southwest back towards Medina Square. From there, head north and enter the Elder's house.

Elder's House - 1000 A.D.

Here, talk to the Mystics in here if you want. Also, be sure to examine the sparkling object on the counter southwest of Ozzie VIII to get a Speed Tab. After you get the Speed Tab, head west and northeast and go up the stairs, into the next room of the house. In this room, talk to the lone Mystic if you wish. Either way though, check out the sparkling object in here to the south of the entrance to this room on the counter to get a Magic Tab. After you get the Magic Tab, leave this room. Back in the first room of the Elder's House, head west, then south to exit the Elder's house.

Overworld - 1000 A.D.

Here, go south and towards Medina Square. From there, head all the way to the southwest and enter the house there, which is Melchior's Hut, your next destination.

Melchior's Hut - 1000 A.D.

In this house, talk to Melchior and tell him that you are interested in buying one of his weapons. Sell off your old equipment, then buy a Red Katana for Crono, and buy a Titan Vest for Marle and Crono. Don't bother buying weapons for Marle, Lucca, or Robo, as you already have them from the Factory. Anyway, once you buy the Titan Vests, equip them, and also be sure to equip the Red Katana on Crono immediately! After you are equipped, sell off your old stuff, then buy any Tonics/Mid Tonics you might need, as well as any of the other items that Melchior has. After you're done shopping here, try and exit this place, then Melchior will talk to you for a second about how to get back to Truce Village, then you'll regain control. When you regain control, exit this place.

Overworld - 1000 A.D.

Back on the overworld yet again, head east, northwest and north, then save your game and enter the Heckran Cave, your next destination.

Heckran Cave - 1000 A.D.

NOTE: Only magic attacks harm the creatures within this cave. Every enemy in Heckran Cave are only harmed with magic attacks, which are attacks such

as *Lightning. You can harm them with physical attacks, but those physical attacks hurt VERY little damage, so it's pretty much not an option.

Once you arrive here, two Hench enemies will attack you, so defeat them, then head north and then go west when the path splits. Then, go northwest, then go south and down the ladder. After that, head east and open the chest to get an Ether. After that, go down the next ladder, then once you go down that ladder, head west and defeat the Jinn Bottle and the three Octoblush enemies that come and attack you. After that, head south and into the next area. In this area, head south and go down the stairs, then go south some more and go down the next set of stairs. Now, head south some more and you'll come across two Tempurite enemies. Defeat them, then head southwest and south and enter the next room. In this room, head south and go down the stairs there, then head west and defeat the three Rolypoly enemies that attack you. Once they are defeated, continue west, then go where the stairs are, and take out the three Cave Bat enemies that attack you. Once they are defeated, head up the stairs, then open the chest for a MagicScarf. I recommend giving this to Lucca or Marle right away! Once you get the MagicScarf, go down the stairs, then go east, then go north and up the stairs and enter the previously visited area of the cave.

In this area, head northwest and open the chest you come across to get a Mid Ether. After that, head north and west to encounter four Tempurite enemies. Defeat them, then go north and open the chest for an Ether. Once you open the chest, head all the way south and then enter the next area. In this next new area, head south to encounter four Rolypoly enemies. Defeat them, then head west and then go north and up the stairs when you come to them. Once you go up the stairs, head west slightly and you'll come across three Cave Bat enemies, so defeat them, then head west and north and into the next area. In this area, head north and then head west when you encounter a lone Jinn Bottle to enter combat against that Jinn Bottle, as well as three Octoblush enemies. Once you defeat them, head northeast and enter the next area. In this area, head down the stairs and into the water. Then, head southeast and then north at the path split. Keep heading north until you come across some stairs. When you do, go up those stairs, then after you go up the stairs, step on the nearby Save Point, then use a Shelter and then save your game after that.

When you save your game, go east and then north and into the next area. In this area, head north a slight bit and then the strongest monster in the cave, the Heckran (hence the name of the cave), will come and attack you. Read the Bosses section for help on winning the fight against Heckran. Once you defeat Heckran, some dialogue will commence and you'll regain control. Once you gain control again, head north and east and then go up the stairs and then you'll be asked if you wish to jump in the water or not. Choose to jump in, then you will be on the overworld.

Overworld - 1000 A.D.

Here, head south and then enter Lucca's House.

Lucca's House - 1000 A.D.

When you arrive in Lucca's House, head northeast and north and go through the door there, into the next room. In this room, head north, then east and go up the stairs into the next room. In this room, go north and then talk to Lara.

After that, Taban will come in and talk for a second to Lara, then he will leave the room. Once he leaves the room, do the same. Once you leave that room, go south and back into the very first room of the house. In that room, talk to Taban who will give you a Taban Vest, which you should give to Lucca immediately. Once you equip Lucca with the Taban Vest, exit the house by heading southwest and then south.

Overworld - 1000 A.D.

Back on the overworld, head east, northwest, and north, then go across the bridge that you encounter. After that, head northeast and north and enter Leene Square.

Leene Square - 1000 A.D.

Here, head north and into the next area of the square. In the second area of the square, head all the way north and into the area where Lucca's Telepod was setup in the very beginning of the game. Once there, head north and press A after you approach the gate, and you'll be warped back to the End of Time.

End of Time

Back in the End of Time, head north and stand atop the pillar of light that warps you to Medina Village. Don't go to Medina Village, but instead, step on the pillar of light just west of the pillar leading to Medina Village, then press A on it and it'll ask you if you wish to warp to Truce Canyon; do so.

Truce Canyon - 600 A.D.

Here, head west and into the next area. In this area, go up the nearby ladder, then head northwest and cross the bridge. Then, you'll be attacked by two Imp Ace enemies, so defeat them, then head southwest and then go south and go down the ladder. After that, head southeast, avoiding the enemies. Then, at the end of the canyon, head south to exit it.

Overworld - 600 A.D.

On the overworld, head southwest and enter the nearby Market.

Truce Market - 600 A.D.

Here, simply sell of your old equipment that you don't need, and stock on any items that you may need. Then, when you're done, leave this place.

Overworld - 600 A.D.

Back on the overworld again, head west, then all the way south and you'll come across to a large bridge. This is Zenan Bridge, your next destination, so go ahead and enter it.

Zenan Bridge - 600 A.D.

When you arrive here, talk to the knight in gold, and he'll ask you if the food that they need has arrived from Guardia Castle yet. After you talk to the knight in gold, exit the Zenan Bridge by heading east.

Overworld - 600 A.D.

Here, head northeast, then north and enter Guardia Forest.

Guardia Forest - 600 A.D.

Once you arrive here, simply make your way through the forest.

Overworld - 600 A.D.

Once you are on the overworld screen yet AGAIN, head north, then enter Guardia Castle, which you'll be in for a little more than two seconds this time.

Guardia Castle - 600 A.D.

Once you arrive here, the guards will stop you from entering at first, but then they'll realize who it is and let you into the castle. Once you are able to enter the castle, head east and then all the way north and go down the stairs there, into the next room. In this room, head south and into the actual room. Once you enter the actual room, head west and southeast, and you'll see three girls, followed by a chef. Talk to the chef, then he and one of the girls will argue a bit, then you'll regain control. When you do, head west and north from the area with the girls and the chef, then head east and northeast and go up the stairs into the previous room. Back in this room, head south and then west, towards the entrance of the castle. On your way to the entrance, the chef will stop you and give you some Jerky for the people starving on Zenan Bridge. He'll also give you a Power Tab. After that, he'll leave and go back to the kitchen, then you'll regain control. When you regain control, head west and towards the entrance of the castle like you were originally going to before the chef stopped you. When you reach the entrance of the castle, exit it.

Overworld - 600 A.D.

Back on the overworld again, head south and enter Guardia Forest.

Guardia Forest - 600 A.D.

Here, go through the forest exit on the other end.

Overworld - 600 A.D.

Back on the overworld, head southwest, then all the way south towards Zenan Bridge once again. Save your game before entering it this time, though, as you will have to fight there this time.

Zenan Bridge - 600 A.D.

Back on Zenan Bridge, talk to the knight in gold and tell him that the Jerky is for him and his men. He'll then say that the cook has saved them all, then some Mystics will attack. After the dialogue ends, you'll regain control. Once you regain control, talk to the knight in gold again and tell him that you'll help him in the battle. He'll give you a Gold Helm. Equip this on Crono immediately! Once you equip Crono with the Gold Helm, head west and keep going until you encounter some skeletons. When you do, they will kill the Guardia soldiers there, then after they are killed, Ozzie, Magus's general, will come and command the skeletons, which are known as Deceased. So, defeat the three Deceased enemies using magic attacks, then after they are defeated, attack Ozzie with a physical attack or a magic attack, and after one hit, he will flee. Once Ozzie flees, head west some more and you'll encounter three dead Guardia soldiers. They will transform into Deceased enemies, then Ozzie will command them to attack you, so defeat them using magic attacks, then once they are defeated, attack Ozzie once to end the fight.

After that, Ozzie will flee again. Don't go west just yet; instead, take the time to heal your party members HP/MP. Then, once you're fully healed, head west until you come across Ozzie yet again. Ozzie will then cause the skeletons to come together and transform into a giant skeleton known as Zombor. Read the Bosses section for help on defeating Zombor. Once you defeat Zombor, head west to exit the Zenan Bridge area.

Overworld - 600 A.D.

Head southeast and enter the Dorino area there. Once you reach the Dorino area, head to the Residence east and north of the Market.

Residence - 600 A.D.

Here, examine the sparkling object in the dresser there, then talk to the old man directly to the north of the entrance to this house. He will then ask you if that is a Naga-ette Bromide that you have, then he'll ask you if you want to trade it. Tell him yes, then he'll unlock the dresser and take the Bromide. Once the dresser is unlocked, approach it and examine the sparkling object to get a Magic Tab. After that, talk to any of the other people in here if you want to, though it is not necessary. Either way, regardless of what you do, after getting the Magic Tab, exit this place.

Overworld - 600 A.D.

Once you get back on the overworld, exit the Dorino area completely. After you exit the Dorino area, head south of the Dorino area until you come across some buildings. When you do, head east and enter the Porre Market there, just southeast of the Porre Inn.

Porre Market - 600 A.D.

When you arrive here, head northwest and examine the sparkling object just to the northwest of the little girl to get a Power Tab. Once you get that, buy four Gold Suits for each member of your group. Then, buy two Berets for Marle and Lucca. After that is done, equip the Gold Suits and the Berets you just bought, then sell off the old equipment. After that, stock up on anything else you may need, such as Tonics, etc. Then, after you're done here, exit this place.

Overworld - 600 A.D.

Now, head west and then go north and save your game before entering the Cursed Woods.

Cursed Woods - 600 A.D.

Once you arrive in the Cursed Woods, head northeast and open the chest there to get a Mid Tonic. After that, get into a fight with the two T'Pole enemies and the two Gnawer enemies, just for the experience points and the money. Once you win that battle, head north and two T'Pole enemies and the Gnawer enemy that you come across. After that, head east and open the nearby chest to get a Shelter. Once you open the chest, head west, then continue heading north and take out the lone T'Pole enemy you come across. Once he is defeated, continue north some more and get into a fight with the two T'Pole enemies and the Gnawer enemy for some free experience, as well as money. After they are defeated, head north and go behind the bush there. Once you are behind the bush, climb down the invisible ladder behind the bush, and you'll be in a small hideout, which happens to be Frog's house. Once you are in this house, climb down the ladder.

After that, head west and you'll hear a voice asking who is there. This voice happens to be Frog's voice, which you'll soon find out, as Frog jumps down from the ceiling. Once Frog jumps down from the ceiling, he'll say a few words, then you'll regain control. When you regain control, talk to Frog and then he'll find out that the king has been injured, then he'll say that there's nothing that he can do, then he will tell you to please be on your way. After that, you'll regain control, so climb up the ladder and back into the actual woods. Back in the woods, head south and defeat any enemies you come across, while making your way southward towards the exit of the Cursed Woods.

Overworld - 600 A.D.

Once you exit the Cursed Woods, head southeast, then northeast, then north, towards the mountainous area. Once you reach the mountainous area known as the Denadoro Mountains, use a Shelter, then save your game, then enter the Denadoro Mountains.

Denadoro Mts. - 600 A.D.

When you arrive here, head north and defeat the two Goblin enemies and the two Bellbird enemies that attack you. Once they are defeated, open the nearby chest to get 300G. After you open the chest, head northwest and try and cross the ladder you come across, but you'll be stopped by Tata, who is "supposedly" the hero. He will run away, then you'll fight a Goblin. After you defeat the Goblin, Tata will tell you that this is a dangerous place, and that you better run away while you can, then he'll leave the Denadoro Mts. Once Tata leaves, you'll be attacked by an Ogan enemy, so defeat it, then head east and north, into the next area. In this area, head northwest and open the chest that is just visible to get a MirageHand. Now, head back south and exit this area, then in the previous area, head west and north and go up the ladder that you tried to go up earlier, and you'll be in another area of the mountain.

In this area, go up the rest of the ladder, then head west and south into the next area. In this area, head south and open the chest to get a Revive. After you open the chest head north, back into the previous area. Back in the previous area, head northeast, towards the entrance and from the entrance, head northwest and open the chest there to get an Ether. Once you get the Ether, head east, northeast, then north and cross the bridge. After you cross the bridge, head northwest, then go up the ladder there, onto an upper platform. On that upper platform, head west and north and take out the Ogan enemy and the Goblin enemy that attack you. Once they are defeated, head northeast and open the nearby chest to get 500G. Once you open the chest, head west and southeast and go across the nearby bridge. After you cross the bridge, head east and southeast and defeat the Ogan enemy that is wandering around.

Once he is defeated, go up the nearby ladder, then head northeast and then go up the ladder that you come across there. Once you go up the ladder, head northeast and into the next area. In this area, head east and defeat the Free Lancer bird that falls down. After the Free Lancer is defeated, continue east and then when the path splits in two directions, take the eastern path to where a chest is. Before you can reach the chest, though, you are attacked by two Free Lancer enemies, so defeat them, then open the nearby chest to get a Revive. After opening the chest, head northwest and southwest of the chest, then head north and onto the upper area there. On the upper area, head northeast and north and open the chest you come to to get a Mid Ether.

Once you get the Mid Ether, head south and get off this upper area. After you get off the upper ledge, head east and northeast, then go up the nearby ladder, onto the upper platform there. On that platform, head northwest and north and open the chest to get a Gold Helm. Once you get that, head southeast and go up the nearby ladder. After you go up the ladder, head northwest and south, towards the sleeping enemy there. You can't wake it up, so don't bother. Anyway, when you reach the enemy, head southwest and south of it and go down the ladder there, then open the nearby chest to get a Mid Tonic. Once you get that Mid Tonic, head east, then go up the ladder again, to where the sleeping enemy is. Once you reach the sleeping enemy again, head northwest of it, and into the next area. In this area, head west and northeast, then go up

the ladder.

Once you go up the ladder, head west and north and open the chest to get a Mid Ether. After you open the chest, head west and north of the chest, then go up the nearby ladder there, onto an upper platform. On that upper platform, head east and into the next area. In this area, head east and southeast, then go up the nearby ladder, onto another upper platform. On this platform, head north and defeat the two Free Lancer enemies that attack you. After they are gone, head east and northeast, then open the chest there to get 600G. After that is done, head southwest and north, getting onto the upper platform there. On that platform, head northwest and then north, into the next area. In this area, head northwest slightly to encounter an Ogan enemy and a Goblin enemy.

Defeat them, then an Ogan and a Free Lancer enemy will attack you, so defeat them, then an Ogan and a Goblin enemy will attack you, so defeat them. After you defeat the Ogan and the Goblin enemies, defeat the two Free Lancer enemies and the Ogan enemy that attack you. Once they are defeated, head west, and into the next area. In this next area, head west and south and open the chest to get 300G. After you get 300G from the chest, head north and then west, down the hill, and you'll be attacked by two Free Lancer enemies, as well as a Bellbird enemy. Defeat them, then head west and south and press A to jump down from the waterfall there. Once you jump down from that waterfall, go south and east, onto the area of land there, then you'll be out of the water. Once you are on that area of land, head east, then northeast, then southwest, and open the chest to get a SilverErng.

Once you get that, I recommend that you equip on Crono, but equip it on whomever you prefer. Anyway, after equipping the SilverErng, head east and all the way north of the chest, and enter the next area. In this area, head north and you will be in another previously visited area. In this previously visited area, head all the way west, back into yet another area that you've been in before. In this area, head west and northwest, down the hill, and then two Free Lancer enemies and a Bellbird enemy will attack you. Defeat them, then head west and all the way southwest, to the other side of where you dropped off the waterfall earlier. Once you head southwest, press A to jump down this part of the waterfall. Once you jump down it, you'll be on a platform with a chest; open it to get a SilverStud. I recommend that you give this to Marle or Lucca. Once you equip it on someone, head southeast of the chest to drop off the platform.

Once you drop off the platform, you'll be on the platform that had the chest containing the SilverErng that we were on earlier. Anyway, when you are on this platform, head east and southeast towards the chest that contained the SilverErng you got earlier. When you reach that chest, head east and all the way north of it, into a previously visited area. In this area, head north, into another previously visited area. In this area again, head all the way west, into the area we've had to visit/revisit quite often. In this area, head west and northwest, and go down the hill there, and you'll be attacked by two Free Lancer enemies, as well as a Bellbird. Defeat them, then head west and northeast of the bottom of the hill where those enemies always attack you, and open the chest there to get a Mid Tonic. Once you get that, head west and go up the hill, onto the upper platform. On that platform, head west and northwest, past the ladder, then head south and open the chest to get a Mid Ether.

Once you get that, head northeast and then south, and go down the ladder. After that, head south and you'll be attacked by two Free Lancer enemies, so defeat them, then head southwest, and into the next area. In this area, head west and southwest, then cross the bridge there. After that, talk to the thing that looks like a Kilwala enemy (it's not an enemy, though) five times, then

he'll give you a Magic Tab! Once you get the Magic Tab from the Kilwala lookalike, head southwest and south, into the next area. In this, area head step on the Save Point, then use a Shelter and save your game. From now on, I will say rest/save instead of use a Shelter and then save, as it is quicker. Anyway, after resting/saving, head west and then go down the nearby ladder. After that, head east and southeast, and open the chest there to get another Mid Ether. Once you open the chest, head west, northwest, then south, then go down the ladder that you come across.

After that, if you look to the west the moment you get off the ladder, you can see a sparkling object; examine it to get a Speed Tab. After you get that, head east, and into the next area. In this area, you should know that a Free Lancer enemy will be throwing rocks at you as you walk through this area; these rocks won't hurt you, however, so don't worry. Anyway, when you arrive in this new area, look closely behind the bush to the right and you should see a chest. Open it to get a Gold Helm.

Now, after you get that, head east and south and drop down the ladder there. Now, open the chest to the left to get a Shelter. After that, head southeast and defeat the three Goblin enemies. After they are defeated, head up the nearby ladder, then the Free Lancer that was throwing rocks at you will move. Anyway, once you go up the ladder, head northeast and north and enter the cave there. In the cave, go north and go up the stairs where the sword is.

When you go up the stairs, the kid that you passed by earlier will stop you, then some dialogue will commence, as he asks you if you are here for the Masamune. Tell him yes, then he will summon his brother, Masa. After the dialogue ends, the brothers will decide to test your abilities to see if you're worthy to wield the Masamune. You'll enter a battle against Masa and Mune, the two brothers, so check the Bosses section for a strategy on defeating these brothers. Once they are defeated, they will transform into their ultimate form, Masa & Mune. As you probably already know by now, check the Bosses section of this FAQ for a strategy on defeating Masa & Mune. Once you defeat Masa & Mune, the brothers will turn back to normal, then they'll talk for a minute, then you'll regain control.

Once you regain control, head north and up the stairs, then some short will commence, then you will ride the wind to the base of the mountain, then you'll be on the overworld once more.

Overworld - 600 A.D.

Back on the overworld, head west, all the way southeast, then head south of the Porre Market, and enter Tata's House.

Tata's House - 600 A.D.

In this house, talk to Tata, then he'll give you the Hero's Medal after admitting that he's indeed not a hero. His father will then get mad, so talk to him if you want, though it is not necessary. Anyway, whenever you're ready, leave this house.

Overworld - 600 A.D.

On the overworld again, head to Fiona's Villa, the house just south of the Denadoro Montains.

Fiona's Villa - 600 A.D.

Head northwest and open the two chests to get two Mid Ethers. Then, head south and exit this villa.

Overworld - 600 A.D.

On the overworld screen again, head west, southwest, and north and enter the Cursed Woods.

Cursed Woods - 600 A.D.

When you arrive here again, head north through the woods while defeating any enemies you come across. When you reach the end of the woods and come to the bush, go behind it, then climb down the invisible ladder behind that bush, and you'll be in Frog's house. In Frog's house, climb down the ladder, then head west and talk to Frog. He'll then find out that you have the Hero's Medal, and then he'll tell you that he has no right to wield it, and he'll ask you to leave. He'll also move out of the way after asking you to leave, so when he does, examine the sparkling object to find another piece of the Masamune. When you find that broken piece of the Masamune, your group will find out that it has the letters M-E-L-C-H-I-O-R engraved on it, which spells Melchior. Once your group reads the letters on the piece of the Masamune, you'll regain contro.

Once you regain control, open the closed bucket just east of the ladder leading out to get a MagicScarf. After that, go up the ladder into the actual woods again. When you reach the woods again, head south and defeat any enemies you come across, while making your way to the exit of the Cursed Woods.

Overworld - 600 A.D.

When you get back on the overworld, head east, southeast, northwest, and then north towards Zenan Bridge. When you reach the bridge, cross it, then head all the way northeast, past Guardia Forest, then keep heading east and then go north when the path splits to the north, then enter Truce Canyon.

Truce Canyon - 600 A.D.

When you enter here, head through the first area (I know you know how by now). Then, in the second area of the canyon, enter the gate leading to the End of Time.

End of Time

Here, head east of where you start, then press A on the pillar of light there, then choose to warp back to Medina Village, in the year 1000 A.D.

Medina Village - 1000 A.D.

You'll arrive in a Residence with two Mystics, so exit it by heading south when you enter it.

Overworld - 1000 A.D.

On the overworld, head southwest, then enter Melchior's Hut when you come to it.

Melchior's Hut - 1000 A.D.

When you arrive here, head northeast and talk to Melchior. He will tell you that you'll need Dreamstone, which the sword is made of, in order to repair it, but that Dreamstone is no longer available anywhere. Once Melchior gets done talking, exit the hut.

Overworld - 1000 A.D.

On the overworld yet again, head east and northeast, then head north and then enter the Residence that where the two Mystics are.

Residence - 1000 A.D.

Here, head towards the closet, then when you reach it, press A on it to warp through the gate, which will carry you back to the End of Time.

End of Time

Back in the End of Time again, head directly south and stand atop that pillar of light, but don't press A on it. Instead, head west of that pillar of light, then stand atop the next pillar. On that pillar, press A, then choose to warp to Mystic Mountain, all the way back in the year 65,000,000 B.C.

Mystic Mountain - 65,000,000 B.C.

When you arrive here, your group will drop down off the mountain and to a lower area. When your group reaches that lower area, you'll notice several green and scaly creatures running around; these creatures are known as Reptites, a half human and half dinosaur race. These Reptites will also attack you, so defeat them, then more Reptites will come and surround you, then a woman will come and attack all of the Reptites except for four, leaving your group to fight the remaining four. Defeat those four Reptites, then the girl

will come back, then you'll be introduced to her as Ayla, the next party member in the game. After you name Ayla, some dialogue will commence, then when it is over, you'll regain control. When you regain control, head east and then head south, into the next area. In this area, head southwest, then open the nearby chest to get a Berserker. Once you get that, head south and defeat the four Runner enemies. After that, continue heading south and defeat the two Kilwala enemies that attack you. Once they are defeated, head south some more and defeat the two Runner enemies. Then, continue south some more and defeat the four Kilwala enemies that attack.

After that, head south, then exit this area. NOTE: It may be a good idea to enter/reenter this area to gain some experience points and gold from the enemies in here, as well as some items that they drop that will be useful in the trading hut in this time period later on (you won't have enough items to make the trades yet; at least not a lot of them, like you need).

Overworld - 65,000,000 B.C.

Here, head southeast and north towards the two huts. From there, head north and ignore the huts, then when you come to two more huts, enter the leftmost hut, which is the Chief's Hut.

Chief's Hut - 65,000,000 B.C.

When you enter the Chief's Hut, head north and talk to Ayla, and she'll tell you that the party is soon to start, as it is soon to be nighttime. Then, she will tell you to come, then she and your group will automatically head for the Meeting Site, where the party is being held.

Meeting Site - 65,000,000 B.C.

NOTE: I had a party of Crono, Marle, and Lucca for this part of the game, so this FAQ is assuming you have the same.

In here, Ayla will introduce the people to Crono, Marle, and Lucca, then the party will start, as music starts to play. When the party starts, you'll regain control, so when you regain control, talk to Ayla, Lucca, and Marle, then talk to the people that form a circle around the fire in the middle of the area, and that are dancing. After that, talk to the rest of the people in the area, including Kino (the guy with the blonde hair). After you talk to all the people, talk to Marle, then she'll tell you that she wants to dance. If you talk to her after she starts dancing, she'll ask you if you want to dance. If you tell her yes, she'll tell you how to dance. If you choose to dance, it won't affect anything in the game, and the same goes for choosing not to dance. Anyway, after you talk to Marle, talk to Lucca (she's in the same area as she was originally in) and she'll offer you to try some poi. Tell her you will, then Crono will eat a huge bowl of it. After he eats it, talk to Ayla and she'll tell you about how Azala, the leader of the Reptites, wants to destroy both Ioka Village and Laruba Village.

After Ayla stops talking, you'll regain control, so when you do, talk to Ayla again and she'll ask you if you are looking for the rare red rock, which is the Dreamstone that is needed to reforge the Masamune. Eventually, Ayla will challenge you to see who eats several bowls of soup the fastest (probably an

excuse because she was hungry). Tell her yes when she challenges you, then she will tell the people to bring a lot of soup, then the screen will fade and then Ayla will tell you how to drink the soup. After she tells you how to drink the soup, the challenge will commence, so press A repeatedly as fast as you can and don't let go until Ayla tells you win. If you lose, you can always try again, so don't worry. Once you win the challenge, Ayla and Crono will drink one more bowl of soup for health, then the screen will fade and you will see your group sleeping, but then they'll wake up and realize that the Gate Key is gone. Your group will then go to the Chief's Hut, to see Ayla.

Chief's Hut - 65,000,000 B.C.

When your group arrives here, talk to Ayla, who is sleeping. After you talk to Ayla, she'll wake up and some dialogue will commence, as Ayla and your group decide to go beat up the Reptites to get the Gate Key back. After the dialogue ends, you'll be given the opportunity to choose another party member to go with you. I recommend a party of Crono, Ayla, and Robo at this point, as Robo will be very useful for the upcoming boss fight. Anyway, after you choose your party, Ayla will say a few more words, then you'll regain control. When you regain control, head south and exit this place.

Overworld - 65,000,000 B.C.

When you get back on the overworld, head east and then south, passing the two huts when you go south. Keep going south past the huts until you reach a forest area known as Forest Maze.

Forest Maze - 65,000,000 B.C.

When you arrive here, head southeast and talk to Kino. Ayla and Kino will then talk, as Kino admits that he took the Gate Key. Eventually, Ayla will tell Kino to give back the stuff that he took from Crono, and shortly after that, the dialogue will end. Once the dialogue ends and you regain control, head southeast of the two rocks in the area, then you'll be into the actual maze area of the forest. In that area, open the nearby chest to get a Mid Tonic. After that, head northeast and south and climb down the vine there. After you do that, head southwest and open the chest you come across to get a Revive. Once you open that chest, try and head northeast two Gold Eaglet enemies will attack you. Defeat them, then head northeast and south and go down the vine there, onto the lower area. On that lower area, head southeast to encounter three Kilwala enemies. Defeat them, then head east and northeast, then walk across the log there. Once you walk across the log, head east and southwest, and you'll come to a chest; open it to get a Mid Tonic.

After that is done, head back to the log. From the log, head northwest and north, then open the chest there to get a Mid Ether. After that, head south and then east, then northeast and south, and you'll eventually come to a set of footprints. When you come to those footprints, head south and west, then open the chest you come to to get a Revive. Once you get that, head east and then head south, and you'll come to another set of footprints. At this set, head south to encounter two Kilwala enemies, as well as a Winged Ape enemy. Defeat them, then head south and open the chest there to get a Shelter. Once that is done, head east and north, onto the grassy area. When you reach the grassy area, follow it to another set of footprints. At this next set, head

south to encounter two Runner enemies. Defeat them, then head south of the footprints, and onto the grassy area there. On that grassy area, head south and follow the grassy area until you come to a dirt path, as well as a fork in the grassy area.

When you reach that dirt path, follow it west to a chest that contains a Mid Tonic. Once you get that, head east, then head northwest, and you'll encounter a Winged Ape enemy, as well as a Kilwala. Defeat them, then head towards the two palm trees, then when you reach those palm trees, open the chest beside those trees to get a Heal. After you get that, head east, then northeast, then southeast along the dirt path until you get off the dirt path completely. Once you are off the dirt path, head northwest and north to encounter some Gold Eaglet enemies. Defeat them, then head towards the four footprints (you'll be able to see them, trust me). Once you reach the four footprints, head northwest, then head south when the path splits southward. Then, when the path splits southeastward, head southeast to encounter two Runner enemies. Defeat them, then follow the footprints onto a small patch of dirt. On that patch of dirt, head east and then head southeast and open the chest to get a Mid Ether.

Once you get the Mid Ether from the chest, head northwest, going under the high dirt area above you. Once you go under that area, head southwest and south to exit the Forest Maze.

Overworld - 65,000,000 B.C.

Back on the overworld, head southwest and southeast, or southeast and southwest, then enter the cave you come to known as the Reptite Lair.

Reptite Lair - 65,000,000 B.C.

When you enter this area, head southeast and enter the next area. In this area, head south and down the stairs, into the actual room. When you go down the stairs and into the actual room, defeat all of the Evilweevil enemies in the room. Once they are defeated, head directly southeast of the stairs that brought you into the actual room, then you'll see a hole; approach it and press A, then you'll be brought into another room of the lair. In this room, defeat the two Fly Trap enemies and the two Evilweevil enemies that are in the room when you enter it. Once they are defeated, open the nearby chest in the room to get a Mid Ether. Once you get that, drop down the nearby hole in this room, then you'll be carried to another room. In this next room, take out the two Evilweevil enemies and the two Fly Trap enemies that attack you. Once they are defeated, open the chest to the left in this room to get a Ruby Vest. I suggest that you equip this on someone now, as it is a very good armor.

Once you get and equip the Ruby Vest, drop down the nearby hole, into the next area. In this area, head south and take out the nearby running Reptites. After you defeat them, head southeast of where you entered this room, then you'll encounter a Reptite; defeat it, as well as the Megasaur that accompanies him. After that, head north and open the chest the Reptite was guarding to get a Full Ether. Once you get that, head southwest of the chest that you just opened to encounter another Reptite. Defeat that Reptite, as well as the Megasaur enemy that accompanies him. Once you defeat the Reptite and Megasaur, open the chest the Reptite was guarding to get a Rock Helm. I suggest that you equip this on Crono or Robo, as Lucca and Marle don't really need it, and Ayla already has one. After you equip it, head east and northeast, into the next area. In this area, take out the nearby Winged Ape enemy and Shitake enemy.

Once you defeat them, head east and north of the entrance, then take out the two Shitake enemies and the Winged Ape enemy. Once they are defeated, continue heading north, ignoring the door leading back to the beginning of the lair (ultimately it will lead there), until you come across two Reptites and a Megasaur. When you do, defeat them and then head east and rest/save at the Save Point that spawned when you defeated those enemies. Once you rest/save, head west and north, into the next room. In this room, head north and go up the stairs, then you'll encounter Azala, leader of the Reptites, who is holding the Gate Key. Eventually, you'll get a message that asks you if you want to tell Azala about the Gate Key. Choose either answer, at Azala will still summon Nizbel to fight you. When Azala summons Nizbel, read the Bosses section of the FAQ for information on how to beat him. When you defeat Nizbel, after a slight bit of dialogue, you'll get the Gate Key back.

After the dialgoue ends, your group will automatically arrive at the Chief's Hut.

Chief's Hut - 65,000,000 B.C.

In the Chief's Hut, some very short dialogue will commence, then you'll gain control of Crono was again. When you regain control, head south and exit this place.

Overworld - 65,000,000 B.C.

On the overworld, head directly east, then enter the nearby hut there.

Ioka Hut (Trading Hut) - 65,000,000 B.C.

Here, head north and talk to the old man there, who will trade you good armors and weapons, depending on how much Fangs, Feathers, Horns, and Petals you have. See the Shops section of this FAQ for information on what items you can get here. Once you are done trading, talk to the guy west and north of the old man that trades with you, and buy any items you may need from him (he doesn't sell much, though). Once you restock on items, exit this hut.

Overworld - 65,000,000 B.C.

Back on the overworld, head west and south, towards the two huts. I suggest you check out the two nearby huts that you haven't been in yet, just to see what they hold. Note that there are no shops in these huts, but the right hut houses a girl who will give you water that fully recovers your HP/MP. Note that this water is not available after you defeat BlackTyrano later on in the game, so keep that in mind. Anyway, whether or not you check out the two huts, from those two huts, head southwest and north, then save your game and enter the Mystic Mountain.

Mystic Mountain - 65,000,000 B.C.

Here, simply head all the way north and into the next area, while defeating all of the enemies in the area. When you reach the next area, head northwest and north, into the next area of the mountain. In this area, head northeast and then head south, towards the edge of the mountain. You'll then be asked if you wish to jump in the Gate; say yes, then you'll be warped back to the End of Time.

End of Time

Here, step on the rightmost pillar of light, then press A and choose to warp to Medina Village, in 1000 A.D.

Medina Village - 1000 A.D.

Here, simply exit the Residence you appear in.

Overworld - 1000 A.D.

On the overworld, head all the way southwest, then enter Melchior's Hut once again.

Melchior's Hut - 1000 A.D.

When you arrive in this hut, head northeast and talk to Melchior. Some dialogue will then take place, as Melchior wonders how you got the Masamune. Then, Melchior and Lucca will go downstairs to fix the Masamune, so go downstairs yourself when you regain control. When you go down stairs, you'll see Lucca and Melchior getting to work on repairing the Masamune. You can move around during this period of fixing the Masamune, though it doesn't make the process go any faster or slower. Anyway, once Lucca and Melchior get the Masamune fixed, the scene will switch back to the room you start in when you enter this hut. Lucca will give you the Masamune, then you'll regain control after a few words. Once you regain control, exit this hut.

Overworld - 1000 A.D.

Back on the overworld again, head east and all the way northeast, then enter the Residence once again.

Residence - 1000 A.D.

When you enter this residence again, simply head northwest and exit via the Gate in the closet.

End of Time

When you get back in the End of Time, stand atop the pillar of light directly west of where you start in this place. Then, press A on that pillar, then warp to Truce Canyon, in the year 600 A.D.

Truce Canyon - 600 A.D.

When you enter this canyon again, head west and into the next area. In this area, make your way through the canyon while defeating all of the enemies in the area.

Overworld - 600 A.D.

On the overworld screen, head all the way southwest, past Guardia Forest. Then go south and towards Zenan Bridge. Cross Zenan Bridge, then head southeast, southwest, and then finally north, then enter the Cursed Woods.

Cursed Woods - 600 A.D.

Back in these woods yet again, head north while defeating or avoiding the enemies in the area, until you reach the bush where Frog's house is. When you reach that bush, as always, go behind it, then head down the invisible ladder, into Frog's small house. When you arrive in Frog's house, climb down the ladder, then talk to Frog. Your group will show the Masamune to Frog, then he will say that he needs to ponder this turn of events, then your group will end up staying the night in Frog's place. After that, you'll see Frog's past (this part of the game is quite good). Once the dialogue is over, Frog will say a few words, then the scene switches, as he wakes your group up. After your group gets woken up, some very short dialouge will take place, then when it is over, you'll have the option to choose a third member in your party. I chose Lucca, but you can choose whoever you want to choose.

After you choose that third party member, climb up the ladder to exit Frog's house. Back in the actual woods, head south and exit this place, while defeating any enemies you come across.

Overworld - 600 A.D.

When you arrive on the overworld again, head southeast, northwest, then north, towards Zenan Bridge. When you reach the bridge, cross it, then head all the way northeast, then head north when the path splits to the north to get to Truce Canyon. When you reach the canyon, enter it once again.

Truce Canyon - 600 A.D.

When you enter this canyon yet again, make your way through the first area of this canyon, defeating any enemies you come across. After you get through the first area of the canyon, press A on the Gate when you approach it, then you will be warped back to the End of Time.

End of Time

When you enter here, head southeast and go down the stairs, then when you reach the door blocking your way, simply head east and go through it, and it will open. Once you pass the door, head through the door behind the old man. When you enter Spekkio's room, talk to him and he'll teach Frog water magic. Once he does, he'll ask you if you wish to fight him. It doesn't matter if you win or lose if you fight him, as it is merely a test battle. Anyway, once Frog has magic and you are ready, head south and exit Spekkio's room. Outside of that room, head west and go through the door there. Then, continue west and up the stairs. Once you reach the area with the pillar of lights, step on the one just west of the one that warps you to Medina Village.

When you are standing on the one left of the Medina one, press A and choose to warp back to Truce Canyon.

Truce Canyon - 600 A.D.

When you get here again, head west and into the next area of the canyon. In that area of the canyon, simply make your way out of it, being sure to defeat any enemies that get in your way.

Overworld - 600 A.D.

On the overworld again, head southwest, past Guardia Forest. Then, when you are south of the Cathedral, head south and cross Zenan Bridge. Now, head all the way southeast and enter the Porre Market.

Porre Market - 600 A.D.

In here, buy Frog a Gold Helm and a Gold Suit, then equip them on him. Then, equip Frog with the Hero's Medal Accessory, which ups the critical hit rate of the Masamune. Note that you don't have to come to this shop if you already have a spare Gold Helm/Gold Suit, but I still suggest coming here anyway to sell off any useless junk that you don't need. Once you sell off the things you don't need, restock on any items that you may need, then exit this place.

Overworld - 600 A.D.

When you arrive on the overworld again, head west and all the way northeast, past the house with grass around it, then enter the cave there, known as Magic Cave.

Magic Cave - 600 A.D.

NOTE: The Gremlin enemies are weak against magic, meaning physical attacks do not hurt them much.

When you enter this cave, you'll see more of Frog's past, then when he is done

thinking about his past, he will tell Crono to give him the Masamune, and Crono does so. Frog then talks for a minute, then splits the mountain apart with the Masamune (how on earth a sword is powerful enough to split apart a mountain is WAY beyond me). Once the mountain gets split apart, your group will enter the actual cave. In the actual cave, head southeast and defeat the Vamp enemy and the two Gremlin enemies that attack you. Once they are taken care of, head east and northwest, then defeat the two Vamp enemies, as well as the Gremlin enemy. Once they are defeated, head northeast and southeast, then defeat the four Gremlin enemies that attack. Once they are defeated, take out the two Gremlin enemies and the two Vamp enemies that attack you. Once they are defeated, head north and up the stairs, then examine the dead soldier to find a note written in blood.

This note will give you a hint about an enemy in Magus's Lair. After you read the note, head north and exit this place.

Overworld - 600 A.D.

On the overworld, head one step south. Then, head west and north and rest/save. Then, enter Magus's Lair.

Magus's Lair - 600 A.D.

When you enter this area, head north a bit and then Frog will state that this is Magus's Lair, then you'll regain control. When you regain control, head north and open the door leading into the actual castle. Then, head north after you open the door, into the actual castle. When you enter the castle, head north and go up the stairs. Then, head west and go up the stairs there, then head west and north, into the next area. In this area, head north and east and open the chest by the guy there to get a Mid Ether. After you get that, head west and north, up the stairs, then continue north into the next area. In this area, head north and go up the stairs, then head north and open the two chests to get a Mid Ether and a Shelter. Once you open the chests, head south and down the stairs, then continue south and exit this room. Back in the previous room, head all the way south and exit this room. When you exit that room, head southeast and down the stairs.

Then, head east and go up the stairs there. Then, head east and north, into the next area. In this area, ignore the kids and head north, into the next room of the castle. In this room, head north and then west towards a chest. When you reach this chest, open it to get a Mid Ether. Once you get the Mid Ether from the chest, head back south and exit this room. Then, in the previous room, head south past the kids, back into the main room of the lair. Back in the main room of the castle, head southwest and down the stairs, then step on the Save Point-like thing (it's not a real Save Point, though) and then Ozzie will talk for a minute, then he'll disappear and send some Hench enemies and some Vamp enemies to fight you. Defeat them, then head west and up the stairs, then head west and north, into the next area. Here, head north and defeat the enemies there.

Once they are defeated, head north and go up the stairs there. Then, continue north slightly and then talk to the Omnicrone there to start a fight. Defeat the Omnicrone and Decedent enemies that attack you, then when they are gone, continue north into the next area. In this area, head north and up the stairs. After that, head north and talk to the girl just south of the chair against the wall to the north, and she, as well as all the people with her, will turn

into a Decedent, which you'll have to defeat. After you defeat those Decedent enemies, you'll hear a voice, then the screen will go black, as Slash appears, whom Frog calls "Sir Slush". After Frog says that, you'll regain control, so talk to Slash when you do. Then, Slash will talk for a second, then you will enter combat against Slash. Be sure that you read the Bosses section if you need a strategy on defeating Slash.

After you defeat Slash, pick up the sword that he left behind by examining it. This sword happens to be the Slasher, which increases Crono's Speed, as well as Power, so equip it on Crono immediately! After you equip the Slasher on Crono, head north and step on the Save Point. Then, rest/save your game. After that, head south and exit this room. Back in the previous room, head south and defeat the Omnicrone enemy and the Decedent enemies that attack. Once they are defeated, continue heading south and defeat the next Omnicrone enemy that you encounter, who also has Decedents with him. Once they are defeated, continue heading south to exit this room. Back in the main room of the castle, head southeast and down the stairs, then head east and up the stairs. Then, head east and north, into the next room. In this room, talk to the kid directly to the north of where you started in this room.

He will ask you if you want their treasure; tell him yes, then you'll end up fighting four Shadow enemies, so defeat them, then open the chest they were guarding to get a Barrier. Once you get that, head north, past the chest, and into the next room. In this room, head north and approach the fake Taban; he will transform, and then you'll have to fight a Sorcerer, two Henches, and two Vamps. Defeat them, then continue north and approach the fake Queen Leene; you will then have to fight a Sorcerer, two Henches, and two Vamps. Once they are defeated, continue north and approach the fake mother of Crono to start a battle with another Sorcerer, two more Vamps, and two more Henches. Once you defeat them, continue north, into the next room. Then, in this room, go north and talk to the weird looking monster there.

This will start a fight with "supposedly" Flea, though I suspect it isn't the real Flea, as there is no boss music playing. Anyway, defeat the supposed Flea with one attack. Once that Flea is defeated, she will use MP Buster and drain all of one party members MP, so after she does that, be sure to heal your MP in the fight against the real Flea. Anyway, once the fake Flea is gone, Frog will realize that it isn't the real Flea that was defeated, then the real Flea will show up, then you'll have to fight against Flea after some dialogue, so see the Bosses section for a strategy on winning the fight against Flea. Once she is defeated, pick up the Magic Tab Flea left behind (you'll see it because you will see a sparkling object, like always).

After that, head south and exit this room. Back in the previous room, head south, while defeating any enemies that you come across, while making your way towards the exit of this room. Once you exit the room with the enemies, head south past the chest, then exit the room with the chest, and you'll be back in the main room of the castle. Back in the main room of the castle, head south and then west down the stairs, then head west after getting off the stairs, and you should see a Save Point-like thing there; step on it, then you'll be transported to a different area of the castle. In this area, head north and you'll encounter two Hench enemies. NOTE: You don't HAVE to defeat all 100 monsters within Magus's Lair, regardless of what Ozzie said. You should know that you can run away from all the battles in here from this point on, except for the encounter with Ozzie.

Anyway, this FAQ is assuming you defeated all of the enemies within the lair, so after defeating the two Hench enemies, continue heading north and defeat the two Hench enemies and the two Grimalkin enemies that attack you. When they are defeated, head north some more and defeat the two Hench enemies and the

two Sorcerer enemies that attack you. Once you defeat them, continue north some more, then defeat the two Hench enemies, the two Sorcerer enemies, and finally, the two Gremalkin enemies that attack you. When you defeat them, go north some more and then you'll meet Ozzie. He'll call Slash and Flea, but Frog will state that they cannot help him now, then Ozzie runs into the next room. When he runs, open up the nearby chest to get a Mist Robe. Give this to Lucca or Marle immediately, as it is the best armor they can get at this point in the game.

After that, head north into the next room. In this room, you'll see several guillotines crashing down on conveyer belts. Each time you hit one of these guillotines, your HP doesn't drain at all, but these guillotines slow you down drastically, and can get annoying, so avoiding hitting them at all costs. Anyway, when you enter this room, head north and run up the conveyer belt (be sure not to start running until the conveyer belt moves up as far as it can go). After you pass the first conveyer belt, head east and Ozzie will welcome you. After that, run south and go down the second conveyer belt, running upwards to avoid the guillotine. When the guillotine goes back up, run south a little more, and repeat this process of running upward/southward, until you successfully get off the conveyer belt. When you get off, open the chest that is nearby to get a Dark Mail.

I suggest that you equip this on Crono immediately. When Crono is equipped with the Dark Mail, head east and run up the conveyer belt, to the other side, but be sure to wait until the guillotine goes up as far as it can go before you attempt to run across that conveyer belt. Anyway, once you reach the other side, head east and south and run down the next conveyer belt, being sure to run upwards if the guillotine gets close to reaching you, then after it goes back up, run south a bit, then when the guillotine is about to hit you again, run upwards again, and repeat until you cross it. After you cross that conveyer belt, head east and north, then run across the last conveyer belt in this room. This time, however, there are two guillotines that are crashing down on the conveyer belt, so use caution.

Once you cross the final conveyer belt, head north and Ozzie will flee into the next room, so head north and up the stairs, then head up the stairs to the west where the chest is. When you reach the chest, open it to get a DoomFinger for Robo. Equip that on him right away, then head east and back down the stairs, then head north and into the next room. In this room, head all the way west, then head north and east and head up the stairway, then at the end of the stairway, head east and go up the next stairway. After that, head all the way northwest, then when the path splits east, head northeast and go up the stairs, then after that, head east some more and go up the next set of stairs there. Then, head northwest, then head northeast at the end of the path, then go up the set of stairs when you come to it.

NOTE: I didn't mention that there were enemies in that last room you went through, but there are, so whichever ones you encounter, I suggest you defeat for free experience points, as well as money and tech points.

Once you go up the set of stairs, head north into the next area. In this area, head south and Ozzie will cause your group to fall down a hole, into a room below. In this room, you'll be attacked by some Decedent enemies, so defeat them, then head east and north and open the two chests you see to get a Barrier, as well as a Shelter. After that, head all the way west and open the two chests you come across to get a Lapis, as well as a Mid Ether. Once you get those two items, head to the southeast corner of the room, and you should see a sparkling object; examine it to get a Magic Tab. Once you get the Magic Tab, head around the walls of the room in a clockwise or counter-clockwise fashion, stepping on the Save Point lookalikes until you find an actual Save

Point. Note that there are some Save Point enemies here that you will have to fight if you step on the wrong Save Point, so keep that in mind.

Anyway, when you find the real Save Point, rest/save, then head around the walls of the room like you've been doing until you encounter a Save Point that takes you back to the room where Ozzie dropped you down here. Back in that room, head southeast and Ozzie will create another hole, which will drop you back down to the area below. Make your way back to the room where Ozzie is via a Save Point that takes you back to that room. Back in that room again, keep trying to approach Ozzie and he will keep sending you back down to the area below. Make your back to the room with Ozzie like you've been doing, then keep trying to approach Ozzie until he has nowhere to create a hole to send you back to that below area. When you approach Ozzie, he will flee and go a few rooms ahead in the castle, so head north and into the next room.

In this room, head west, then at the end of the path, defeat the enemies that attack you. After that, head northeast and then head up the stairs and then defeat the enemies at the end of the path. Once they are defeated, head north and then west, then at the end of the path, head northeast and go up the stairs. Once you go up the stairs, you should see one Roly Bomber enemy at a time rolling across the room, so if you run into one, you'll have to fight one, and I suggest you do so. Anyway, after you go northeast and up the stairs, head northwest and defeat the Outlaw enemy at the end of the path, as well as the Roly Rider enemy that accompanies him. Once they are defeated, head northeast and up the stairs there, then after that, defeat the Outlaw enemy that you come across. Once he is defeated, head northwest and then at the end of the path, head northeast and go up the stairs.

After that, head north and into the next room. In this room, head north and defeat the Outlaw and Groupie enemies that attack. Then, continue north and defeat the two Outlaw enemies and the two Juggler enemies that attack you. After that, head north some more and take out the four Juggler enemies that Ozzie sends out after you, then once they are defeated, Ozzie will flee into the next room, as usual. After Ozzie flees, open the chest that you see to get a Speed Belt. After you get that, head north past the chest, and into the next room. In this room, head north and defeat the two Outlaw enemies you come across, then after that, continue heading north and defeat the two Outlaws, as well as the Juggler that accompanies them. After that, head north some more and defeat the two Outlaw enemies, the Juggler enemy, and the two Flunky enemies that attack you. When they are defeated, head north some more and open the nearby chest to get a Revive.

After that, head west and north and try and enter the next room and you'll be attacked by some enemies, so defeat them, then head north and into the next room. In this room, head north and open the two chests; one on one side and one on the other, to get a Mist Robe, as well as a MagicScarf. After you get those items, give the Mist Robe to Marle or Lucca, whoever you don't have it equipped on. After that, talk to Ozzie to start a battle with him. This isn't a boss, so I won't include him in the Bosses section. To defeat him, simply attack each of the four chains surrounding Ozzie once, then he will fall down a hole. If you attack Ozzie, he will counterattack and hurt all your party members for a good bit of damage, but there would be no reason for you to attack him if you follow this strategy.

After defeating Ozzie, your group will say a few words, then you'll regain control. When you regain control, head east and step on the Save Point there. Then, rest/save, then head west and step on the Save Point there, and it'll warp you to a different room of the castle. In this room, head west and down the very long stairway, then at the end, head north into the next room. In this room, you'll hear some chanting from Magus. After that, head north and

you will two message boxes appear onscreen where Magus talks. After he talks, he'll appear, then you'll regain control for a second. So, head north and talk to Magus, then some dialogue will commence, then you'll have to fight Magus, so read the Bosses section for help on winning here.

When you defeat Magus, some dialogue will commence, as Lavos awakens and shows his power and brings your group back to the year 65,000,000 B.C.

Chief's Hut - 65,000,000 B.C.

In the Chief's Hut, your group will wake up, then Ayla will say that she found them in the Mystic Mountain hurt, and that she brought your group here to recover. After Ayla leaves, your group will sleep, then wake up and then Kino will come in and talk for a second, only to be interrupted by a man who says that the north wood is burning. Kino and the man will both leave the hut, then you'll regain control, so head south and exit this hut.

Overworld - 65,000,000 B.C.

On the overworld, head east and north, then enter the Meeting Site.

Meeting Site - 65,000,000 B.C.

Here, simply head northeast and north of the entrance of this place to exit this place.

Overworld - 65,000,000 B.C.

Back on the overworld, head northwest and north, towards Laruba Ruins.

Laruba Ruins - 65,000,000 B.C.

When you get in this place, head north and a kid will talk to you for a second. After that, continue north and you'll see Ayla talking to an old man from Laruba Village. He will blame Ayla for the Reptites ruining Laruba, then eventually, Ayla will tell the old man that she wants a Dactyl. Then, after a bit more dialogue, the dialogue will end, as the old man agrees to let Ayla have a Dactyl so that she can go to the Tyrano Lair to put an end to the Reptites once and for all. Anyway, after the dialogue is over, Ayla leaves the Laruba Ruins, and you regain control, so head back south and exit this place.

Overworld - 65,000,000 B.C.

Head southeast and north towards the Dactyl Nest.

Dactyl Nest - 65,000,000 B.C.

In here, head north and defeat the Cave Ape and the two Shist enemies that you encounter. After that, head north some more until you come across two Avian Rex enemies. When you do, defeat them and then head north and go up the ladder there. On the higher platform that the ladder takes you to, head east and open the chest you come across to get a Mid Ether. Once you get that, head west and all the way south until you come across three Shist enemies; defeat them when you come across them. Once they are defeated, head east and south and open the chest to get a Mid Ether. After that, head north and go up the ladder that you will eventually come to, then on the upper ledge that it takes you to, head east, and into the next area.

In this area, head east and defeat the two Cave Ape enemies and the Shist enemy that you encounter. Once they are out of the way, head north of where those enemies were, then climb up the ladder there, onto a higher area. On that higher area, head north and go up the ladder that you'll eventually come across. After going up the ladder, head west and south and defeat the two Shist enemies and the Cave Ape enemy that you come across. After that, head east and open the chest you come across to get a Meso Mail. I suggest that you equip this on Crono right away, and then give Frog the Dark Mail you got in Magus's Lair, if he's not wearing it already.

After you are equipped, head up the nearby ladder, then head north on the upper area and you'll be attacked by two Avian Rex enemies. Defeat them, then head north and up the ladder, onto the next upper area. On this upper area, head north, into the next area. In this area, you'll see Ayla with a Dactyl, then you'll regain control. When you regain control, head east, then follow the path to Ayla the Dactyl. When you reach Ayla, some dialogue will commence between her and your group, and at the end of the dialogue, your group will also get their own Dactyls to fly to the lair, then you'll also have the option if you want to switch party members.

I recommend bringing Frog along for this one, as he is a good healer, and you are forced to have Crono and Ayla in your party. After you choose one party member whom you are not forced with to go with you to the lair, your group will take off on the Dactyls, and you'll end up on the overworld.

Overworld - 65,000,000 B.C.

Here, fly southeast, towards the lava area. In that area, land atop the small ledge with the castle on it. On that platform, rest/save, then enter the nearby Tyrano Lair.

Tyrano Lair - 65,000,000 B.C.

When you get in this place, head north and defeat the Cave Ape enemies, as well as the Reptite enemy that accompanies them. Once they are defeated, head through the east skull mouth (the one that is open), then head northeast and go down the stairs, into the next room. In this room, head south and defeat the two Reptite enemies that you encounter, then after they are defeated, head southeast and approach the door that is holding the people of Laruba. At that door, press the switch on the wall to the east of it to open the door, thus freeing the people. Once the door is open and the people are freed, head east and north, past the door, then you'll encounter two more Reptite enemies; beat them, then head north and then east, down the stairs, into the next room.

In this room, head southwest and then the jailer will say a few words, then the Reptites will realize that it is the apes, then they'll attack you, so defeat them, then head southwest of where you are after you defeat them. After heading southwest, you should be at a cell with Kino inside. Talk to Kino, who is in the cell. Then, Ayla will try and free him, though she fails at first, but eventually, after some dialogue between Ayla and Kino, Kino gets freed. After Kino is freed, a bit more dialogue will commence between Ayla and Kino, then Kino says he will show you something, then you'll regain control. When you regain control, head into the cell that Kino was in.

Inside, open the chest to get a Mid Ether. After that, head south and exit the cell, then head east and north, then head west and down the stairs, into the previous room. In the previous room, head southwest, then north and then head west and go up the stairs, into another previously visited room. In this room, head south and into the actual room. Then, head west and follow Kino, then he'll open the skull head to the left that was closed earlier, then he will leave the Tyrano Lair. So, enter the now open skull head, then head north and go down the stairs to the west, into the next room. In this room, head southwest and step on the switch to cause the two enemies to fall down a hole.

You could fight these enemies if you want, though I don't recommend it. Anyway, once the enemies fall down the hole, head west and south of the switch, into the next room. In this room, defeat the nearby Reptite enemies, then head west and north, then you'll be attacked by an Avian Rex enemy, so defeat it, then head north, through the door, and into the next room. In this room, you should know that it is a warp room. Certain tiles in the room take you to different locations of the room, and there are four chests in this room that you can open for items. Also, there are enemies that appear and attack you, depending on which tile you step on. I'll tell you how to get them, though, so don't worry. First off, head northwest and southwest, then open the chest there to get a CeraTopper.

Equip this on whomever you wish, then head southwest some more, then you'll be warped to another area of the room. In that area, head northwest and open the chest that you come across to get a Tonic. After you get that, head southeast and northeast, then if you did it right, you'll be warped to another part of the room, where a nearby chest is to the north; open it to get a Revive. Now, head southeast of the chest you just opened, then you'll be warped to another part of the room where the final chest is, which contains a Meso Mail, so open it. Equip it on whomever you wish, then head southwest and you'll be warped to another part of the room. Now, head west and northwest, past the chest that contained a Tonic, then when you see a small platform, head north, onto that platform, then head east and down the stairs.

In this next room, head south and into the next area. In this area, head south and then east and you'll be attacked by a Reptite enemy and a Volcano enemy, so defeat them, then head east and you'll eventually come across a Terrasaur enemy, as well as an Avian Rex enemy. Defeat them, then head north and through the door, into the next room of the lair. In this room, note that stepping on the leftmost switch drops enemies down and you'll have to fight them, so I do not recommend you step on that switch unless you want free experience points and money. The rightmost switch opens the skull mouth to the north, so step on that switch when you get in this room, then head north and go through the skull mouth. In this small room that the skull mouth took you to, press the switch on the wall, then head back south and exit this room.

Back in the previous room, head southwest and defeat the Terrasaur enemy and the Avian Rex enemy that attack you. After that, head west and north and try and go through the door, and you'll be attacked by some enemies, so defeat them, then head north and through the door, into the next room. In this room,

head north past Nizbel II, then step on the Save Point you come to, then rest/save your game there. Then, head north and try and exit this room, then Nizbel II will come and fight you, so read the Bosses section to get a strategy for defeating Nizbel II. Once you defeat Nizbel II, head south and step on the Save Point, then rest/save there, then head north and east up the stairs, into the next room. In this room, simply head south to get into a new area of the lair.

In this area, head southeast and defeat the Volcano enemy and the Avian Rex enemy that you come across. Once they are defeated, head all the way east and then defeat the Avian Rex enemy that attacks you, then when it is defeated, go north, through the door, and into the next room. In this room, stepping on the left switch causes two holes to appear on each side of the floor, and the rightmost switch causes two Terrasaur enemies to appear, but if you've already hit the leftmost switch, which you should've, the enemies will fall down the hole, and you won't have to fight them! Also, the northernmost switch causes a Save Point to appear on the left side, so I recommend pressing the left switch AFTER you save your game. Anyway, when you get in this room, press the north switch, then step on the Save Point and rest/save. Then, don't bother pressing the other switches, as you don't have to.

Then, head east and north and approach the skull, then press A on it to open its mouth. Go north through the skull mouth, then press the switch on the wall in there. Then, open the nearby ches to get a Full Ether. After that, head south and exit this room. Back in the previous area, head southwest and north, and you'll be attacked by three Terrasaur enemies, so defeat them, then head north, into the next room. In this room, head north and you'll encounter Azala, who is sitting on a chair. He will talk for a moment, then he'll leave the room. After he leaves the room, open the two chests in this room to get a CeraTopper and a Mid Ether. Equip the CeraTopper on whomever you wish, then equip Ruby Vests on everyone that is in your party, because the upcoming boss uses a fire attack, so you'll DEFINITELY need Ruby Vests.

After you equip the Ruby Vests, head north past the chair, and into the final area of the Tyrano Lair. In this area, head north and you'll encounter Azala and BlackTyrano, whom, after a few words, you'll enter battle against. Read the Bosses section to see how to win the fight against Azala and BlackTyrano. Once you defeat Azala and BlackTyrano, some very long dialogue will commence, as you see Lavos falling down to the earth, causing a long and cruel ice age to take place. Eventually, Kino will show up with a Dactyl, then more Dactyls will show up, and your group and Kino will take off after a bit more dialogue. After they take off, your group will start talking for a moment, then you'll be back on the overworld after they talk.

Overworld - 65,000,000 B.C.

Before you go to the Gate leading to where you need to go next, it is strongly advised that you head to the Ioka Trading Hut just east of the Chief's Hut to trade your Fangs, Feathers, Horns, and Petals for weapons and armors. But in order to do that, you'll need to head southeast of the Lair Ruins (the Tyrano Lair, only it is ruined) and get on your Dactyl. This time around, the items are better than they were last time. See the Shops section of this FAQ for information on what to trade for what item. After you trade, exit the hut and get back on your Dactyl, and fly to the Lair Ruins (the Tyrano Lair, in other words). Then, enter the Lair Ruins.

Lair Ruins - 65,000,000 B.C.

In here, your group will realize that it is a Gate in here, then after they stop talking, you'll regain control, so go through the Gate, and you will arrive in the year 12,000 B.C.

Cave - 12,000 B.C.

Here, simply head south and exit the cave.

Overworld - 12,000 B.C.

On the overworld, head all the way southeast and enter the building there that is known as Skyway.

Skyway - 12,000 B.C.

In here, simply head north and step on the purple circle on the floor, and you will be warped to a different area. Here, head south and exit this area, and you will arrive on the overworld.

Overworld - 12,000 B.C.

Here, head southeast and enter the magical town known as Enhasa.

Enhasa - 12,000 B.C.

When you arrive in Enhasa, head north and up the stairs, then head east and up the stairs, then examine the book on the table to cause water to come out of the open book. After that, head southwest of the book, and go down the stairs. Now, head northwest and up the stairs, but before you can go up the stairs fully, a boy will come and say that the black wind howls, and that one among you will shortly perish. Your group is stunned by the boy's speech, then you regain control. When you regain control, head up the stairs fully, then head southwest and step on the blue circle on the floor to fully recover your HP/MP. Once you fully recover your HP/MP, head north of the blue circle and examine the book you come across to cause wind to come out of the open book. After that, head southeast and go down the stairs.

Now, head east and south and go down the stairs there, then at the front of the counter near the entrance to this place, examine the book to cause fire to come out of the open book. After the fire comes out of the book, if you examined the books in the order of water, wind, and fire, the door behind the guy that is behind the counter will open, so when it does, enter it, into the next room of Enhasa. In this room, head north and talk to the sleeping Nu to wake it up. Agree to enter combat against it, and you'll have to take on 6 Nu enemies. This isn't excessively hard, just watch your HP, because they can kill you rather quickly and easily. I recommend having Crono and Ayla use the Dual Tech Falcon Hit to make quick work of each row of Nu's.

If you don't have Falcon Hit, have Crono use *Lightning2 on each row of Nu's until they are defeated. Either way, watch your HP in this fight. If you lose, you don't get a game over, so don't worry. Once you defeat the Nu's, you get rewarded with a Magic Tab and a Speed Tab! After that, head south and exit this room. Back in the previous room, head east and south and exit this place.

Overworld - 12,000 B.C.

On the overworld screen again, head west and northeast, towards the Land Bridge. Enter it when you reach it.

Land Bridge - 12,000 B.C.

Here, simply head north and step on the purple circle, and you'll be warped to a different area. In this area, head south to exit this place, and be on the overworld.

Overworld - 12,000 B.C.

On the overworld again, head east, and all the way northwest, then north when you see the building there. Enter that building, which is another Skyway.

Skyway - 12,000 B.C.

In this area, head north and step on the purple circle to be warped to another area. Here, head south to exit this area, then you'll be back on the overworld of 12,000 B.C.

Overworld - 12,000 B.C.

Here, head west across the bridges, then head west, northwest, and north, and enter the building, which is known as Kajar.

Kajar - 12,000 B.C.

In this place, head north from the entrance and examine the book on the table and water will come out of the open book. After that, head south and back to the entrance. Then, head east from the entrance and examine the book on the table there to cause wind to come out of the open book. Once you examine the wind book, head east and northwest from that book, then examine the next book you come to, which is on a counter beside a Nu. This book will have fire coming out of it, which I'm sure you already know since your experience with these magical books at Enhasa. Anyway, if you opened the books in the order of water, wind, and fire, a door behind the counter where the final book was will open.

Enter that door and in the room that it takes you to, head north and examine the Poyoza Doll lookalike there to get a Black Rock. The Black Rock is an

Accessory, which helps you perform a TripleTech (see the Techs section of this FAQ for more information on Triple Techs). After you get the Black Rock, head south and exit this room. Back in the previous room of Kajar, head southeast and north and go up the stairs there. Then, simply continue north after going up the stairs, into the next room. In this room, head northeast and go up the nearby set of stairs, then head walk along the black area (stay within the southeast corner) and press A on the black area there until you find a Speed Tab.

After you find the Speed Tab, head west and down the stairs, then head south and exit this room. Back in the previous room of Kajar, head south and go down the stairs, then head southeast and all the way southwest, towards the entrance. From there, simply head south and exit Kajar.

Overworld - 12,000 B.C.

Here, head east and enter the Cave there.

Cave - 12,000 B.C.

In this cave, head north and step on the ray of light, then you'll be warped to another area of the cave. In this area, head south and exit this cave. You will arrive on the overworld when you exit the cave, so on the overworld, head southeast and north and enter the next cave there. In this cave, head north and step on the ray of light to be warped to a different area of the cave. In this area of the cave, simply head south to exit this cave. On the overworld, head east and north and enter the building there known as Zeal Palace.

Zeal Palace - 12,000 B.C.

In this place, head northeast and go up the stairs there. After that, head northeast again, and go up the next set of stairs you come. After you go up that set of stairs, head northwest and northeast, and go up the stairs that you see there, then head northeast, and into the next room of the palace. In this room, head east and north, into the next room. In this room, you'll see Janus and Schala having a conversation. Eventually, a girl will come in the room and tell Schala that the Queen requests her presence. After the girl comes in and Schala leaves, the dialogue will end, and you'll regain control. When you regain control, head south and exit this room. Back in the previous room of the palace, head southwest and south to exit this room.

Back in the main room of the palace, head southwest and go down the stairs that you come across. After that, head southeast and southwest and go down the next set of stairs that you come across. Once you go down that set of stairs, head all the way west and northwest and go up the stairs there, then after you go up the stairs, head north and up the next set of stairs you come to. Then, head northeast and go down the stairs there. Then, head north and up the next set of stairs. After that, head north and into the next room. In this room, head north and follow Schala to the door, which she'll enter. After she enters the door, head south and exit this room. Back in the previous room, head south and west, up the set of stairs there.

Then, head west and talk to the Nu, who'll tell you that the door behind it leads to the hall of the Mammon Machine. After the Nu gets done talking, head

north and enter the door it was guarding, into the next room. In this room, head north and up the stairs. Then, head north and into the next room. In this next room, head north and examine the red sparkling object to powerup Marle's pendant. With this power-up, you'll be able to enter the door that Schala went through. Anyway, after powering it up, head south and exit this room. Back in the previous room, head south and exit this room completely. Now, head south and east of where the Nu was earlier, then head down the stairs there. After that, head north and up the stairs, then continue north, into the next room.

In this room, head north and up the stairs, then continue north towards the door that Schala went through. Approach that door, then press A and Marle's pendant will react, thus opening the door to the next room. After the door opens, enter the next room. In this room, head north and some dialogue will commence, as you finally see who the Queen of Zeal is. Eventually, Dalton will send a Golem to fight you. Read the Bosses section for help on winning this rather tough fight, but you don't HAVE to win it. Whether or not you win it, dialogue will still commence, and the same happenings will still take place in the dialogue. Anyway, after the fight, your group will be carried to a tube-like thing that they are floating in unconscious.

Schala and Janus come in the room where your group is, and Schala frees your group from the tube. After your group is freed, the Prophet comes in the room and decides to spare your group, but forces your group to show him how you got into 12,000 B.C. Your group will then arrive in the cave that you appeared in after you warped via the Gate in 65,000,000 B.C. The Prophet, in that cave, will force Schala to seal the Gate, so that your group cannot come back to the era of 12,000 B.C. After your group goes through the Gate, you'll be warped back to the year 65,000,000 B.C.

Lair Ruins - 65,000,000 B.C.

In here, your group will realize that they have seen the sealed doors like the one in Zeal Palace elsewhere, which is in the future. When you regain control, head south and exit the Lair Ruins.

Overworld - 65,000,000 B.C.

Back on the overworld of 65,000,000 B.C., head all the way southeast and get on the Dactyl there. Then, fly all the way west towards the Mystic Mountain, then get off your Dactyl when you reach the Mystic Mountain. Then, when you get off your Dactyl, enter the Mystic Mountain.

Mystic Mountain - 65,000,000 B.C.

When you get in here, head north into the next area of the mountain, while defeating the enemies that attack you. In the next area of the mountain, head west and north, into the final area of the mountain. In this final area of the mountain, head northeast and south, towards the edge of the cliff, then you'll be asked if you wish to jump; say "Yes", then you'll be warped to the End of Time.

End of Time

In here, stand atop the middle pillar of light, then choose to warp to Proto Dome, in the year 2300 A.D.

Proto Dome - 2300 A.D.

Here, head south and exit this room. Then, in the next room, head southeast and go up the stairs there, onto the grated platform. On the grated platform, head southwest and up the stairs that you come across. After that, head west and south and go down the stairs there, then head southeast and go down the next set of stairs there. Then, head south and exit this dome.

Overworld - 2300 A.D.

On the overworld, head southeast and all the way northwest, then enter Lab 32.

Lab 32 - 2300 A.D.

Here, either race Johnny and win to get across to the other side of the lab, or simply head west into the next area and fight the enemies along the way to the other side. Either way, when you reach the other side, head west and all the way south to exit this place.

Overworld - 2300 A.D.

On the overworld again, head southeast and enter the Sewer Access.

Sewer Access - 2300 A.D.

When you enter the Sewer Access, head southwest and cross the bridge. Then, head west and southeast, and cross the next bridge there. Then, head south and all the way east, defeating the two Egder enemies that you come across. Once they are defeated, head east and cross the next bridge that you come to. After that, head east, southeast, and then finally north across the bridge, then go up the ladder to the exit of the sewer.

Overworld - 2300 A.D.

Back on the overworld yet again, head southeast, southwest, and then finally north, and enter the Keeper's Dome, your next destination.

Keeper's Dome - 2300 A.D.

In this dome, head northeast and go down the stairs. After that, head north and go up the next set of stairs leading to the sleeping Nu. When you reach the Nu, ignore it and head east and northwest and go down the stairs at the

end of the path. After that, head north and approach the door and press A on it to open it (Marle's pendant will react when you press A). Once the door opens, enter it, into the next room. In this room, head east and go up the set of stairs that you come across. After that, examine the nearby sparkling object on the ground to see some of Belthasar's words. After you see the words of Belthasar, head east and go up the nearby set of stairs that you come across. After that, head northwest and go down the stairs, then examine the next sparkling object you encounter to see more words spoken by Belthasar.

After you see those words, head west and down the next set of stairs, then check out the next sparkling object that you come to, and you'll see more of Belthasar's words. After that, head west and down the set of stairs there, then head southwest and up the next set of stairs there. At the end of that set of stairs, examine the sparkling object there and you'll see more of Belthasar's words. After that, head up the rest of the stairs (you couldn't head up them earlier, because the sparkling object you just examined moments ago was blocking you), then head west towards the sparkling object there. Examine the object when you reach it to see more of Belthasar's words.

Now, head west and go up the stairs, then head north and approach the sealed door and press A on it. Doing this will cause Marle's pendant to react, thus the door will open. When the door opens, enter it, into the next room. In this room, head northwest and northeast and get behind Belthasar's invention there, known as the Epoch. After you get behind the Epoch, your group will talk about the Epoch, then you'll regain control. Once you regain control, head west, southeast, and south, back towards the entrance of this room. On the way to the entrance, a Nu will come in the room and will be pushing something towards the front of the Epoch. Then, the Nu will reveal itself as Belthasar. Belthasar will explain to you how to use the Epoch.

After that, he'll fall asleep, so talk to him to wake him up, then he'll offer you to name the time machine, which is called Epoch, as I've said above many times. After you name the Epoch, go on either side of the object in front of the Epoch, then press A to get in the Epoch. Once you're inside the Epoch, choose to take off, then choose to warp to the year 12,000 B.C. After your group comments about the Epoch, you'll get there.

Overworld - 12,000 B.C.

Here, head west and north, then enter the cave there, which is known as Terra Cave.

Terra Cave - 12,000 B.C.

Here, head north and go up the ladder, then head northwest and into the next room. In this room, head west, past the guy you come across, then head north, into the next room. In this room, talk to the guy and tell him that you want to buy something from him. He sells some very good weapons/armors/helmets for your group, though they cost a lot of money, so you'd best have a lot of money if you wish to buy his stuff. First off, before you buy anything, sell off any old equipment that you don't need, so that you have at least some money to buy the good items this guy sells. Anyway, buy whatever you can from that guy and equip whatever it was you bought, being sure to sell off all of the old equipment. After that, exit this room.

Back in the previous room of the cave, head east and south down the ladder,

then head east and south and go down the next ladder you come across. After that, head west and south and go down the next ladder. Then, head east, then go north, into the next room. In this room, you can rest in bed to fully recover your HP/MP for free, so I strongly suggest you do so, as there is an upcoming boss battle very soon. After resting in the inn, head south and exit the inn. Back in the previous room, head southwest and south and go down the final ladder there. After that, head south and step on the Save Point and save your game. Then, head northeast, and into the next room of the cave. In this room, head southeast and examine the sparkling object in the corner to get a Power Tab.

After that, head north and defeat the two Beast enemies that attack you. After that, head west and north and take out the next two Beast enemies that attack you. After they are defeated, head east and north and go up the stairs there. Then, you'll be attacked by a Mud Imp, followed by a Blue Beast and a Red Beast. Check the Bosses section to see how to win this battle. Once you win that fight, head north and climb the chain on the platform that the Mud Imp was on. After you climb the chain, you'll arrive on Mountain Woe.

Mt. Woe

In this area, head east and defeat the Rubble enemy there. After that, head north and defeat the two Bantam Imp enemies that you encounter. After that, head northwest and cross the chain there, then defeat the Rubble enemy that you come across (it might run away, though). After that, head southwest, going under the higher platform that is above you, then when you reach the chest, open it to get a Lode Helm. After that, head east and northeast, crossing the chain you come across. After that, head south, towards the entrance of the mountain. At the entrance, head west and cross the chain there. After you do that, head north and defeat the two Bantam Imp enemies that attack you, then when they are defeated, continue north some more, then go up the chain there that you come across, into the next area.

In this area, head west and defeat the Rubble enemy that you encounter. Then, head all the way east, then when the path splits to the north, head north and defeat the two Gargoyle enemies that attack you. After they are defeated, continue north and step on the Save Point that you come across. Then, rest/save, then head all the way northwest, then head south when you see a ramp leading you onto the high area there. When you get on that high area, head west and southeast, then when you see an opening allowing you to get onto an even higher area, go through that opening, onto the higher area there. On that higher area, head north and defeat the two Bantam Imp enemies that attack you.

After that, head north some more and north and open the chest there to get a Lapis. Once you get that, head south and get off the high area, onto the slightly lower area. On that slightly lower area, head west and all the way northeast, then get off this high area via the ramp there. After that, head northeast, then you'll be attacked by two Bantam Imp enemies. Beat them, then head east and go across the chain, then defeat the nearby Rubble enemy that you come to. After that, open the two nearby chests to get a Lode Vest and a Shield. After you get that, head west and go across the chain again. Then, head west, then go south, up the ramp, and onto the higher area there.

On that higher area again, head west, southeast, and north, onto the even higher area where you got the Lapis earlier. On that high area, head north and then head east and go across the chain there. After that, head east and two Stone Imp enemies and the two Gargoyle enemies that attack you. After they are defeated, head east and southwest, defeating the two Stone Imp enemies and the

two Gargoyle enemies that attack you. After they are defeated, head south and across the chain, then head southwest and press A on the Rubble enemy to start a fight with it. Beat it, then head northeast and defeat the four Gargoyle enemies that attack you. Once they are defeated, head southeast of the chain that brought you into this part of the mountain.

Then, open the chest you come to to get a Barrier. After that, head west and south, onto the higher area there. On that area, head east and walk across the chain, into the next area. In this next area, head north and open the chest that you come across to get a Lapis. After you get that, head southeast and north and defeat the four Man Eater enemies that attack you. After you defeat them, head southeast and go across the chain there. Then, head south and open the chest there to get a Full Ether. After that, head north and open the next chest you come to to get a Barrier. After you get that, head southwest and go across the chain there, then head north and go across the chain there. Now, head all the way north, then head west and defeat the Rubble enemy that you come across.

Once you defeat the Rubble, head southeast and get on the higher area there. On that higher area, head south and defeat the two Man Eater enemies and the two Gargoyle enemies that you are attacked by, then open the nearby chests they were guarding to get a Shield and a Shelter. After that, head north and east and go across the chain that you come to. Then, head southeast and defeat the two Gargoyle enemies that attack you. Then, head north and step on the Save Point that you come to and on that Save Point, rest/save, then head north and go up the chain, into the next area. In this area, head northwest and then head south and get onto the higher area there. Then, on that higher area, open the nearby chest to get a Time Hat.

After that, head east and walk across the chain there. Then, head southwest and north, then open the chest you come across to get a Full Ether. Once you get that, head southeast and examine the sparkling object to get a Magic Tab. Once you get that, head north and up the chain, into the next area. In this area, head north and approach the ice block there, then Giga Gaia will appear, and you'll have to fight it, so read the Bosses section to see how to defeat Giga Gaia. Once you defeat Giga Gaia, Melchior will become unfrozen and he will talk for a moment, then the Mountain of Woe will fall into the sea. After that, Schala will show up in the room with Melchior and your group.

NOTE: By the chest that contained the Barrier, there is a Rubble enemy that respawns everytime you re-enter the area and/or level completely. This means you can keep going back to that spot over and over and fighting the Rubble enemy countless times until you're satisfied. This is the best way, in my opinion, to get your Techs built up fast.

Thanks to Drew Pecoraro for this information. I had forgotten about adding it, actually.

Terra Cave - 12,000 B.C.

In here, Schala and Melchior will talk for a bit, then Dalton will come in the room and then he'll tell Schala that her presence is required elsewhere, and then Melchior will try and stop Dalton, only to be hit one of Dalton's blasts. More dialogue will commence, then when Dalton leaves the room, the scene will switch back to that same room, only this time with your group, Melchior, and the elder. You'll now be able to control your characters again at this point, so talk to Melchior and he'll give Crono and a Ruby Knife, which is needed to stop the Mammon Machine. After Melchior gives Crono the Ruby Knife, head south

and exit this room. Now, head up the nearby ladder to the west, then after you head up that ladder, head east, into the very first room of the cave;.

In that room, head east and south, going down the ladder that you come across. After that, head south and exit this cave completely.

Overworld - 12,000 B.C.

On the overworld, head all the way southeast, then enter the Skyway.

Skyway - 12,000 B.C.

In here, head north and step on the purple circle to be warped to a different area. In that area, simply head south to exit to the overworld.

Overworld - 12,000 B.C.

Back on the overworld, head east and northeast, then enter the nearby Land Bridge that you come across.

Land Bridge - 12,000 B.C.

In this area, head north and step on the purple circle to be warped to another area. In the area you get warped to, head south to exit to the overworld.

Overworld - 12,000 B.C.

On the overworld again, head east and northwest, then enter the Skyway.

Skyway - 12,000 B.C.

In here, head north and step on the purple circle, as always, and you'll be warped to a different area. In that area, head south and exit to the overworld yet again.

Overworld - 12,000 B.C.

Here, head west and cross the two bridges. Then, head northeast and enter the Cave there.

Cave - 12,000 B.C.

In this cave, head north and step on the ray of light to be warped to a different area of the cave. In that area, head south and exit to the overworld

again. On the overworld, head southeast and north and enter the next Cave that you come across, then in that cave, head north and step on the ray of light to warp to a different area of the cave. In that area of the cave, simply head south to exit the cave, and you'll arrive on the overworld. On the overworld, head east and north and enter Zeal Palace again.

Zeal Palace - 12,000 B.C.

In this palace again, head all the way north up each set of stairs you come across, then when you reach the door, enter it, into the next room. In this room, head northwest and rest/save at the Save Point there. Then, head north and go up the stairs there. Then, continue north through the door, into the next room. In this room, head north and Dalton will say a few words, then he will enter combat against your group. Read the Bosses section for a strategy for this next fight. After Dalton is defeated, he will escape to the Ocean Palace via a Gate, so go through the Gate when you regain control, and you'll arrive in the Ocean Palace.

Ocean Palace - 12,000 B.C.

When you arrive here, head south and go down the set of stairs that you come across, then rest/save at the nearby Save Point. After that, head south and you'll encounter Mune. He'll say a few words, then a cutscene will commence, as you see Queen Zeal force Schala to give power to the Mammon Machine. After the cutscene, you'll regain control, so head south into the next room. In this room, head south and defeat the two Scouter enemies that attack you. After that, head east and open the chest to get a Rune Blade. Be sure that you equip this on Frog immediately, as it is much better than his FlashBlade that he still has equipped. After you equip the Rune Blade on Frog, head west and southeast of the chest you just opened, then defeat the two Scouters you come across.

After that, head east and open the chest to get an Aeon Suit. Equip this on whomever you wish, then head east and northeast of the chest, then enter the next room there. In this room, head east and defeat the Mage enemy and the two Red Scout enemies that attack you. After that, open the chest in the corner to get an Aeon Helm. Equip this on whomever has the Aeon Suit, then head west and exit this room and you'll be in a new area. In this area, head west and step on the switch in the middle of the floor, and you'll be attacked by a Jinn and a Barghest. Defeat them, then head southwest of the switch to exit this room. Back in the first room you visited in this palace, head southwest, northwest, southwest, and south from the room you just exited to the next room (the one that you fought the Jinn and Barghest enemies in).

In this room, head west and defeat the two Red Scout enemies wandering around, then open the nearby chest in the room to get a Shock Wave for Lucca. Equip this on her immediately, then head east of the chest to exit this room. Back in the previous room again, head all the way northwest, then enter the next room when you come to it. In this next room, head west and take out the two Blue Scout enemies and the Mage enemy that attacks you, then once they are defeated, open the nearby chest to get a Star Sword. Give this weapon to Crono immediately, then head east of the chest, into the next room. In this room, head east and step on the switch in the middle of the room and then you'll have to fight a Jinn enemy and a Barghest enemy.

Defeat them, then head southeast of the switch, then you'll be back in the

room we've been in a lot in the palace thus far. Back in that room, head southeast and southwest, then enter the next room. In this room, head west and take out the two Red Scout enemies and then south, into the next area. In this area, head south and defeat the Mage, the Red Scout, and the Blue Scout enemies that attack you. Once they are defeated, head south and defeat the Mage, the Red Scout, and the Blue Scout enemies that attack you, then open up the nearby chest to get a SonicArrow for Marle. Give this to her immediately, then head north, back into the first part of this room, then in that area, head east and exit back to the room we always visit in this palace.

In that room again, head northeast, past the pillar, then head southeast and south, into the next room. In this previously visited room, head east and beat the two Blue Scout enemies wandering around the room. Then, when they are defeated, head south into the next area. In this area, open the nearby chest to the west to get a Kaiser Arm. Give this to Robo immediately, then head east and south, then take out the Mage, the Red Scout, and the Blue Scout enemies that you come across. Once they are taken care of, head south and take out the next Mage, Red Scout, and Blue Scout enemies you come across, then head north and west and press the switch when you come to it. After that, continue west, into the area where you see the enemies.

In that area, head south and defeat the Mage, the Red Scout, and the Blue Scout enemies. Then, head north and take out the next set of enemies there. Now, head northwest and follow the path all the way southeast and then when you see a chest that looks out of reach, go through the black area just west of the chest, then you'll be able to get the chest. After getting the Demon Hit from the chest, head west and through the black area. Then, follow the path southwest and northeast, then head north into the room where the two Red Scout enemies are wandering around. Kill them, then head east, into the room we always visit. In that room, head northeast, past the pillar, then head south, into the next room. In this room, head south and defeat the Red Scout, the Blue Scout, and the Thrasher enemies that attack you.

After that, head west and go down the stairs into the next room. In this room, head down the stairs, then head south and defeat the two Mage enemies and the two Thrasher enemies that attack you, then head southeast and go down the next set of stairs (Note that if you touch a Thrasher enemy on the stairs, you will not fight them, but they will run away to an area below. This FAQ is assuming you touched them all). Then, head south and defeat the four Thrasher enemies that attack you, then head southwest and go down the long set of stairs there. After that, head south and defeat the next set of enemies you come across. Once they are defeated, head southeast and down the stairs, avoiding the fireballs that the statue is spitting at you.

After you go down the stairs, head south and defeat the Thrasher enemies and the Lasher enemies that attack you. Now, head southwest and then you'll come across Masa, who will talk for a moment. After that, you'll see a cutscene with Queen Zeal and Schala. After it's over, go down the stairs into the next room. In this room, head down the stairs, then head west and defeat the Jinn enemy and the Barghest enemy that attacks you. After that, head west and rest/save at the Save Point there, then head southeast and south, into the next room. In this room, head south and get on the elevator there. Then, a few enemies will attack you, so defeat them, then examine the sparkling object to the left to start the elevator.

As the elevator is going down, you'll face a series of battles; these battles are hard to win using just physical attacks, so you'll have to use *Luminaire and then some physical attacks after you destroy some enemies with *Luminaire to win. Also, be sure to keep your HP up throughout these battles. After the elevator takes you down after you win the series of battles, go north into the

next room. Then, head south and exit that room, then back in the previous area, head south and get on the elevator again. Then, check out the sparkling object to the east, and you'll be elevated back up via the elevator. You do not have to fight the series of battles again, thankfully, so when you reach the top, examine the small sparkling object on the west side of the wall to get a Magic Tab. After you get that, go north into the previous room.

Now, make your way back through the series of rooms where the Thrashers, the Mages, and the Lasher enemies are, until you reach the room with the elevator again. Back in the room with the elevator, head south and onto the elevator. Defeat the enemies that attack you, then examine the sparkling object to the west to cause the elevator to start moving to the lower areas of the Ocean Palace. You'll have to fight the series of battles again, so do it the same way you did before, being sure to keep your HP throughout the battles. After you win the series of battles and the elevator stops, head north into the next room. In this room, head west and north, into the next room. In this room, go north and take out enemies. Then, press the switch on the wall that the enemies were guarding.

Then, head south and exit this room. Back in the previous room of the palace, head southeast and north, into the next room. In this room, head north and take out the next set of enemies that you come across, then when they are defeated, press the switch on the wall that they were guarding. Now, go south and exit this room. In the previous room again, head southwest and north and step on the switch that we ignored earlier. Stepping on the switch will cause a bridge to appear. Go north across the bridge, into the next room. In this room, head north and rest/save at the Save Point. After that, open the chest to the east of the Save Point to get an Elixir. After you get that, head north and into the next room of the palace.

In this room, head north and you'll encounter Dalton. He will talk for a second, and then send the GolemTwins to attack you. Read the Bosses section for help on winning this next battle. After you defeat the GolemTwins, Dalton will attempt to send the GolemBoss to fight you, but he will sense the energy of Lavos, then he'll escape. After that, head south, back into the previous room. Once there, rest/save at the nearby Save Point, then head north into the area where Dalton was. In that area again, head all the way north, into the next room. In this room, head north and talk to the Nu, then he'll jump off. After that, continue north and a cutscene will commence, as Crono attempts to destroy the Mammon Machine using the Ruby Knife Melchior gave him.

After Crono's failed attempt, Lavos will attack your group. It doesn't matter if you win or lose this fight, as the story will still go on even if you lose. I HIGHLY doubt you can win this fight, even if you can survive Lavos's first attack, which is destruction rains from the heavens. After you lose to Lavos, the Prophet will reveal himself as Magus and attempt to defeat Lavos, but he will fail. Eventually, you'll regain control of Crono, as your other party members are getting closer to Lavos, because of his energy. When you regain control, head north and approach Lavos and press A. Crono will then challenge Lavos and will end up dying. After that, quite a lengthy cutscene will commence, as Lavos destroys 12,000 B.C. almost completely.

After the very long cutscene is over, Lucca will say something, then your group will wake up shortly after that.

Last Village - 12,000 B.C.

The elder will come in and he and your group will talk for a minute, then the

elder will leave the house, then you'll have the option to choose party members. Since Crono is gone, I suggest taking Frog, Lucca, and Ayla with you. After you choose your party, head south and exit this house.

Overworld - 12,000 B.C.

On the overworld again, head east and north, then enter the house there.

Last Village - 12,000 B.C.

Here, head north and speak with the Nu. Then, restock on some Tonics, Mid Tonics, Full Tonics, etc., then after that, wait until the Nu moves, then when it does, examine the sparkling object behind where the Nu was to get a Magic Tab. After that, head south and exit this place.

Overworld - 12,000 B.C.

Head west and north of the hut that you just exited and enter the Commons.

Commons - 12,000 B.C.

In here, head north and talk to the elder. Dalton and some soldiers will then come in and Dalton will say that he is going to rename Zeal the kingdom of Dalton. Then, he'll shoot a fireball at your group, but it'll be deflected. Then, Dalton will each party member in your group with a fireball, then after that, the scene will switch to the Blackbird, Dalton's ship.

Blackbird - 12,000 B.C.

NOTE: The chests will contain different equipment if you didn't take Ayla, Frog, and Lucca with you for this part of the game, so if you don't get Ayla's equipment, but rather Marle's, then don't freak out; it's just because you took different party members than I did.

On the Blackbird, your group will wake up, then you'll regain control. Note that you'll have to get your weapons/armors/headgear/accessories, AND items back before you can leave this ship. Anyway, when you regain control, save your game at the nearby Save Point, then head up the ladder, and your group will appear outside, on the edge of the Blackbird. After your group comments about the Blackbird, head west and down the stairs, into the previous room of the Blackbird. In that room, Lucca will notice an air duct, then you'll regain control. Once you regain control, head south of the ladder and then try and leave the room; the guards will say that it serves your group right, and that without weapons, you are powerless.

At this point, Ayla will ask what your group do, and you'll be given two choices; to act sick, or to think of a plan. Choose act sick, then Ayla will act sick, then the guard will come in and ask what's wrong, as Ayla knocks him out. After Ayla knocks out the guard, head south and exit this room. In this room, head west and enter the door you come across. In this room, head north

and approach the Basher enemies there. Defeat them, then open the chest to get your money back! After you get your money back, head south and exit this room, and you'll arrive back in the previous room. In this room, head west and all the way northeast.

When you reach the door at the end of the path, eliminate the two Basher enemies, then enter the door into the next room. In this room, head north and up the stairs and defeat the Byte enemy you encounter. After that, head up the next ladder, then open the chest to get Lucca's equipment back! Once you get that, head south and down the two ladders, then continue south and exit the room. Back in the previous room, head all the way southwest, then you'll come to a conveyor belt. Approach the black and purple switch beside the conveyor belt, then press A to cause the conveyor belt to move southward, rather than upward. After that, head south and go down the conveyor belt.

Then, head west and enter the door you come to, into the next room. Here, head northeast and a bit some Basher enemies will attack you. Beat them, then open the chest they were guarding to get Ayla's equipment back. After that, head south and go down the nearby ladder, then continue heading south and exit this room. Now, head east and approach the switch that causes the conveyor belt to north, then press A on it when you approach it, then the conveyor belt will start moving northward, so step on the conveyor belt after that, and ride it to the other side. After that, head west and northeast, then ride the next conveyor belt upward, toward the two Basher enemies (it's already upward, so you don't have to press the switch).

Defeat the two Basher enemies, then head through the nearby door they were guarding, into the next room. In this room, head west and enter the door to the next room. Here, head north and approach the Byte enemy to start a fight with the Byte enemy, as well as two Basher enemies. Once they are defeated, head east of where the Byte was, then head east and north and go up the nearby ladder there, then head west and open the chest to get all your items back. After that, head east and south and go back down the ladder, then head west and south and exit this room. Back in the previous room, head west and north and go up the conveyor belt and defeat the Byte enemy.

Then, when you reach the other side, head north and east and go up the ladder into the air ducts. In the air ducts, head all the way east as far as you can go, then head southeast, then finally north and examine the sparkling object to get a Magic Tab. Now, head southwest, northwest, then head southwest again when you have the opportunity to go south. After heading southwest, head north and down the stairs that you come across, then in this room, climb down the stairs, then open the chest beside the sleeping guard to get Frog's equipment back! After that, head west of the chest and then go up the nearby ladder, back into the air duct. Back in the air duct, head southeast and northwest, then go down the ladder there, back into a previously visited area.

NOTE: Somewhere in the air duct, if you look around, you can see Dalton with the Epoch.

Back here, head down the rest of the ladder, then go west and south, approach the switch near the conveyor belt, then activate it to cause the conveyor belt to move down. After it does so, ride the conveyor belt to the other side (be sure to defeat the Bit enemy on the belt), then at the other side, head east and go through the door, into the next room. In this room, head north and go through the door, into the next room. Here, head north and go up the nearby ladder, into the next area. In this area, run west and try and defeat the Turret enemies you come across, though it's a good chance they'll run away. If you DO manage to beat them, however, you'll get 1500 experience points and 100 tech points, and that's definitely good!

Anyway, head west and then head south when you come to the edge of the ship. Then, Frog will comment that something is coming, then you'll have to fight the Golem Boss, the next boss of the game. Check the Bosses section of the FAQ for information on how to beat this next boss, though it's not at all necessary, as it's not even a bit of a challenge. Anyway, once the Golem Boss is defeated, you'll see Dalton and some Bashers by the Epoch, as Dalton renames the Epoch. After that, Dalton will take off, then eventually, your group will jump onto the Epoch, then you'll enter combat against Dalton. Read the Bosses section to see how to win this next fight.

Once you beat Dalton, your group will say a few words, then they'll get in the Epoch. Inside the Epoch, press the Y button, then the Epoch will fire a laser. After that, you'll be told to press the X button, so do so. After that, the Blackbird will crash, then you'll eventually end up on the overworld.

Overworld - 12,000 B.C.

On the overworld, land the Epoch. Once you land it, Frog will say that dead or alive, you must find Crono. After that, head northwest and north of the northernmost hut on the overworld. Then, enter the area there known as the North Cape.

North Cape - 12,000 B.C.

Here, head north and examine the sparkling object; Magus will then appear, and some lengthy dialogue will commence, as you see Magus's past. After you see Magus's past, Magus will say that no history book could have prepared him for what happened in this era, then he talks about how Crono is a fool for challenging Lavos, then you'll have the option to fight him. I would recommend that you don't fight Magus, as all you get if you defeat him is the Amulet Accessory and Frog becomes human in the main ending of the game. If you choose not to kill Magus, you get him as a party member, and you still get the Amulet Accessory, so it's up to you, but I recommend that you choose not to kill him.

Anyway, I'll just go under the assumption that you didn't kill Magus. After you say that you don't want to fight Magus, head south and Magus will say he wants to go with you, you'll have the option to name him shortly after that, then after you name him, you have the option to reassemble your party. I chose Magus, Frog, and Lucca for mine. After you choose your party, head south and exit the North Cape.

Overworld - 12,000 B.C.

On the overworld again, head southeast and southwest and enter the northernmost hut.

Last Village - 12,000 B.C.

In here, head north and speak with the Nu to get it to open up its shop. If you have enough money, buy the Aeon Helms/Aeon Suits for your group, though Magus does not need an Aeon Suit. After you buy the Aeon Helms/Aeon Suits,

sell off any old equipment you may not need, then buy a Hurricane weapon for Magus, then equip it on him, selling off the old DarkScythe he was equipped with. Then, restock on anything you may need, then when you're done here, head south and exit this hut.

Overworld - 12,000 B.C.

On the overworld yet again, get on the Epoch, then you'll see the Black Omen rise out of the sea (the Black Omen was originally the Ocean Palace, but it is a risen version of the Ocean Palace, with stronger enemies and a lot of bosses for you to beat). After it rises out of the sea, you'll eventually regain control after your group gets done talking about the Black Omen. Once you regain control, press Y to bring up a screen that allows you to choose which time period you want to warp to. Warp to future, the year 2300 A.D.

IMPORTANT NOTE: This walkthrough will now take you through journeys that will gain you some good items from the sealed doors/sealed black boxes scattered throughout the game. Just so you know, these next few places that I carry you to, is NOT a part of the main walkthrough.

Overworld - 2300 A.D.

On the overworld, fly around until you see the Bangor Dome (it's located to the west of the Arris Dome, to the southwest of Lab 16 if you want some directions). When you do, land by it, then save your game and enter it.

Bangor Dome - 2300 A.D.

Here, head north, past the Gate, then press A on the sealed door after you approach it. The door will then open, so enter it, into the next room. In this room, head north and open all of chests to get a Charm Top, a Full Ether, and a Wallet. After you loot the place, head south and exit this room, then in the main room of the dome, simply head south past the Gate to exit to the overworld.

Overworld - 2300 A.D.

Back on the overworld, head southwest and south and follow the dirt path to the Trann Dome.

Trann Dome - 2300 A.D.

In this dome, head northwest and down the stairs, then head south and down the next set of stairs. Now, head west and northwest, down the next set of stairs. Then, head west and up the next set of stairs you come to. Once you go up that set of stairs, head west and north and approach the sealed door, then press A on it to open it. Enter the now open door, into the next area. In this area, head north and open the two chests to get a Full Ether and a Gold Stud. The Gold Stud is an extremely good Accessory, so equip it on one of your magic

users immediately! After that, head west and examine the sparkling object to get a Magic Tab. Once you get that, head south and exit this room, then in the main room of the dome, simply backtrack out of it, as I'm sure you know the way.

Overworld - 2300 A.D.

Head southeast, northwest, and northeast, then get in the Epoch. When you get in the Epoch, fly east and land when you reach the Arris Dome. Then, save your game and enter the Arris Dome.

Arris Dome - 2300 A.D.

In here, head northwest and down the stairs, then head southwest and north up the next set of stairs. Now, head northeast and up the next set of stairs, then after that, head east across the two grated platforms, then head east and down the next set of stairs. After that, head northwest and towards the crowd of people. When you reach the area with the crowd of people, head south when you have the opportunity to go south, then head down the ladder when you come to it. In this room, head down the rest of the ladder, then head southwest and northeast, then enter the door you come to, into the next room. In this room, wait until the two Rat enemies run past you, then when they do, quickly run north and west, then go up the set of stairs you come across.

After that, head north and walk across the long grated platform until you come to a set of stairs; go down them when you come to them. Once you do that, head south and take out the two nearby Bug enemies, then continue south and take out the next two Bug enemies you come across. Once they are defeated, head southeast and go up the nearby set of stairs, then head north and walk across the grated platform, then when you reach the next set of stairs, go down them. Now, head north and go through the door, into the next room. In this room, head east and go up the set of stairs you come across. Then, head east and go down the next set of stairs.

Now, head north past the Shadow enemies, then continue north and go up the set of stairs you come to. Then, touch the nearby Rat to start a fight with a Buzzer enemy, as well as three Rat enemies. Beat them, then head west and go down the nearby set of stairs, then head northwest and northeast, ignoring the set of stairs that you come across. Keep going northeast until you see a Proto 2 enemy and a console. Beat the Proto 2 enemy if you want, but either way, approach the console and hold L & R to cause a platform to appear to the east of the console. Step on that platform, then head north and approach the sealed door. Then, press A and Marle's pendant will react, thus opening the sealed door.

Go through the sealed door into the next room, then in that room, head north and examine the sparkling object you see to get a Power Tab. After you get that, open the chests in the room to get a Hit Ring, an Elixir, a Lumin Robe, and a Gold Erng. I suggest that you give the Gold Erng to Frog immediately, or save it for when you resurrect Crono. After you get the chests in the room, go south and exit this room. Now, backtrack all the way back to the first area of the dome, where Doan and the people are. Then, in that area, simply exit the Arris Dome, as I'm sure you know how.

Overworld - 2300 A.D.

Back on the overworld again, head south and get in the Epoch. Then, press Y and warp the year 1000 A.D.

Overworld - 1000 A.D.

On the overworld, fly east of the vortex in the water, then land the Epoch in the area where you see the Black Omen (don't enter the Omen, though). When you land the Epoch, head into the Heckran Cave, though it might be a bit tough to see the entrance, due to the Black Omen, but it's there.

Heckran Cave - 1000 A.D.

When you arrive here, head all the way northwest, then head south down the ladder. After that, head east and south and go down the next ladder that you come across, then head west and down the stairs to the south, into the next area of the cave. In this area, head south and go down the two sets of stairs, then head southwest, northwest, and south, then enter the next room. In this room, head southwest and north, going up the stairs you come across. Once you go up the stairs, head west and north into the next room. In this room, head north and approach the sealed chest, then press A and Marle's pendant will react, thus opening the chest. After the box opens, you'll get a Wall Ring Accesory, as well as a Dash Ring Accessory!

Now, backtrack out of Heckran Cave the way you came in.

Overworld - 1000 A.D.

On the overworld again, get in the Epoch, then warp back to the future.

Overworld - 2300 A.D.

Here, fly to the Bangor Dome. Then, enter it.

Bangor Dome - 2300 A.D.

Here, head north and go through the Gate, into the End of Time.

End of Time

Here, step on the pillars of light until you come to the one that warps you to Guardia Forest, in the year 1000 A.D. When you reach that pillar, choose to warp to Guardia Forest.

Guardia Forest - 1000 A.D.

Here, approach the sealed chest to the northeast of the Gate you emerge out of. Then, press A to unseal the chest. After it is unsealed, you'll be rewarded with a Power Ring Accessory! After that, head south and go through the Gate again, back to the End of Time.

End of Time

Back in the End of Time, stand atop the pillar of light that warps you back to Bangor Dome. Then, choose to warp back to Bangor Dome when you get on that pillar.

Bangor Dome - 2300 A.D.

Back here, simply head south and exit this dome.

Overworld - 2300 A.D.

Back on the overworld, get in the Epoch, then warp to 1000 A.D. again.

Overworld - 1000 A.D.

From where you arrive when you warp to this era, fly all the way east, then fly to the north when you reach Medina Village. Then, when you see a blue crystal, land near it, then enter the area there known as Forest Ruins.

Forest Ruins - 1000 A.D.

Here, head east and north, then when you reach the huge blue crystal, Marle's pendant will react, thus unsealing the blue crystal. After the blue crystal is unsealed, a Nu emerges and tells you to choose one of the treasures of the Guru of Reason. The one on the left is a Safe Helm, while the one on the right is a Swallow sword for Crono. I suggest that you get the Safe Helm, but that's just me; do whatever you want. After you grab one of the items, head south and exit this area.

Overworld - 1000 A.D.

Back on the overworld, get in the Epoch, then warp back to the Middle Ages, in the year 600 A.D.

Overworld - 600 A.D.

Here, fly all the way west, past Ozzie's Fort (the building southwest of the blue crystal that is blocked in by trees), then land your Epoch near Guardia Forest. Then, enter it.

Guardia Forest - 600 A.D.

Here, make your way to the exit of the forest, but instead of leaving the forest, head east and you'll see a sealed chest. Approach it, then press A to unseal it via Marle's pendant. Once it is unsealed, you'll get a Speed Tab. Now, since there's nothing left for you to do in Guardia Forest, exit it via the way you got to the previously sealed chest.

Overworld - 600 A.D.

Here, board the Epoch again, then fly to the southeast, then land your Epoch beside Fiona's Villa (the house to the south of the Denadoro Mountains). Then, head east and north of the villa, then enter the Magic Cave when you come to it.

Magic Cave - 600 A.D.

Here, head north and enter the actual cave. In the actual cave, head south and east, then approach the sealed chest and press A. Then, you'll get a Magic Ring Accessory! After this, head west and north and exit this cave. Then, in the outside area, head south back onto the overworld.

Overworld - 600 A.D.

Here, head southwest, towards the Epoch. Then, when you reach the Epoch, get in it. Then, fly directly north of the Magic Cave, then land in the Truce area. Then, enter the Truce Inn, just east of the Truce Market.

Truce Inn - 600 A.D.

Here, head west and northeast, up the stairs, into the next room. In this room, head northeast and north, then approach the sealed chest, but choose not to get the item that's inside. Instead, head downstairs, back into the previous room of the Inn, then exit it completely when you reach the first room.

Overworld - 600 A.D.

Now, get in the Epoch, and choose to warp to the year 1000 A.D.

Overworld - 1000 A.D.

Here, land the Epoch, then head east and enter the Truce Inn.

Truce Inn - 1000 A.D.

Here, head northeast and up the stairs, then head northwest and north, into the next room. In this room, approach the sealed chest and press A on it to unseal it. Then, you'll get a Blue Mail. Once you get that, exit this Inn completely.

Overworld - 1000 A.D.

On the overworld, get in the Epoch, then warp back to the year 600 A.D.

Overworld - 600 A.D.

Here, land your Epoch, then head east into the Truce Inn yet again.

Truce Inn - 600 A.D.

Here, head west and northeast, then head up the stairs into the next room. In this room, approach the sealed chest, then press A to unseal it. Choose to take what's inside the chest, then you'll get a Blue Vest. After you get this, exit this Inn completely.

Overworld - 600 A.D.

Back on the overworld yet AGAIN, get in the Epoch, then fly south, towards the Magic Cave. Then, fly to the southwest and land your Epoch there, then enter the nearby Elder's house.

Elder's House - 600 A.D.

Here, head northeast and approach the two sealed chests, then press A on each of them. Choose not to take what's inside of the boxes, but instead, head west and south and exit this place.

Overworld - 600 A.D.

Get in the Epoch, warp to the year 1000 A.D.

Overworld - 1000 A.D.

Here, simply land the Epoch, then head west and enter the nearby Mayor's Manor building.

Mayor's Manor - 1000 A.D.

In this place, west and northeast, up the stairs, into the next room. In this room, approach the two sealed chests, then press A on each of them. Then, you'll get a White Mail, as well as a Black Mail. Now, exit this manor completely.

Overworld - 1000 A.D.

On the overworld again, get in the Epoch, then warp back to 600 A.D.

Overworld - 600 A.D.

Back here, land the Epoch, then head west and enter the Elder's House again.

Elder's House - 600 A.D.

Here, head east and approach the two sealed chests, then press A on each of them, then choose to take what's inside. You'll get a White Vest, as well as a Black Vest. When you get these items, head west and south and leave this place.

Overworld - 600 A.D.

Here, board the Epoch, then fly north towards Guardia Forest. Then, land the Epoch there, then enter the forest.

Guardia Forest - 600 A.D.

Here, simply make your way through the forest, then when you reach the exit, head north to exit this forest.

Overworld - 600 A.D.

Here, head north and enter Guardia Castle.

Guardia Castle - 600 A.D.

When you get in this castle, head north and into the throne room. Then, head west and north, up the stairs. Then, head northeast, down the stairs, into the next room. In this room, keep going up the several sets of stairs until you come to the final small room before the actual big room. When you come to that, head south and approach the sealed chest, then press A on it. Choose not to take what's inside, then exit this castle.

Overworld - 600 A.D.

On the overworld, head south and enter Guardia Forest.

Guardia Forest - 600 A.D.

Here, simply make your way out of the forest via the south exit.

Overworld - 600 A.D.

Here, board the Epoch, then fly to the year 1000 A.D.

Overworld - 1000 A.D.

On the overworld, land the Epoch, then enter Guardia Forest again.

Guardia Forest - 1000 A.D.

Here, simply make your way through the forest, then exit via the northern exit, while defeating the enemies along the way.

Overworld - 1000 A.D.

Head north and enter Guardia Castle once again, but be sure to place Marle in your party.

Guardia Castle - 1000 A.D.

When you arrive here, the Chancellor will talk to Marle about her mother, and how her father supposedly "killed" her, then you'll regain control. When you regain control, head back to where the sealed chest was in 600 A.D., then once you are there, press A after you approach the sealed chest to get a Red Mail. Now, head back to the throne room, but on the way, be sure to open the chest in one of the small rooms with stairs to get an Elixir. When you reach the throne room, head southeast and speak with the King, who is near the Chancellor. The King and Marle will talk, as the King tells her that they are no longer family, and to do as she wishes. After the King leaves, head back to the series of small rooms, and go up the stairs in each one of those rooms.

Then, when you reach the big room after the series of small rooms, head south and east, then enter the door there. Inside is the King, but he doesn't say much, so just grab the chest beside him to get a Full Ether. Now, head back to the throne room, then once there, head southeast and north, then enter the next room by heading up the stairs when you come to them. In this room, head up the stairs in the series of small rooms, then when you reach the big room (be sure to grab the HyperEther along the way to the big room), head southwest and north, then go through the door into the next room. Here, head northwest,

past the people, and open the chest to get a MegaElixir.

After you get that, exit this castle.

Overworld - 1000 A.D.

Back on the overworld, head south and enter Guardia Forest.

Guardia Forest - 1000 A.D.

Here, simply make your way out of the forest via the southern exit of the forest, while defeating any enemies you come across along the way.

Overworld - 1000 A.D.

Back on the overworld again, board the Epoch, then warp back to the year 600 A.D.

Overworld - 600 A.D.

Here, land your Epoch, then enter Guardia Forest.

Guardia Forest - 600 A.D.

Here, make your way out of this forest via the northern exit.

Overworld - 600 A.D.

On the overworld once more, head north, then enter Guardia Castle.

Guardia Castle - 600 A.D.

In the castle, make your way back to the room with the sealed chest. Then, when you reach that room, approach the sealed chest, then press A and Marle's pendant will react, thus unsealing the chest. Choose to take out the contents, then you'll get a Red Vest. After you get that, exit this castle completely.

Overworld - 600 A.D.

Head south and enter Guardia Forest.

Guardia Forest - 600 A.D.

As I'm sure you already know by now, exit this forest via the southern exit, then you'll be on the overworld.

Overworld - 600 A.D.

On the overworld, board the Epoch, and since I'm going to continue the main walkthrough now, even though there are still a few more items to get from more sealed chests, warp to the End of Time (choose "Disembark" to get there after you choose to warp).

Note that if you still wish to hunt the rest of the items, see the Side Quests section of the FAQ, specifically Cyrus's Ghost side quest, as the items are all within that side quest. Or, you can see the Codes n' Secrets section of this FAQ, as I'll list the locations of those hidden items there, just for an easier way to find them incase the walkthrough section confused you on these items.

End of Time

Here, head east and go down the stairs, then go through the door when you come across it. Then, talk to the old man, then some dialogue will commence, as he gives your group a song called the Memories of Crono. After that, some talking will take place, then you'll regain control. When you regain control, try and head to the area where the pillar of lights are, then the old man will call to you, so go back to him and talk to him. This time, the old man gives you the Chrono Trigger, which could possibly resurrect Crono. Also, you find out that the old man is Gaspar, the Guru of Time. After getting the Chrono Trigger, head east of the old man, then choose to board the Epoch.

After you board it, choose "Full Speed Ahead", then warp to the year 2300 A.D.

Overworld - 2300 A.D.

Here, land your Epoch by the Keeper's Dome, then enter it after landing.

Keeper's Dome - 2300 A.D.

Here, head northeast and down the set of stairs, then head up the nearby set of stairs that you are beside after you go down the first set. After that, head east and northwest, down the stairs, then head north and approach the sealed door, then press A on it to unseal it. Once it is unsealed, enter the now open door into the next room. In this room, head to the very end of the room, towards the door that you unsealed earlier in the game to get the Epoch (be sure to pick up the Magic Tab along the way). When you reach that door, talk to the Nu, then it'll say that you need to find Norstein Bekkler, who will give you a Crono clone. So, after talking to the Nu, it'll fall asleep again, so exit this room, then in the first room of the dome, head out of the dome completely.

Overworld - 2300 A.D.

On the overworld again, board the Epoch, then warp back to the year 1000 A.D.

Overworld - 1000 A.D.

You should be near where Magic Cave used to be in the year 600, so fly north and west towards Truce. Then, land your Epoch there, then enter Leene Square to the northeast.

Leene Square - 1000 A.D.

When you arrive in this square, earn a good bit of Silver Points (Say about 40 or more. Also, if you want to know where to get Silver Points, see the Mini-Games section of this FAQ). Then, head northeast and enter the tent you come to that has a skull mouth on it. Inside the tent, talk to the floating head with the floating arms. Then, accept Bekkler's challenge, then he'll tell you which buttons to press when the Crono clone does a certain action. Last for at least 30 to 40 seconds (that's at least how long I usually last) to get the Crono clone. After you get the Crono clone, exit the square completely.

Overworld - 1000 A.D.

Back on the overworld, head southeast and enter Crono's house.

Crono's House - 1000 A.D.

When you get in this house, head northwest and up the stairs. Then in this room, head northeast and talk to Crono's mom, then she'll tell you to go ahead and take the Crono clone. After you are done talking to Crono's mom, approach the Crono clone, then press A on it to get it. Once you get the Crono clone, head down the stairs, then head south and exit this house when you reach the first room of the house.

Overworld - 1000 A.D.

On the overworld again, board the Epoch, then warp to the year 2300 A.D. again.

Overworld - 2300 A.D.

On the overworld of 2300 A.D., fly southeast, then land your Epoch near the Keeper's Dome, then enter the dome.

Keeper's Dome - 2300 A.D.

When you get into this dome, head through the room until you reach the sealed door (I'm sure you know the way by now). Approach the sealed door when you reach it, then press A and Marle's pendant will react, thus unsealing the door. So, go through the door into the next room. In this room, simply make your way to where the Nu is, then talk to the Nu; it'll tell you that it is time for you attempt Death Peak, then it'll give you three Poyozo Dolls, which will help you up Death Peak. After the Nu gives you the three Poyozo Dolls, it will ask you to press the switch on the stomach of the Nu to allow it to sleep without being disturbed. So, do as the Nu says, and press the switch on the stomach of Nu by pressing A in front of the Nu (choose to turn the switch off after pressing A).

After you do that, exit this room, then in the first room of the dome, make your way towards the entrance of this dome, then head south and exit when you reach the entrance of the dome.

Overworld - 2300 A.D.

On the overworld again, head southeast and north, then enter Death Peak, but before you enter, save your game. Then, I suggest forming a party of Frog, Magus, and Robo, but that's just me; choose whomever you wish.

Death Peak - 2300 A.D.

When you arrive in Death Peak, you should know that the wind will be very strong like it was when you got the tab in here very early in the game, so if you stand there too long and do nothing, when the wind lets out a huge gust, you'll be knocked off the mountain, back onto the overworld. Anyway, when you get in here, run north and approach the Poyozo Doll. Then, press A and it'll transform into a tree. You will have to hide behind the trees in this first area of Death Peak to avoid being blown off the mountain by the wind. After the Poyozo Doll transform into the tree, just let the wind blow you off, then enter Death Peak again after you get blown off. When you enter Death Peak again, run north and then stand in front of the tree.

Then, when you are very close to the tree, hold Up on the D-Pad and don't hold B anymore; this way, you'll be walking rather than running, and you need to walk when you are this close to the tree, so that you don't run past the tree. As you are walking, the wind should let out that big gust soon, so when it does, since you are in front of the tree and are walking, it won't blow you off! After the wind dies, run north and you'll come across another tree; do the same thing as you did with the previous one, which is walk when you get in front of it, then when the wind dies, run north into the next area.

In this area, the wind will not gust and knock you off, so don't worry about the wind in this area. Anyway, when you enter this area, head west and defeat the three Krakker enemies, then head west and open the chest to get a Magic Ring. After that, head east and north and climb up the snowy rocks there, onto the upper area. On the upper area, head east and southeast and defeat the two Krakker enemies, then head north and up the next snowy rocks. After that, head east and into the next area. In this area, head east and defeat the three Krakker enemies and the Macabre enemies that you come across.

Once they are defeated, head northeast and southeast, then rest/save at the Save Point you come across. After that, head northeast and open the chest to get a Wall Ring. Once you get the Wall Ring, head west and north, then run up

the snowy hill, onto the previously visited high area. On that high area, head north and enter the cave you come to, which leads to the next area. In this area, head north towards the Lavos Spawn, then you'll enter combat with the Lavos Spawn. Check the Bosses section to see how to win this next battle. Once you win, open the nearby chest to the east to get a Giga Arm. Give this to Robo immediately, as it is the best weapon he can get at this point.

After that, head west and north, into the next area. In this area, follow the path to the end of the area, then when you reach the end of the area, head south into the next area. In this next new area, head southeast and open the nearby chest to get a BraveSword. Give this to Frog, then head south and take out the three Krakker enemies you come across, then continue south into the next area. In this area, head west and north and examine the sparkling object to cause a hole to appear in the wall to your west. You can't reach that wall yet, so head southeast and north, then enter the previous area. In this area, head north and defeat the three Krakker enemies, then continue north into a previously visited area.

In this area, follow the path to the end of the area, then when you reach the end of the area, head south, back into another previously visited area (you'll have to defeat some Macabre enemies along the way). Here, head south and exit this room, back into the previous area. In the previous area, head south and defeat the two Macabre enemies that attack you, then continue south and down the hill. Then, head east and north into the cave there, then in the area that you appear in after entering the cave, head north and up the two sets of stairs, then you'll come across one Krakker enemy. Beat it, then open the nearby chest to get a StarScythe for Magus. Give this to Magus immediately.

After equipping Magus, head southwest and north up the stairs, then continue north and exit this area, into a new area. In this new area, approach the Lavos Spawn to start a battle with it. Check the Bosses section to see how to win this fight. After the Lavos Spawn is defeated, head west into the next area. In this area, head north and talk to the Poyoze Doll. Then, head west and follow the path to the other side of the area (you have to run here, NOT walk, and you also have to move the D-Pad in different directions to fight against falling off), then when you reach the other side, head west into the next area. In this area, head west and open the chest to get a VedicBlade.

This weapon is for Crono, and you will have him very shortly. After you get the VedicBlade, head east and south, while avoiding or defeating the Krakkers, until you reach the next area. In this area, head southeast and southwest, into the next area. In this area, talk to the nearby Poyoze Doll, who will tell you to push the shell and climb the shell. You can't do this right now, but you'll be able to shortly, so keep this bit of information in mind. After talking to the Poyoze Doll, head west and south down the snowy rocks. Then, head southwest, then climb the snowy rocks that you come across, then open the chest that you see to get a Dark Helm. Once you get that, I recommend you give it to Magus immediately, then rest/save at the nearby Save Point.

After that, head back up the snowy rocks, then run north and up the hill, the you'll encounter another Lavos Spawn. This is the last one that you'll come across in Death Peak. Read the Bosses section of the FAQ if you need a strategy. After you beat the third and final Lavos Spawn, go behind the shell and push it east and north, up against the wall where the snowy rocks are. Once the shell is in that position, approach the side of it, then press A to climb the shell. You'll climb the snowy rocks, then you'll be on an upper area. On that upper area, head northeast and open the chest you come across to get a Memory Cap. After you get that, head west and north, into the next area.

In this area, head west and north, into the next area. In this final area of

Death Peak, head north and you'll see a cutscene of the Chrono Trigger shattering. After it shatters, your group will arrive back in the Ocean Palace, where time has frozen! When you get to the Ocean Palace, head north and approach Crono, then press A to exchange the Crono clone for the real Crono. After you exchange the clone for the real Crono, your group will arrive back on Death Peak. Once they are on Death Peak, some dialogue will commence, as your group welcomes Crono back. After that dialogue, you'll automatically be carried to the End of Time.

End of Time

Once here, you can fight Lavos and beat the game for the main ending. There are a lot of endings in this game (see the Endings section of the FAQ for a list of those endings), but if you choose to fight Lavos now, and you manage to win, you will get the main ending of the game. It's your choice if you want to fight Lavos. Also, there are several side quests that you can undertake, so see the Side Quests section of the FAQ for more information regarding those side quests. To get to Lavos, use the bucket near the Epoch's dock. After you do that, head north when you arrive in the area you've never been in before, then you'll see Lavos.

After that, head north again, then choose to fight him if you wish to fight him. Then, some dialogue will commence, then when it's over, you'll enter combat against Lavos. Read the Bosses section to see how to win this final battle of the game. Once you defeat Lavos, the world is saved, and the end of the game is at hand. Sit back, and enjoy the ending!

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|=====|  
| 8. Bosses |  
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IMPORTANT NOTE: The strategies I give you here are with the party that I had for that particular boss, so if you are using another party aside from the one I had, the strategies I list don't provide a strategy for any other party other than the ones I used. Just do whatever you think is best while healing when necessary, if you do not have a party that I had for a particular boss.

Also, another important note, is that some of the bosses here don't have their stats listed. Since there's no way to know a bosses' stats (e.g. Magic Defense) without the use of an editor, so please e-mail me with the stats if you know them. Chronocompendium.com didn't have the stats listed when I had to reference there to find the stats out, so e-mail me PLEASE, if you happen to find out the stats, or if I screwed up in the stats somewhere, which is very possible.

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-----  
|           Boss Battle :           |  
|           Yakra                   |  
|           HP: 920                   |  
|           Attack: 16                 |  
|           Defense: 127               |  
|           Magic: 9                   |  
|           Magic Defense: 50         |
```

	Speed: 10	
	Evade: 7	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 50	
	Tech Points: 5	
	Money: 600G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Cathedral - 600 A.D.	

Strategy: Defeating Yakra is easy if you know how to do it. First off, you should know that everytime Yakra is close to one of your party members, that when you attack him, he is going to counterattack with an attack that hits all party members for about 15-20 damage on each member, depending on your level. If you allow Yakra to keep counterattacking you, you'll die rather quickly, so be very aware of when Yakra is going to counterattack, otherwise you're likely to lose this fight, or come close. Anyway, the actual strategy to beat Yakra is rather simple, actually. Have Crono and Frog use their Dual Tech "X-Strike", while Lucca uses her Single Tech Flame Toss. Keep this attacking up the entire fight, while being sure to try your absolute best to avoid having Yakra counterattack, and heal with Tonics or Slurp (Frog has Slurp), and Yakra should be defeated after about 5-10 turns. Also, Yakra will sometimes attack one of your party members (not all of them this time) and deal out about 15-60 HP of damage (depending on which attack he does; he has more than one attack that hits one of your party members), so just keep your HP up.

Also, there's a more powerful attack that you need to watch out for that Yakra does. This attack is his needle attack, which will hit one party member, and hurt them for about 50-60 HP of damage, depending upon your level. This is easily a very devastating attack, so you need to watch out for it a lot. Be sure to heal the party member that Yakra attacked with this attack after the attack is done.

	Boss Battle :	
	Dragon Tank/Grinder/Tank Head	
	HP: (Dragon Tank) 600	
	HP: (Grinder) 208	
	HP: (Tank Head) 266	
	Attack: (Dragon Tank) 9	
	Attack: (Grinder) 40	
	Attack: (Tank Head) 4	
	Defense: (Dragon Tank) 9	
	Defense: (Grinder) 40	
	Defense: (Tank Head) 0	
	Magic: (Dragon Tank) 7	
	Magic: (Grinder) N/A	
	Magic (Tank Head) N/A	
	Magic Defense: (Dragon Tank) N/A	
	Magic Defense: (Grinder) N/A	

	Magic Defense: (Tank Head) 60, 85	
	Speed: (Dragon Tank) N/A	
	Speed: (Grinder) 8, 10	
	Speed: (Tank Head) N/A	
	Evade: (Dragon Tank) N/A	
	Evade: (Grinder) N/A	
	Evade: (Tank Head) 6, 7	
	Hit: 100 (all)	
	Absorbs: N/A	
	Cancels: Fire, Lightning (Tank Head Only)	
	Weaknesses: N/A	
	Experience Points: 40	
	Tech Points: N/A	
	Money: 500G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Guardia Castle - 1000 A.D.	

Strategy: Defeating the Dragon Tank can actually be a bit tough, considering the high amount of power this machine has. You will definitely be keeping your HP up high throughout this entire fight, as some of the Dragon Tank's attacks can hurt one party member 70 damage in one attack, so you are going to DEFINITELY want to be on your guard throughout this fight, as this boss is not near as easy as Yakra was. Anyway, first off, focus all your attacks on the head, and strictly the head, as the head is what repairs the damage that you deal out to the whole tank. To destroy the head, simply have Crono use the Att command, and have Lucca use the Att command. Be sure that you heal yourself when necessary with Tonics or Mid Tonics. Once you destroy the head, focus all your attacks on the grinder, which are the wheels of the Dragon Tank. The reason I'm having you focus on the Grinder after you destroy the head is because the Grinder are the wheels of the tank, and the energy of the Dragon Tank is stored in the wheels. Destroy the Grinder the exact same way you destroyed the head, which is by using the Att command with both Crono and Lucca. If you get too low on HP, be sure to heal back up using Tonics or Mid Tonics.

Once you destroy the Grinder, focus all your attacks on the Dragon Tank itself; defeat the tank the same way you did the previous two parts of the tank, and heal when necessary using Tonics or Mid Tonics. Also, another way to defeat the Dragon Tank itself is to use Crono and Lucca's Dual Tech Fire Whirl, which can deal out some pretty good damage to the Dragon Tank. This is also how I suggest that you beat the Dragon Tank itself.

	Boss Battle :	
	Guardian/Bit/Bit	
	HP: (Guardian) 1200	
	HP: (Bit) 200 for each Bit	
	Attack: (Guardian) 16	
	Attack: (Bit) 6	
	Defense: (Guardian) 127	
	Defense: (Bit) N/A	
	Magic: (Guardian) 4	
	Magic: (Bit) 2	

	Speed: (Guardian) 14	
	Speed: (Bit) 10	
	Evade: (Guardian) 8	
	Evade: (Bit) 7	
	Hit: 100 (all)	
	Absorbs: N/A	
	Cancel: Fire (Guardian Only)	
	Weaknesses: N/A	
	Experience Points: 300	
	Tech Points: 5	
	Money: 1000G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Arris Dome - 2300 A.D.	

Strategy: Defeating the Guardian isn't that hard, actually. Have Crono use Cyclone on one of the two Bits, while Lucca and Marle simply use the Att command on the same bit that Crono attacks (or whoever attacked first in your group) until that Bit is defeated. Once that Bit is defeated, beat the next bit using Crono's Cyclone, and by having Lucca and Marle use the Att command until the Bit is destroyed. Note that you should NOT, and I repeat NOT attack the Guardian at all costs while the Bits are alive, as you'll be counterattacked with a delta attack (if both Bits are alive). Anyway, once you destroy both Bits, attack the Guardian using Crono's Cyclone, and by having Lucca and Marle spam the Att command (be sure to heal if it becomes necessary; don't just all out attack). Note also that the Guardian, after the Bits are destroyed, does a countdown from 5 to 0, and once that countdown reaches 0, the Guardian will revive the two Bits (this is pretty much inevitable, as your group cannot, unless they are extremely over-leveled, take off 1200 HP before the countdown ends).

Once the Guardian revives the Bits, destroy them again the same way you did before (be sure not to attack the Guardian when the Bits are alive, because you'll get counterattacked). Once the two Bits are destroyed again, focus all your attacks on the Guardian again and before he can countdown to 0, he'll be defeated. The key to winning this fight is to heal when necessary, while fighting the way I told you to above. Just makesure your HP stays high throughout the fight (at least 90), and you should be fine.

	Boss Battle :	
	Sir Krawlie	
	HP: 500	
	Attack: 44	
	Defense: 150	
	Magic: 5	
	Magic Defense: 50	
	Speed: 13	
	Evade: 8	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: Shadow	
	Experience Points: 100	

Tech Points: 5
Money: 500G
Charmable Items: N/A
Item That Is Dropped: N/A
Location: Sewer Access - 2300 A.D.

Strategy: This boss is actually quite simple to defeat. Sir Krawlie attacks by using a move that hurts one party member down to 1 HP, so you have to be careful and be very aware of that attack, because usually after he does it, shortly after, he'll go for that party member that has 1 HP left, thus killing that party member. When Sir Krawlie does this attack, heal up your HP using a Mid Tonic right away! As for the actual strategy to defeating this boss, it's really quite easy. Have Crono and Lucca use the Dual Tech Fire Whirl, and have Marle use the Att command. If one of your party members gets low on HP, use a Mid Tonic or have Marle use Aura (Aura Whirl is not necessary unless you somehow didn't heal any of your party members, and they all have 1 HP left, which is highly unlikely). Aside from the attack Sir Krawlie does that hurts one party member down to 1 HP (you'll be able to tell when Sir Krawlie is going to do this attack because when he says "I'll shred ya.", that's an indication that he's going to do it, so just watch out for that), he's very easy, and should take no time to beat if you keep your HP up.

Boss Battle :
R Series
HP: 180 for each robot
Attack: 12
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 9
Evade: 8
Hit: 100
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Experience Points: 480
Tech Points: N/A
Money: 600G
Charmable Items: N/A
Item That Is Dropped: N/A
Location: Factory - 2300 A.D.

Strategy: The fight against six of these R Series robots might be a tough one if you are Level 8-10, or if you have didn't equip Crono with the Berserker before the fight. If you didn't equip the Berserker, you can still win, though it'll definitely be tougher, but not overwhelming by any means. Anyway, to defeat the R Series robots, since you don't have control of Crono when is equipped with the Berserker, he'll automatically attack one with his sword. When he attacks one of the robots, he'll go after the same one until it is destroyed. So, once Crono attacks one of the robots, have Lucca use her Flame Toss attack on the same robot that Crono attacked to kill

it (unless you are very low, it'll kill the robot once it has been attacked once, most likely). Once you kill one robot with the Crono auto attack/Flame Toss combo, do the same to kill the other robots, but be sure to heal with Tonics or Mid Tonics when necessary, cause you don't want to let the R Series beat you up too much.

An alternate strategy to winning this battle is to not equip Crono with the Berserker Accessory, but instead, leave the Rage Band on him, or keep whatever you had on him. Anyway, the strategy is to, since you don't have the Berserker equipped and can control Crono, have Crono and Lucca use their Dual Tech Fire Whirl on one row of the R Series robots until they are defeated. Then, do the same for the second row of robots. If your HP gets too low, heal with Tonics or Mid Tonics.

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|           Boss Battle :                               |  
|           Heckran                                    |  
|           HP: 2100                                    |  
|           Attack: 40                                  |  
|           Defense: 253                               |  
|           Magic: 16                                  |  
|           Magic Defense: 59                          |  
|           Speed: 16                                  |  
|           Evade: 9                                   |  
|           Hit: 100                                   |  
|           Absorbs: N/A                               |  
|           Cancels: N/A                               |  
|           Weaknesses: Fire, Lightning, Shadow, Water |  
|           Experience Points: 250                     |  
|           Tech Points: 10                            |  
|           Money: 1500G                               |  
|           Charmable Items: N/A                       |  
|           Item That Is Dropped: N/A                  |  
|           Location: Heckran Cave - 1000 A.D.         |  
|-----
```

Strategy: Defeating Heckran is actually quite simple, to be honest. First off, you should know that Heckran is only harmed by magic attacks, which leaves physical attacks out of the question. Anyway, to defeat this boss, have Crono use *Lightning, Lucca and Marle use the Dual Tech Antipode. If you don't have Antipode, then have Lucca use *Fire and Marle use *Ice on Heckran. As far as Heckran's attacks come, they really aren't too much to worry about. Heckran will attack with a bubble attack that hits one party member. Also, Heckran will attack with Cyclone / Water quite often in the fight, and that can cause some pretty good damage to your group (it only hits one party member, thankfully) for some pretty good damage if you don't keep yourself healed. Finally, during the battle, basically when he is drained of half his HP, Heckran will tell you to go ahead and try and attack him. Don't do it, because if you do, he'll counterattack with a Waver Wave attack that deals quite a bit of damage to all three of your party members. Finally, Heckran's final attack is a physical attack on one party member. He'll use this attack when he says "Yes indeed!".

Aside from that, Heckran doesn't have any other attacks. Just keep your HP high throughout the fight and keep up the attack pattern I

told you about above, and you should win in a matter of five minutes or less.

NOTE: When Heckran tries to get you to attack him, take this time to heal with Mid Tonics or Aura Whirl; it'll help a lot, trust me.

	Boss Battle :	
	Zombor	
	HP: (Top Body Part) 960	
	HP: (Bottom Body Part) 800	
	Attack: (Top Body Part) 16	
	Attack: (Bottom Body Part) 35	
	Defense: (Top Body Part) 127	
	Defense: (Bottom Body Part) 175	
	Magic: 7	
	Magic Defense: 50	
	Speed: (Top Body Part) 8	
	Speed: (Bottom Body Part) 12	
	Evade: 9	
	Hit: 100 (all)	
	Absorbs: Fire, Lightning (Upper Body Part Only),	
	Shadow, Water (Bottom Body Part Only)	
	Cancels: N/A	
	Weaknesses: Shadow, Water (Upper Body Part Only),	
	Fire, Lightning (Bottom Body Part Only)	
	Experience Points: 350	
	Tech Points: 10	
	Money: 1500G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Zenan Bridge - 600 A.D.	

Strategy: The fight against Zombor might be a bit tough, actually. First of all, note that Zombor absorbs some magic, and takes damage from some magic. If you happen to hit him with a spell that he is not weak against, that spell will heal him rather than damage him, so be very careful that you do not use the wrong spells against Zombor. The top part of Zombor is weak against water (Marle has *Ice, which counts as water) and shadow-type magic attacks. The only one in your group who has shadow magic at this point is Robo, and that's only with his Laser Spin attack. I DO NOT suggest that you use Robo for this fight. Anyway, since the top part of Zombor uses MP Buster after you defeat it, I suggest you go after the bottom part first. The bottom part is weak against fire and lightning attacks. To attack the bottom part, have Crono use *Lightning and have Lucca use *Fire. Also, have Marle use the Att command and heal when necessary. Keep attacking Zombor's bottom part with the *Lightning/*Fire/Att combo, and heal when needed until it is destroyed.

Once you destroy the bottom part of Zombor, since the top part is the only part that is left, focus all your attacks on it. Have Marle use *Ice, while Crono uses the Att command. Finally, have Lucca use the Att command on Zombor's top part or have her heal when needed (even if you use Lucca for attacking rather than healing, it is wise to heal every now and then with her, too). Once you destroy the top

part of Zombor, he'll use MP Buster on you, but since it is the end of the battle, it won't matter that your MP is drained to 0. Also, Zombor's attacks can get quite devastating at times, so just keep up your HP to ensure that you don't die. Also, one more thing you should know is that Marle and Lucca's Dual Tech Antipode can cause some very good damage to Zombor's top part, but be sure to use it ONLY after you destroy the bottom part.

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|      Boss Battle :                               |  
|      Masa/Mune                                   |  
|      HP: (Masa) 1000                             |  
|      HP: (Mune) 1000                             |  
|      Attack: (Masa) N/A                          |  
|      Attack: (Mune) N/A                          |  
|      Defense: (Masa) N/A                         |  
|      Defense: (Mune) N/A                         |  
|      Magic: (Masa) N/A                           |  
|      Magic: (Mune) N/A                           |  
|      Magic Defense: (Masa) N/A                   |  
|      Magic Defense: (Mune) N/A                   |  
|      Speed: (Masa) N/A                           |  
|      Speed: (Mune) N/A                           |  
|      Evade: (Masa) N/A                           |  
|      Evade: (Mune) N/A                           |  
|      Hit: 100 (all)                               |  
|      Absorbs: (Masa) N/A                         |  
|      Absorbs: (Mune) N/A                         |  
|      Cancels (Masa) N/A                          |  
|      Cancels (Mune) N/A                          |  
|      Weaknesses: (Masa) N/A                      |  
|      Weaknesses: (Mune) N/A                      |  
|      Experience Points: 400                      |  
|      Tech Points: 4                              |  
|      Money: 400G                                  |  
|      Charmable Items: N/A                        |  
|      Item That Is Dropped: N/A                   |  
|      Location: Denadoro Mts. - 600 A.D.         |  
|_____|_____|_____|_____|_____|_____|_____|_____|  
|_____|_____|_____|_____|_____|_____|_____|_____|
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Strategy: This boss really isn't that hard to defeat, actually. Attack the left one, though, as the right one will counterattack if you dare to attack him. Anyway, have Crono use *Lightning on the left brother, while Lucca and Marle use their Dual Tech Antipode. Keep this up, being sure to keep your HP high and you'll eventually win. Also, keep in mind that sometimes, the two brothers will perform a tornado attack on one of your party members, which causes Chaos on them, meaning they're confused. If this does happen, use a Heal item on that party member to cure the Chaos effect, then keep up the attacking while keeping your HP high.

IMPORTANT NOTE: I don't know the stats for Masa & Mune except for their HP and their Hit, so please e-mail me with their stats if you know them. I really need to add it here. Thanks.

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|      Boss Battle :                               |
```


	Masa & Mune	
	HP: 3600	
	Attack: 40	
	Defense: 127	
	Magic: 6	
	Magic Defense: 50	
	Speed: 11	
	Evade: 10	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 500	
	Tech Points: 10	
	Money: 1500G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Denadoro Mts. - 600 A.D.	

Strategy: This fight is extremely easy, especially considering the amount of HP Masa and Mune's ultimate form has. My group was Level 16 before I fought this boss, so he was fairly easy for me, as I had some good Techs, and even if you aren't that high, you can still easily win this fight, because it's not that hard. Anyway, have Crono use *Lightning, or have him use Ice Sword or Fire Sword if you learnt them. Have Lucca use *Fire, and have Marle use *Ice. Or, have Marle and Lucca perform their Dual Tech Antipode on Masa & Mune. Masa & Mune's attacks aren't really all that strong, except when he charges up the tornado energy fully, then that's when you have to worry. Other than the tornado energy attack, he doesn't really have any strong attacks. To neutralize the tornado energy, use Crono's Single Tech Slash when the message appears onscreen that Masa & Mune is storing tornado energy. Once the energy is neutralized, you can continue the attacking. Be sure that you heal every couple rounds or so, as Masa & Mune could get your HP low quite fast if you don't watch it.

Do all that I said here, and you should beat Masa & Mune easily.

	Boss Battle :	
	Nizbel	
	HP: 4200	
	Attack: 60	
	Defense: 252	
	Magic: 33	
	Magic Defense: 100	
	Speed: 9	
	Evade: 11	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: Lightning	
	Experience Points: 500	
	Tech Points: 10	
	Money: 0G	
	Charmable Items: Third Eye	

| Item That Is Dropped: N/A |
| Location: Reptite Lair - 65,000,000 B.C. |
| |

Strategy: This boss is actually not that hard, though it might be a bit tough because of the electrical attack that Nizbel does to your group, as that electric attack will hurt all your party members, depending on their level, a good 150-225 HP of damage. Anyway, the strategy to defeating Nizbel is to have Crono use *Lightning on him to lower his defense. Once Nizbel's defense is lowered, that's when you can start attacking Nizbel with physical attack. Have Crono and Ayla use their Dual Tech Volt Bite on Nizbel (this will also lower his defense) when his defense is lowered to cause a good bit of damage. Or, have Crono and Ayla use their Dual Tech Drill Kick to cause damage to Nizbel if you don't have Volt Bite. on Nizbel when his After a few turns of attacking him, Nizbel will release the electrocution energy that he has in him after those lightning attacks. When Nizbel releases this electrocution energy, he will hurt your entire party, as I said above, depending on your level, a good 150-220 HP of damage, so definitely be prepared to heal after Nizbel does this.

You can heal with Mid Tonics, or you can have Robo use Heal Beam to heal your group after Nizbel releases the electrocution energy. If you don't have Heal Beam, though, don't worry; Mid Tonics work fine. After Nizbel releases the electrocution energy, his defense will be strong again, so lower it, using Crono's *Lightning attack. After Nizbel's defense is lowered again, keep attacking him the same way you did before, being sure to heal with Mid Tonics or Heal Beam when he releases the electrocution energy, and last but not least, lower his defense with Crono's *Lightning after he releases the energy. All in all, aside from the electrocution energy attack that Nizbel does, his attacks aren't all that powerful, so you don't have to worry about dying too terribly fast in this fight.

| Boss Battle : |
| Slash (Bare Handed) |
| HP: 3200 |
| Attack: 40 |
| Defense: 127 |
| Magic: 6 |
| Magic Defense: 50 |
| Speed: 14 |
| Evade: 12 |
| Hit: 100 |
| Absorbs: N/A |
| Cancels: Water |
| Weaknesses: N/A |
| Experience Points: N/A |
| Tech Points: N/A |
| Money: N/A |
| Charmable Items: N/A |
| Item That Is Dropped: N/A |
| Location: Magus's Lair - 600 A.D. |
| |

Strategy: This fight against Slash without his sword is quite an easy battle,

to be honest. Have Crono and Frog use their Dual Tech X-Strike to deal out a fairly good bit of damage to Slash. Slash is very strong against magic attacks, so avoid using those. Note also that he cancels water-type attacks, so those are definitely ineffective in this battle. Anyway, have Lucca use the Att command, as magic is ineffective against Slash. Slash's attacks overall aren't too bad, so you won't have to worry about taking any serious damage here, though his attacks can get overwhelming after awhile if you don't heal every couple rounds or so. Overall, though continue the X-Strike attacking with Crono and Frog, while Lucca spams the Att command. If your HP gets low, use some Mid Tonics to recover your HP. This fight isn't too hard overall, and you shouldn't have that much trouble against Slash.

	Boss Battle :	
	Slash (Sword)	
	HP: 5200	
	Attack: 70	
	Defense: 127	
	Magic: 7	
	Magic Defense: 60	
	Speed: 14	
	Evade: 12	
	Hit: 100	
	Absorbs: N/A	
	Cancels: Water	
	Weaknesses: N/A	
	Experience Points: 500	
	Tech Points: 10	
	Money: 1500G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Magus's Lair - 600 A.D.	

Strategy: Now this battle might be a bit tough at this point, because of how much power Slash has with his sword. The strategy to defeating Slash is the same as it was in the previous fight with him. Have Crono and Frog use their Dual Tech X-Strike, while Lucca spams the Att command. Also, it may be wise to have Lucca heal the group, rather than attack. Just make sure that you heal every couple rounds or so, as Slash will definitely hurt your group A LOT with his devastating attacks. When Slash is almost defeated, he will start saying "Yes indeed!", which means he's going to attack one of your party members for a decent amount of damage. Also, Slash still cancels water-type attacks, and magic is still ineffective against him, so keep that in mind. Just be sure to keep your HP high throughout this battle, as Slash will pull off some nasty attacks on your group throughout the fight.

	Boss Battle :	
	Flea	
	HP: 4120	
	Attack: 45	
	Defense: 150	

	Magic: 10	
	Magic Defense: 60	
	Speed: 10	
	Evade: 12	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 500	
	Tech Points: 10	
	Money: 1000G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Magus's Lair - 600 A.D.	

Strategy: Flea is more annoying than she is hard, because of the many status ailments she inflicts on your group throughout the battle, so you had best have a lot of Heal items for this fight, or you might not win it. Anyway, the actual strategy to defeating Flea is quite simple, really. Have Crono and Frog use their Dual Tech X-Strike, while Lucca uses Napalm. If you have *Heal with Frog, while it does not cure the status ailments that Flea inflicts upon your group, it does heal your entire party's HP about 100 or more, depending on the level of your group, so it'll definitely help if you get low on HP. If you don't have *Heal, Mid Tonics work well, too. Just keep your HP high throughout this fight, while using the X-Strike/Napalm combo on Flea, being sure to use a Heal item when she inflicts a negative status effect on one of your party members, and you should defeat Flea pretty easily, as she is not that hard, just annoying.

	Boss Battle :	
	Magus	
	HP: 6666	
	Attack: 70	
	Defense: 230	
	Magic: 8	
	Magic Defense: 50	
	Speed: 11	
	Evade: 11	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: Depends	
	Experience Points: 1500	
	Tech Points: 15	
	Money: 3000G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Magus's Lair - 600 A.D.	

Strategy: The fight against Magus is going to be a tough one, no doubt about that, unless you are extremely over-leveled, say in the range of Level 30-40. Anyway, you should know first off that the Masamune decreases Magus's Magic Defense, so that's really good, considering

he is only weak against magic attacks, and his weakness varies from time to time. Anyway, attack Magus once with a physical attack to cause a message to appear onscreen telling you what Magus is weak against. After that message disappears, attack Magus with the type of magic that the message said he was weak against (using the Masamune to lower his Magic Defense before you attack him with the spell that he is weak against helps a bunch, so I strongly suggest that you do it) to cause damage to Magus. Each time you hit Magus, except for with the Masamune, he changes weaknesses, so be aware of that and pay attention to the message onscreen. Also, after the message appears, Magus will hit your entire group with that type of magic attack (e.g. if the message says that Lightning is his weakness, he will use a Lightning-type magic attack on your group).

Be sure that you heal everytime Magus attacks your group with a spell after that message telling you about his weakness appears. Frog's *Heal will certainly come in handy during this fight. If you don't have *Heal, this fight will be MUCH harder, as Mid Tonics only heal one party member at a time, whereas *Heal heals all party members at once. Anyway, keep attacking Magus with the spell that he is weak against, being sure to heal if your group's HP gets below 150. After you damage Magus enough, his weakness won't change each time you attack him. When this happens, it means he's about to charge up for his ultimate magic attack, DarkMatter, which deals out about 200+ HP to your entire group, so DEFINITELY be prepared to heal after that attack. Also, during the period that Magus is charging up (you'll be able to tell he's charging for DarkMatter by a message that will appear onscreen shortly after he stops changing his weakness) for DarkMatter, you can attack him with physical or magical attacks and damage him.

During this period, I recommend having Crono and Frog use the Dual Tech X-Strike, while Lucca uses Napalm. After Magus casts DarkMatter, heal up, as is he going to charge up for it again. Be sure to get all your strong attacks in on Magus, be it magic or physical, during the period that he is charging for DarkMatter. Keep repeating this process until you win this rather hard fight.

	Boss Battle :	
	Nizbel II	
	HP: 4200	
	Attack: 85	
	Defense: 127	
	Magic: 35	
	Magic Defense: 50	
	Speed: 16	
	Evade: 13	
	Hit: 100	
	Absorbs: N/A	
	Cancels: N/A	
	Weaknesses: Lightning	
	Experience Points: 880	
	Tech Points: 15	
	Money: 0G	
	Charmable Items: Third Eye	
	Item That Is Dropped: N/A	
	Location: Tyrano Lair - 65,000,000 B.C.	

Strategy: Nizbel II fights the same exact way as the previous Nizbel fought. Have Crono use *Lightning to lower Nizbel II's defense, then go all out on your strongest attacks. Crono and Ayla's Dual Tech Volt Bite works VERY well here. Frog can just heal your group if they get low on HP, as physical attacks will raise Nizbel II's defense, so be careful of that. Just keep attacking Nizbel with Volt Bite, while healing your group with Frog, and you'll win this fight very easily and very quickly. Note that Nizbel II's attacks aren't powerful at all, and even the electrocution energy he releases isn't as powerful as it was in the fight with the first Nizbel, so you should overall have a VERY easy time with this fight.

| Boss Battle : |
| Azala/BlackTyrano |
| HP: (Azala) 2700 |
| HP: (BlackTyrano) 10500 |
| Attack: (Azala) 35 |
| Attack: (BlackTyrano) 1 |
| Defense: (Azala) 230 |
| Defense: (BlackTyrano) 253 |
| Magic: (Azala) 5 |
| Magic: (BlackTyrano) 8 |
| Speed: (Azala) 11 |
| Speed: (BlackTyrano) 11 |
| Evade: (Azala) 11 |
| Evade: (BlackTyrano) 11 |
| Hit: 100 (all) |
| Absorbs: N/A |
| Cancels: N/A |
| Weaknesses: N/A |
| Experience Points: 1800 |
| Tech Points: 25 |
| Money: 0G |
| Charmable Items: Magic Tab (Azala), Power Tab |
| (BlackTyrano) |
| Item That Is Dropped: N/A |
| Location: Tyrano Lair - 65,000,000 B.C. |

Strategy: This fight might be a bit tough at this point in the game. Azala, despite his low HP, is quite annoying, and will need to be defeated first before you can destroy BlackTyrano. To defeat Azala, have Crono use *Lightning on Azala, while Ayla and Frog spam the Att command against Azala. Keep in mind that while you are attacking Azala, BlackTyrano will sometimes put one of your party members in his mouth, then spit them back on, causing a very good bit of damage to that particular party member, so just heal when necessary and if that party member that gets eaten dies, revive that party member and continue the attacking. Keep attacking Azala, healing/reviving when necessary, until Azala is destroyed. After Azala is destroyed, he will do a break down attack, though it isn't much to worry about. Also, you'll probably notice that your HP is gradually going down. Don't worry; this can easily be dealt with by having Frog use *Heal.

Anyway, after Azala is destroyed and does the break down attack, the

BlackTyrano will remove his defense and will start to store power for his ultimate attack shortly after. During this period, you can attack the BlackTyrano and cause a good bit of damage to it, so do so. I suggest having Crono and Frog use the Dual Tech Spire, while Ayla uses Cat Attack. Keep doing this attack pattern until the BlackTyrano's countdown from 5 to 0 reaches 0. When it reaches 0, BlackTyrano will release its ultimate attack, which is a fire attack, on your entire group, for a very good bit of damage (this is why I told you in the walkthrough for the Tyrano Lair to equip your group with Ruby Vests), so definitely be prepared to heal after that powerful attack. After you heal, keep attacking BlackTyrano with the Spire/Cat Attack combo. Be sure that you keep your HP high, as BlackTyrano will attack you before he removes his defense again.

Eventually, BlackTyrano will remove his defense again and store power for his fire attack again, so do the Spire/Cat Attack combo during this period, then when the countdown reaches 0, he'll use his fire attack, so be prepared to heal after that. Keep doing this attack pattern to BlackTyrano until you win this battle.

```
-----  
|           Boss Battle :                               |  
|           Golem                                     |  
|           HP: 7000                                   |  
|           Attack: 105                               |  
|           Defense: 127                             |  
|           Magic: 22                                 |  
|           Magic Defense: 50                        |  
|           Speed: 15                                 |  
|           Evade: 15                                 |  
|           Hit: 100                                  |  
|           Absorbs: N/A                             |  
|           Cancels: N/A                             |  
|           Weaknesses: Fire, Lightning, Shadow, Water |  
|           Experience Points: 1000                  |  
|           Tech Points: 35                           |  
|           Money: 2000G                              |  
|           Charmable Items: Magic Tab               |  
|           Item That Is Dropped: N/A                |  
|           Location: Zeal Palace - 12,000 B.C.      |  
|                                                     |  
-----
```

Strategy: This fight is so easy, simply because there's a trick to beating Golem. First off, have any 3 man party, but don't have Ayla in it. Make someone use an elemental attack on the creature, then wait 2 or 3 seconds and then have someone else cast a different elemental attack on Golem. Repeat this battle pattern until you win, since Golem will never be able to attack you if you do this! It takes a very long time for Golem to attack with the element you fired at him, which is why this strategy is the key to defeating him. Keep in mind you don't HAVE to beat Golem to progress through the game, but I still suggest you should.

Thanks to Alex Rhynold for this strategy!

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-----  
|           Boss Battle :                               |
```

	Blue Beast/Mud Imp/Red Beast	
	HP: (Blue Beast) 5000	
	HP: (Mud Imp) 1200	
	HP: (Red Beast) 5000	
	Attack: (Blue Beast) 100	
	Attack: (Mud Imp) 65	
	Attack: (Red Beast) 100	
	Defense: (Blue Beast) 100	
	Defense: (Mud Imp) 250	
	Defense: (Red Beast) 150	
	Magic: (Blue Beast) 10	
	Magic: (Mud Imp) 15	
	Magic: (Red Beast) 10	
	Speed: (Blue Beast) 7	
	Speed: (Mud Imp) 10	
	Speed: (Red Beast) 7	
	Evade: (Blue Beast) 14	
	Evade: (Mud Imp) 13	
	Evade: (Red Beast) 14	
	Hit: 100 (all)	
	Absorbs: (Blue Beast) Water	
	Absorbs: (Mud Imp) N/A	
	Absorbs: (Red Beast) Fire	
	Cancel: (Blue Beast) N/A	
	Cancel: (Mud Imp) N/A	
	Cancel: (Red Beast) N/A	
	Weaknesses: (Blue Beast) Fire	
	Weaknesses: (Mud Imp) N/A	
	Weaknesses: (Red Beast) Water	
	Experience Points: 954	
	Tech Points: 26	
	Money: 2600G	
	Charmable Items: (Blue Beast) MermaidCap, (Mud Imp)	
	Speed Tab, (Red Beast)	
	Elixir	
	Item That Is Dropped: N/A	
	Location: Terra Cave - 12,000 B.C.	

Strategy: This fight is not actually that hard, though it can be tough if you don't know what you're doing. First off, note that the Mud Imp CAN'T be harmed by physical attacks (at least not much anyway; each physical attack hurts him an extremely low amount of damage), so your only option is to go after the beasts first. Have Lucca and Frog use the Dual Tech Red Pin on the Blue Beast to cause some very good damage. If you don't have it, use some other fire attack on the Blue Beast to cause damage to it until it is defeated. Also, be sure to keep your HP up throughout the fight against the Blue Beast, as these guys tend to attack you a lot. Anyway, after the beating the Blue Beast, have Crono and Frog use the Dual Tech SwordStream on the Red Beast to cause some very good damage. Keep using SwordStream or Frog's water magic if you don't have that Dual Tech, until the Red Beast is destroyed.

Also, if you have the Triple Tech Delta Storm, which only Crono, Lucca and Frog can perform, it'll work very well for this fight. Regardless of what you use to kill the beasts, be sure to keep your HP high while you kill those two beasts. After you kill the two beats, focus all your attacks on the Mud Imp, since he is the only

one left at this point. His defense is lowered since you killed the two beasts, so you can attack him with any form of attack now. Just use your strongest Dual Techs to defeat the Mud Imp. He isn't that powerful, and should be defeated in no time. Also keep in mind that the Mud Imp heals himself (not much, but he still heals himself) after you kill the two beasts.

	Boss Battle :	
	Attack Arm/Defense Arm/Giga Gaia	
	HP: (Attack Arm) 2000	
	HP: (Defense Arm) 2000	
	HP: (Giga Gaia) 9500	
	Attack: (Attack Arm) 60	
	Attack: (Defense Arm) 40	
	Attack: (Giga Gaia) 50	
	Defense: (Attack Arm) 127	
	Defense: (Defense Arm) 127	
	Defense: (Giga Gaia) 127	
	Magic: (Attack Arm) N/A	
	Magic: (Defense Arm) N/A	
	Magic: (Giga Gaia) 15	
	Speed: (Attack Arm) N/A	
	Speed: (Defense Arm) N/A	
	Speed: (Giga Gaia) 7	
	Evade: (Attack Arm) 15	
	Evade: (Defense Arm) 15	
	Evade: (Giga Gaia) 15	
	Hit: 100 (all)	
	Absorbs: (Attack Arm) N/A	
	Absorbs: (Defense Arm) N/A	
	Absorbs: (Giga Gaia) N/A	
	Cancel: (Attack Arm) N/A	
	Cancel: (Defense Arm) N/A	
	Cancel: (Giga Gaia) N/A	
	Weaknesses: (Attack Arm) N/A	
	Weaknesses: (Defense Arm) N/A	
	Weaknesses: (Giga Gaia) N/A	
	Experience Points: 3000	
	Tech Points: 30	
	Money: 3000G	
	Charmable Items: (Attack Arm) N/A, (Defense Arm) N/A,	
	(Giga Gaia) Speed Tab	
	Item That Is Dropped: N/A	
	Location: Mt. Woe - 12,000 B.C.	

NOTE: I consider Giga Gaia the face of the creature; not the arms. Also, if you could tell me the magic and the speed that the Attack Arm and Defense Arm have, I'd appreciate it. Thanks.

Strategy: This is actually kind of a hard battle to get through, especially if you don't have *Luminaire or *Flare. If you do, however, this battle is a LOT easier. Anyway, I'm going under the assumption that you have *Luminaire and *Flare. If you don't, you can always use the Triple Tech Delta Storm to cause lots of damage to this monster. Anyway, the Defense Arm heals the head (which I'll refer to as Giga Gaia from here on out), though not by much, but it still does, so

keep that in mind. Your first target should be the Attack Arm and the Defense Arm that accompany Giga Gaia. Have Crono use *Luminaire and Lucca use *Flare (Delta Storm also works) to cause lots of damage to this boss. Since the arms only have 2000 HP each, they should be taken out with two *Luminaires and *Flares, and even two Delta Storms if you used that instead.

After you kill the arms, attack Giga Gaia with everything you've got. I recommend using *Luminaire with Crono, *Flare with Lucca, and Frog Squash with Frog if you have it (the lower on HP Frog is, the more damage Frog Squash causes). Also, Delta Storm works good on Giga Gaia, as well as your strongest Dual Techs. Eventually, unless you manage to kill Giga Gaia, he will revive the two arms, so when he does, defeat them the same way you did earlier, then continue to attack the head until you win. Also, it would be wise to have Frog use *Heal every once in a while during this fight, as your HP can get pretty low while those two arms are still alive.

```
-----  
|           Boss Battle :           |  
|           Dalton                 |  
|           HP: 3500                |  
|           Attack: 20              |  
|           Defense: 127            |  
|           Magic: 50               |  
|           Magic Defense: 50       |  
|           Speed: 1                |  
|           Evade: 15               |  
|           Hit: 100                |  
|           Absorbs: N/A            |  
|           Cancels: N/A            |  
|           Weaknesses: Fire, Lightning, Shadow, Water |  
|           Experience Points: 1000 |  
|           Tech Points: 30         |  
|           Money: 2500G            |  
|           Charmable Items: Power Meal |  
|           Item That Is Dropped: N/A |  
|           Location: Zeal Palace - 12,000 B.C. |  
|                                     |  
-----
```

Strategy: Dalton is very easy, and you shouldn't have any problems fighting him, unless you are extremely under-leveled, which you shouldn't be. Just use your strongest Single Techs and your strongest Dual Techs to make quick work of him. Also, be sure to heal your HP if it gets too low during this fight. Also, be aware of Dalton's Iron Orb attack, as that can hurt you, though you should still be able to beat him with ease. Also, when Dalton burps at the end of the fight, he'll hurt your entire party a decent amount of damage, so just be healed before he does that and you'll be fine. Overall, this fight is NOT hard, and you should have no troubles winning it whatsoever.

```
-----  
|           Boss Battle :           |  
|           GolemTwins              |  
|           HP: 7000 (each Golem)   |  
|           Attack: (each Golem) 105 |  
|           Defense: (each Golem) 127 |  
|                                     |  
-----
```

	Magic: (each Golem) 22	
	Magic Defense: (each Golem) 50	
	Speed: (each Golem) 15	
	Evade: (each Golem) 15	
	Hit: 100 (each Golem)	
	Absorbs: (each Golem) N/A	
	Cancel: (each Golem) N/A	
	Weaknesses: (each Golem) Fire, Lightning, Shadow,	
	Water	
	Experience Points: 2000	
	Tech Points: N/A	
	Money: 4000G	
	Charmable Items: Magic Tab (each Golem)	
	Item That Is Dropped: N/A	
	Location: Ocean Palace - 12,000 B.C.	

Strategy: This fight shouldn't be a problem, as it works the exact same way as the fight with Golem. Have anyone in your 3 man party except for Ayla. Then, have someone use an elemental attack on one of the Golems. Then, wait 2 or 3 seconds and then have someone use another elemental attack on one of the Golems. Keep this up until the GolemTwins are destroyed! Also, you can use Hypno Wave on these creatures to put them to sleep, which also makes this fight easy.

	Boss Battle :	
	Golem Boss	
	HP: 15000	
	Attack: 40	
	Defense: 127	
	Magic: 18	
	Magic Defense: 50	
	Speed: 16	
	Evade: 15	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 2500	
	Tech Points: 40	
	Money: 2000G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Blackbird - 12,000 B.C.	

Strategy: This is an extremely easy fight, as this creature doesn't even attack, so don't worry. Simply use your strongest Single/Dual Techs to defeat this boss. Note that if you don't kill this boss, you will miss out on the experience points/gold/tech points, so I hope you are powerful enough at this point to cause 15000 HP of damage before the creature runs away.

	Boss Battle :	
--	---------------	--

	Dalton Plus	
	HP: 3500	
	Attack: 20	
	Defense: 127	
	Magic: 20	
	Magic Defense: 50	
	Speed: 10	
	Evade: 15	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 2500	
	Tech Points: 40	
	Money: 2000G	
	Charmable Items: Power Meal	
	Item That Is Dropped: N/A	
	Location: Blackbird - 12,000 B.C.	

Strategy: The fight against Dalton is not that hard at all, to tell you the truth. To win, simply have Lucca and Frog use the Dual Tech Frog Flare or some other strong Dual Tech, while Ayla uses her strongest Single Tech. This fight should be over in a few turns at most, no lie.

	Boss Battle :	
	Lavos Spawn	
	HP: (Mouth) 4000	
	HP: (Shell) 10000	
	Attack: 255 (all)	
	Defense: (Mouth) 127	
	Defense: (Shell) 253	
	Magic: (Mouth) 15	
	Magic: (Shell) 16	
	Magic Defense: (Mouth) 50	
	Magic Defense: (Shell) 100	
	Speed: (Mouth) 10	
	Speed: (Shell) 16	
	Evade: 16 (all)	
	Hit: 100 (all)	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 747	
	Tech Points: N/A	
	Money: 500G	
	Charmable Items: Elixir	
	Item That Is Dropped: N/A	
	Location: Death Peak - 2300 A.D.	

Strategy: This boss is not hard at all, if you know what you're doing. DO NOT attack the shell, as if you do, the Lavos Spawn will counterattack with a powerful needle attack that hits your entire group for a decent amount of damage. Basically, you must aim all your attacks at

the mouth of this creature if you don't want to get hurt badly. To win, have Frog and Robo use the Dual Tech Bubble Snap, and have Magus just attack the mouth, even though it'll do little damage, it is all he can do without hitting the shell. Keep doing this, having Frog or Robo heal the group when necessary, and you'll win this fight rather easily.

NOTE: You have to fight three of these creatures, but they all have the same stats, and the strategy for them is still the same.

```
-----  
|           Boss Battle :           |  
|           Flea Plus               |  
|           HP: 2500                 |  
|           Attack: 120              |  
|           Defense: 127             |  
|           Magic: 15                |  
|           Magic Defense: 50        |  
|           Speed: 9                 |  
|           Evade: 16                |  
|           Hit: 100                 |  
|           Absorbs: N/A             |  
|           Cancels: N/A             |  
|           Weaknesses: N/A          |  
|           Experience Points: 2000  |  
|           Tech Points: N/A         |  
|           Money: 2000G             |  
|           Charmable Items: N/A     |  
|           Item That Is Dropped: N/A |  
|           Location: Ozzie's Fort - 600 A.D. |  
|                                     |  
-----
```

Strategy: Flea Plus should not be hard at all. Simply use your strongest Dual Techs or Triple Techs if you have any, and you should win this easy battle in no time. The only way you'll lose this is if you are very underleveled, say about Level 20, though I suspect you are MUCH higher than that at this point.

```
-----  
|           Boss Battle :           |  
|           Super Slash              |  
|           HP: 2500                 |  
|           Attack: 150              |  
|           Defense: 127             |  
|           Magic: 10                |  
|           Magic Defense: 50        |  
|           Speed: 11                |  
|           Evade: 16                |  
|           Hit: 100                 |  
|           Absorbs: N/A             |  
|           Cancels: N/A             |  
|           Weaknesses: N/A          |  
|           Experience Points: 2000  |  
|           Tech Points: N/A         |  
|           Money: 2000G             |  
|           Charmable Items: N/A     |  
|           Item That Is Dropped: N/A |  
|                                     |  
-----
```

| Location: Ozzie's Fort - 600 A.D. |

Strategy: Super Slash is just as easy as Flea Plus was. Have Crono and Frog use the Dual Tech X-Strike, while Magus uses his strongest magic attacks. If you are not using that party, just have whatever party you are using use their strongest Single/Dual Techs or even Triple Techs if you have any, and you'll win.

| Boss Battle : |

| Flea Plus/Great Ozzie/Super Slash |

| HP: (Flea Plus) 4000 |

| HP: (Great Ozzie) 6000 |

| HP: (Super Slash) 4000 |

| Attack: (Flea Plus) 120 |

| Attack: (Great Ozzie) 85 |

| Attack: (Super Slash) 150 |

| Defense: (Flea Plus) 127 |

| Defense: (Great Ozzie) 127 |

| Defense: (Super Slash) 127 |

| Magic: (Flea Plus) 15 |

| Magic: (Great Ozzie) 22 |

| Magic: (Super Slash) 10 |

| Speed: (Flea Plus) 9 |

| Speed: (Great Ozzie) 8 |

| Speed: (Super Slash) 11 |

| Evade: (Flea Plus) 16 |

| Evade: (Great Ozzie) 16 |

| Evade: (Super Slash) 16 |

| Hit: 100 (all) |

| Absorbs: (Flea Plus) N/A |

| Absorbs: (Great Ozzie) N/A |

| Absorbs: (Super Slash) N/A |

| Cancels: (Flea Plus) N/A |

| Cancels: (Great Ozzie) N/A |

| Cancels: (Super Slash) N/A |

| Weaknesses: (Flea Plus) N/A |

| Weaknesses: (Great Ozzie) N/A |

| Weaknesses: (Super Slash) N/A |

| Experience Points: 7500 |

| Tech Points: 80 |

| Money: 4000G |

| Charmable Items: (Flea Plus) Flea Vest, (Great Ozzie) |

| N/A, (Super Slash) |

| Slasher 2 |

| Item That Is Dropped: N/A |

| Location: Ozzie's Fort - 600 A.D. |

NOTE: I recommend having Ayla in your group before you enter the room where this boss battle occurs, as you'll be able to steal the items these guys hold if you have her in your group (if she has Charm, that is).

Strategy: This is a somewhat hard battle to get through. You should know that each time you attack Flea or Ozzie, you'll be counterattacked with a delta attack, which can cause quite a bit of damage after awhile.

The actual strategy to winning this battle is rather simple. Have Magus use *Dark Bomb, since it hurts more than *Fire2, *Ice2, and *Lightning2 does, and even though it only hits one party member, I recommend using it. Have Frog use *Heal on the group when your group needs it, but while there is no need for healing, Frog should use his strongest Single Tech. Finally, have Ayla charm the items that these guys hold before you finish them off, but as for attacking, she should use her strongest Single Techs, or maybe even Dual Techs with Frog if she and Frog have learnt any.

Keep doing this while healing when necessary until you win this fight.

	Boss Battle :	
	Prominency/Son of Sun	
	HP: (Prominency) 30000 for each Prominency	
	HP: (Son of Sun) 2100	
	Attack: (Prominency) 10	
	Attack: (Son of Sun) 50	
	Defense: (Prominency) 254	
	Defense: (Son of Sun) 255	
	Magic: (Prominency) 125	
	Magic: (Son of Sun) 45	
	Speed: (Prominency) 6	
	Speed: (Son of Sun) 16	
	Evade: (Prominency) 17	
	Evade: (Son of Sun) 17	
	Hit: 100 (all)	
	Absorbs: (Prominency) Fire, Lightning, Shadow, Water	
	Absorbs: (Son of Sun) N/A	
	Cancels: (Prominency) N/A	
	Cancels: (Son of Sun) Max Attack	
	Weaknesses: (Prominency) N/A	
	Weaknesses: (Son of Sun) N/A	
	Experience Points: 3800	
	Tech Points: N/A	
	Money: 2000G	
	Charmable Items: Black Mail (Son of Sun), Elixir	
	(Prominency)	
	Item That Is Dropped: N/A	
	Location: Sun Palace - 2300 A.D.	

Strategy: This battle is more annoying than it is hard. Each time you attack one of the Promenincies (flames) surrounding the Son of Sun (I call the orb the Son of Sun), if you attack the wrong Prominency, one of your party members will be hit by a flame counterattack, which generally doesn't do much damage, thus it's not much to worry about. Anyway, your objective here is to attack a Prominency. If you attacked the right Prominency, you'll hear a beep sound, then the Son of Sun will get hurt for about 200+ points of damage. If the beep sound doesn't occur, then you didn't hit the right Prominency, and you'll be hit with a counterattack, as I said above. Also, the Son of Sun does attack with Flare, which can be damaging if you do not have fire-resistant armor on your group, such as a Ruby Vest. Basically, keep attacking the Prominencies around the Son of Sun, hoping you hit the right one each time, and eventually you'll win.

Also note that the Son of Sun will sometimes use a roulette move that will switch the Prominencies around. This means that if you were attacking the same Prominency over and over, and it was doing damage to the Son of Sun, then the Prominency you were attacking will likely be moved somewhere else after the roulette, so keep that in mind (basically, don't attack the same Prominency after the Son of Sun does the roulette).

	Boss Battle :	
	Rust Tyrano	
	HP: 25000	
	Attack: 1	
	Defense: 127	
	Magic: 30	
	Magic Defense: 50	
	Speed: 13	
	Evade: 16	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 3800	
	Tech Points: N/A	
	Money: 2000G	
	Charmable Items: Red Mail	
	Item That Is Dropped: N/A	
	Location: Giant's Claw - 600 A.D.	

NOTE: It is recommended that you equip Ruby Vests on all your party members that are going to fight against the Rust Tyrano, as the Rust Tyrano does a fire attack that hits all your group.

Strategy: The fight against the Rust Tyrano is not that hard, to be honest, because your group is really strong at this point in the game (at least they should be). The Rust Tyrano fights the same exact way as the BlackTyrano fought, except there is no Azala this time around, which makes the fight even easier! The Rust Tyrano will have a countdown from 5 to 0, and when that countdown reaches 0, the Rust Tyrano will unleash a fire attack that hits your entire group. If you have Ruby Vests on all your party members, the damage won't be near as bad as it will be if you don't have Ruby Vests. After the Rust Tyrano does that attack, he will count down from 5 to 0 again (he will keep doing that until you beat him).

The strategy to beating Rust Tyrano is rather simple; just use your strongest attacks to take it down, while being sure to heal yourself if need be (you will need to I'm sure, as this guy can get deadly if you don't heal). As far as the Rust Tyrano's attacks come, you should know that he doesn't just do that fire attack; he does other attacks that can prove to be extremely deadly if you don't keep your HP high, so do just that by having Frog use *Heal to cure the group when needed.

	Boss Battle :	
	Yakra XIII	
	HP: 18000	
	Attack: 200	
	Defense: 127	
	Magic: 20	
	Magic Defense: 50	
	Speed: 14	
	Evade: 19	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 3500	
	Tech Points: N/A	
	Money: 2000G	
	Charmable Items: White Mail	
	Item That Is Dropped: MegaElixir	
	Location: Guardia Castle - 1000 A.D.	

Strategy: Defeating Yakra XIII is MUCH more difficult than defeating the very first Yakra in 600 A.D. was, especially since this creature does MUCH more damage to your group this time around. Anyway, to beat Yakra XIII, have Frog use his strongest Single Techs or Dual Techs with Marle if you have learned any of the stronger ones. Have Magus use *DarkMatter or *DarkBomb on Yakra XIII if you don't have *DarkMatter. As far as Yakra XIII's attacks come, they can be pretty deadly if you don't keep your HP high throughout this battle. Keep attacking Yakra XIII until he's defeated. Also, one of Yakra XIII's most annoying attacks is Blizzard (Chaos), which confuses a party member, so be sure to use a Heal on that party member if he/she gets confused. Also, be sure to heal when Yakra XIII starts doing those needle attacks to your group, as those are the attacks I was talking about that can get deadly.

Just keep your HP high throughout this fight, while attacking the way I told you to until you win. Also note that after Yakra XIII is defeated, he will use a needle attack on your entire group, so be sure that you are high on HP before he does that, otherwise you'll die.

	Boss Battle :	
	Retinite	
	HP: (Top Body Part) 5000	
	HP: (Bottom Body Part) 4800	
	HP: (Core) 1000	
	Attack: (Top Body Part) 255	
	Attack: (Bottom Body Part) 170	
	Attack: (Core) N/A	
	Defense: 250	
	Magic: 7	
	Magic Defense: 65	
	Speed: (Top Body Part) 13	
	Speed: (Bottom Body Part) 8	
	Evade: 100	
	Hit: 100 (all)	

| Absorbs: N/A |
| Cancels: All |
| Weaknesses: Water |
| Experience Points: 2600 |
| Tech Points: N/A |
| Money: 2000G |
| Charmable Items: Speed Tab (Core) |
| Item That Is Dropped: N/A |
| Location: Sunken Desert - 600 A.D. |
| |

Strategy: The fight against the Retinite can be a bit tough, actually. Have your group use their strongest physical attacks on the creature's Core. Since it only has 1000 HP, it'll be gone in no time. Once the Core is gone, you should know that this creature is weak against water, use an ice/water attack on him that hits all Retinite's body parts, such as *Ice 2 or *Water 2. After you hit all the Retinite's body parts, the creature's defense will lower, so that's when you use your strongest physical attacks on the bottom part (I recommend the bottom part because it uses a very strong attack). Keep attacking the bottom part until its defense rises again (you'll be able to tell because you won't be damaging it). When it does, lower it again via an ice/water attack, then continue using your strongest physical attacks on the bottom part and it'll eventually be destroyed.

After the bottom part's destroyed, beat the top part the same way you did the bottom part, being sure to lower the creatures defense when it gets back up. Keep attacking the top part with physical attacks until you win. Also, be sure to use *Heal a lot during this fight and try and not let anyone die, as this creature has some fairly strong attacks.

| Boss Battle : |
| Atropos XR |
| HP: 6000 |
| Attack: 38 |
| Defense: 127 |
| Magic: 10 |
| Magic Defense: 50 |
| Speed: 11 |
| Evade: 17 |
| Hit: 100 |
| Absorbs: N/A |
| Cancels: N/A |
| Weaknesses: N/A |
| Experience Points: 0 |
| Tech Points: N/A |
| Money: 0G |
| Charmable Items: N/A |
| Item That Is Dropped: N/A |
| Location: Geno Dome - 2300 A.D. |
| |

Strategy: The fight against Atropos XR is not really a hard one, to tell you the truth. Simply have Robo use his strongest Single Techs on her,

while healing when necessary with Full Tonics or Heal Beam until you win this rather easy fight. Robo's Uzzi Punch attack or Shock attack works really here, so use those if you have them (you should at least have Uzzi Punch). Atropos's attacks aren't that powerful, although one attack she did to me took over 370 damage away from me, so just keep your HP high throughout this fight and you'll win.

	Boss Battle :	
	Display/Mother Brain	
	HP: (Display) 1	
	HP: (Mother Brain) 5000	
	Attack: (Display) N/A	
	Attack: (Mother Brain) N/A	
	Defense: 127 (all)	
	Magic: (Display) 33	
	Magic: (Mother Brain) 1	
	Magic Defense: 50 (all)	
	Speed: 13 (all)	
	Evade: (Display) 17	
	Evade: (Mother Brain) 12	
	Hit: 100 (all)	
	Absorbs: N/A	
	Cancels: N/A	
	Weaknesses: N/A	
	Experience Points: 3000	
	Tech Points: N/A	
	Money: 3000G	
	Charmable Items: Elixir (Display), Blue Mail	
	(Mother Brain)	
	Item That Is Dropped: N/A	
	Location: Geno Dome - 2300 A.D.	

Strategy: Now this fight might be a tough one, though trust me, you can make it through it. First off, since the Displays heal the Mother Brain, you're going to want to attack them first, so do so with physical attacks. After the Displays are taken care of, focus all your attacks on the Mother Brain itself. Have Crono and Robo use the Dual Tech Max Cyclone, while Magus uses *DarkMatter or his strongest Single Tech. Keep doing this until you win, and also be sure to heal when necessary. Overall, this fight can be tough if you are low, which is why I told you it was hard, because it can be if you are about Level 35-40.

	Boss Battle :	
	Mega Mutant	
	HP: (Top Body Part) 4600	
	HP: (Bottom Body Part) 3850	
	Attack: (Top Body Part) 35	
	Attack: (Bottom Body Part) 22	
	Defense: 127 (all)	
	Magic: 10 (all)	
	Magic Defense: 50 (all)	
	Speed: 10 (all)	
	Evade: 19 (all)	

| Hit: 100 (all) |
| Absorbs: N/A |
| Cancels: N/A |
| Weaknesses: N/A |
| Experience Points: 900 |
| Tech Points: N/A |
| Money: 1500G |
| Charmable Items: Elixir (Top Body Part), Vigil Hat |
| (Bottom Body Part) |
| Item That Is Dropped: N/A |
| Location: Black Omen |
|

Strategy: This fight is pretty easy, to tell you the truth. Have Crono and Frog use the Dual Tech X-Strike on either body part to cause some decent damage, while you have Magus use *DarkMatter or *Dark Bomb or *Dark Mist. Repeat this process until you destroy one part of the Mega Mutant. Once one part is destroyed, repeat the same battle tactic you used for the previous part, and this boss fight will be won rather easily. Also, be sure to heal the negative status effects the Mega Mutant inflicts upon your group, as those can be annoying. Other than the status effects this boss inflicts upon your group, there really isn't much to worry about.

| Boss Battle : |
| Giga Mutant |
| HP: (Top Body Part) 5800 |
| HP: (Bottom Body Part) 4950 |
| Attack: (Top Body Part) 26 |
| Attack: (Bottom Body Part) 22 |
| Defense: 255 (all) |
| Magic: (Top Body Part) 35 |
| Magic: (Bottom Body Part) 10 |
| Magic Defense: 65 (all) |
| Speed: (Top Body Part) 11 |
| Speed: (Bottom Body Part) 10 |
| Evade: 19 (all) |
| Hit: 100 (all) |
| Absorbs: N/A |
| Cancels: N/A |
| Weaknesses: N/A |
| Experience Points: 1500 |
| Tech Points: N/A |
| Money: 2000G |
| Charmable Items: Wall Ring (Top Body Part), Hit Ring |
| (Bottom Body Part) |
| Item That Is Dropped: N/A |
| Location: Black Omen |
|

Strategy: This fight is slightly tougher than the one you had against the Mega Mutant, though I'm sure you can still prevail. Have Crono use *Luminaire, Frog heal the group when necessary, while Magus uses *DarkMatter. If Frog's HP gets low, however, it might be a good idea to use Frog Squash to cause lots of damage to the Giga Mutant. Keep this up until you win this fight, since *Luminaire and *DarkMatter


```
|      Speed: (Shell) 16      |
|      Evade: 19 (all)      |
|      Hit: 100 (all)      |
|      Absorbs: N/A      |
|      Cancels: N/A      |
|      Weaknesses: N/A      |
|      Experience Points: 747 |
|      Tech Points: N/A      |
|      Money: 500G      |
|      Charmable Items: Haste Helm (Mouth), Safe Helm (Shell) |
|      Item That Is Dropped: N/A |
|      Location: Black Omen  |
|                          |
```

Strategy: The fight against the Lavos Spawn in the Black Omen is the same as the one in Death Peak, only this time, this creature has much more HP on both the mouth and the shell. Like last battle, don't attack the shell, or you'll be hit with a powerful counterattack. Instead, focus all your attacks on the mouth only. Have Crono and Frog use the Dual Tech X-Strike, while Magus simply attacks. Keep doing this, while healing when necessary until you win.

```
|      Boss Battle :      |
|      Zeal (1st fight)   |
|      HP: 12000          |
|      Attack: 50         |
|      Defense: 127       |
|      Magic: 20          |
|      Magic Defense: 50  |
|      Speed: 12          |
|      Evade: 20          |
|      Hit: 100           |
|      Absorbs: N/A      |
|      Cancels: N/A      |
|      Weaknesses: N/A   |
|      Experience Points: 0 |
|      Tech Points: N/A   |
|      Money: 0G         |
|      Charmable Items: MegaElixir |
|      Item That Is Dropped: MegaElixir |
|      Location: Black Omen  |
|                          |
```

Strategy: The first fight against Queen Zeal can be pretty tough if you aren't careful, especially since she abuses Hallation, which reduces all your party members' HP down to 1. The best way to defend against Hallation is to have Frog use *Heal, or simply heal with Full Tonics. I, however, recommend not healing Frog (which is why I said you could also use Full Tonics to heal, rather than *Heal) and using Frog Squash when he gets down to 1 HP from Hallation. If he dies, revive him and keep up the Frog Squashing. You don't have to use Frog Squash if you don't want to, though it's highly recommended. Have Crono use *Luminaire, and have Magus use *DarkMatter. Repeat this battle tactic, while healing when necessary until you win.

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|           Boss Battle :                               |
| Mammon Machine                                       |
| HP: 18000                                           |
| Attack: 100                                         |
| Defense: 127                                        |
| Magic: 4                                             |
| Magic Defense: 50                                   |
| Speed: 11                                           |
| Evade: 20                                           |
| Hit: 100                                            |
| Absorbs: N/A                                        |
| Cancels: N/A                                        |
| Weaknesses: N/A                                     |
| Experience Points: 0                                |
| Tech Points: N/A                                   |
| Money: 0G                                           |
| Charmable Items: MegaElixir                        |
| Item That Is Dropped: N/A                          |
| Location: Black Omen                               |
|
-----

```

Strategy: This is an EXTREMELY easy battle if you are prepared. Since you're damaged from the battle you had with Zeal, your first priority should be to heal your group with Full Tonics (don't use a MegaElixir, as I still suggest having Frog use Frog Squash). After you are all healed up, have Crono use *Luminaire, Frog use Frog Squash, and Magus use *DarkMatter. The Mammon Machine generally sits there the entire fight and does absolutely nothing, except store up energy for his ultimate attack. Magic attacks raise the Mammon Machine's attack power, whereas physical attacks raise the Mammon Machine's defense. Regardless, I always use magic attacks and still manage to prevail, so don't worry. Just keep using magic attacks, while healing when necessary (healing everyone except Frog that is, though be sure to revive him if he dies) until you win.

The Mammon Machine's only attack is to release all the energy he has been storing up (the energy of your attacks). Just heal if your HP gets too low after that attack, and you'll be fine. Also, when a message appears onscreen saying that the Mammon Machine is standing still, then physical/magical attacks won't raise his stats like they did last time.

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-----
|           Boss Battle :                               |
| Zeal (2nd fight)                                    |
| HP: (Arms) 20000                                    |
| HP: (Head) 28000                                    |
| Attack: (Arms) 34                                   |
| Attack: (Head) 255                                  |
| Defense: (Arms) 255                                 |
| Defense: (Head) 127                                |
| Magic: (Head) 15                                    |
| Magic: (Left Arm) 7                                |
| Magic: (Right Arm) 1                               |
| Magic Defense: (Arms) 99                           |
| Magic Defense: (Head) 50                           |
| Speed: (Arms) 11                                   |
|
-----

```

	Speed: (Head) 14	
	Evade: 20 (all)	
	Hit: 100 (all)	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 2000	
	Tech Points: N/A	
	Money: 3800G	
	Charmable Items: MegaElixir (Head), PrismDress	
	(Left Arm), Prism Helm	
	(Right Arm)	
	Item That Is Dropped: MegaElixir	
	Location: Black Omen	

Strategy: The final fight against Queen Zeal is quite a tough one. Everytime you attack either arm, you are hit by a powerful counterattack, so avoid hitting the arms at ALL costs. Since *Luminaire and *DarkMatter, as well as Frog Squash are not options in this fight since they hit the arms, you'll have to attack the head (the head is the only target for you to go after in this fight, since the arms automatically perish after you kill the head) with your strongest Single/Dual Techs. I suggest having Crono and Frog use the Dual Tech Spire, while Magus simply attacks the head. Also, Zeal does Hallation (rarely, although she does indeed do it) in this fight, so be sure to use a MegaElixir to quickly recover from that if she does that attack. Aside from Hallation, she is fond of using Skygate, which is a lightning attack that hits one party member.

Skygate doesn't hurt much, however, so it's nothing to worry about. Also, Zeal does use deadly moves, such as Hexagon Mist, which REALLY damages your party. Queen Zeal also does MP Buster sometimes, which can really hurt you in this fight, especially if she does it to Crono and Frog, because they are the ones you need for this fight because of their Dual Techs. Just use a HyperEther to recover from that if she does it. Zeal has other attacks, too, just watch out for them and keep your HP/MP high throughout this fight and use the Spire Dual Tech with Crono and Frog, while Magus attacks until you win.

	Boss Battle :	
	Lavos	
	HP: N/A	
	Attack: N/A	
	Defense: N/A	
	Magic: N/A	
	Magic Defense: N/A	
	Speed: N/A	
	Evade: N/A	
	Hit: N/A	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 0	
	Tech Points: N/A	
	Money: 0G	

| Charmable Items: N/A |
| Item That Is Dropped: N/A |
| Location: Black Omen, Day of Lavos - 1999 A.D. |
| |

IMPORTANT NOTE: You can heal between each of these battles, except for the final two battles, and you can also change party members.

Strategy: There is no strategy; Lavos takes on various forms of bosses you've fought previously. I'll list them below, as well as their stats, and how to defeat them, etc.:

| Boss Battle : |
| Lavos (Dragon Tank/Grinder/Tank Head) |

Strategy: This first form Lavos is not hard at all. I suggest a party of Crono, Frog, and Robo. First off, aim all your attacks on the head. Have Crono and Frog use the Dual Tech X-Strike on the head, and that alone should be enough to eliminate the head. After the head is destroyed, focus your attacks either one of the remaining parts, it doesn't matter which. Keep attacking them until they are destroyed (I'm sure it will only take one attack on both parts to win).

| Boss Battle : |
| Lavos (Bit/Bit Guardian) |

Strategy: For this fight, I suggest a party of Crono, Frog, and Magus or Lucca. Have Crono use *Luminaire, Frog just use his strongest Single Techs, since he probably has way too much HP to cause any kind of damage with Frog Squash. Finally, have Magus use *DarkMatter, and Lucca use *Flare. Your group should be powerful enough to where the magic attack you do automatically kills all three parts, thus winning you the battle. If you don't manage to win after one magic attack, just do another one and it should be over. Don't worry about the counterattack that the Bits do, as it doesn't do much damage.

| Boss Battle : |
| Lavos (Heckran) |

Strategy: For this particular battle, I suggest a party of Lucca, Magus, and Marle, simply because they have the best magic in the game. Have Lucca use *Flare or the Dual Tech Antipode 2 or even Antipode 3 if you have it. Have Marle use *Ice 2 or the Dual Tech Antipode 2 or Antipode 3 with Lucca. Finally, have Magus use *DarkMatter. Keep this up until you win this rather easy fight; it shouldn't take more than a few turns.

| Boss Battle : |

| Lavos (Zombor) |

Strategy: This fight is the hardest one thus far, but it's still easy. I would recommend that you take a party of Lucca, Magus, and Marle, since there's no reason to have a different party. Have Magus use *Lightning on the bottom part of Zombor to cause good damage. Have Lucca use *Flare to cause some great damage to the bottom part, as well. Keep that up until you destroy the bottom part. Once the bottom part is destroyed, focus all your attacks on the top part of Zombor, since it is the only part left. Have Marle use *Ice 2 on Zombor, while Lucca simply attacks. Keep this up until you win.

| Boss Battle : |
| Lavos (Masa & Mune) |

Strategy: I suggest a party of Crono, Lucca, and Marle for this particular battle. Have Crono use *Luminaire, while Lucca and Marle use the Dual Tech Antipode 2 or Antipode 3, depending on which you have. Keep attacking with these magic attacks until you win. If a message appears onscreen saying that Masa & Mune is storing energy, simply have Crono use Slash to neutralize that energy. Not a hard fight.

| Boss Battle : |
| Lavos (Nizbel) |

Strategy: This fight is not hard, either. I recommend a party of Crono, Frog and Robo for this fight. Have Crono use *Lightning to lower Nizbel's defense, then once the defense is lowered, have Crono and Frog use the Dual Tech X-Strike, while Lucca uses *Flare. Keep this up until you win. If Nizbel's defense manages to rise again, simply have Crono use *Lightning to lower it back again, then keep attacking until Nizbel is defeated.

| Boss Battle : |
| Lavos (Magus) |

Strategy: This will be the toughest fight with Lavos thus far, though you'll still easily be able to win. I recommend a party of Crono, Frog, and Lucca for this battle. Each time you hit Magus with anything other than the Masamune, he'll change his weaknesses, so just remember that. Also, it helps if you have Frog attack Magus to lower his magic defense with the Masamune, so be sure to do that. After Magus's magic defense is lowered, attack once with a physical attack (not with the Masamune, otherwise it won't have an effect) to cause Magus to change weaknesses. Once he changes weaknesses, use a magic attack of the element that he's weak against. If he's weak against lightning, use *Luminaire, if he is weak against fire, use *Flare, and if he is weak against ice/water, have use *Water, even though it won't cause much damage (hey, it's better than nothing).

Keep this attack pattern up until you win. If Magus does manage to start storing energy for DarkMatter, then unleash all your strongest magic attacks on him to quickly eliminate him.

	Boss Battle :	
	Lavos (Azala/BlackTyrano)	

Strategy: For this fight, I suggest a party of Crono, Frog, and Robo. First off, focus all your attacks on Azala. Have Crono use *Luminaire, while Frog uses *Water on Azala to cause damage. After Azala is defeated, wait until the BlackTyrano removes defense and starts to store power. When the BlackTyrano's defense is lowered, concentrate all your strongest attacks on the BlackTyrano. Have Crono and Frog use the Dual Tech X-Strike, while Robo uses Robo Tackle. Or, just use your strongest Dual Techs with Frog/Robo or Crono/Robo. Or, you can even use the Triple Tech Triple Raid if you have it (it did 3500 damage when I used it). Overall, this is not a hard fight, though if the BlackTyrano does manage to unleash the fire attack on your group, simply have Frog use *Heal to recover from it.

	Boss Battle :	
	Lavos (Attack Arm/Defense Arm/Giga Gaia)	

Strategy: Here, I recommend a party of Crono, Lucca, and Magus. Have Crono use *Luminaire, Lucca use *Flare, and Magus use *DarkMatter. Don't worry about the counterattacks from the arms, as they won't do much damage to you, unless you are a fairly low level at this point. After you beat the arms, simply attack the head with your strongest attacks and you'll win this rather quickly.

	Boss Battle :	
	Lavos (Shell)	
	HP: 10000	
	Attack: 73	
	Defense: 127	
	Magic: 1	
	Magic Defense: 50	
	Speed: 12	
	Evade: 20	
	Hit: 100	
	Absorbs: N/A	
	Cancel: N/A	
	Weaknesses: N/A	
	Experience Points: 0	
	Tech Points: N/A	
	Money: 0G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Black Omen, Day of Lavos - 1999 A.D.	

Strategy: The fight against Lavos's shell is pretty easy, especially if you are in the range of, say, Level 45-55. Anyway, I took a party of Crono, Lucca, and Magus, so this FAQ is assuming you did the same. Have Crono use *Luminaire, Lucca use *Flare, and Magus use *DarkMatter on Lavos to cause lots of damage. Keep doing this until you win this battle. The only attack you really need to watch out for is "Destruction rains from the heavens", as that will cause some very decent damage to your group. Be sure to use Full Tonics or a couple of Lapis's to get your HP back up after that attack.

After the battle, your group will go inside Lavos's actual self. Once you regain control, rest/save at the nearby Save Point, then I suggest a party of Crono, Frog, and Lucca or Magus (I took Lucca), since you can't change your party anymore after this. After you have configured your party, head north and into the next area. Here, Lavos's inner form will attack you, so read below to see how to defeat him.

	Boss Battle :	
	Lavos/Left Arm/Right Arm	
	HP: (Lavos) 20000	
	HP: (Left Arm) 8000	
	HP: (Right Arm) 12000	
	Attack: (Lavos) 60	
	Attack: (Left Arm) 25	
	Attack: (Right Arm) 25	
	Defense: (Lavos) 255	
	Defense: (Left Arm) 127	
	Defense: (Right Arm) 127	
	Magic: 50 (all)	
	Speed: 16 (all)	
	Evade: 20 (all)	
	Hit: 100 (all)	
	Absorbs: N/A (all)	
	Cancel: N/A (all)	
	Weaknesses: N/A (all)	
	Experience Points: 0	
	Tech Points: N/A	
	Money: 0G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Black Omen, Day of Lavos - 1999 A.D.	

Strategy: Now the semifinal fight in the game can be tough, actually. You cannot harm the head right now, so destroy both Lavos's arms. Have Crono use *Luminaire, and Frog and Lucca use the Dual Tech Frog Flare. Keep this up until both arms destroyed. Once both arms are destroyed, Lavos will use Obstacle, which confuses all your group if you don't have proper equipment (e.g. confuse-resistant armor). If anyone gets confused, use a Heal item on the people that are confused to recover from that attack. After you are no longer confused, attack Lavos's head with everything you've got. Crono should use *Luminaire, as usual, while Frog and Lucca and use the Dual Tech Frog Flare. Repeat this battle tactic, while healing when necessary, both your HP/MP, and your status effects, until you win.

Lavos will do Obstacle more than once, so keep that in mind. Also, Lavos has other powerful attacks besides Obstacle, such as Evil Emanation, and Shadow Doom Blaze. Overall, this is a pretty hard fight to get through, but you can do it, as long as you watch your HP/MP, and your status effects.

Once he is defeated, the final battle with Lavos will commence, after some very short dialogue from your group. Read below to see how to win this final battle of the game. Once you win, congratulations, cause you've successfully completed Chrono Trigger!

	Boss Battle :	
	Center Bit/Lavos Core/Left Bit	
	HP: (Center Bit) 10000	
	HP: (Lavos Core) 30000	
	HP: (Left Bit) 2000	
	Attack: (Center Bit) 100	
	Attack: (Lavos Core) N/A	
	Attack: (Left Bit) N/A	
	Defense: (Center Bit) N/A	
	Defense: (Lavos Core) 255	
	Defense: (Left Bit) N/A	
	Magic: (Center Bit) 21	
	Magic: (Lavos Core) N/A	
	Magic: (Left Bit) N/A	
	Speed: 16 (all)	
	Evade: 20 (all)	
	Hit: 100 (all)	
	Absorbs: (Center Bit) N/A	
	Absorbs: (Lavos Core) N/A	
	Absorbs: (Left Bit) Fire, Lightning, Shadow, Water	
	Cancel: N/A (all)	
	Weaknesses: N/A (all)	
	Experience Points: 0	
	Tech Points: N/A	
	Money: 0G	
	Charmable Items: N/A	
	Item That Is Dropped: N/A	
	Location: Black Omen, Day of Lavos - 1999 A.D.	

Strategy: This final battle of the game is a VERY tough one, so be prepared. The Lavos Core is on the right, and has 30000 HP, so you're going to have to attack strong and consistently to win. Anyway, your first target should be the Left Bit, as it is the most annoying one of them all. Since it only has 2000 HP, killing it will be very easy. To kill it, simply use your strongest Single/Dual Techs (physical ones; not magical ones, as those won't have an effect, since the Left Bit absorbs all form of magic). After you eliminate the Left Bit, the Lavos Core will lower its defense, so after it does, unleash all your strongest attacks on the Lavos Core to cause some great damage. I suggest having Crono use *Luminaire and Frog and Lucca use the Dual Tech Frog Flare to cause some massive damage. Eventually, the core will revive the Left Bit, so destroy it again using physical attacks.

Once the Left Bit is destroyed again, the Right Bit will eventually

lowers its defense again, so that's when you continue the attacking like you did before. Just keep attacking using this attack pattern, while healing when necessary (believe me, it WILL be necessary) with MegaElixirs and Elixirs if you run out of MegaElixirs, until you win this final battle of the game. Overall, Lavos has some EXTREMELY powerful attacks that can EASILY kill you if you aren't careful, so keeping your HP above 700 is a MUST throughout this fight. Be VERY careful in this fight, and you'll hopefully eventually come out on top.

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|-----|  
| 9. Enemies |  
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In this section, I will list every enemy in this game, as well as their HP, their stats, etc.

Acid

Attacks: Combo Counter: Chemical fusion

Charmable Items: Barrier

Item That Is Dropped: N/A

Level: 10

Location: Factory - 2300 A.D.

HP: 10

Attack: 5

Defense: 255

Magic: 3

Magic Defense: 99

Speed: 13

Evade: 8

Hit: 15

Tech Points: 1

Experience Points: 33

Money: 20G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Alien

Attacks: Death / Instant death

Charmable Items: Magic Tab

Item That Is Dropped: Shield

Level: 46

Location: Black Omen

HP: 1350

Attack: 24

Defense: 127

Magic: 25

Magic Defense: 50

Speed: 1

Evade: 19

Hit: 44

Tech Points: 8

Experience Points: 804

Money: 1100G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Alkaline

Attacks: Combo Counter: Chemical fusion

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 8

Location: Factory - 2300 A.D.

HP: 9

Attack: 15

Defense: 250

Magic: 12

Magic Defense: 90

Speed: 12

Evade: 8

Hit: 13

Tech Points: 1

Experience Points: 45

Money: 40G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Amphibite

Attacks: Tongue

Charmable Items: 2 Horns

Item That Is Dropped: 2 Horns

Level: 16

Location: Hunting Range - 65,000,000 B,C,

HP: 100

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evade: 10

Hit: 20

Tech Points: N/A

Experience Points: 66

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Anion

Attacks: Stretch

Charmable Items: N/A

Item That Is Dropped: 2 Petals

Level: 17

Location: Hunting Range - 65,000,000 B.C.

HP: 152

Attack: 50

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 9

Evade: 10

Hit: 20

Tech Points: 2
Experience Points: 72
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Avian Chaos

Attacks: Ding-a-ling / Chaos
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 6
Location: Guardia Forest - 1000 A.D.
HP: 45
Attack: 3
Defense: 127
Magic: 16
Magic Defense: 50
Speed: 4
Evade: 7
Hit: 12
Tech Points: 1
Experience Points: 4
Money: 18G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Avian Rex

Attacks: Grab and drop
Charmable Items: N/A
Item That Is Dropped: Feather
Level: 24
Location: Dactyl Nest - 65,000,000 B.C.
HP: 327
Attack: 55
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 15
Evade: 12
Hit: 26
Tech Points: 3
Experience Points: 129
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning
Added Note: N/A

Bantam Imp

Attacks: Crimson Rain / HP down
Charmable Items: AlloyBlade
Item That Is Dropped: N/A
Level: 30
Location: Mt. Woe - 12,000 B.C.
HP: 250
Attack: 32

Defense: 127
Magic: 12
Magic Defense: 50
Speed: 12
Evade: 14
Hit: 31
Tech Points: 6
Experience Points: 222
Money: 550G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A

Added Note: When you've taken off all 250 HP from the Bantam Imp, it'll fall down from the bird it was on, as the bird will be destroyed. Then, you'll be fighting a Stone Imp, rather than a Bantam Imp.

Barghest

Attacks: Combo: Inferno Toss, Combo: Muscle Fusion, Destruction Zone
Charmable Items: Shield
Item That Is Dropped: N/A
Level: 33
Location: Ocean Palace - 12,000 B.C.
HP: 450
Attack: 76
Defense: 127
Magic: 85
Magic Defense: 70
Speed: 10
Evade: 15
Hit: 33
Tech Points: 8
Experience Points: 376
Money: 400G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A

Added Note: Barghest enemies accompany Jinn enemies, and the Barghest enemies shield the Jinn enemies. To fix this problem, eliminate the Barghest enemy first.

Base

Attacks: Combo: Emblem, Grudge, Slash / Lightning
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 40
Location: Northern Ruins - 600 A.D.
HP: 88
Attack: 1
Defense: 127
Magic: 115
Magic Defense: 99
Speed: 7
Evade: 17
Hit: 39
Tech Points: 8
Experience Points: 377
Money: 650G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A

Added Note: Since the Base enemy is strong against physical attacks, use magic attacks to eliminate this particular enemy.

Basher

Attacks: Strike with cane

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 35

Location: Blackbird - 12,000 B.C.

HP: 150

Attack: 60

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 5

Evade: 16

Hit: 35

Tech Points: 8

Experience Points: 377

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Beast

Attacks: Charge, Horn Stab

Charmable Items: R'bow Helm

Item That Is Dropped: N/A

Level: 30

Location: Terra Cave - 12,000 B.C.

HP: 830

Attack: 40

Defense: 170

Magic: 10

Magic Defense: 50

Speed: 10

Evade: 14

Hit: 31

Tech Points: 5

Experience Points: 204

Money: 450G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: Everytime you attack this enemy, its attack power and magic power rise.

Beetle

Attacks: Charge, Wing Flap

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 1

Location: Guardia Forest - 1000 A.D.

HP: 12

Attack: 5

Defense: 127

Magic: 3

Magic Defense: 50

Speed: 7

Evade: 6
Hit: 8
Tech Points: 1
Experience Points: 3
Money: 15G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Bellbird
Attacks: Ding-a-ling / Chaos
Charmable Items: Heal
Item That Is Dropped: Heal
Level: 13
Location: Denadoro Mts. - 600 A.D.
HP: 94
Attack: 8
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 8
Evade: 9
Hit: 17
Tech Points: 2
Experience Points: 27
Money: 100G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Blob
Attacks: Counter: MP Buster / MP 0
Charmable Items: Magic Ring
Item That Is Dropped: Barrier
Level: 45
Location: Black Omen
HP: 1050
Attack: 25
Defense: 127
Magic: 25
Magic Defense: 50
Speed: 8
Evade: 19
Hit: 43
Tech Points: 0
Experience Points: 753
Money: 1250G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Blue Eaglet
Attacks: Dive, Poke, Scream / Slow, Wing Flap
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 2
Location: Guardia Forest - 600 A.D.

HP: 16
Attack: 6
Defense: 127
Magic: 4
Magic Defense: 50
Speed: 9
Evade: 6
Hit: 6
Tech Points: 1
Experience Points: 3
Money: 32G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Blue Imp

Attacks: Jump Kick, Kick
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 1
Location: Truce Canyon - 600 A.D.
HP: 13
Attack: 4
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 8
Evade: 6
Hit: 8
Tech Points: 1
Experience Points: 2
Money: 12G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Blue Scout

Attacks: Combo Counter: Delta Force / Shadow, Counter: Water 2, Rain / Water
Charmable Items: Shield
Item That Is Dropped: N/A
Level: 32
Location: Ocean Palace - 12,000 B.C.
HP: 300
Attack: 32
Defense: 220
Magic: 42
Magic Defense: 50
Speed: 10
Evade: 15
Hit: 32
Tech Points: 8
Experience Points: 234
Money: 250G
Absorbs: Fire, Lightning, Shadow
Cancels: N/A
Weaknesses: Water
Added Note: N/A

Blue Shield

Attacks: Counter: Smoke, Smoke

Charmable Items: N/A

Item That Is Dropped: Tonic

Level: 6

Location: Guardia Castle - 1000 A.D.

HP: 24

Attack: 8

Defense: 253

Magic: 3

Magic Defense: 100

Speed: 9

Evade: 7

Hit: 12

Tech Points: 1

Experience Points: 11

Money: 45G

Absorbs: N/A

Cancel: Lightning

Weaknesses: N/A

Added Note: At first glance, you might think that the Blue Shield enemy takes an extremely long time to beat; this isn't true. Just wait until it moves its shield, then attack it. When it moves its shield, it will become known as the Yodu De enemy.

Boss Orb

Attacks: Flame Bomber, Lock All

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 46

Location: Black Omen

HP: 850

Attack: 22

Defense: 127

Magic: 150

Magic Defense: 50

Speed: 16

Evade: 19

Hit: 44

Tech Points: 0

Experience Points: 0

Money: 750G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Bug

Attacks: Sonic Wave / Sleep, Wing Flap

Charmable Items: Heal

Item That Is Dropped: Heal

Level: 8

Location: Arris Dome - 2300 A.D.

HP: 89

Attack: 8

Defense: 127

Magic: 5

Magic Defense: 50

Speed: 10

Evade: 8

Hit: 13
Tech Points: 1
Experience Points: 26
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Bugger

Attacks: Attack anything that moves / Shadow, Electricity, Spin Tackle
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 7
Location: Arris Dome - 2300 A.D., Proto Dome - 2300 A.D.
HP: 100
Attack: 10
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 15
Evade: 7
Hit: 12
Tech Points: 1
Experience Points: 18
Money: 45G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning
Added Note: N/A

Byte

Attacks: Missile
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 35
Location: Blackbird - 12,000 B.C.
HP: 192
Attack: 40
Defense: 192
Magic: 6
Magic Defense: 50
Speed: 9
Evade: 16
Hit: 35
Tech Points: 8
Experience Points: 378
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Cave Ape

Attacks: Grab and drop, Pick up and throw, Scratch
Charmable Items: N/A
Item That Is Dropped: Fang
Level: 23
Location: Dactyl Nest - 65,000,000 B.C., Tyrano Lair - 65,000,000 B.C.
HP: 436

Attack: 50
Defense: 100
Magic: 10
Magic Defense: 90
Speed: 11
Evade: 12
Hit: 25
Tech Points: 3
Experience Points: 123
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Cave Bat

Attacks: Blood suck, Sonic Wave / Sleep
Charmable Items: Revive
Item That Is Dropped: N/A
Level: 12
Location: Heckran Cave - 1000 A.D.
HP: 108
Attack: 5
Defense: 255
Magic: 10
Magic Defense: 50
Speed: 13
Evade: 10
Hit: 16
Tech Points: 1
Experience Points: 28
Money: 40G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: These enemies are very strong against physical attacks, so use magic attacks to defeat them.

Crater

Attacks: Volcanic Bomb
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 8
Location: Lab 16 - 2300 A.D.
HP: 80
Attack: 15
Defense: 127
Magic: 5
Magic Defense: 25
Speed: 8
Evade: 8
Hit: 13
Tech Points: 1
Experience Points: 15
Money: 35G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Croaker

Attacks: Tongue
Charmable Items: 2 Fangs
Item That Is Dropped: N/A
Level: 16
Location: Hunting Range - 65,000,000 B.C.
HP: 100
Attack: 1
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 1
Evade: 10
Hit: 20
Tech Points: 0
Experience Points: 66
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning
Added Note: N/A

Cybot

Attacks: Cybot Music / Chaos, Iron Orb
Charmable Items: Power Meal
Item That Is Dropped: HyperEther
Level: 49
Location: Black Omen
HP: 1800
Attack: 32
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 12
Evade: 20
Hit: 46
Tech Points: 16
Experience Points: 728
Money: 750G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Cyrus

Attacks: Grudge
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 40
Location: Northern Ruins - 1000 A.D.
HP: 2000
Attack: 50
Defense: 255
Magic: 50
Magic Defense: 100
Speed: 1
Evade: 17
Hit: 100
Tech Points: 0
Experience Points: 0

Money: 0G

Absorbs: N/A

Cancel: Fire, Lightning, Shadow, Water

Weaknesses: N/A

Added Note: Cyrus can be defeated if you use non-elemental (non magic) Dual Techs or Triple Techs. He's not an actual boss, though.

Debugger

Attacks: Electricity, Laser / Shadow

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 9

Location: Factory - 2300 A.D.

HP: 130

Attack: 12

Defense: 127

Magic: 3

Magic Defense: 50

Speed: 11

Evade: 8

Hit: 14

Tech Points: 1

Experience Points: 24

Money: 50G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Debuggest

Attacks: Electricity, Laser / Shadow, Laser Spin / Shadow, Stomp

Charmable Items: Elixir

Item That Is Dropped: Shield

Level: 35

Location: Geno Dome - 2300 A.D.

HP: 1024

Attack: 100

Defense: 127

Magic: 12

Magic Defense: 50

Speed: 6

Evade: 16

Hit: 35

Tech Points: 8

Experience Points: 452

Money: 450G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Deceased

Attacks: Javelin

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 12

Location: Zenan Bridge - 600 A.D.

HP: 110

Attack: 17

Defense: 250

Magic: -1
Magic Defense: 50
Speed: 8
Evade: 9
Hit: 16
Tech Points: 2
Experience Points: 38
Money: 20G
Absorbs: Shadow
Cancels: N/A
Weaknesses: N/A
Added Note: Since this enemy is strong against physical attacks, using magic attacks help a lot more.

Decedent
Attacks: Jump, Jump Stab, Stab
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 6
Location: Magus's Lair - 600 A.D.
HP: 67
Attack: 12
Defense: 127
Magic: 7
Magic Defense: 0
Speed: 11
Evade: 7
Hit: 12
Tech Points: 1
Experience Points: 12
Money: 90G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning
Added Note: N/A

Defunct
Attacks: Charge, Combo: Emblem, Stab
Charmable Items: Elixir
Item That Is Dropped: Lapis
Level: 20
Location: Northern Ruins - 600 A.D.
HP: 1450
Attack: 255
Defense: 127
Magic: 40
Magic Defense: 50
Speed: 14
Evade: 11
Hit: 23
Tech Points: 18
Experience Points: 474
Money: 500G
Absorbs: Shadow
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Departed
Attacks: Counter: Jump, Jump

Charmable Items: Elixir

Item That Is Dropped: Lapis

Level: 40

Location: Northern Ruins - 600 A.D.

HP: 1650

Attack: 255

Defense: 192

Magic: 10

Magic Defense: 95

Speed: 14

Evade: 17

Hit: 39

Tech Points: 0

Experience Points: 555

Money: 500G

Absorbs: Shadow

Cancel: N/A

Weaknesses: N/A

Added Note: When a Defunct enemy is damaged, if they fuse with a Base enemy,
they form the Departed enemy.

Diablos

Attacks: Savate, Spin Kick

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 4

Location: Cathedral - 600 A.D., Medina Village - 1000 A.D.

HP: 50

Attack: 6

Defense: 127

Magic: 2

Magic Defense: 50

Speed: 13

Evade: 6

Hit: 10

Tech Points: 1

Experience Points: 10

Money: 60G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Edger

Attacks: Slap

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 15

Location: Sewer Access - 2300 A.D.

HP: 160

Attack: 18

Defense: 150

Magic: 7

Magic Defense: 19

Speed: 10

Evade: 10

Hit: 19

Tech Points: 1

Experience Points: 18

Money: 0G

Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Evilweevil

Attacks: Horn Stab, Slurp juice out
Charmable Items: Dream Gun
Item That Is Dropped: Feather
Level: 17
Location: Reptite Lair - 65,000,000 B.C.
HP: 158
Attack: 27
Defense: 192
Magic: 7
Magic Defense: 25
Speed: 8
Evade: 10
Hit: 20
Tech Points: 2
Experience Points: 81
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Flea?

Attacks: MP Buster / MP goes to 0
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 0
Location: Magus's Lair - 600 A.D.
HP: 20
Attack: 1
Defense: 127
Magic: 15
Magic Defense: 50
Speed: 1
Evade: 1
Hit: 100
Tech Points: 0
Experience Points: 0
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: This isn't the real Flea; simply attack it and you'll defeat it.
Be careful, however, as it uses MP Buster, which drains one party member's MP down to 0, after you kill it.

Flunky

Attacks: Slash / Lightning, Spincut, Strike
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 22
Location: Magus's Lair - 600 A.D.
HP: 390
Attack: 28
Defense: 127

Magic: 7
Magic Defense: 30
Speed: 10
Evade: 12
Hit: 24
Tech Points: 2
Experience Points: 127
Money: 170G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Flyclops

Attacks: Absorb / Steal MP
Charmable Items: Gold Stud
Item That Is Dropped: N/A
Level: 47
Location: Black Omen
HP: 900
Attack: 1
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 8
Evade: 19
Hit: 44
Tech Points: 10
Experience Points: 575
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Fly Trap

Attacks: Pollen / Poison
Charmable Items: Dream Bow
Item That Is Dropped: Petal
Level: 17
Location: Reptite Lair - 65,000,000 B.C.
HP: 316
Attack: 10
Defense: 64
Magic: 5
Magic Defense: 50
Speed: 5
Evade: 10
Hit: 20
Tech Points: 2
Experience Points: 86
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Physical attacks
Added Note: N/A

Fossil Ape

Attacks: Punch, Throw
Charmable Items: MegaElixir

Item That Is Dropped: Lapis

Level: 35

Location: Giant's Claw - 600 A.D.

HP: 1800

Attack: 180

Defense: 100

Magic: 10

Magic Defense: 80

Speed: 12

Evade: 16

Hit: 35

Tech Points: 15

Experience Points: 533

Money: 450G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Free Lancer

Attacks: Counter: Charge Strike, Spin Sword, Throwing Knife

Charmable Items: Barrier

Item That Is Dropped: N/A

Level: 14

Location: Denadoro Mts. - 600 A.D.

HP: 110

Attack: 20

Defense: 127

Magic: 7

Magic Defense: 50

Speed: 8

Evade: 9

Hit: 18

Tech Points: 8

Experience Points: 35

Money: 129G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Gargoyle

Attacks: Combo tech / HP 1, Mantra, Savate

Charmable Items: Big Hand

Item That Is Dropped: N/A

Level: 31

Location: Mt. Woe - 12,000 B.C.

HP: 260

Attack: 60

Defense: 100

Magic: 12

Magic Defense: 50

Speed: 11

Evade: 15

Hit: 32

Tech Points: 6

Experience Points: 216

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Gato

Attacks: Counter: Multi-Punch, Gato's Song of Love, Punching Glove

Charmable Items: Power Meal

Item That Is Dropped: N/A

Level: 1

Location: Millennial Fair - 1000 A.D.

HP: 76

Attack: 7

Defense: 127

Magic: 8

Magic Defense: 50

Speed: 8

Evade: 6

Hit: 100

Tech Points: 1

Experience Points: 10

Money: 0G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Gigasaur

Attacks: Counter: Ultra-electrical discharge, Flame

Charmable Items: Ruby Armor

Item That Is Dropped: Barrier

Level: 35

Location: Giant's Claw - 600 A.D.

HP: 2250

Attack: 255

Defense: 255

Magic: 92

Magic Defense: 30

Speed: 10

Evade: 16

Hit: 35

Tech Points: 15

Experience Points: 584

Money: 450G

Absorbs: N/A

Cancels: N/A

Weaknesses: Lightning

Added Note: Since this enemy is strong against physical attacks, use lightning (e.g. *Luminaire) on it to lower its defense. Once its defense is lowered, let loose with your strongest physical/magical attacks.

Gnasher

Attacks: Bite, Bite / Poison

Charmable Items: N/A

Item That Is Dropped: Revive

Level: 3

Location: Cathedral - 600 A.D., Guardia Castle - 1000 A.D.

HP: 90

Attack: 8

Defense: 127

Magic: 1

Magic Defense: 10

Speed: 7
Evade: 7
Hit: 9
Tech Points: 1
Experience Points: 8
Money: 70G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Gnawer

Attacks: Bite, Counter: Chomp Frogs
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 13
Location: Cursed Woods - 600 A.D.
HP: 210
Attack: 5
Defense: 127
Magic: 35
Magic Defense: 50
Speed: 11
Evade: 9
Hit: 17
Tech Points: 2
Experience Points: 26
Money: 300G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Goblin

Attacks: Punch
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 14
Location: Denadoro Mts. - 600 A.D.
HP: 146
Attack: 5
Defense: 0
Magic: 10
Magic Defense: 0
Speed: 15
Evade: 9
Hit: 18
Tech Points: 2
Experience Points: 32
Money: 80G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Gold Eaglet

Attacks: Claw, Dive, Transform into Red Eaglet
Charmable Items: Ether
Item That Is Dropped: N/A
Level: 15

Location: Forest Maze - 65,000,000 B.C.

HP: 400

Attack: 21

Defense: 127

Magic: 7

Magic Defense: 50

Speed: 6

Evade: 10

Hit: 19

Tech Points: 2

Experience Points: 57

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: Keep fighting this enemy, and it'll eventually transform into a Red Eaglet enemy, so be aware of that.

Goon

Attacks: Crescent Moon, Hear ye, hear ye..., Hurricane, The Drop / HP down by 1/2!, Wing Blow / Chaos

Charmable Items: Nova Armor

Item That Is Dropped: N/A

Level: 45

Location: Black Omen

HP: 2800

Attack: 30

Defense: 127

Magic: 30

Magic Defense: 50

Speed: 12

Evade: 19

Hit: 100

Tech Points: 15

Experience Points: 850

Money: 800G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning, Shadow

Added Note: N/A

Green Imp

Attacks: Counter: Jump Kick, Jump Kick, Pebble Throw

Charmable Items: N/A

Item That Is Dropped: Tonic

Level: 2

Location: Guardia Forest - 600 A.D., Truce Canyon - 600 A.D.

HP: 32

Attack: 4

Defense: 127

Magic: 1

Magic Defense: 50

Speed: 8

Evade: 6

Hit: 8

Tech Points: 1

Experience Points: 4

Money: 24G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Gremlin

Attacks: Bite, Counter: Bite

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 18

Location: Magic Cave - 600 A.D.

HP: 110

Attack: 17

Defense: 250

Magic: 7

Magic Defense: 50

Speed: 17

Evade: 11

Hit: 21

Tech Points: 2

Experience Points: 51

Money: 70G

Absorbs: N/A

Cancel: N/A

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use magic attacks to defeat it.

Grimalkin

Attacks: Flying Spin Kick, Savate

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 19

Location: Magus's Lair - 600 A.D.

HP: 120

Attack: 35

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 11

Evade: 11

Hit: 22

Tech Points: 3

Experience Points: 114

Money: 180G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

Groupie

Attacks: Bow, Poison Arrows

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 23

Location: Magus's Lair - 600 A.D.

HP: 390

Attack: 42

Defense: 127

Magic: 7

Magic Defense: 30

Speed: 9

Evade: 12
Hit: 25
Tech Points: 2
Experience Points: 113
Money: 210G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Guard

Attacks: Smash, Strike
Charmable Items: N/A
Item That Is Dropped: Tonic
Level: 6
Location: Guardia Castle - 1000 A.D.
HP: 60
Attack: 9
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 8
Evade: 7
Hit: 12
Tech Points: 1
Experience Points: 10
Money: 70G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Hench

Attacks: Hammer Punch / Knock back, Punch, Rolling Attack
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 5
Location: Cathedral - 600 A.D., Heckran Cave - 1000 A.D., Medina Village -
1000 A.D.
HP: 49
Attack: 10
Defense: 200
Magic: 0
Magic Defense: 10
Speed: 7
Evade: 7
Hit: 11
Tech Points: 1
Experience Points: 11
Money: 135G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Hench (The Purple Hench That Appears In Magus's Lair)

Attacks: Crimson Rain / HP down, Punch, Rolling Attack
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 19

Location: Magus's Lair - 600 A.D.
HP: 180
Attack: 33
Defense: 127
Magic: 4
Magic Defense: 50
Speed: 9
Evade: 11
Hit: 22
Tech Points: 2
Experience Points: 93
Money: 200G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Hetake
Attacks: Charge
Charmable Items: N/A
Item That Is Dropped: Tonic
Level: 1
Location: Guardia Forest - 1000 A.D.
HP: 14
Attack: 4
Defense: 127
Magic: 2
Magic Defense: 50
Speed: 5
Evade: 6
Hit: 8
Tech Points: 1
Experience Points: 3
Money: 16G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Hexapod
Attacks: I'll shred ya / HP 1, Needle, Slap
Charmable Items: Barrier
Item That Is Dropped: Lapis
Level: 28
Location: Sunken Desert - 600 A.D.
HP: 1000
Attack: 200
Defense: 192
Magic: 10
Magic Defense: 50
Speed: 9
Evade: 14
Hit: 35
Tech Points: 15
Experience Points: 408
Money: 600G
Absorbs: N/A
Cancels: N/A
Weaknesses: Shadow, Water
Added Note: If you use ice/water attacks on this enemy, its defense will lower

considerably, thus giving you an opportunity to inflict some good damage on it.

Imp Ace

Attacks: Scream / Slow

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 12

Location: Truce Canyon - 600 A.D.

HP: 54

Attack: 15

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 9

Evade: 9

Hit: 16

Tech Points: 1

Experience Points: 11

Money: 45G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Incognito

Attacks: Counter: Lock, Sleep Bubble

Charmable Items: MuscleRing

Item That Is Dropped: N/A

Level: 45

Location: Black Omen

HP: 110

Attack: 255

Defense: 253

Magic: 70

Magic Defense: 100

Speed: 14

Evade: 19

Hit: 43

Tech Points: 10

Experience Points: 378

Money: 2000G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: At first glance, you might think that the Incognito enemy takes an extremely long time to beat; this isn't true. Just wait until it moves its shield, then attack it. When it moves its shield, it will become known as the PeepingDoom enemy.

Ion

Attacks: Stretch

Charmable Items: N/A

Item That Is Dropped: 2 Feathers

Level: 17

Location: Hunting Range - 65,000,000 B.C.

HP: 152

Attack: 50

Defense: 127

Magic: 10

Magic Defense: 50
Speed: 9
Evade: 10
Hit: 20
Tech Points: 0
Experience Points: 72
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Jinn

Attacks: Combo: Inferno Toss, Combo: Muscle Fusion

Charmable Items: N/A

Item That Is Dropped: Lapis

Level: 33

Location: Hunting Range - 65,000,000 B.C.

HP: 450

Attack: 76

Defense: 255

Magic: 85

Magic Defense: 100

Speed: 16

Evade: 15

Hit: 33

Tech Points: 8

Experience Points: 303

Money: 400G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: The Jinn enemy accompanies a Barghest enemy. In order for you to harm this enemy, you must defeat the Barghest enemy first.

Jinn Bottle

Attacks: Absorb / Steal MP, Drain / Absorbs HP

Charmable Items: Shield

Item That Is Dropped: N/A

Level: 12

Location: Heckran Cave - 1000 A.D.

HP: 97

Attack: 17

Defense: 253

Magic: 5

Magic Defense: 50

Speed: 11

Evade: 9

Hit: 16

Tech Points: 2

Experience Points: 34

Money: 50G

Absorbs: N/A

Cancels: N/A

Weaknesses: Fire, Lighting, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use magic attacks to defeat it.

Juggler

Attacks: Combo Counter: Fire Wheel, Flame

Charmable Items: N/A
Item That Is Dropped: N/A
Level: 20
Location: Magus's Lair - 600 A.D.
HP: 450
Attack: 10
Defense: 253
Magic: 10
Magic Defense: 50
Speed: 8
Evade: 11
Hit: 23
Tech Points: 3
Experience Points: 128
Money: 220G
Absorbs: N/A
Cancels: N/A

Weaknesses: Fire, Lighting, Shadow, Water

Added Note: If you attack this enemy with a physical attack, its defense will rise, and its magic defense will lower. If you hit it with a magic attack, its magic defense will rise, and its defense will lower. Overall, this is a very tricky enemy to beat, so when its magic defense is lowered, use a magic attack, and when its physical defense is lowered, use physical attacks.

Kilwala

Attacks: Charge

Charmable Items: N/A

Item That Is Dropped: Petal

Level: 12

Location: Mystic Mountain - 65,000,000 B.C.

HP: 196

Attack: 20

Defense: 127

Magic: 10

Magic Defense: 80

Speed: 11

Evade: 9

Hit: 17

Tech Points: 2

Experience Points: 42

Money: 0G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Kraker

Attacks: Chomp

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 36

Location: Death Peak - 2300 A.D.

HP: 500

Attack: 84

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 9

Evade: 16

Hit: 36
Tech Points: 0
Experience Points: 378
Money: 300G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Laser Guard

Attacks: Laser / Shadow, Self-destruct
Charmable Items: Full Tonic
Item That Is Dropped: N/A
Level: 30
Location: Black Omen, Geno Dome - 2300 A.D.
HP: 400
Attack: 1
Defense: 100
Magic: 40
Magic Defense: 30
Speed: 10
Evade: 14
Hit: 31
Tech Points: 8
Experience Points: 3
Money: 120G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Lasher

Attacks: Combo Counter: X-Strike, Strike
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 35
Location: Ocean Palace - 12,000 B.C.
HP: 666
Attack: 110
Defense: 83
Magic: 10
Magic Defense: 50
Speed: 11
Evade: 16
Hit: 35
Tech Points: 8
Experience Points: 365
Money: 850G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Leaper

Attacks: Stomp
Charmable Items: Elixir
Item That Is Dropped: Shield
Level: 35
Location: Giant's Claw - 600 A.D.
HP: 800

Attack: 200
Defense: 192
Magic: 85
Magic Defense: 30
Speed: 13
Evade: 16
Hit: 35
Tech Points: 10
Experience Points: 412
Money: 360G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Lizardactyl

Attacks: Charge, Dive, Grab and drop, Wing Blow / Chaos
Charmable Items: HyperEther
Item That Is Dropped: N/A
Level: 38
Location: Giant's Claw - 600 A.D.
HP: 950
Attack: 80
Defense: 127
Magic: 120
Magic Defense: 50
Speed: 12
Evade: 17
Hit: 37
Tech Points: 8
Experience Points: 444
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Macabre

Attacks: Carve, Crimson Rain / HP down, Scythe
Charmable Items: Full Ether
Item That Is Dropped: Ether
Level: 37
Location: Death Peak - 2300 A.D.
HP: 582
Attack: 92
Defense: 127
Magic: 5
Magic Defense: 50
Speed: 10
Evade: 16
Hit: 100
Tech Points: 2
Experience Points: 427
Money: 500G
Absorbs: N/A
Cancels: N/A
Weaknesses: Shadow
Added Note: N/A

Mad Bat

Attacks: Drain Suck / Steal HP
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 4
Location: Cathedral - 600 A.D.
HP: 18
Attack: 5
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 10
Evade: 14
Hit: 10
Tech Points: 1
Experience Points: 6
Money: 75G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Mage

Attacks: Energy Ball, Lock, Punch
Charmable Items: Barrier
Item That Is Dropped: Lapis
Level: 34
Location: Ocean Palace - 12,000 B.C.
HP: 480
Attack: 40
Defense: 127
Magic: 7
Magic Defense: 70
Speed: 7
Evade: 15
Hit: 34
Tech Points: 8
Experience Points: 300
Money: 550G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Man Eater

Attacks: Blizzard / Chaos, Heal
Charmable Items: Pearl Edge
Item That Is Dropped: N/A
Level: 29
Location: Mt. Woe - 12,000 B.C.
HP: 250
Attack: 70
Defense: 127
Magic: 12
Magic Defense: 65
Speed: 9
Evade: 14
Hit: 30
Tech Points: 6
Experience Points: 253
Money: 750G

Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Martello

Attacks: Laser / Shadow
Charmable Items: HyperEther
Item That Is Dropped: N/A
Level: 44
Location: Black Omen
HP: 1245
Attack: 1
Defense: 127
Magic: 85
Magic Defense: 50
Speed: 1
Evade: 18
Hit: 42
Tech Points: 10
Experience Points: 554
Money: 400G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Meat Eater

Attacks: Charge, Heal, Pollen / Poison
Charmable Items: N/A
Item That Is Dropped: Ether
Level: 7
Location: Lab 16 - 2300 A.D.
HP: 75
Attack: 13
Defense: 127
Magic: 6
Magic Defense: 50
Speed: 6
Evade: 10
Hit: 12
Tech Points: 1
Experience Points: 19
Money: 60G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Megasaur

Attacks: Fire Breath / Fire, Horn Stab
Charmable Items: Aeon Blade
Item That Is Dropped: Fang
Level: 18
Location: Reptite Lair - 65,000,000 B.C.
HP: 830
Attack: 33
Defense: 250
Magic: 25
Magic Defense: 40

Speed: 8
Evade: 11
Hit: 21
Tech Points: 2
Experience Points: 147
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning
Added Note: Since this enemy is strong against physical attacks, use lightning (e.g. *Luminaire) on it to lower its defense. Once its defense is lowered, let loose with your strongest physical/magical attacks.

Metal Mute

Attacks: Crimson Rain / HP down, Shining Bit / Lightning, Tentacle / Absorbs HP

Charmable Items: HyperEther

Item That Is Dropped: N/A

Level: 48

Location: Black Omen

HP: 1980

Attack: 20

Defense: 127

Magic: 13

Magic Defense: 50

Speed: 13

Evade: 20

Hit: 100

Tech Points: 16

Experience Points: 685

Money: 1100G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Mohavor

Attacks: Counter: Lock, Punch, Sand Breath / Darkness, Sand Cyclone

Charmable Items: Shield

Item That Is Dropped: N/A

Level: 28

Location: Sunken Desert - 600 A.D.

HP: 400

Attack: 160

Defense: 100

Magic: 27

Magic Defense: 50

Speed: 8

Evade: 50

Hit: 29

Tech Points: 15

Experience Points: 348

Money: 550G

Absorbs: N/A

Cancels: N/A

Weaknesses: Shadow, Water

Added Note: N/A

Mutant

Attacks: Head Butt, Tentacle / Absorbs HP

Charmable Items: Full Tonic
Item That Is Dropped: N/A
Level: 10
Location: Lab 16 - 2300 A.D., Lab 32 - 2300 A.D.
HP: 300
Attack: 13
Defense: 127
Magic: 8
Magic Defense: 50
Speed: 12
Evade: 8
Hit: 100
Tech Points: 1
Experience Points: 22
Money: 30G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Naga-ette

Attacks: Naga-ette's (Heart symbol) / Slow spell!
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 3
Location: Cathedral - 600 A.D., Guardia Castle - 1000 A.D.
HP: 60
Attack: 7
Defense: 180
Magic: 5
Magic Defense: 10
Speed: 9
Evade: 6
Hit: 9
Tech Points: 1
Experience Points: 8
Money: 80G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Nereid

Attacks: Lightning, Water
Charmable Items: Ether
Item That Is Dropped: N/A
Level: 12
Location: Sewer Access - 2300 A.D.
HP: 138
Attack: 5
Defense: 150
Magic: 2
Magic Defense: 50
Speed: 8
Evade: 9
Hit: 16
Tech Points: 1
Experience Points: 22
Money: 100G
Absorbs: N/A

Cancels: N/A
Weaknesses: Lightning, Shadow
Added Note: N/A

Nu

Attacks: Head Butt / Damage 1, Head Butt / HP 1
Charmable Items: Mop
Item That Is Dropped: Third Eye (You can get this only on your first ever
fight with the Nu), 3 Fangs, 3 Feathers, 3
Horns, 3 Petals

Level: 1

Location: Cursed Woods - 600 A.D., Enhasa - 12,000 B.C., Hunting Range -
65,000,000 B.C.

HP: 1234

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evade: 10

Hit: 100

Tech Points: 15

Experience Points: 124

Money: 0G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Octoblush

Attacks: Flame, Ink / Darkness, Leech

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 12

Location: Heckran Cave - 1000 A.D.

HP: 80

Attack: 16

Defense: 200

Magic: 7

Magic Defense: 30

Speed: 7

Evade: 9

Hit: 16

Tech Points: 1

Experience Points: 28

Money: 35G

Absorbs: N/A

Cancels: N/A

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use magic
attacks to defeat it.

Octopod

Attacks: Drain Suck / Steal HP

Charmable Items: Mid Ether

Item That Is Dropped: N/A

Level: 7

Location: Lab 16 - 2300 A.D.

HP: 130

Attack: 8

Defense: 77
Magic: 10
Magic Defense: 90
Speed: 8
Evade: 7
Hit: 12
Tech Points: 1
Experience Points: 12
Money: 10G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning
Added Note: N/A

Ogan

Attacks: Punch
Charmable Items: Shield
Item That Is Dropped: N/A
Level: 14
Location: Denadoro Mts. - 600 A.D.
HP: 146
Attack: 35
Defense: 240
Magic: 10
Magic Defense: 75
Speed: 12
Evade: 9
Hit: 18
Tech Points: 2
Experience Points: 32
Money: 80G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire
Added Note: First off, use a fire attack on this enemy to destroy its hammer. Once the hammer is destroyed, the Ogan enemy will become a Goblin enemy. Once it is a Goblin, you can actually cause some damage to it, as it is a lot more vulnerable when it is a Goblin.

Omicrone

Attacks: Hammer, Mortal Blow
Charmable Items: N/A
Item That Is Dropped: Ether
Level: 6
Location: Guardia Castle - 1000 A.D., Magus's Lair - 600 A.D., Medina Village - 1000 A.D.
HP: 218
Attack: 42
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 11
Evade: 7
Hit: 100
Tech Points: 1
Experience Points: 22
Money: 55G
Absorbs: N/A
Cancels: Fire, Lightning, Shadow, Water
Weaknesses: N/A

Added Note: Since this enemy cancels all types of magic attacks, you'll have to use physical attacks to defeat it.

Outlaw

Attacks: Combo: Fire Wheel, Throwing Knife

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 21

Location: Magus's Lair - 600 A.D.

HP: 182

Attack: 40

Defense: 127

Magic: 8

Magic Defense: 50

Speed: 10

Evade: 12

Hit: 24

Tech Points: 3

Experience Points: 104

Money: 90G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Pahoehoe (Shist)

Attacks: Volcanic Bomb

Charmable Items: Petal

Item That Is Dropped: Petal

Level: 23

Location: Dactyl Nest - 65,000,000 B.C.

HP: 250

Attack: 35

Defense: (Pahoehoe) 135, (Shist) 180

Magic: 10

Magic Defense: (Pahoehoe) 50, (Shist) 60

Speed: (Pahoehoe) 16, (Shist) 1

Evade: 12

Hit: 25

Tech Points: 3

Experience Points: 94

Money: 0G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: If this enemy appears with a Cave Ape enemy, the Cave Ape enemy will throw this enemy. If you encounter this enemy alone, it'll turn into a Pahoehoe enemy.

Panel

Attacks: Combo: Dark Plasma / Shadow, Laser / Shadow, Missile

Charmable Items: Speed Tab

Item That Is Dropped: N/A

Level: 48

Location: Black Omen

HP: 1875

Attack: 255

Defense: 127

Magic: 45

Magic Defense: 50

Speed: 9
Evade: 18
Hit: 42
Tech Points: 12
Experience Points: 800
Money: 500G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

PeepingDoom

Attacks: Counter: Lock, Sleep Bubble
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 14
Location: Black Omen
HP: 1
Attack: 255
Defense: 127
Magic: 70
Magic Defense: 50
Speed: 14
Evade: 19
Hit: 43
Tech Points: 10
Experience Points: 378
Money: 450G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: This enemy appears when the Incognito enemy stops hiding behind its shield.

Poly

Attacks: Polyhymnia, Spin Attack
Charmable Items: Ether
Item That Is Dropped: Tonic
Level: 7
Location: Truce Canyon - 600 A.D.
HP: 99
Attack: 11
Defense: 127
Magic: 1
Magic Defense: 30
Speed: 6
Evade: 7
Hit: 12
Tech Points: 2
Experience Points: 7
Money: 35G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Proto 2

Attacks: Machine Gun, Tackle
Charmable Items: N/A
Item That Is Dropped: Tonic

Level: 11
Location: Arris Dome - 2300 A.D., Lab 32 - 2300 A.D.
HP: 128
Attack: 11
Defense: 127
Magic: 8
Magic Defense: 50
Speed: 10
Evade: 8
Hit: 14
Tech Points: 1
Experience Points: 22
Money: 50G
Absorbs: N/A
Cancels: N/A
Weaknesses: Shadow
Added Note: N/A

Proto 3
Attacks: Fire Breath / Fire, Machine Gun, Tackle
Charmable Items: Full Tonic
Item That Is Dropped: N/A
Level: 11
Location: Factory - 2300 A.D.
HP: 256
Attack: 14
Defense: 127
Magic: 12
Magic Defense: 50
Speed: 9
Evade: 9
Hit: 16
Tech Points: 1
Experience Points: 33
Money: 600G
Absorbs: N/A
Cancels: N/A
Weaknesses: Shadow
Added Note: N/A

Proto 4
Attacks: Cure Beam, Mystic Ray / Shadow, Tackle
Charmable Items: Elixir
Item That Is Dropped: Barrier
Level: 38
Location: Geno Dome - 2300 A.D.
HP: 1024
Attack: 100
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 7
Evade: 17
Hit: 37
Tech Points: 8
Experience Points: 477
Money: 800G
Absorbs: N/A
Cancels: N/A
Weaknesses: Lightning

Added Note: N/A

Rain Frog

Attacks: Tongue

Charmable Items: 2 Feathers

Item That Is Dropped: N/A

Level: 16

Location: Hunting Range - 65,000,000 B.C.

HP: 100

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evade: 10

Hit: 100

Tech Points: 0

Experience Points: 66

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: Lightning

Added Note: N/A

Rat

Attacks: Gnaw

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 7

Location: Arris Dome - 2300 A.D., Sewer Access - 2300 A.D.

HP: 45

Attack: 10

Defense: 127

Magic: 0

Magic Defense: 0

Speed: 17

Evade: 12

Hit: 12

Tech Points: 1

Experience Points: 18

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: Shadow

Added Note: N/A

Reaper

Attacks: Carve, Drain / Absorbs HP, Triple Carve

Charmable Items: Elixir

Item That Is Dropped: N/A

Level: 40

Location: Northern Ruins - 600 A.D.

HP: 1450

Attack: 0

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 15

Evade: 17

Hit: 0

Tech Points: 18
Experience Points: 518
Money: 700G
Absorbs: Shadow
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Red Eaglet
Attacks: Fire Breath / Fire
Charmable Items: N/A
Item That Is Dropped: Feather
Level: 17
Location: Forest Maze - 65,000,000 B.C.
HP: 400
Attack: 28
Defense: 170
Magic: 14
Magic Defense: 50
Speed: 15
Evade: 10
Hit: 19
Tech Points: 2
Experience Points: 69
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Red Scout
Attacks: Combo Counter: Delta Force / Shadow, Counter: Frame Bomber, Crimson
Rain / HP down
Charmable Items: Barrier
Item That Is Dropped: N/A
Level: 32
Location: Ocean Palace - 12,000 B.C.
HP: 300
Attack: 32
Defense: 220
Magic: 60
Magic Defense: 50
Speed: 9
Evade: 15
Hit: 32
Tech Points: 8
Experience Points: 234
Money: 250G
Absorbs: Lightning, Water
Cancels: N/A
Weaknesses: Fire, Shadow
Added Note: N/A

Reptite
Attacks: Combination Kick, Sleep Bubble
Charmable Items: Magma Hand
Item That Is Dropped: Petal
Level: 15
Location: Mystic Mountain - 65,000,000 B.C., Reptite Lair - 65,000,000 B.C.
HP: 336

Attack: 20
Defense: 200
Magic: 7
Magic Defense: 30
Speed: 10
Evade: 10
Hit: 19
Tech Points: 2
Experience Points: 72
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Reptite (The Purple Reptite That Appears In The Tyrano Lair)

Attacks: Flashing Slap, Punch Volcano

Charmable Items: N/A

Item That Is Dropped: Mid Tonic

Level: 25

Location: Tyrano Lair - 65,000,000 B.C.

HP: 336

Attack: 40

Defense: 150

Magic: 10

Magic Defense: 50

Speed: 11

Evade: 13

Hit: 27

Tech Points: 4

Experience Points: 123

Money: 0G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Roly

Attacks: Spin Attack

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 2

Location: Guardia Forest - 600 A.D., Truce Canyon - 600 A.D.

HP: 24

Attack: 5

Defense: 127

Magic: 1

Magic Defense: 50

Speed: 7

Evade: 6

Hit: 8

Tech Points: 1

Experience Points: 3

Money: 25G

Absorbs: N/A

Cancels: N/A

Weaknesses: N/A

Added Note: N/A

Roly Bomber

Attacks: Self-destruct / Foe, Self-destruct / Friend
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 1
Location: Magus's Lair - 600 A.D.
HP: 99
Attack: 1
Defense: 127
Magic: 13
Magic Defense: 0
Speed: 1
Evade: 6
Hit: 100
Tech Points: 3
Experience Points: 72
Money: 100G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Rolypoly

Attacks: Spin Jump
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 9
Location: Heckran Cave - 1000 A.D.
HP: 50
Attack: 14
Defense: 230
Magic: 1
Magic Defense: 50
Speed: 10
Evade: 8
Hit: 14
Tech Points: 1
Experience Points: 31
Money: 50G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: N/A

Roly Rider

Attacks: Charge, Rollo Shoot
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 2
Location: Guardia Forest - 600 A.D., Truce Canyon - 600 A.D.
HP: 30
Attack: 6
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 7
Evade: 6
Hit: 8
Tech Points: 2
Experience Points: 5
Money: 40G

Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Rubble

Attacks: Lock ALL, Run Away
Charmable Items: N/A
Item That Is Dropped: Mid Ether
Level: 30
Location: Mt. Woe - 12,000 B.C.
HP: 500
Attack: 1
Defense: 140
Magic: 10
Magic Defense: 100
Speed: 16
Evade: 75
Hit: 100
Tech Points: 100
Experience Points: 1000
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A

Added Note: At the very start of the battle against this creature, it'll use a move that disables your entire group from using items or magic, so your only option at that point will be to use physical attacks to defeat this creature. Keep in mind, though, since this creature has 75 Evade, it'll be VERY hard for you to even touch this enemy. It IS possible to defeat this enemy, however.

Ruminator

Attacks: Bite / Instant death
Charmable Items: MegaElixir
Item That Is Dropped: N/A
Level: 40
Location: Black Omen
HP: 1500
Attack: 50
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 13
Evade: 17
Hit: 39
Tech Points: 18
Experience Points: 400
Money: 15G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Runner

Attacks: Head Butt
Charmable Items: N/A
Item That Is Dropped: Horn
Level: 15
Location: Mystic Mountain - 65,000,000 B.C., Reptite Lair - 65,000,000 B.C.

HP: 160
Attack: 27
Defense: 200
Magic: 10
Magic Defense: 30
Speed: 9
Evade: 10
Hit: 19
Tech Points: 2
Experience Points: 48
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Save Point

Attacks: N/A
Charmable Items: N/A
Item That Is Dropped: N/A
Level: N/A
Location: Magus's Lair - 600 A.D.
HP: 10
Attack: N/A
Defense: N/A
Magic: N/A
Magic Defense: N/A
Speed: N/A
Evade: N/A
Hit: N/A
Tech Points: N/A
Experience Points: N/A
Money: N/A
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Scouter

Attacks: 10,000 Hz / Sleep, Combo Counter: Delta Force / Shadow, Counter:
Ultra-electrical / Lightning, Lightning
Charmable Items: Lapis
Item That Is Dropped: N/A
Level: 30
Location: Ocean Palace - 12,000 B.C.
HP: 300
Attack: 32
Defense: 220
Magic: 20
Magic Defense: 50
Speed: 8
Evade: 14
Hit: 31
Tech Points: 8
Experience Points: 234
Money: 250G
Absorbs: Fire, Shadow, Water
Cancels: N/A
Weaknesses: Lightning
Added Note: N/A

Sentry

Attacks: Counter: Grudge, Counter: MP Buster / MP 0, Drain / Absorbs HP, Strike

Charmable Items: HyperEther

Item That Is Dropped: Full Ether

Level: 40

Location: Northern Ruins - 600 A.D.

HP: 1280

Attack: 1

Defense: 127

Magic: 185

Magic Defense: 50

Speed: 10

Evade: 17

Hit: 39

Tech Points: 8

Experience Points: 467

Money: 400G

Absorbs: N/A

Cancel: Physical Attacks

Weaknesses: Fire

Added Note: You cannot harm this enemy by using physical attacks, since all of them miss this enemy. You'll have to use magic attacks to defeat this enemy.

Shadow

Attacks: Counter: Terror Voice / Slow, Stretch

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 7

Location: Arris Dome - 2300 A.D., Lab 16 - 2300 A.D., Lab 32 - 2300 A.D., Magus's Lair - 600 A.D.

HP: 1

Attack: 8

Defense: 160

Magic: 5

Magic Defense: 50

Speed: 10

Evade: 17

Hit: 12

Tech Points: 1

Experience Points: 14

Money: 50G

Absorbs: N/A

Cancel: Physical Attacks

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: You cannot harm this enemy by using physical attacks, since all of them miss this enemy. You'll have to use magic attacks to defeat this enemy.

Shitake

Attacks: Run away

Charmable Items: N/A

Item That Is Dropped: Petal

Level: 17

Location: Reptite Lair - 65,000,000 B.C.

HP: 158

Attack: 27

Defense: 127

Magic: 7
Magic Defense: 0
Speed: 5
Evade: 10
Hit: 20
Tech Points: 2
Experience Points: 111
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: Fire, Lightning, Shadow, Water
Added Note: This enemy is thrown by a Winged Ape enemy to cause damage.

Side Kick

Attacks: Run away
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 45
Location: Black Omen
HP: 1250
Attack: 50
Defense: 127
Magic: 15
Magic Defense: 100
Speed: 16
Evade: 80
Hit: 43
Tech Points: 100
Experience Points: 500
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Sorcerer

Attacks: Destruction Zone, Heal
Charmable Items: N/A
Item That Is Dropped: Mid Ether
Level: 20
Location: Magus's Lair - 600 A.D.
HP: 220
Attack: 10
Defense: 127
Magic: 8
Magic Defense: 0
Speed: 10
Evade: 11
Hit: 23
Tech Points: 3
Experience Points: 111
Money: 220G
Absorbs: Lightning, Shadow, Water
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Stone Imp

Attacks: Jump Kick, Pebble Throw
Charmable Items: N/A

Item That Is Dropped: N/A
Level: 28
Location: Mt. Woe - 12,000 B.C.
HP: 300
Attack: 63
Defense: 127
Magic: 13
Magic Defense: 50
Speed: 13
Evade: 14
Hit: 29
Tech Points: 12
Experience Points: 126
Money: 300G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Synchrite

Attacks: Missile, MP Buster / MP 0, Mystic Ray / Shadow, Time Stop / Stop
Charmable Items: Gold Erng
Item That Is Dropped: HyperEther
Level: 47
Location: Black Omen
HP: 2250
Attack: 22
Defense: 127
Magic: 8
Magic Defense: 50
Speed: 12
Evade: 19
Hit: 100
Tech Points: 12
Experience Points: 755
Money: 900G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Tempurite

Attacks: Horn Stab
Charmable Items: N/A
Item That Is Dropped: N/A
Level: 12
Location: Heckran Cave - 1000 A.D.
HP: 99
Attack: 20
Defense: 255
Magic: 10
Magic Defense: 50
Speed: 7
Evade: 9
Hit: 16
Tech Points: 2
Experience Points: 32
Money: 45G
Absorbs: N/A
Cancels: N/A

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use magic to defeat it.

Terrasaur

Attacks: Fire Breath / Fire

Charmable Items: Lapis

Item That Is Dropped: N/A

Level: 26

Location: Tyrano Lair - 65,000,000 B.C.

HP: 1090

Attack: 70

Defense: 230

Magic: 15

Magic Defense: 30

Speed: 9

Evade: 13

Hit: 28

Tech Points: 4

Experience Points: 253

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use lightning (e.g. *Luminaire) on it to lower its defense. Once its defense is lowered, let loose with your strongest physical/magical attacks.

Thrasher

Attacks: Combo Counter: Twister, Strike with cane

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 35

Location: Ocean Palace - 12,000 B.C.

HP: 666

Attack: 80

Defense: 83

Magic: 100

Magic Defense: 70

Speed: 10

Evade: 16

Hit: 35

Tech Points: 8

Experience Points: 318

Money: 250G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: N/A

T'pole

Attacks: Counter: Rain / Water, Smush, Tongue

Charmable Items: Mid Tonic

Item That Is Dropped: N/A

Level: 15

Location: Cursed Woods - 600 A.D.

HP: 150

Attack: 12

Defense: 192

Magic: 10

Magic Defense: 0
Speed: 10
Evade: 10
Hit: 19
Tech Points: 1
Experience Points: 26
Money: 30G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A
Added Note: N/A

Tubster

Attacks: Counter: Slap
Charmable Items: Power Tab
Item That Is Dropped: Elixir
Level: 48
Location: Black Omen
HP: 2150
Attack: 128
Defense: 127
Magic: 250
Magic Defense: 50
Speed: 12
Evade: 20
Hit: 100
Tech Points: 20
Experience Points: 850
Money: 800G
Absorbs: Shadow
Cancels: N/A
Weaknesses: Fire
Added Note: N/A

Turret

Attacks: Laser / Shadow, Lock ALL, Self-destruct
Charmable Items: N/A
Item That Is Dropped: Mid Ether
Level: 20
Location: Blackbird - 12,000 B.C.
HP: 700
Attack: 1
Defense: 140
Magic: 10
Magic Defense: 30
Speed: 16
Evade: 82
Hit: 23
Tech Points: 100
Experience Points: 1500
Money: 0G
Absorbs: N/A
Cancels: N/A
Weaknesses: N/A

Added Note: At the very start of the battle against this enemy, it'll use a move that disables your entire group from using items or magic, so your only option at that point will be to use physical attacks to defeat this enemy. Keep in mind, though, since this enemy has 82 Evade, it'll be VERY hard for you to even touch this enemy. It IS possible to defeat this enemy, however.

Vamp

Attacks: Blood Suck, Counter: Absorb / Steal MP

Charmable Items: N/A

Item That Is Dropped: N/A

Level: 19

Location: Magic Cave - 600 A.D.

HP: 120

Attack: 12

Defense: 127

Magic: 7

Magic Defense: 30

Speed: 11

Evade: 13

Hit: 22

Tech Points: 2

Experience Points: 65

Money: 70G

Absorbs: N/A

Cancel: N/A

Weaknesses: Fire, Lightning, Shadow, Water

Added Note: Since this enemy is strong against physical attacks, use magic to defeat it.

Volcano

Attacks: Counter: Volcanic Bomb, Volcanic Bomb

Charmable Items: Lapis

Item That Is Dropped: N/A

Level: 24

Location: Tyrano Lair - 65,000,000 B.C.

HP: 257

Attack: 25

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 8

Evade: 12

Hit: 26

Tech Points: 7

Experience Points: 222

Money: 0G

Absorbs: Fire, Lightning

Cancel: Shadow

Weaknesses: Water

Added Note: N/A

Winged Ape

Attacks: Pick up and throw

Charmable Items: Ruby Vest

Item That Is Dropped: Fang

Level: 18

Location: Forest Maze - 65,000,000 B.C., Reptite Lair - 65,000,000 B.C.

HP: 450

Attack: 31

Defense: 127

Magic: 10

Magic Defense: 90

Speed: 11

Evade: 11

Hit: 21

Tech Points: 2

Experience Points: 123

Money: 0G

Absorbs: N/A

Cancel: N/A

Weaknesses: N/A

Added Note: This enemy, if you encounter it with a Shitake, throws the Shitake to cause damage.

Yodu De

Attacks: Counter: Smoke, Smoke

Charmable Items: N/A

Item That Is Dropped: Tonic

Level: 6

Location: Guardia Castle - 1000 A.D.

HP: 24

Attack: 8

Defense: 0

Magic: 3

Magic Defense: 0

Speed: 4

Evade: 7

Hit: 12

Tech Points: 0

Experience Points: 11

Money: 45G

Absorbs: N/A

Cancel: Lightning

Weaknesses: N/A

Added Note: This enemy appears when the Blue Shield enemy stops hiding behind its shield.

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| 10. Items |
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In this section, I will list every item in this game, as well as all the information I know about them.

Barrier

Price For Selling: 2500G

Effects: The damage you take from magic attacks is decreased by 1/3.

Elixir

Price For Selling: 10000G

Effects: Fully restores HP/MP to one party member.

Ether

Price For Selling: 400G

Effects: Restores one party member's MP by 10.

Fang

Price For Selling: N/A

Effects: You trade three of these with three of another item (Feather, Horn, Petal) for a good weapon/armor in 65,000,000 B.C.

Feather

Price For Selling: N/A

Effects: You trade three of these with three of another item (Fang, Horn,

Petal) for a good weapon/armor in 65,000,000 B.C.

Full Ether

Price For Selling: 3000G.

Effects: Restores one party member's MP by 60.

Full Tonic

Price For Selling: 350G.

Effects: Restores one party member's HP by 500.

Heal

Price For Selling: 5G.

Effects: Cures the negative status effects on one party member.

Horn

Price For Selling: N/A

Effects: You trade three of these with three of another item (Fang, Feather, Petal) for a good weapon/armor in 65,000,000 B.C.

HyperEther

Price For Selling: 5000G.

Effects: Restores one party member's MP by 99.

Lapis

Price For Selling: 250G.

Effects: Restores all your party members' HP by 200.

Magic Tab

Price For Selling: 5G.

Effects: Magic +1 permanently after use.

MegaElixir

Price For Selling: 25000G.

Effects: Fully restores all party members' HP/MP.

Mid Ether

Price For Selling: 1000G.

Effects: Restores one party member's MP by 30.

Mid Tonic

Price For Selling: 50G.

Effects: Restores one party member's HP by 200.

Petal

Price For Selling: N/A

Effects: You trade three of these with three of another item (Fang, Feather, Horn) for a good weapon/armor in 65,000,000 B.C.

Power Meal

Price For Selling: 1G.

Effects: Randomly heals your HP or your MP. In some cases, it increases both HP and MP.

Power Tab

Price For Selling: N/A

Effects: Power +1 permanently after use.

Revive

Price For Selling: 100G.

Effects: Revives a dead party member.

Shelter

Price For Selling: 75G.

Effects: Fully restores all party members' HP/MP. Can only use on the
overworld or at Save Points.

Shield

Price For Selling: 2500G.

Effects: The damage you take from physical attacks is decreased by 1/3.

Speed Tab

Price For Selling: N/A

Effects: Speed +1 permanently after use.

Tonic

Price For Selling: 5G.

Effects: Restores one party member's HP by 50.

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|-----|  
| 11. Weapons |  
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In this section, I will list every weapon in this game, as well as their
stats, who can equip them, etc.

Aeon Blade

How To Get It: Trade 3 Fangs and 3 Horns to the guy in the Ioka Trading Hut in
65,000,000 B.C. after you defeat Magus.

Attack: 70

Base Critical Hit Rate: 10%

Stat Increase: 39

Price For Selling: 6250G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Air Gun

How To Get It: Lucca starts out with this weapon when you first get her as a
party member.

Attack: 5

Base Critical Hit Rate: 20%

Stat Increase: 4

Price For Selling: 150G

Type: Gun

Who Can Equip This: Lucca

Effects: N/A

AlloyBlade

How To Get It: Charm from Bantam Imp.

Attack: 110

Base Critical Hit Rate: 10%

Stat Increase: 61

Price For Selling: 10500G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Auto Gun

How To Get It: Buy it in Trann Dome for 600G.

Attack: 15
Base Critical Hit Rate: 20%
Stat Increase: 10
Price For Selling: 600G
Type: Gun
Who Can Equip This: Lucca
Effects: N/A

Big Hand
How To Get It: Charm from Gargoyle.
Attack: 105
Base Critical Hit Rate: 10%
Stat Increase: 59
Price For Selling: 9000G
Type: Arm
Who Can Equip This: Robo
Effects: N/A

Bolt Sword
How To Get It: Obtain it from a chest in the Factory, or from a chest in the Sewer Access.
Attack: 25
Base Critical Hit Rate: 10%
Stat Increase: 14
Price For Selling: 2500G
Type: Sword
Who Can Equip This: Crono
Effects: N/A

BraveSword
How To Get It: Obtain it from a chest in Death Peak.
Attack: 135
Base Critical Hit Rate: 23%
Stat Increase: 75
Price For Selling: 16000G
Type: Broadsword
Who Can Equip This: Frog
Effects: The game says that this weapon hurts 200% on magic enemies, though in truth this is not at all true. This weapon produces no effect other than inflicting damage.

Bronze Bow
How To Get It: Marle starts out with this weapon when you first get her as a party member.
Attack: 3
Base Critical Hit Rate: 20%
Stat Increase: 2
Price For Selling: 40G
Type: Bow
Who Can Equip This: Marle
Effects: N/A

BronzeEdge
How To Get It: Frog starts out with this weapon when you first get him as a party member.
Attack: 6
Base Critical Hit Rate: 23%
Stat Increase: 4
Price For Selling: 175G
Type: Broadsword

Who Can Equip This: Frog
Effects: N/A

BronzeFist

How To Get It: Ayla gets this weapon when she reaches Level 96.

Attack: N/A

Base Critical Hit Rate: 10%

Stat Increase: N/A

Price For Selling: N/A

Type: Fist

Who Can Equip This: Ayla

Effects: When you manage to score a critical hit, this weapon causes 9999 damage.

CometArrow

How To Get It: Buy it in Terra Cave for 7800G.

Attack: 80

Base Critical Hit Rate: 20%

Stat Increase: 54

Price For Selling: 3900G

Type: Bow

Who Can Equip This: Marle

Effects: N/A

Crisis Arm

How To Get It: Obtain it after defeating the Mother Brain.

Attack: 1

Base Critical Hit Rate: 5%

Stat Increase: 1

Price For Selling: 1G

Type: Arm

Who Can Equip This: Robo

Effects: The attack power of this weapon is multiplied by 0.5x the last digit of Robo's HP.

DarkScythe

How To Get It: Magus starts out with this weapon when you first get him as a party member.

Attack: 120

Base Critical Hit Rate: 10%

Stat Increase: 67

Price For Selling: 10000G

Type: Scythe

Who Can Equip This: Magus

Effects: N/A

Dart Gun

How To Get It: Buy it in Truce Market in the year 600 A.D. for 800G.

Attack: 7

Base Critical Hit Rate: 20%

Stat Increase: 5

Price For Selling: 400G

Type: Gun

Who Can Equip This: Lucca

Effects: N/A

Demon Edge

How To Get It: Buy it in Medina Market in the year 1000 A.D. for 12684G. Also buy it in Terra Cave for 17000G.

Attack: 90

Base Critical Hit Rate: 10%
Stat Increase: 50
Price For Selling: 8500G
Type: Sword
Who Can Equip This: Crono
Effects: Inflicts 1.5x damage on magic enemies.

Demon Hit
How To Get It: Obtain it from a chest in Ocean Palace.
Attack: 120
Base Critical Hit Rate: 23%
Stat Increase: 67
Price For Selling: 13000G
Type: Broadsword
Who Can Equip This: Frog
Effects: Inflicts 200% damage on magic enemies.

DoomFinger
How To Get It: Obtain it from a chest in Magus's Lair.
Attack: 50
Base Critical Hit Rate: 10%
Stat Increase: 28
Price For Selling: 4900G
Type: Arm
Who Can Equip This: Robo
Effects: N/A

DoomSickle
How To Get It: Obtain it from a chest in Ozzie's Fort.
Attack: 160
Base Critical Hit Rate: 10%
Stat Increase: 89
Price For Selling: 1G
Type: Scythe
Who Can Equip This: Magus
Effects: Inflicts 200% damage if one party member is dead, and if two are dead, it inflicts 300% damage.

Dream Bow
How To Get It: Trade 3 Horns and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. after you defeat Magus.
Attack: 60
Base Critical Hit Rate: 20%
Stat Increase: 40
Price For Selling: 2900G
Type: Bow
Who Can Equip This: Marle
Effects: N/A

Dream Gun
How To Get It: Trade 3 Fangs and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. after you defeat Magus.
Attack: 60
Base Critical Hit Rate: 20%
Stat Increase: 40
Price For Selling: 3700G
Type: Gun
Who Can Equip This: Lucca
Effects: N/A

Fist (First Version)

How To Get It: Ayla starts out with this weapon when you first get her as a party member, and she stays with it until Level 24.

Attack: N/A

Base Critical Hit Rate: 20%

Stat Increase: N/A

Price For Selling: N/A

Type: Fist

Who Can Equip This: Ayla

Effects: N/A

Fist (Second Version)

How To Get It: Ayla get this weapon at Level 24, and she stays with it until Level 47.

Attack: N/A

Base Critical Hit Rate: 25%

Stat Increase: N/A

Price For Selling: N/A

Type: Fist

Who Can Equip This: Ayla

Effects: N/A

Fist (Third Version)

How To Get It: Ayla get this weapon at Level 48, and she stays with it until Level 71.

Attack: N/A

Base Critical Hit Rate: 30%

Stat Increase: N/A

Price For Selling: N/A

Type: Fist

Who Can Equip This: Ayla

Effects: N/A

FlashBlade

How To Get It: Buy it in Terra Cave for 18000G.

Attack: 90

Base Critical Hit Rate: 23%

Stat Increase: 50

Price For Selling: 9000G

Type: Broadsword

Who Can Equip This: Frog

Effects: N/A

Flint Edge

How To Get It: Trade 3 Fangs and 3 Horns to the guy in the Ioka Trading Hut in 65,000,000 B.C. before you defeat Magus.

Attack: 40

Base Critical Hit Rate: 10%

Stat Increase: 22

Price For Selling: 3250G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Giga Arm

How To Get It: Obtain it from a chest in Death Peak.

Attack: 135

Base Critical Hit Rate: 10%

Stat Increase: 75

Price For Selling: 12000G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Hammer Arm

How To Get It: Obtain it from a chest in the Factory. Also buy it in Melchior's Hut for 3500G.

Attack: 25

Base Critical Hit Rate: 10%

Stat Increase: 14

Price For Selling: 1750G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Hurricane

How To Get It: Buy it in Last Village for 35000G.

Attack: 135

Base Critical Hit Rate: 10%

Stat Increase: 75

Price For Selling: 17500G

Type: Scythe

Who Can Equip This: Magus

Effects: N/A

Iron Blade

How To Get It: Buy it in Leene Square for 350G. Also buy it in Medina Market in the year 1000 A.D. for 262G. Also buy it in Truce Market in the year 600 A.D. for 350G.

Attack: 7

Base Critical Hit Rate: 10%

Stat Increase: 4

Price For Selling: 175G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Iron Bow

How To Get It: Buy it in Porre Market in the year 1000 A.D. for 850G. Also buy it in Truce Market in the year 1000 A.D. for 850G.

Attack: 15

Base Critical Hit Rate: 20%

Stat Increase: 10

Price For Selling: 425G

Type: Bow

Who Can Equip This: Marle

Effects: N/A

Iron Fist

How To Get It: Ayla get this weapon at Level 72, and she stays with it until Level 96.

Attack: N/A

Base Critical Hit Rate: 35%

Stat Increase: N/A

Price For Selling: N/A

Type: Fist

Who Can Equip This: Ayla

Effects: Randomly inflicts Chaos on an enemy.

Iron Sword

How To Get It: Obtain it from a chest in the Cathedral.

Attack: 10

Base Critical Hit Rate: 23%

Stat Increase: 6

Price For Selling: 550G

Type: Broadsword

Who Can Equip This: Frog

Effects: N/A

Kaiser Arm

How To Get It: Buy it in Last Village for 21000G. Obtain it from a chest in Ocean Palace.

Attack: 120

Base Critical Hit Rate: 10%

Stat Increase: 67

Price For Selling: 10500G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Kali Blade

How To Get It: Obtain it from a sealed chest in Northern Ruins in the year 600 A.D.

Attack: 150

Base Critical Hit Rate: 20%

Stat Increase: 84

Price For Selling: 17500G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Lode Bow

How To Get It: Obtain it from a chest in Lab 16.

Attack: 20

Base Critical Hit Rate: 20%

Stat Increase: 14

Price For Selling: 850G

Type: Bow

Who Can Equip This: Marle

Effects: N/A

Lode Sword

How To Get It: Obtain it from a chest in Guardia Castle in the year 1000 A.D. Also obtain it from a chest in Lab 16. Also buy it in Leene Square for 4000G.

Attack: 20

Base Critical Hit Rate: 10%

Stat Increase: 11

Price For Selling: 2000G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Magma Hand

How To Get It: Trade 3 Feathers and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. after you defeat Magus.

Attack: 70

Base Critical Hit Rate: 10%

Stat Increase: 39

Price For Selling: 5600G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Masamune (First Version)

How To Get It: As you progress through the game, you'll get this sword. Trust me.

Attack: 75

Base Critical Hit Rate: 23%

Stat Increase: 42

Price For Selling: N/A

Type: Broadsword

Who Can Equip This: Frog

Effects: If you attack Magus with it, it'll lower his magic defense. Also, if you attack Lavos's imitation of Magus with it, it'll lowre his magic defense.

Masamune (Second Version)

How To Get It: After repairing the Northern Ruins enough in the year 600 A.D. to where you can access Cyrus's grave, put Frog as the leader of your party and examine the grave. After some dialogue, the Masamune will be upgraded!

Attack: 200

Base Critical Hit Rate: 23%

Stat Increase: 111

Price For Selling: N/A

Type: Broadsword

Who Can Equip This: Frog

Effects: If you attack Lavos's imitation of Magus with it, it'll lower his magic defense.

Megablast

How To Get It: Buy it in Terra Cave for 9800G.

Attack: 80

Base Critical Hit Rate: 20%

Stat Increase: 54

Price For Selling: 4900G

Type: Gun

Who Can Equip This: Lucca

Effects: N/A

MegatonArm

How To Get It: Buy it in Terra Cave for 15000G.

Attack: 90

Base Critical Hit Rate: 10%

Stat Increase: 50

Price For Selling: 7500G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

MirageHand

How To Get It: Obtain it from a chest in Denadoro Mts.

Attack: 30

Base Critical Hit Rate: 10%

Stat Increase: 17

Price For Selling: 2750G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Mop

How To Get It: Charm from Nu.

Attack: 1

Base Critical Hit Rate: 10%

Stat Increase: 1

Price For Selling: 7500G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Pearl Edge

How To Get It: Charm from Man Eater.

Attack: 105

Base Critical Hit Rate: 23%

Stat Increase: 59

Price For Selling: 11000G

Type: Broadsword

Who Can Equip This: Frog

Effects: N/A

Plasma Gun

How To Get It: Buy it in Melchior's Hut for 3200G.

Attack: 25

Base Critical Hit Rate: 20%

Stat Increase: 17

Price For Selling: 1600G

Type: Gun

Who Can Equip This: Lucca

Effects: Randomly inflicts Stop on machine enemies.

Rainbow

How To Get It: Once you complete the Sun Stone side quest, as well as the Rainbow Shell side quest, talk to Melchior in Guardia Castle in the year 1000 A.D., and he'll make this weapon for you.

Attack: 220

Base Critical Hit Rate: 70%

Stat Increase: 122

Price For Selling: 30000G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Red Katana

How To Get It: Buy it in Melchior's Hut for 4500G.

Attack: 30

Base Critical Hit Rate: 10%

Stat Increase: 17

Price For Selling: 2250G

Type: Sword

Who Can Equip This: Crono

Effects: Magic +2

Robin Bow

How To Get It: Buy it in Melchior's Hut for 2850G. Also obtain it from a chest in the Factory.

Attack: 25

Base Critical Hit Rate: 20%

Stat Increase: 17

Price For Selling: 1425G

Type: Bow

Who Can Equip This: Marle

Effects: N/A

Ruby Gun

How To Get It: Trade 3 Fangs and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. before you defeat Magus.

Attack: 40

Base Critical Hit Rate: 20%

Stat Increase: 27

Price For Selling: 2900G

Type: Gun

Who Can Equip This: Lucca

Effects: N/A

Rune Blade

How To Get It: Buy it in Last Village for 24000G. Also obtain it from a chest in Ocean Palace.

Attack: 120

Base Critical Hit Rate: 23%

Stat Increase: 67

Price For Selling: 12000G

Type: Broadsword

Who Can Equip This: Frog

Effects: Magic +4

Sage Bow

How To Get It: Trade 3 Horns and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. before you defeat Magus.

Attack: 40

Base Critical Hit Rate: 20%

Stat Increase: 24

Price For Selling: 2100G

Type: Bow

Who Can Equip This: Marle

Effects: N/A

Shiva Edge

How To Get It: Obtain it from a sealed chest in Northern Ruins in the year 1000 A.D.

Attack: 170

Base Critical Hit Rate: 7%

Stat Increase: 95

Price For Selling: 20000G

Type: Sword

Who Can Equip This: Crono

Effects: 4x damage if you manage to score a critical hit.

Shockwave

How To Get It: Buy it in Last Village for 11000G. Also obtain it from a chest in Ocean Palace.

Attack: 110

Base Critical Hit Rate: 20%

Stat Increase: 74

Price For Selling: 5500G

Type: Gun

Who Can Equip This: Lucca

Effects: Randomly inflicts Chaos.

Siren

How To Get It: Obtain it from a sealed chest in Northern Ruins in the year 600

A.D.

Attack: 140

Base Critical Hit Rate: 40%

Stat Increase: 94

Price For Selling: 14000G

Type: Bow

Who Can Equip This: Marle

Effects: Randomly inflicts Stop.

Slasher

How To Get It: After you defeat Slash in Magus's Lair, he leaves behind his sword, which is the Slasher. Press A to pick it up.

Attack: 43

Base Critical Hit Rate: 10%

Stat Increase: 24

Price For Selling: N/A

Type: Sword

Who Can Equip This: Crono

Effects: Speed +2

Slasher 2

How To Get It: Charm from Super Slash in the fight against Flea Plus, Great Ozzie, and Super Slash in Ozzie's Fort.

Attack: 155

Base Critical Hit Rate: 22%

Stat Increase: 86

Price For Selling: N/A

Type: Sword

Who Can Equip This: Crono

Effects: N/A

SonicArrow

How To Get It: Buy it in Last Village for 10000G. Also obtain it from a chest in Ocean Palace.

Attack: 100

Base Critical Hit Rate: 20%

Stat Increase: 67

Price For Selling: 5000G

Type: Bow

Who Can Equip This: Marle

Effects: Randomly inflicts Slow.

StarScythe

How To Get It: Obtain it from a chest in Death Peak.

Attack: 150

Base Critical Hit Rate: 10%

Stat Increase: 84

Price For Selling: 21000G

Type: Scythe

Who Can Equip This: Magus

Effects: N/A

Star Sword

How To Get It: Buy it in Last Village for 25000G. Also obtain it from a chest in Ocean Palace.

Attack: 125

Base Critical Hit Rate: 10%

Stat Increase: 70

Price For Selling: 12500G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

SteelSaber

How To Get It: Obtain it from a chest in Cathedral. Also buy it in Medina Market in the year 1000 A.D. before finishing the side quest Ozzie's Fort for 65000G. Also buy it in Medina Market in the year 1000 A.D. after finishing the side quest Ozzie's Fort for 597G. Also buy it in Porre Market in the year 1000 A.D. for 800G. Also buy it in Truce Market in the year 1000 A.D. before the trial in Guardia Castle for 800G.

Attack: 15

Base Critical Hit Rate: 10%

Stat Increase: 9

Price For Selling: 400G

Type: Sword

Who Can Equip This: Crono

Effects: N/A

Stone Arm

How To Get It: Trade 3 Feathers and 3 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. before you defeat Magus.

Attack: 30

Base Critical Hit Rate: 10%

Stat Increase: 22

Price For Selling: 3750G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Swallow

How To Get It: Obtain it from a sealed chest in Forest Ruins. After you power up Marle's pendant, you can break the huge blue crystal and then after that, a Nu will come out, which will offer you a Safe Helm or a Swallow.

Attack: 145

Base Critical Hit Rate: 30%

Stat Increase: 81

Price For Selling: 19000G

Type: Sword

Who Can Equip This: Crono

Effects: Speed +3

Terra Arm

How To Get It: Obtain it after defeating the Mother Brain.

Attack: 150

Base Critical Hit Rate: 10%

Stat Increase: 84

Price For Selling: 14000G

Type: Arm

Who Can Equip This: Robo

Effects: N/A

Tin Arm

How To Get It: Robo starts out with this weapon when you first get him as a party member.

Attack: 20

Base Critical Hit Rate: 10%

Stat Increase: 11

Price For Selling: 500G
Type: Arm
Who Can Equip This: Robo
Effects: N/A

Valkerye

How To Get It: Obtain it in a sealed chest in Northern Ruins in the year 1000 A.D.

Attack: 180
Base Critical Hit Rate: 40%
Stat Increase: 120
Price For Selling: 19000G
Type: Bow
Who Can Equip This: Marle
Effects: N/A

VedicBlade

How To Get It: Obtain it from a chest in Death Peak.

Attack: 135
Base Critical Hit Rate: 10%
Stat Increase: 75
Price For Selling: 15000G
Type: Sword
Who Can Equip This: Crono
Effects: N/A

WonderShot

How To Get It: Obtain it after completing the side quest the Sun Stone.

Attack: 250
Base Critical Hit Rate: 40%
Stat Increase: 167
Price For Selling: 16000G
Type: Gun
Who Can Equip This: Lucca
Effects: Random damage.

Wood Sword

How To Get It: Crono starts out with this weapon when you first begin the game.

Attack: 3
Base Critical Hit Rate: 10%
Stat Increase: 2
Price For Selling: 50G
Type: Sword
Who Can Equip This: Crono
Effects: N/A

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| 12. Armors |  
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In this section, I will list every armor in this game, as well as their stats, who can equip them, etc.

Aeon Suit

How To Get It: Buy it in Last Village for 9000G. Also obtain it in a chest in Ocean Palace. Also obtain it in a chest in the Sunken Desert.

Defense: 75
Price For Selling: 4500G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus
Effects: N/A

Black Mail

How To Get It: Obtain it in a sealed chest in the Mayor's Manor in Porre in the year 1000 A.D. Charm from Son of Sun.

Defense: 70

Price For Selling: 4100G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs Shadow attacks.

Blue Mail

How To Get It: Charm from Mother Brain. Also obtain it in a sealed chest in Truce Inn in the year 1000 A.D.

Defense: 70

Price For Selling: 4100G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs Water attacks.

Black Vest

How To Get It: Obtain it in a sealed chest in the Elder's House in Porre in the year 600 A.D.

Defense: 45

Price For Selling: 2900G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs 50% of the damage you take from Shadow attacks.

BronzeMail

How To Get It: Obtain it in a chest in Guardia Castle in the year 600 A.D. Also obtain it in a chest in Guardia Castle in the year 1000 A.D. Buy it in Porre Market in the year 1000 A.D. for 520G. Buy it in Truce Market in the year 1000 A.D. for 520G.

Defense: 16

Price For Selling: 268G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: N/A

Dark Mail

How To Get It: Obtain it in a chest in Magus's Lair.

Defense: 45

Price For Selling: 1900G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: Magic Defense +5

Flash Mail

How To Get It: Buy it in Terra Cave for 8500G. Buy it in Medina Market in the year 1000 A.D. for 6342G.

Defense: 64

Price For Selling: 4250G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: N/A

Gloom Cape

How To Get It: Obtain it in a chest in Ozzie's Fort.

Defense: 84

Price For Selling: 8200G

Who Can Equip This: Magus

Effects: N/A

Gold Suit

How To Get It: Obtain it in a chest in the Denadoro Mts. Buy it in Porre Market in the year 600 A.D. for 1300G.

Defense: 39

Price For Selling: 650G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Hide Tunic

How To Get It: Crono and Marle start out with this armor.

Defense: 5

Price For Selling: 40G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Iron Suit

How To Get It: Buy it in Trann Dome for 800G.

Defense: 25

Price For Selling: 400G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Karate Gi

How To Get It: Lucca starts out with this armor when you first get her as a party member. Buy it in Leene Square for 300G. Buy in Porre Market in the year 1000 A.D. for 300G. Buy it in Truce Market in the year 600 A.D. for 300G.

Defense: 10

Price For Selling: 150G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Lode Vest

How To Get It: Obtain it in a chest in Mt. Woe.

Defense: 71

Price For Selling: 4250G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Lumin Robe

How To Get It: Buy it in Terra Cave for 6500G. Obtain it in a sealed chest in Arris Dome. Buy it in Medina Market in the year 1000 A.D. for 4850G.

Defense: 63

Price For Selling: 3250G

Who Can Equip This: Lucca, Marle, Ayla

Effects: N/A

MaidenSuit

How To Get It: Obtain it in a chest in the Cathedral. Buy it in Truce Market in the year 1000 A.D. for 560G.

Defense: 18

Price For Selling: 280G

Who Can Equip This: Lucca, Marle, Ayla

Effects: N/A

Meso Mail

How To Get It: Obtain it in a chest in the Dactyl Nest. Also obtain it in a chest in Tyrano Lair.

Defense: 52

Price For Selling: 3000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus
Effects: N/A

Mist Robe

How To Get It: Obtain it from two chests in Magus's Lair.

Defense: 54

Price For Selling: 3400G

Who Can Equip This: Lucca, Marle, Ayla

Effects: N/A

Moon Armor

How To Get It: Obtain it in a sealed chest in Northern Ruins in the year 1000 A.D.

Defense: 85

Price For Selling: 6500G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: Magic Defense +10

Nova Armor

How To Get It: Obtain it in a chest in the Black Omen. Charm from Goon. Obtain it in a sealed chest in Northern Ruins in the year 600 A.D.

Defense: 82

Price For Selling: 5500G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: Protects status.

PrismDress

How To Get It: Once you complete the Sun Stone side quest, talk to Melchior in Guardia Castle in the year 1000 A.D., and he'll make this armor for you if you want him to. Charm from the Left Hand of Zeal in the second fight against her in the Black Omen.

Defense: 99

Price For Selling: 4400G

Who Can Equip This: Lucca, Marle, Ayla

Effects: The damage you take from magic attacks is decreased by 1/3.

RavenArmor

How To Get It: Magus starts out with this armor when you first get him as a party member.

Defense: 76

Price For Selling: 7900G

Who Can Equip This: Magus

Effects: N/A

Red Mail

How To Get It: Obtain it in a sealed chest in Guardia Castle in the year 1000 A.D. Charm from Rust Tyrano.

Defense: 70

Price For Selling: 4100G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs Fire attacks.

Red Vest

How To Get It: Obtain it in a sealed chest in Guardia Castle in the year 600 A.D.

Defense: 45

Price For Selling: 2900G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs 50% of the damage you take from Fire attacks.

Ruby Armor

How To Get It: Trade 10 Fangs, 10 Feathers, 10 Horns, and 10 Petals to the guy in the Ioka Trading Hut in 65,000,000 B.C. after you get the Chrono Trigger.

Defense: 78

Price For Selling: 7000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The damage you take from Fire attacks is decreased by 80%.

Ruby Vest

How To Get It: Trade 3 Fangs, and 3 Feathers to the guy in the Ioka Trading Hut in 65,000,000 B.C. before the Ocean Palace disaster.

Defense: 45

Price For Selling: 1800G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The damage you take from Fire attacks is decreased by 50%.

Taban Suit

How To Get It: After you get the Epoch, warp to the year 1000 A.D. and visit Lucca's House. Once inside, talk to Taban, who'll give you the Taban Suit.

Defense: 79

Price For Selling: N/A

Who Can Equip This: Lucca

Effects: The damage you take from Fire attacks is decreased by 90%. Also gives you a Speed +3 bonus.

Taban Vest

How To Get It: After completing the year 2300 A.D. (on your first visit), go to the year 1000 A.D. and enter Lucca's House. Inside, go into the room where Lara is, then Taban'll come in and talk to Lara, then when he leaves, go back to the main room of the house and talk to Taban to get the Taban Vest.

Defense: 33

Price For Selling: N/A

Who Can Equip This: Lucca

Effects: The damage you take from Fire attacks is decreased by 50%. Also gives you a Speed +2 bonus.

Titan Vest

How To Get It: Obtain it in a sealed chest in the Factory. Buy it in Melchior's Hut for 1200G.

Defense: 32

Price For Selling: 600G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

White Mail

How To Get It: Obtain it in a sealed chest in the Mayor's Manor in Porre in the year 1000 A.D. Charm from Yakra XIII.

Defense: 70

Price For Selling: 4100G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Absorbs Lightning attacks.

White Vest

How To Get It: Obtain it in a sealed chest in the Elder's House in Porre in the year 600 A.D.

Defense: 45

Price For Selling: 2900G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus
Effects: Absorbs 50% of the damage you take from Lightning attacks.

ZodiacCape

How To Get It: Obtain it in a chest in the Black Omen. Also obtain it in a chest in Giant's Claw.

Defense: 80

Price For Selling: 5000G

Who Can Equip This: Lucca, Marle, Ayla

Effects: Magic Defense +10

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| 13. Helmets |  
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In this section, I will list every helmet in this game, as well as their stats, who can equip them, etc.

Aeon Helm

How To Get It: Buy it in Last Village for 7800G after you see Magus in the North Cape. Obtain it in a chest in Ocean Palace. Obtain it in a chest in the Sunken Desert.

Defense: 33

Price For Selling: 3900G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Beret

How To Get It: Buy it in Porre Market in the year 600 A.D. for 700G.

Defense: 17

Price For Selling: 350G

Who Can Equip This: Lucca, Marle, Ayla

Effects: N/A

BronzeHelm

How To Get It: Buy it in Leene Square for 200G. Buy it in Porre Market in the year 1000 A.D. for 200G. Buy it in Truce Market in the year 600 A.D. for 200G. Buy it in Truce Market in the year 1000 A.D. for 200G.

Defense: 8

Price For Selling: 100G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

CeraTopper

How To Get It: Obtain it in two chests in Tyrano Lair.

Defense: 23

Price For Selling: 1250G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Dark Helm

How To Get It: Obtain it in a chest in Death Peak.

Defense: 35

Price For Selling: 6000G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: The damage you take from Shadow attacks is decreased by 50%.

Doom Helm

How To Get It: Obtain it in a chest in Ozzie's Fort.

Defense: 29

Price For Selling: 4740G

Who Can Equip This: Magus

Effects: N/A

Gloom Helm

How To Get It: Obtain it in a chest in Ozzie's Fort.

Defense: 42

Price For Selling: 6500G

Who Can Equip This: Magus

Effects: Protects status. Also gives you a Speed +1 bonus.

Glow Helm

How To Get It: Buy it in Terra Cave for 2300G. Buy it in Medina Village in the year 1000 A.D. for 1717G.

Defense: 25

Price For Selling: 1150G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: N/A

Gold Helm

How To Get It: Obtain it in a chest in the Denadoro Mts. Also get it from the Knight Captain on Zenan Bridge in the year 600 A.D. After you give him the Jerky, talk to him again and tell him you'll help out, then he'll give you the Gold Helm as thanks.

Defense: 18

Price For Selling: 600G

Who Can Equip This: Crono, Frog, Robo, Magus

Effects: N/A

Haste Helm

How To Get It: Obtain it in a chest in Black Omen. Charm from the mouth of the Lavos Spawn you fight in the Black Omen.

Defense: 35

Price For Selling: 6000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped automatically gets Haste casted on them in every battle, and the effect of Haste stays on the entire battle.

Hide Cap

How To Get It: Crono starts out with this helmet when you first begin the game.

Defense: 3

Price For Selling: 25G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Iron Helm

How To Get It: Buy it in Arris Dome for 500G. Buy it in Trann Dome for 500G.

Defense: 14

Price For Selling: 250G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Lode Helm

How To Get It: Obtain it in a chest in Mt. Woe.

Defense: 29

Price For Selling: 3250G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Memory Cap

How To Get It: Obtain it in a chest in Death Peak. Obtain it in a chest in the Sunken Desert.

Defense: 30

Price For Selling: 10000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped won't get the Lock status effect inflicted on them in battle.

MermaidCap

How To Get It: Charm from Blue Beast.

Defense: 35

Price For Selling: 8000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The damage you take from Water attacks is decreased by 50%.

OzziePants

How To Get It: Charm from Great Ozzie in the fight against Flea Plus, Great Ozzie, and Super Slash in Ozzie's Fort.

Defense: 45

Price For Selling: N/A

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Inflicts Chaos on whoever has it equipped. Also drains HP from that party member, as well.

PrismHelm

How To Get It: Once you complete the Sun Stone side quest, talk to Melchior in Guardia Castle in the year 1000 A.D., and he'll make three of these helmets for you if you want him to. Charm from the Right Hand of Zeal in the second fight against her in the Black Omen.

Defense: 40

Price For Selling: 4400G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Protects status. Also gives you a Magic Defense +9 bonus.

R'bow Helm

How To Get It: Charm from Beast.

Defense: 35

Price For Selling: 8000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The damage you take from Lightning attacks is decreased by 50%.

Rock Helm

How To Get It: Ayla starts out with this helmet when you first get her as a party member. Trade 3 Horns, and 3 Feathers to the guy in the Ioka Trading Hut in 65,000,000 B.C. before the Ocean Palace disaster. Obtain it in a chest in Reptite Lair.

Defense: 20

Price For Selling: 1000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: N/A

Safe Helm

How To Get It: Obtain it from a sealed chest in Forest Ruins. After you power up Marle's pendant, you can break the huge blue crystal and then after that, a Nu will come out, which will offer you a Safe Helm or a Swallow. Charm from the mouth of the Lavos Spawn you fight in the Black Omen.

Defense: 38

Price For Selling: 5000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The damage you take from physical attacks is decreased by 1/3.

Sight Cap

How To Get It: Buy it in Fiona's Shrine for 20000G. Obtain it in a chest in Giant's Claw. Obtain it in a chest in Ozzie's Fort.

Defense: 30

Price For Selling: 10000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped won't get the Chaos status effect inflicted on them in battle.

Taban Helm

How To Get It: After your first visit to 65,000,000 B.C., go to the year 1000 A.D. and enter Lucca's House. Inside, talk to Taban, who will give you the Taban Helm.

Defense: 24

Price For Selling: N/A

Who Can Equip This: Lucca

Effects: Magic Defense +10

Time Hat

How To Get It: Buy it in Fiona's Shrine for 30000G. Obtain it in a chest in Mt. Woe.

Defense: 30

Price For Selling: 15000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped won't get the Slow status effect inflicted on them in battle, and also won't get the Stop status effect inflicted on them in battle.

Vigil Hat

How To Get It: Obtain it from a chest in Black Omen. Charm from the bottom body part of the Mega Mutant in Black Omen. Buy it in Fiona's Shrine for 50000G. Obtain it in a chest in Geno Dome.

Defense: 36

Price For Selling: 25000G

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Protects status.

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| 14. Accessories |
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In this section, I will list every Accessory in this game, as well as what they do, who can equip them. etc.

Amulet

How To Get It: Magus starts out with this Accessory when you first get him as a party member. Also, you can kill Magus in the North Cape to get this Accessory, as well.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Prevents all negative status effects.

Bandana

How To Get It: Crono starts out with this Accessory when you first begin the game.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Speed +1

Berserker

How To Get It: Obtain it in a chest in Lab 16. Obtain it in the Mystic Mountains.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped automatically attacks without your command when its their turn. Also, the physical attack damage that character does is 150%. Finally, the damage done from physical attacks is decreased by 1/3.

Black Rock

How To Get It: In Kajar, examine the water book first, then the wind book, then finally the fire book. Doing so will cause a door to open. Inside that door is a Poyozo Doll; examine it, and the Black Rock is yours.

Who Can Equip This: Lucca, Marle, Magus

Effects: Invokes Triple Tech DarkEternal.

Blue Rock

How To Get It: Obtain it in a chest in Giant's Claw.

Who Can Equip This: Lucca, Robo, Magus

Effects: Invokes Triple Tech OmegaFlare.

Charm Top

How To Get It: Obtain it in a chest in Bangor Dome.

Who Can Equip This: Ayla

Effects: Raises the success rate of Charm.

Dash Ring

How To Get It: Obtain it in a sealed chest in Heckran Cave. Obtain it in a chest in Ozzie's Fort.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Speed +3

Defender

How To Get It: Obtain it in a chest in the Cathedral. Robo starts out with this Accessory when you first get him as a party member.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Stamina +2

Flea Vest

How To Get It: Charm from Flea Plus in the fight against Flea Plus, Great Ozzie, and Super Slash in Ozzie's Fort.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Magic Defense +12

FrenzyBand

How To Get It: Obtain it in a chest in Giant's Claw.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped has an 80% chance of counterattacking when he/she is attacked.

Gold Erng

How To Get It: Obtain it in a chest in Arris Dome. Charm from Synchrite.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Raises maximum HP by 50%.

Gold Rock

How To Get It: Once you get the upgraded version of the Masamune, go to the Denadoro Mts. Once there, put Frog as the leader of your group and get hit by a rock that the Free Lancer throws.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Invokes Triple Tech Grand Dream.

Gold Stud

How To Get It: Charm from Flyclops. Obtain it in a chest in Trann Dome.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: The amount of MP you need to use all your abilities that cost MP is reduced by 75%.

GreenDream

How To Get It: Robo gives this to you after you visit Lucca's House in the side quest The Sunken Desert.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Automatically revives a party member once for each battle.

Hero Medal

How To Get It: Tata gives this to you once you the Masamune in its broken state.

Who Can Equip This: Frog

Effects: Raises the critical hit chance of the Masamune.

Hit Ring

How To Get It: Obtain it in a chest in Arris Dome. Charm from the bottom body part of the Giga Mutant in Black Omen.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Hit +10

Magic Ring

How To Get It: Charm from Blob. Obtain it in a chest in Death Peak. Obtain it in a sealed chest in Magic Cave.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Magic +6

MagicScarf

How To Get It: Obtain it in a chest to the east of the ladder in Frog's house (it doesn't look like a chest; it's more of a substitute for a chest) in the Cursed Woods. Obtain it in a chest in Heckran Cave. Obtain it in a chest in Magus's Lair.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Magic +2

Magic Seal

How To Get It: Obtain it in a chest in Black Omen.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Magic +5, Magic Defense +5

MuscleRing

How To Get It: Charm from Incognito. Charm from the top body part of the TerraMutant in Black Omen. Obtain it in a chest in the Sunken Desert.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Stamina +6

PowerGlove

How To Get It: Obtain it in a chest in Truce Canyon in the year 600 A.D.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Power +2

Power Ring

How To Get It: Obtain it in a sealed chest in Guardia Forest in the year 1000 A.D. (you must go through the Gate in Bangor Dome to get to where the sealed chest is)

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Power +6

PowerScarf

How To Get It: Ayla starts out with this Accessory when you first get her as a party member.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Power +4

Power Seal

How To Get It: Charm from the bottom body part of the TerraMutant in Black Omen. Obtain it in a chest in Black Omen.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Power +5, Stamina +5

PrismSpecs

How To Get It: Once you complete the Sun Stone side quest, talk to Melchior in Guardia Castle in the year 1000 A.D., and he'll make this for you.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped, the damage they do with physical attacks and magic attacks by 50%.

Rage Band

How To Get It: Obtain it in a chest in the Sewer Access.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped has a 50% chance of counterattacking when he/she is attacked.

Ribbon

How To Get It: Marle starts out with this Accessory when you first get her as a party member.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Hit +2

SightScope

How To Get It: Lucca starts out with this Accessory when you first get her as a party member.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Shows you the amount of HP an enemy has. This does not work on bosses, however.

SilverErng

How To Get It: Obtain it in a chest in the Denadoro Mts.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Raises maximum HP by 25%.

SilverRock

How To Get It: The Nu that appears in Laruba Ruins late in the game gives you this Accessory.

Who Can Equip This: Frog, Robo, Ayla

Effects: Invokes Triple Tech Spin Strike.

SilverStud

How To Get It: Obtain it in a chest in the Denadoro Mts.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus
Effects: The amount of MP you need to use all your abilities that cost MP is reduced by 50%.

Speed Belt

How To Get It: Obtain it in a chest in the Cathedral. Obtain it in a chest in Magus's Lair.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Speed +2

Sun Shades

How To Get It: After you complete the Sun Stone side quest, Taban gives this to you.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Whoever has this equipped, the damage they do with physical attacks and magic attacks by 25%.

Third Eye

How To Get It: Charm from Nizbel. Charm from Nizbel II. Defeat the Nu the first time you encounter it in the Hunting Range.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Doubles evasion.

Wallet

How To Get It: Obtain it in a sealed chest in Bangor Dome.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: With this equipped, at the end of a battle, you receive more money, and no experience points.

Wall Ring

How To Get It: Charm from the top body part of the Giga Mutant in Black Omen. Obtain it in a chest in Death Peak. Obtain it in a chest in Heckran Cave.

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Effects: Magic Defense +10

White Rock

How To Get It: Obtain it in a chest in Black Omen.

Who Can Equip This: Lucca, Marle, Ayla

Effects: Invokes Triple Tech Poyozo Dance.

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| 15. Shops |  
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In this section, I will list every shop in the game, and every item sold in each of those shops.

Leene Square Shops - 1000 A.D.

Armor Shop

Location: Leene Square - 1000 A.D. Just west of the Weapon Shop

Items:

Karate Gi

Price: 300G

BronzeHelm

Price: 200G

Item Shop

Location: Leene Square - 1000 A.D. Just south of the Armor Shop

Items:

Tonic

Price: 10G

Heal

Price: 10G

Revive

Price: 200G

Shelter

Price: 150G

Weapon Shop

Location: Leene Square - 1000 A.D. Talk to Melchior, the weird looking old man

Items:

Iron Blade

Price: 350G

Lode Sword

Price: 4000G

Truce Market - 600 A.D.

Location: Truce Village

Items:

Iron Blade

Price: 350G

Dart Gun

Price: 800G

Karate Gi

Price: 300G

BronzeHelm

Price: 200G

Tonic

Price: 10G

Heal

Price: 10G

Revive

Price: 200G

Shelter

Price: 150G

Truce Market - 1000 A.D. (Before the Guardia Castle trial)

Location: Truce Village

Items:

SteelSaber
Price: 800G

Iron Bow
Price: 850G

BronzeMail
Price: 520G

MaidenSuit
Price: 560G

BronzeHelm
Price: 200G

Tonic
Price: 10G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Trann Dome - 2300 A.D.

Location: Trann Dome

Items:

Auto Gun
Price: 1200G

Iron Suit
Price: 800G

Iron Helm
Price: 500G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Arris Dome - 2300 A.D.
Location: Arris Dome
Items:

Auto Gun
Price: 1200G

Iron Suit
Price: 800G

Iron Helm
Price: 500G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Medina Market - 1000 A.D. (Before you complete Ozzie's Fort side quest)
Location: Medina Village
Items:

Iron Blade
Price: 65000G

SteelSaber
Price: 65000G

Demon Edge
Price: 65000G

Lumin Robe
Price: 65000G

Flash Mail
Price: 65000G

Glow Helm
Price: 65000G

Tonic
Price: 2140G

Mid Tonic
Price: 21400G

Full Tonic
Price: 65000G

Heal
Price: 2140G

Revive
Price: 42800G

Shelter
Price: 32100G

Ether
Price: 65000G

Medina Market - 1000 A.D. (After you complete Ozzie's Fort side quest)
Location: Medina Village
Items:

Iron Blade
Price: 262G

SteelSaber
Price: 597G

Demon Edge
Price: 12684G

Lumin Robe
Price: 4850G

Flash Mail
Price: 6342G

Glow Helm
Price: 1717G

Tonic
Price: 8G

Mid Tonic
Price: 75

Full Tonic
Price: 523G

Heal
Price: 8G

Revive
Price: 150G

Shelter
Price: 112G

Ether
Price: 597G

Melchior's Hut - 1000 A.D.
Location: South of Heckran Cave
Items:

Red Katana
Price: 4500G

Robin Bow
Price: 2850G

Plasma Gun
Price: 3200G

Hammer Arm
Price; 3500G

Titan Vest
Price: 1200G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Shelter
Price: 150G

Truce Market - 1000 A.D. (After the Guardia Castle trial)
Location: Truce Village
Items:

Red Katana
Price: 4500G

Robin Bow
Price: 2850G

Plasma Gun
Price: 3200G

Hammer Arm
Price: 3500G

Titan Vest
Price: 1200G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Shelter
Price: 150G

Dorino Market - 600 A.D.
Location: Dorino
Items:

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Porre Market - 600 A.D.
Location: Porre
Items:

Gold Suit
Price: 1300G

Beret
Price: 700G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Trading Hut

Ioka Trading Hut (Before you fight Magus)

Location: Overworld - 65,000,000 B.C., just east of the Chief's Hut

Items:

Flint Edge

What You Have To Trade: 3 Fangs, 3 Horns

Who Can Equip This: Crono

Rock Helm

What You Have To Trade: 3 Feathers, 3 Horns

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Ruby Gun

What You Have To Trade: 3 Fangs, 3 Petals

Who Can Equip This: Lucca

Ruby Vest

What You Have To Trade: 3 Fangs, 3 Feathers

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Sage Bow

What You Have To Trade: 3 Horns, 3 Petals

Who Can Equip This: Marle

Stone Arm

What You Have To Trade: 3 Feathers, 3 Petals

Who Can Equip This: Robo

Ioka Trading Hut

Location: Overworld - 65,000,000 B.C., just east of the Chief's Hut

Items:

Tonic

Price: 10G

Mid Tonic

Price: 100G

Heal

Price: 10G

Ioka Trading Hut (After you fight Magus)

Location: Overworld - 65,000,000 B.C., just east of the Chief's Hut

Items:

Aeon Blade

What You Have To Trade: 3 Fangs, 3 Horns

Who Can Equip This: Crono

Dream Bow

What You Have To Trade: 3 Horns, 3 Petals

Who Can Equip This: Marle

Dream Gun

What You Have To Trade: 3 Fangs, 3 Petals

Who Can Equip This: Lucca

Magma Hand

What You Have To Trade: 3 Feathers, 3 Petals

Who Can Equip This: Robo

Rock Helm

What You Have To Trade: 3 Feathers, 3 Horns

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Ruby Vest

What You Have To Trade: 3 Fangs, 3 Feathers

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Ioka Trading Hut (After you get the Chrono Trigger)

Location: Overworld - 65,000,000 B.C., just east of the Chief's Hut

Items:

Ruby Armor

What You Have To Trade: 10 Fangs, 10 Feathers, 10 Horns, 10 Petals

Who Can Equip This: Crono, Lucca, Marle, Frog, Robo, Ayla, Magus

Enhasa - 12,000 B.C.

Location: Enhasa

Items:

Tonic

Price: 10G

Mid Tonic

Price: 100G

Full Tonic

Price: 700G

Heal

Price: 10G

Revive

Price: 200G

Shelter

Price: 150G

Ether

Price: 800G

Kajar - 12,000 B.C.

Location: Kajar

Items:

Tonic

Price: 10G

Mid Tonic

Price: 100G

Full Tonic

Price: 700G

Heal

Price: 10G

Revive

Price: 200G

Shelter

Price: 150G

Ether

Price: 800G

Terra Cave - 12,000 B.C.

Location: Terra Cave

Items:

Demon Edge

Price: 17000G

CometArrow

Price: 7800G

Megablast

Price: 9800G

MegatonArm

Price: 15000G

FlashBlade

Price: 18000G

Lumin Robe

Price: 6500G

Flash Mail

Price: 8500G

Glow Helm

Price; 2300G

Tonic

Price: 10G

Mid Tonic

Price: 100G

Full Tonic

Price: 700G

Heal

Price: 10G

Revive

Price: 200G

Shelter

Price: 150G

Ether

Price: 800G

Last Village - 12,000 B.C. (Before you see Magus in the North Cape)

Location: Overworld - 12,000 B.C. Enter the northernmost hut out of the three huts.

Items:

Tonic

Price: 10G

Mid Tonic

Price: 100G

Full Tonic

Price: 700G

Heal

Price; 10G

Revive

Price: 200G

Shelter

Price: 150G

Ether

Price: 800G

Last Village - 12,000 B.C. (After you see Magus in the North Cape)

Location: Overworld - 12,000 B.C. Enter the northernmost hut out of the three huts.

Items:

Star Sword

Price: 25000G

SonicArrow

Price: 10000G

Shock Wave

Price: 11000G

Kaiser Arm

Price: 21000G

Rune Blade

Price: 24000G

Hurricane
Price: 35000G

Aeon Suit
Price: 9000G

Aeon Helm
Price: 7800G

Tonic
Price: 10G

Mid Tonic
Price: 100G

Full Tonic
Price: 700G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Ether
Price: 800G

Mid Ether
Price: 2000G

Fiona's Shrine - 1000 A.D.
Location: Overworld - 1000 A.D., west and north of the Porre Inn
Items:

Sight Cap
Price: 20000G

Memory Cap
Price: 20000G

Time Hat
Price: 30000G

Vigil Hat
Price: 50000G

Porre Market - 1000 A.D.
Location: Porre
Items:

SteelSaber
Price: 800G

Iron Bow
Price: 850G

Dart Gun
Price: 800G

Karate Gi
Price: 300G

BronzeMail
Price: 520G

BronzeHelm
Price: 200G

Tonic
Price: 10G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Choras Market - 600 A.D.

Location: Overworld - 600 A.D., just west of the Choras Cafe (to find Choras,
fly to the southeastern most point on the map)

Items:

Tonic
Price: 10G

Mid Tonic
Price: 100G

Full Tonic
Price: 700G

Ether
Price: 800G

Mid Ether
Price: 2000G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Choras Inn - 1000 A.D.

Location: Overworld - 1000 A.D., just south of the Mayor's Manor in Choras (to find Choras, fly to the southeastern most point on the map)

Items:

Tonic
Price: 10G

Mid Tonic
Price: 100G

Full Tonic
Price: 700G

Ether
Price: 800G

Mid Ether
Price: 2000G

Heal
Price: 10G

Revive
Price: 200G

Shelter
Price: 150G

Black Omen
Location: Black Omen (in the room with the two Nu's)
Items:

Mid Tonic
Price: 100G

Full Tonic
Price: 700G

Mid Ether
Price: 2000G

Full Ether
Price: 6000G

HyperEther
Price: 10000G

|=====|
| 16. Techs |
|=====|

In this section, I will list every tech in the game, and how you earn them, who can use them, etc. First off, though a few words before the actual Techs section starts. There are three types of Techs: Single Tech, Dual Tech, and

Triple Tech. To learn Single Techs, simply win battles against enemies/bosses, and you'll earn Tech Points, which are needed to learn Single Techs. To see which Single Tech you are going to learn next, bring up the menu by pressing X. Once the menu is pulled up, press the D-Pad Right twice, then you'll be on the Tech menu for all the characters that you have both in your party and outside of your party. On this screen, you can see how much Tech Points it will take for your character to learn his/her next Single Tech. The Techs that are in gray are the ones that you'll learn after you get the required amount of Tech Points.

The ones in yellow are the ones that you can use outside of battle to heal yourself. Also, Spekkio helps you learn Single Techs, Dual Techs, and even Triple Techs. Dual Techs are techniques that are preformed by more than one character, and are usually combined with another party member's tech. To earn Dual Techs, simply fight battles with the characters you want to learn one with (see below in this section to see which characters can do what) until after a battle, a message appears saying "Learned Dual Tech Aura Whirl!", or something to that effect. Dual Techs are more powerful than Single Techs, and are needed for the latter parts of the game. Also, Magus can't use Dual Techs.

Finally, normal Triple Techs (the ones that don't require Rocks) are earned in battle, whereas the Triple Techs that require Rocks are not earned from battling, but rather from Rocks (e.g. Blue Rock), though you'll still need the requied techs to learn the Triple Techs that require Rocks. Triple Techs are not necessarily always stronger than Dual Techs, though some are. Finally, one more thing: a tech uses up a characters' MP (duh). A Dual Tech uses both characters' MP a little, and a Triple Tech uses all three characters' MP a bit. Also, the Single Techs that have asterisks (*) beside them are the ones that are magic attacks. Finally, a tech that is white in the tech menu is a tech that cannot be used outside of battle.

Single Techs

Crono's Techs

Cyclone

MP Needed: 2

Description: When you use this, Crono spins around with his sword, causing damage to the enemy that you chose to attack, as well as any other enemies that are nearby, within the Cyclone's range.

Slash

MP Needed: 2

Description: Crono attacks straight at the enemy with a wave from his sword. Note that you can use this ability to neutralize the tornado energy that Masa & Mune store up during your fight with them in the Denadoro Mts.

*Lightning

MP Needed: 2

Description: Crono fires a lightning bolt on the targeted enemy, inflicting damage.

Spincut

MP Needed: 4

Description: Crono jumps high in the air, then hits the targeted enemy with

his sword.

*Lightning2

MP Needed: 8

Description: Crono causes a huge area of lightning to hit all enemies onscreen.

*Life

MP Needed: 10

Description: Revives a dead party member.

Confuse

MP Needed: 12

Description: Crono spins around the enemy and creates multiple images of himself, thus confusing the enemy. Also, Crono causes damage to the enemy that you targeted, as well. The enemies don't always become confused when you use this attack, so keep that in mind.

*Luminaire

MP Needed: 20

Description: Crono creates a huge explosion of lightning that hits all enemies onscreen for massive damage.

Lucca's Techs

Flame Toss

MP Needed: 1

Description: Lucca throws a line of flames at the targeted enemy. This tech will also hit multiple enemies if used the right way.

Hypno Wave

MP Needed: 1

Description: Lucca creates a big green wave that can put all enemies onscreen to sleep. The enemies don't always fall asleep when you use this attack, so keep that in mind.

*Fire

MP Needed: 2

Description: Lucca attacks the targeted enemy with a fire attack.

Napalm

MP Needed: 3

Description: Lucca uses napalm on the targeted enemy, causing damage. Also, this tech can hit multiple enemies if used right.

*Protect

MP Needed: 6

Description: When used, this move raises the defense of one party member.

*Fire 2

MP Needed: 8

Description: Lucca causes a huge fire explosion to hit all enemies onscreen.

Mega Bomb

MP Needed: 15

Description: Lucca fires a bomb at the targeted enemy, causing a huge explosion of fire that can hit not only the targeted enemy, but if there is multiple enemies, the explosion of fire will hit all

enemies onscreen for great damage.

*Flare

MP Needed: 20

Description: Lucca creates a huge explosion of fire, that hits all enemies onscreen for massive damage.

Marle's Techs

Aura

MP Needed: 1

Description: Marle will light up and heal one party member or herself.

Provoke

MP Needed: 1

Description: Marle attempts to confuse the targeted enemy by moving around.

*Ice

MP Needed: 2

Description: When used, Marle attacks the targeted enemy with a huge block of ice that covers that enemy.

*Cure

MP Needed: 2

Description: Marle heals a party member when you use this ability.

*Haste

MP Needed: 6

Description: Marle will make the amount of time a party member has to wait to be able to take an action (attack, use techs, or use items) by 1/2.

*Ice 2

MP Needed: 8

Description: Marle causes huge ice blocks to hit all enemies onscreen.

*Cure 2

MP Needed: 5

Description: Marle heals a party member's HP by a very good amount.

*Life 2

MP Needed: 15

Description: Revives a dead party member and fully recovers his/her HP/MP.

Frog's Techs

Slurp

MP Needed: 1

Description: Frog will lick the targeted party member and heal his/her HP a small bit.

Slurp Cut

MP Needed: 2

Description: Frog uses his tongue to pull the targeted enemy towards him, then strikes that enemy with his sword for damage.

*Water

MP Needed: 2

Description: Frog creates a bubble and attacks the targeted enemy with it.

*Heal

MP Needed: 2

Description: Frog uses a move that heals all the party members that are currently alive.

Leap Slash

MP Needed: 4

Description: Frog will jump high in the air, then on his way down, he will slice the targeted enemy with his sword.

*Water 2

MP Needed: 8

Description: Frog creates a huge water wave that hits all enemies onscreen.

*Cure 2

MP Needed: 5

Description: Frog heals a party member's HP by a very good amount.

Frog Squash

MP Needed: 15

Description: Frog summons a huge frog that hits all enemies onscreen. The lower Frog's HP is, the greater the damage this attack does.

Robo's Techs

RocketPunch

MP Needed: 1

Description: Robo's hand comes out of its socket, and charges straight at the targeted enemy for damage.

Cure Beam

MP Needed: 2

Description: Robo heals a party member's HP by a bit.

Laser Spin

MP Needed: 3

Description: Robo hits all enemies onscreen with a laser to inflict Shadow damage.

Robo Tackle

MP Needed: 4

Description: Robo tackles the enemy.

Heal Beam

MP Needed: 3

Description: Robo uses a beam on the entire party that heals the party a good bit.

Uzzi Punch

MP Needed: 12

Description: Robo attacks the targeted enemy with multiple punches, inflicting good damage.

Area Bomb

MP Needed: 14

Description: Robo causes an explosion that hits any enemies that are within Robo's range.

Shock

MP Needed: 17

Description: Robo fires electricity from his body, damaging all enemies onscreen.

Ayla's Techs

Kiss

MP Needed: 1

Description: Ayla kisses the targeted party member to recover some of their HP and also to cure any negative status effects on that party member.

Rollo Kick

MP Needed: 2

Description: Ayla will roll towards the targeted enemy, then attack with a kick.

Cat Attack

MP Needed: 3

Description: Ayla will attack with the enemy with scratches, just like a cat would scratch someone.

Rock Throw

MP Needed: 4

Description: Ayla attacks the targeted enemy by throwing rocks at the target.

Charm

MP Needed: 4

Description: Ayla attempts to steal an item from the targeted enemy. This doesn't always work, so keep that in mind.

Tail Spin

MP Needed: 10

Description: Ayla spins around in a tornado, hitting any enemies that are within Ayla's range.

Dino Tail

MP Needed: 15

Description: Ayla summons a huge dinosaur tail to attack all enemies onscreen.

Triple Kick

MP Needed: 20

Description: When used, Ayla will attack the targeted enemy three times with a kick, causing great damage to the target.

Magus's Techs

*Lightning 2

MP Needed: 8

Description: Magus causes a huge area of lightning to hit all enemies onscreen.

*Ice 2

MP Needed: 8

Description: Magus causes huge ice blocks to hit all enemies onscreen.

*Fire 2

MP Needed: 8

Description: Magus causes a huge fire explosion to hit all enemies onscreen.

*Dark Bomb

MP Needed: 8

Description: Magus creates a huge bomb of Shadow energy that hits all enemies that are within the selected target's range.

*Magic Wall

MP Needed: 8

Description: Magus increases the magic defense of one party member.

*Dark Mist

MP Needed: 10

Description: Magus creates a fog-like substance that hits all enemies onscreen.

*Black Hole

MP Needed: 15

Description: Magus attempts to engulf all the enemies within Magus's range.

*DarkMatter

MP Needed: 20

Description: Magus unleashes a huge blast of Shadow energy, hitting all enemies onscreen for massive damage.

Dual Techs

Crono and Lucca's Dual Techs

Flame Whirl

MP Needed: (Crono) 2

MP Needed: (Lucca) 1

Techs Needed: (Crono) Cyclone

Techs Needed: (Lucca) Flame Toss

Description: Crono uses the Single Tech Cyclone on the targeted enemies. This time around, Crono's sword has fire on it.

Fire Sword

MP Needed: (Crono) 4

MP Needed: (Lucca) 2

Techs Needed: (Crono) Spincut

Techs Needed: (Lucca) *Fire

Description: Crono jumps high in the air, then on his way down, he strikes the enemy with his sword. His sword is also on fire when he attacks the enemy.

FireSword 2

MP Needed: (Crono) 12

MP Needed: (Lucca) 8

Techs Needed: (Crono) Confuse

Techs Needed: (Lucca) *Fire 2

Description: Crono jumps high in the air, then on his way down, he strikes the enemy with his sword. Crono himself is inside of a tall red pillar.

Crono and Marle's Dual Techs

Aura Whirl

MP Needed: (Crono) 2

MP Needed: (Marle) 1

Techs Needed: (Crono) Cyclone

Techs Needed: (Marle) Aura

Description: Crono, using the energy of the Single Tech Aura that he got from Marle, spins around, causing a wave of healing energy to heal all your party members.

Ice Sword

MP Needed: (Crono) 4

MP Needed: (Marle) 2

Techs Needed: (Crono) Spincut

Techs Needed: (Marle) *Ice

Description: Crono jumps high in the air, then on his way down, he strikes the enemy with his sword. His sword is also covered in ice when he attacks the enemy.

Ice Sword 2

MP Needed: (Crono) 12

MP Needed: (Marle) 8

Techs Needed: (Crono) Confuse

Techs Needed: (Marle) *Ice 2

Crono and Frog's Dual Techs

X-Strike

MP Needed: (Crono) 2

MP Needed: (Frog) 2

Techs Needed: (Crono) Slash

Techs Needed: (Frog) Slurp Cut

Description: Crono attacks from one side with his sword, while Frog attacks from the other side with his sword, forming an "X" shaped attack.

SwordStream

MP Needed: (Crono) 4

MP Needed: (Frog) 2

Techs Needed: (Crono) Spincut

Techs Needed: (Frog) *Water

Description: Crono jumps high in the air, then on his way down, he strikes the enemy with his sword. Crono himself is inside of a tall blue pillar.

Spire

MP Needed: (Crono) 8

MP Needed: (Frog) 4

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Frog) Leap Slash

Description: Crono causes lightning around the area, while Frog jumps up in the air, then stabs the targeted enemy with his sword, causing damage.

Crono and Robo's Dual Techs

Rocket Roll

MP Needed: (Crono) 3

MP Needed: (Robo) 4

Techs Needed: (Crono) Cyclone

Techs Needed: (Robo) Laser Spin

Description: Robo stands in the middle of the area and holds Crono up, while Crono spins around. Also, Robo sends a wave of energy that hits all enemies onscreen.

Max Cyclone

MP Needed: (Crono) 4

MP Needed: (Robo) 3

Techs Needed: (Crono) Spincut

Techs Needed: (Robo) Laser Spin

Description: Robo picks Crono up and spins him around at high speeds, while Crono's sword hits any enemies that are within Robo's range.

Super Volt

MP Needed: (Crono) 8

MP Needed: (Robo) 17

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Robo) Shock

Description: Robo and Crono perform their strongest Dual Tech, which is a lightning tech, that hits all enemies onscreen.

Crono and Ayla's Dual Techs

Drill Kick

MP Needed: (Crono) 2

MP Needed: (Ayla) 2

Techs Needed: (Crono) Cyclone

Techs Needed: (Ayla) Rollo Kick

Description: Ayla stands atop Crono's sword, then Crono spins her around with his sword. Ayla then kicks the enemy to cause damage.

Volt Bite

MP Needed: (Crono) 2

MP Needed: (Ayla) 3

Techs Needed: (Crono) *Lightning

Techs Needed: (Ayla) Cat Attack

Description: Crono will shoot a lightning bolt at Ayla with then she'll be electrically charged. She then goes up to the targeted enemy and bites it to cause some decent damage.

Falcon Hit

MP Needed: (Crono) 4

MP Needed: (Ayla) 4

Techs Needed: (Crono) Spincut

Techs Needed: (Ayla) Rock Throw

Description: Crono charges at enemies within a row at high speeds, causing

decent damage.

Lucca and Marle's Dual Techs

Antipode

MP Needed: (Lucca) 2

MP Needed: (Marle) 2

Techs Needed: (Lucca) *Fire

Techs Needed: (Marle) *Ice

Description: Lucca uses a fire attack, while Marle uses an ice attack on the targeted enemy to cause damage.

Antipode 2

MP Needed: (Lucca) 8

MP Needed: (Marle) 8

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Marle) *Ice 2

Description: Lucca uses a fire attack, while Marle uses an ice attack on the targeted enemy to cause greater damage.

Antipode 3

MP Needed: (Lucca) 8

MP Needed: (Marle) 20

Techs Needed: (Lucca) *Flare

Techs Needed: (Marle) *Ice 2

Description: Lucca uses a fire attack, while Marle uses an ice attack on the targeted enemy to cause massive damage.

Lucca and Frog's Dual Techs

Red Pin

MP Needed: (Lucca) 2

MP Needed: (Frog) 4

Techs Needed: (Lucca) *Fire

Techs Needed: (Frog) Leap Slash

Description: Lucca uses a fire attack, while Frog jumps high in the air, causing Fire damage to the targeted enemy.

Line Bomb

MP Needed: (Lucca) 15

MP Needed: (Frog) 4

Techs Needed: (Lucca) Mega Bomb

Techs Needed: (Frog) Leap Slash

Description: Frog will jump in the air, then Lucca will throw bombs at him, thus lighting him up. In Frog's lit up state, he will charge at the enemy in straight line and hit all enemies that are in a row, just like Crono does with Falcon Hit.

Frog Flare

MP Needed: (Lucca) 20

MP Needed: (Frog) 15

Techs Needed: (Lucca) *Flare

Techs Needed: (Frog) Frog Squash

Description: Lucca uses *Flare, while Frog summons a huge frog that hits all enemies onscreen for massive damage.

Lucca and Robo's Dual Techs

Fire Punch

MP Needed: (Lucca) 2

MP Needed: (Robo) 1

Techs Needed: (Lucca) *Fire

Techs Needed: (Robo) Rocket Punch

Description: Lucca uses fire on Robo and it causes him to be lit up with fire. Robo then punches the enemies the near the target you selected before using this move.

Fire Tackle

MP Needed: (Lucca) 8

MP Needed: (Robo) 4

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Robo) Robo Tackle

Description: Lucca uses fire on Robo, thus lighting him up with fire. Once Robo is lit up, he tackles the targeted enemy for damage.

Double Bomb

MP Needed: (Lucca) 15

MP Needed: (Robo) 14

Techs Needed: (Lucca) Mega Bomb

Techs Needed: (Robo) Area Bomb

Description: Lucca and Robo throw bombs at the enemies within Robo's range.

Lucca and Ayla's Dual Techs

Flame Kick

MP Needed: (Lucca) 2

MP Needed: (Ayla) 2

Techs Needed: (Lucca) *Fire

Techs Needed: (Ayla) Rollo Kick

Description: Lucca uses fire to power up Ayla, then once she is powered up, she kicks the targeted enemy.

Fire Whirl

MP Needed: (Lucca) 8

MP Needed: (Ayla) 10

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Ayla) Tail Spin

Description: While Ayla spins around like a tornado, Lucca uses fire on her to power up with fire. Once she's powered up with fire, Ayla will hit all enemies onscreen for Fire damage.

Blaze Kick

MP Needed: (Lucca) 8

MP Needed: (Ayla) 20

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Ayla) Triple Kick

Description: Lucca uses fire to power up Ayla, then once she is powered up, she kicks the targeted enemy with a very powerful kick.

Marle and Frog's Dual Techs

Ice Water

MP Needed: (Marle) 2

MP Needed: (Frog) 2

Techs Needed: (Marle) *Ice

Techs Needed: (Frog) *Water

Description: Frog creates a bubble, and Marle creates an ice block that goes inside that bubble. The ice/water combination hits the targeted enemy.

Glacier

MP Needed: (Marle) 8

MP Needed: (Frog) 8

Techs Needed: (Marle) *Ice 2

Techs Needed: (Frog) *Water 2

Description: Frog creates a giant water pillar, while Marle causes three ice blocks to fall atop the targeted enemy for damage.

Double Cure

MP Needed: (Marle) 5

MP Needed: (Frog) 5

Techs Needed: (Marle) *Cure 2

Techs Needed: (Frog) *Cure 2

Description: Frog and Marle use a powerful healing ability that heals all party members' HP by a great amount. Also, this ability removes any negative status effects on all your party members.

Marle and Robo's Dual Techs

Aura Beam

MP Needed: (Marle) 1

MP Needed: (Robo) 2

Techs Needed: (Marle) Aura

Techs Needed: (Robo) Cure Beam

Description: Robo and Marle combine their healing powers to make one healing ability that heals all party members' HP a bit.

Ice Tackle

MP Needed: (Marle) 4

MP Needed: (Robo) 2

Techs Needed: (Marle) *Ice

Techs Needed: (Robo) Robo Tackle

Description: Marle will use ice on Robo, then he'll become powered up with the ice. Once he's powered up, he'll tackle the enemy for damage.

Cure Touch

MP Needed: (Marle) 5

MP Needed: (Robo) 3

Techs Needed: (Marle) *Cure 2

Techs Needed: (Robo) Heal Beam

Description: Robo and Marle combine their healing powers to make one healing ability that heals all party members' HP a great amount.

Marle and Ayla's Dual Techs

Twin Charm

MP Needed: (Marle) 1

MP Needed: (Ayla) 4

Techs Needed: (Marle) Provoke

Techs Needed: (Ayla) Charm

Description: Ayla and Marle try and steal an item from the targeted enemy.

This ability has more of a chance of successfully stealing the item from the targeted enemy than the Single Tech Charm does.

Ice Toss

MP Needed: (Marle) 2

MP Needed: (Ayla) 4

Techs Needed: (Marle) *Ice

Techs Needed: (Ayla) Rock Throw

Description: Marle uses ice, then Ayla throws ice at the targeted enemy for damage.

Cube Toss

MP Needed: (Marle) 8

MP Needed: (Ayla) 4

Techs Needed: (Marle) *Ice 2

Techs Needed: (Ayla) Rock Throw

Description: Marle uses ice, then Ayla drops a HUGE ice block on the targeted enemy, and anything within the targeted enemy's range.

Frog and Robo's Dual Techs

Blade Toss

MP Needed: (Frog) 2

MP Needed: (Robo) 3

Techs Needed: (Frog) Slurp Cut

Techs Needed: (Robo) Laser Spin

Description: Robo throws Frog at the targeted enemy, and Frog hits that enemy with his blade for damage.

Bubble Snap

MP Needed: (Frog) 4

MP Needed: (Robo) 2

Techs Needed: (Frog) *Water

Techs Needed: (Robo) Robo Tackle

Description: Robo gets inside a bubble that Frog creates, then the bubble travels to the targeted enemy, then bursts and causes damage.

Cure Wave

MP Needed: (Frog) 5

MP Needed: (Robo) 3

Techs Needed: (Frog) *Cure 2

Techs Needed: (Robo) Heal Beam

Description: Robo and Frog heal all party members' HP by a great amount.

Frog and Ayla's Dual Techs

Slurp Kiss

MP Needed: (Frog) 1

MP Needed: (Ayla) 1

Techs Needed: (Frog) Slurp

Techs Needed: (Ayla) Kiss

Description: Frog and Ayla use a healing ability that heals all party members' HP by a good bit. Also, this ability removes any negative status effects.

Bubble Hit

MP Needed: (Frog) 2

MP Needed: (Ayla) 2

Techs Needed: (Frog) *Water

Techs Needed: (Ayla) Rollo Kick

Description: Frog creates a bubble that Ayla gets in. Once Ayla is inside the bubble, she moves toward the targeted enemy, then the bubble bursts and she drops down on that enemy.

Drop Kick

MP Needed: (Frog) 4

MP Needed: (Ayla) 20

Techs Needed: (Frog) Leap Slash

Techs Needed: (Ayla) Triple Kick

Description: Ayla jumps up in the air, as does Frog. Ayla then kicks the enemy that you targeted twice, then Frog comes down and stabs that enemy.

Robo and Ayla's Dual Techs

Boogie

MP Needed: (Robo) 4

MP Needed: (Ayla) 4

Techs Needed: (Robo) Robo Tackle

Techs Needed: (Ayla) Charm

Description: Robo jumps up high in the air, then Robo aims a green beam down on Ayla, then she and Robo spin around in a circle and attempt to make it where the targeted enemy can't attack for a few turns. This doesn't always work, so keep that in mind when you use it.

Spin Kick

MP Needed: (Robo) 4

MP Needed: (Ayla) 2

Techs Needed: (Robo) Robo Tackle

Techs Needed: (Ayla) Rollo Kick

Description: Ayla is thrown towards the targeted enemy by Robo, then she spin kicks the enemy when she reaches it.

Beast Toss

MP Needed: (Robo) 12

MP Needed: (Ayla) 4

Techs Needed: (Robo) Uzzi Punch

Techs Needed: (Ayla) Rock Throw

Description: Robo and Ayla throw the targeted enemy back and forth to each other, then they throw that enemy very high up in the air, then finally that enemy drops down.

Triple Techs

Non-Rock Triple Techs

Crono, Frog, and Ayla's Triple Tech

3D Attack

MP Needed: (Crono) 2

MP Needed: (Frog) 2

MP Needed: (Ayla) 20

Techs Needed: (Crono) Cyclone

Techs Needed: (Frog) Slurp Cut

Techs Needed: (Ayla) Triple Kick

Description: Crono and Frog will attack the enemy with their swords in a cross fashion, while Ayla drops down on the enemy after springing into the air.

Crono, Marle, and Frog's Triple Tech

Arc Impluse

MP Needed: (Crono) 4

MP Needed: (Marle) 8

MP Needed: (Frog) 4

Techs Needed: (Crono) Spincut

Techs Needed: (Marle) *Ice 2

Techs Needed: (Frog) Leap Slash

Description: Marle uses ice on Crono. After that, Crono jumps high in the air, then he and Frog attack the enemy with their swords in a cross fashion.

Crono, Lucca, and Marle's Triple Tech

Delta Force

MP Needed: (Crono) 8

MP Needed: (Lucca) 8

MP Needed: (Marle) 8

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Marle) *Ice 2

Description: Crono uses a lightning attack, Lucca uses a fire attack, and Marle uses an ice attack, and they use all their attacks to create a huge pillar of energy that hits all the enemies onscreen.

Crono, Lucca, and Frog's Triple Tech

Delta Storm

MP Needed: (Crono) 8

MP Needed: (Lucca) 8

MP Needed: (Frog) 8

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Frog) *Water 2

Description: Crono uses a lightning attack, Lucca uses a fire attack, and Frog uses a water attack, and they use all their attacks to

create a wave of energy that hits all enemies onscreen.

Crono, Marle, and Ayla's Triple Tech

Final Kick

MP Needed: (Crono) 8

MP Needed: (Marle) 8

MP Needed: (Ayla) 20

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Marle) *Ice 2

Techs Needed: (Ayla) Triple Kick

Description: Crono uses lightning, and Marle uses ice and the energy from their attacks form a ball of their energy. Ayla charges straight through that ball of energy, while creating after images of herself. After Ayla goes through the energy ball, she kicks the targeted enemy a couple times.

Crono, Lucca, and Robo's Triple Tech

Fire Zone

MP Needed: (Crono) 4

MP Needed: (Lucca) 8

MP Needed: (Robo) 3

Techs Needed: (Crono) Spincut

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Robo) Laser Spin

Description: Robo spins Crono around and Lucca powers him up with fire. Then, Crono attacks the enemy with his sword.

Crono, Lucca, and Ayla's Triple Tech

GatlingKick

MP Needed: (Crono) 8

MP Needed: (Lucca) 8

MP Needed: (Ayla) 20

Techs Needed: (Crono) *Lightning 2

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Ayla) Triple Kick

Description: Crono uses lightning, and Lucca uses fire and the energy from their attacks form a ball of their energy. Ayla charges straight through that ball of energy. After Ayla goes through the energy ball, she attacks the targeted enemy.

Crono, Marle, and Robo's Triple Tech

Lifeline

MP Needed: (Crono) 2

MP Needed: (Marle) 15

MP Needed: (Robo) 3

Techs Needed: (Crono) Cyclone

Techs Needed: (Marle) *Life 2

Techs Needed: (Robo) Laser Spin

Description: When used, this ability revives all your dead party members, and recovers a good amount of HP.

Crono, Frog, and Robo's Triple Tech

Triple Raid

MP Needed: (Crono) 2

MP Needed: (Frog) 2

MP Needed: (Robo) 4

Techs Needed: (Crono) Cyclone

Techs Needed: (Frog) Slurp Cut

Techs Needed: (Robo) Robo Tackle

Description: When used, Crono, Frog, and Robo attack all enemies onscreen with a very powerful attack.

Crono, Robo, and Ayla's Triple Tech

Twister

MP Needed: (Crono) 2

MP Needed: (Robo) 3

MP Needed: (Ayla) 10

Techs Needed: (Crono) Cyclone

Techs Needed: (Robo) Laser Spin

Techs Needed: (Ayla) Tail Spin

Description: When used, Crono, Robo, and Ayla spin around atop each other, producing a tornado. This tornado attack hits all enemies onscreen.

Rock Triple Techs

Marle, Frog, and Robo's Triple Tech

Grand Dream

MP Needed: (Marle) 15

MP Needed: (Frog) 15

MP Needed: (Robo) 2

Techs Needed: (Marle) *Life 2

Techs Needed: (Frog) Frog Squash

Techs Needed: (Robo) Cure Beam

Items Needed: Gold Rock

Description: When used, Marle, Frog, and Robo summon three beasts that look identical to Masa & Mune, to cause damage to all enemies onscreen.

Lucca, Marle, and Magus's Triple Tech

DarkEternal

MP Needed: (Lucca) 8

MP Needed: (Marle) 8

MP Needed: (Magus) 20

Techs Needed: (Lucca) *Fire 2

Techs Needed: (Marle) *Ice 2

Techs Needed: (Magus) DarkMatter

Items Needed: Black Rock

Description: Lucca and Marle spin around Magus, while he creates a huge wave of energy that hits all enemies onscreen for massive Shadow damage.

Lucca, Robo, and Magus's Triple Tech

OmegaFlare

MP Needed: (Lucca) 20

MP Needed: (Robo) 3

MP Needed: (Magus) 8

Techs Needed: (Lucca) *Flare

Techs Needed: (Robo) Laser Spin

Techs Needed: (Magus) Dark Bomb

Items Needed: Blue Rock

Description: When used, this ability causes a giant laser beam with fire on the bottom to hit all enemies onscreen for massive amounts of damage.

Lucca, Marle, and Ayla's Triple Tech

Poyozo Dance

MP Needed: (Lucca) 1

MP Needed: (Marle) 1

MP Needed: (Ayla) 10

Techs Needed: (Lucca) Hypno Wave

Techs Needed: (Marle) Provoke

Techs Needed: (Ayla) Tail Spin

Items Needed: White Rock

Description: When used, this powerful attack causes damage to all enemies onscreen, and it is also possible for this ability to inflict the Chaos status on the enemies.

Frog, Robo, and Ayla's Triple Tech

Spin Strike

MP Needed: (Frog) 4

MP Needed: (Robo) 4

MP Needed: (Ayla) 10

Techs Needed: (Frog) Leap Slash

Techs Needed: (Robo) Robo Tackle

Techs Needed: (Ayla) Tail Spin

Items Needed: SilverRock

Description: Robo and Ayla will spin around, while Frog jumps high in the air. Then, all three of the party members that preform this Triple Tech attack the targeted enemy.

In this section, I will list every Tab in this game, as well as what they do, and where to find them. The tabs are listed by the places you'd most likely visit first.

Tab #1 - Power Tab

Location: Guardia Forest - 1000 A.D.

How To Get It: In the southeastern part of the forest, examine the sparkling object in the northeast corner to get this tab.

Tab #2 - Power Tab

Location: Guardia Forest - 600 A.D.

How To Get It: Just like the one in 1000 A.D., this one is in the southeastern corner, as well. Don't examine the sparkling object beside the rock, though, as that will activate a battle against enemies.

Tab #3 - Power Tab

Location: Cathedral - 600 A.D.

How To Get It: In the northwest room of the Cathedral (where you get the SteelSaber weapon for Crono) in the bucket to the left of the entrance of the room.

Tab #4 - Power Tab

Location: Lab 32 - 2300 A.D.

How To Get It: First off, get the Race Log in Lab 32. Then, race Johnny and get more than a score of 1500 to get this tab.

Tab #5 - Magic Tab

Location: End of Time

How To Get It: Defeat the first form of Spekkio, which is the Croaker form. This form appears when you are Level 1-5 only, so keep that in mind.

Tab #6 - Magic Tab

Location: End of Time

How To Get It: Defeat the second form of Spekkio, which is the Kilwala form. This form appears when you are Level 6-19 only, so keep that in mind.

Tab #7 - Magic Tab

Location: End of Time

How To Get It: Defeat the third form of Spekkio, which is the Goblin form. This form appears when you are Level 20-29 only, so keep that in mind.

Tab #8 - Magic Tab

Location: End of Time

How To Get It: Defeat the fourth form of Spekkio, which is the Omnicrone form. This form appears when you are Level 30-39 only, so keep that in mind.

Tab #9 - Magic Tab

Location: End of Time

How To Get It: Defeat the fifth form of Spekkio, which is the Masa & Mune form. This form appears when you are Level 40-98 only, so keep that in mind.

Tab #10 - 40 - 10 Magic Tabs, 10 Power Tabs, 10 Speed Tabs

Location: End of Time

How To Get It: Defeat the sixth form of Spekkio, which is the Red Nu form.

This form appears when you are Level ** only, so keep that in mind.

Tab #41 - Magic Tab

Location: Elder's House in Medina Village - 1000 A.D.

How To Get It: Examine the sparkling object on the counter to the north of where you walk in the house to get this tab.

Tab #42 - Speed Tab

Location: Elder's House in Medina Village - 1000 A.D.

How To Get It: Examine the sparkling object on the counter upstairs to get this tab.

Tab #43 - Power Tab

Location: Guardia Castle - 600 A.D.

How To Get It: After you talk to the Knight Captain on Zenan Bridge, go to Guardia Castle. Once inside, go to the room where the chef is. Once there, talk to the chef, then leave the room and head back to the entrance of the castle. On your way to the entrance, the chef will give you a Power Tab, as well as some Jerky for the Knight Captain and his army.

Tab #44 - Magic Tab

Location: Dorino Residence to the north of the Elder's House in 600 A.D.

How To Get It: Visit the Residence in Dorino to the north of the Elder's House. Once inside, talk to the old man and when he asks you if you'll give him the Naga-ette Bromide, tell him yes, then he will tell you to go ahead and take the tab that is in the dresser.

Tab #45 - Power Tab

Location: Porre Market - 600 A.D.

How To Get It: Examine the sparkling object behind the little girl to get this Power Tab.

Tab #46 - Power Tab

Location: Denadoro Mts. - 600 A.D.

How To Get It: When you reach the area where the Kilwala lookalike is, talk to it four times to get this tab.

Tab #47 - Speed Tab

Location: Denadoro Mts. - 600 A.D.

How To Get It: When you reach the Save Point close to when you reach Masa & Mune, examine the sparkling object to the south of that Save Point to get a Speed Tab.

Tab #48 - Magic Tab

Location: Magus's Lair - 600 A.D.

How To Get It: After you defeat Flea, she leaves behind this tab.

Tab #49 - Magic Tab

Location: Magus's Lair - 600 A.D.

How To Get It: In the room where Ozzie creates the many holes in the floor, when you drop down to the room below after the first hole is created, examine the sparkling object in the southeast corner of the room to get a Magic Tab.

Tab #50 - Magic Tab

Location: Tyrano Lair - 65,000,000 B.C.

How To Get It: Charm from Azala.

Tab #51 - Power Tab

Location: Tyrano Lair - 65,000,000 B.C.

How To Get It: Charm from BlackTyrano.

Tab #52 - 53 - 1 Magic Tab, 1 Speed Tab

Location: Enhasa - 12,000 B.C.

How To Get It: Open the water, wind, and fire books in Enhasa in that order. Doing this will unlock a door, so enter that door. Once inside that room, talk to the Nu, then choose to challenge the Nu, then beat all six Nu's that attack you (Crono and Ayla's Dual Tech Falcon Hit works very well here, so use it). Then, you'll be rewarded with these two tabs.

Tab #54 - Speed Tab

Location: Kajar - 12,000 B.C.

How To Get It: In the northeastern room of Kajar, get as close to the southeast wall as you can then keep pressing A (be sure you are facing the wall with your face turned toward it) around that wall till you get this tab.

Tab #55 - Magic Tab

Location: Zeal Palace - 12,000 B.C.

How To Get It: Scratch the Nu's back in Zeal Palace, then enter Kajar and scratch the Nu's back in Kajar, then you'll get this tab.

Tab #56 - Magic Tab

Location: Zeal Palace - 12,000 B.C.

How To Get It: Charm from Golem.

Tab #57 - Magic Tab

Location: Keeper's Dome - 2300 A.D.

How To Get It: After powering up Marle's pendant in Zeal Palace, examine the sealed door in this dome to unseal the door. Once the door is unsealed, enter it, then in that room, examine all the sparkling objects of Belthasar's thoughts, then enter the next sealed door you come to at the end. In the room that it takes you to, get the Epoch, then after that, exit the room. Back in the previous room, examine the sparkling object that wasn't there before to get a Magic Tab.

Tab #58 - Magic Tab

Location: Trann Dome - 2300 A.D.

How To Get It: Unseal the sealed door in this dome. Then, enter the open door into the next room. In that room, examine the sparkling object to get a Magic Tab.

Tab #59 - Power Tab

Location: Arris Dome - 2300 A.D.

How To Get It: Unseal the sealed door in the very back of this dome, to the east of the door that leads to the computer where your group first learned about Lavos. After unsealing the door, enter it, into the next area. In this area, examine the sparkling object to get a Power Tab.

Tab #60 - Power Tab

Location: Terra Cave - 12,000 B.C.

How To Get It: When you enter the Beast's Nest, examine the sparkling object all the way to the south of where the Blue Beast, Red Beast, and the Mud Imp are (in the very beginning of the room).

Tab #61 - Speed Tab

Location: Terra Cave - 12,000 B.C.

How To Get It: Charm from Mud Imp.

Tab #62 - Magic Tab

Location: Mt. Woe - 12,000 B.C.

How To Get It: When you are very close to Giga Gaia, one of the areas has a Magic Tab (see walkthrough for further details).

Tab #63 - Speed Tab

Location: Mt. Woe - 12,000 B.C.

How To Get It: Charm from Giga Gaia.

Tab #64 - Magic Tab

Location: Ocean Palace - 12,000 B.C.

How To Get It: You will most likely overlook this one if you don't look how to get it. Go down the elevator, fight the series of battles, then go north into the next room. Then, when you reach the next room, exit it, then get on the elevator again and when it rides you up top again, examine the sparkling object on the west side of the wall to get this tab.

Tab #65 - 66 - 2 Magic Tabs

Location: Ocean Palace - 12,000 B.C.

How To Get It: Charm each of these Magic Tabs from each of the GolemTwins.

Tab #67 - Magic Tab

Location: Last Village - 12,000 B.C.

How To Get It: After the Ocean Palace disaster, when you get stranded in the small island in 12,000 B.C. with the three huts, enter the northmost hut. Inside, just sit tight and wait until the Nu moves. When it does, examine the sparkling object behind where it was to get a Magic Tab.

Tab #68 - Magic Tab

Location: Blackbird - 12,000 B.C.

How To Get It: In the northeastern corner of the air ducts, you'll find this tab waiting for you.

Tab #69 - Power Tab

Location: Death Peak - 2300 A.D.

How To Get It: When you get in Death Peak, quickly run north and then head east into the alcove. In the alcove, quickly examine the sparkling object to get this tab (the sparkling object is hard to see, but it's indeed visible).

Tab #70 - Speed Tab

Location: Sunken Desert - 600 A.D.

How To Get It: Charm from the core of the Retinite.

Tab #71 - Power Tab

Location: Sunken Desert - 600 A.D.

How To Get It: After you defeat Retinite, go back to the main room of the desert and look in the left side of the room; examine the sparkling object you find, then you'll get this tab!

Tab #72 - Magic Tab

Location: Ozzie's Fort - 600 A.D.

How To Get It: In the hidden room in Ozzie's Fort where you get the Gloom

Helm, the Gloom Cape, and the DoomSickle for Magus (see the walkthrough for further details), examine the sparkling object to get this tab.

Tab #73 - Power Tab

Location: Geno Dome - 2300 A.D.

How To Get It: In the southeastern corner of the room with the long hallway, examine the sparkling object to get this tab.

Tab #74 - Speed Tab

Location: Geno Dome - 2300 A.D.

How To Get It: Examine the sparkling object the Poyozo Doll leaves behind to get this tab.

Tab #75 - Magic Tab

Location: Geno Dome - 2300 A.D.

How To Get It: This one is hard for me to explain, so sorry if it's a bit off. In the secret passage, hold Left and Up on the D-Pad (after you stand still in the passage); then, let go of Left and Up on the D-Pad. Then, simply go left and this tab awaits you.

Tab #76 - Magic Tab

Location: Geno Dome - 2300 A.D.

How To Get It: After you defeat Atropos XR, and after getting the red laser out of the way, examine the sparkling object in the room the red laser was blocking to get this tab.

Tab #77 - Power Tab

Location: Sun Keep - 600 A.D.

How To Get It: Enter the Sun Keep in 600 A.D. Inside, head northwest and check out the sparkling object to the west to get this tab.

Tab #78 - Magic Tab

Location: Hero's Grave - 1000 A.D.

How To Get It: Examine the sparkling object to the west of Cyrus's grave to get this tab.

Tab #79 - Power Tab

Location: Hero's Grave - 1000 A.D.

How To Get It: Go up the stairs east and north of the entrance to this place. Then, in this next room, examine lower left corner in this room to get this tab.

Tab #80 - Speed Tab

Location: West Cape - 1000 A.D.

How To Get It: Examine the area behind Toma's grave, and this tab is yours.

Tab #81 - Power Tab

Location: Giant's Claw - 600 A.D.

How To Get It: You'll find this tab behind the second skull head (see the walkthrough for further details).

Tab #82 - Power Tab

Location: Giant's Claw - 600 A.D.

How To Get It: After getting the first Power Tab, head south into the next room, then in that room, head all the way west until you see a ladder; go down it. Then, head west and open the chest to get a Full Ether. Then, head all the way east and examine the sparkling object to get this Power Tab.

Tab #83 - Power Tab

Location: Giant's Claw - 600 A.D.

How To Get It: In the room after you fight the two Rubble enemies, examine the egg just right of the pit; you'll then drop to another room. There, exit the cell by heading west and south. Once you exit the cell, head all the way and then north, up the stairs. In this room, you'll see a sparkling object; examine it to get the final tab in the Giant's Claw!

Tab #84 - 88 - 4 Magic Tabs

Location: Black Omen

How To Get It: Charm each of these tabs from each Alien you find in the Black Omen.

Tab #88 - 101 - 13 Speed Tabs

Location: Black Omen

How To Get It: Charm each of these tabs from each Panel you find in the Black Omen.

Tab #??? - Power Tab

Location: Black Omen

How To Get It: Charm an unlimited amount of Power Tabs from the Tubsters you encounter in the Black Omen.

Tab #101 - Speed Tab

Location: Black Omen

How To Get It: Open the chest in the southeast corner of the room with the Cybot enemy, two Flyclops enemies, the Martello enemy, and the Tubster enemy to get this tab.

Tab #102 - Speed Tab

Location: Black Omen

How To Get It: In the room just after the Speed Tab in the chest, head west and open the chest you come to at the end to get a Speed Tab.

Tab #103 - Speed Tab

Location: Black Omen

How To Get It: This tab can be found in the room with the Alien enemies and the Blob enemies.

Tab #104 - Speed Tab

Location: Black Omen

How To Get It: You'll find this in the room with the TerraMutant.

|=====|
| 18. Endings |
|=====|

There are quite a number of endings in this game. I'll list them all in this section.

Ending #1 - Beyond Time

How To Get It: This ending is obtained if you beat Lavos after you resurrect Crono.

Description: In this ending, a soldier wakes Crono up in house and tells them he is to be executed. Then, the scene switches to the throne room of Guardia Castle, where Crono's execution is lifted. Also, the people you've met throughout the different time periods in the game will appear in the castle, and each of them say something.

Eventually, you'll appear at the Moonlight Parade at Leene Square. Once you gain control, head to the room with the Telepod. Once there, your group will say their goodbyes, then after that, Crono's mom comes in and chases the cat/cats into the Gate! After that, a soldier comes in and tells Marle that her father requires her presence.

After that, you'll regain control, so when you do, keep heading south through the square until you come across the King; talk to him, then he'll take down Leene's Bell and put up Nadia's Bell. Once that is done, Marle leaves, as a few more things happen (no need to spoil EVERY bit of this ending :P), then the credits roll and eventually, after the credits, the ending is over!

Variations: This ending has several variations. I'll list them all below.

Variation #1: If you have the clone and you have the Poyozo Dolls that you can get, then they will appear when the soldier wakes Crono up.

Variation #2: If you rescued the Chancellor in 1000 A.D., then he will appear in the throne room of Guardia Castle when your group visits it.

Variation #3: If you inserted the password in the Sunken Desert side quest to save Lara (which would've been L, A, R, A), Lara will be standing in the Moonlight Parade, rather than sitting down.

Variation #4: If you didn't kill Magus at the North Cape, then he'll appear in this ending.

Variation #5: If you did kill Magus, the curse of Frog recedes, and Frog turns back to Glenn, his former human self.

Variation #6: The number of cats that go through the Gate near the end of this ending depends on how many cats you had throughout this game.

Variation #7: If you went into Lavos's shell via the Epoch (e.g. by going to 1999 A.D.), then the cats won't go through the Gate.

Variation #8: Crono and Marle will put up Nadia's Bell in the middle of the second area of the square, then Crono and Marle will both float up with the balloons.

These are all the variations in this ending.

Ending #2 - Reunion

How To Get It: Defeat Lavos before resurrecting Crono. New Game+ can be accessed if you defeat Lavos by completing the Black Omen side quest.

Description: Your group appears at the End of Time. If you didn't kill Magus, he will be there too, but either way, Crono won't be here, simply because he's dead! When you gain control of Marle, talk to the old man (Gaspar). Then, the rest of your group will wake up, so talk to them, then shortly after that, you'll arrive in the Moonlight Parade. In the Moonlight Parade, go to the area with the Telepod. Once there, some dialogue will commence, as your group learns that Gaspar can resurrect Crono. Your group then goes on a journey to resurrect Crono (everyone except Marle, of course).

The King of Guardia requests Marle's presence, but Marle ignores him and goes and looks for Crono alone. Also, if you charged

straight into Lavos's shell via the Epoch, Lucca messes with the Telepod a bit, as Gaspar appears. This time around, Marle will put up Nadia's bell, then she'll be carried by the balloons to the summit of Death Peak, where she sees Crono in the distance. She runs toward him, then the ending is over.

Ending #3 - The Dream Project

How To Get It: In a New Game+ game, when you reach the Telepod in the Millennial Fair, look on the right pod. Then, examine the sparkling object, and you'll be warped to Lavos. This is a VERY hard fight to win, so be sure to re-equip yourself with the good equipment you found on your first playthrough of this game. Also, I suggest you are at least Level 70 before you try this fight, because it is hard with just Crono and Marle alone. An alternate and easier way to achieve this ending is to beat Lavos in the Ocean Palace. Simply have your group use their strongest attacks on him, and you have a chance of winning. If you are Level 70+, you should be able to pull through.

Keep in mind, though, this version of Lavos is the HARDEST in the game.

Description: You'll appear at the End of Time, where you can talk to the development team of Chrono Trigger. Akira Toriyama also appears in this ending.

Ending #4 - The Successor of Guardia

How To Get It: To get this ending, fight Lavos via the right pod in the area in Leene Square with the Telepod after you defeat Yakra in the year 600 A.D.

Description: In this ending, Crono and Marle appear in Leene Square. If you wish to further advance the ending, talk to the guards by the entrance to the square. After that, you'll appear in Guardia Castle. There, you'll see some dialogue, as the King tells you that he has found a wedding album. After this, the credits roll, as you see pictures from the wedding album. After the credits are over, so is this ending.

Ending #5 - Good Night

How To Get It: When you first arrive at the End of Time, use the bucket by the Epoch's dock, and defeat Lavos.

Description: In this ending, a frog, a Kilwala, and a Nu will harrass each other. The Nu also tries to sleep throughout this ending, but can't because of the continuous harrassment.

Ending #6 - Legendary Hero

How To Get It: Before you get the Hero Medal, go to the End of Time and use the bucket to warp to Lavos. Defeat Lavos to get this ending.

Description: In this ending, you'll first see Robo land beside Nadia's Bell, but it will be Nadia's Bell in the future, not the present. Robo then bumps into Atropos, and after that, Atropos and Robo will be sitting in the Denadoro Mts. Then after that, you'll see Tata on the throne in the throne room of Guardia Castle. Tata will then go to Magus's Lair, where he runs into Crono, Lucca, and Marle. A battle then takes place, then the ending is over.

Ending #7 - The Unknown Past

How To Get It: Go to the End of Time and warp via the bucket and defeat Lavos after you get the Hero Medal from Tata, but before getting the Dreamstone from Ayla.

Description: You'll see things that you would see if you kept going through

the game normally in this ending, basically.

Ending #8 - People of the Times

How To Get It: After you defeat the first Nizbel (not Nizbel II) in 65,000,000 B.C., go to the End of Time and warp via the bucket. Then, take out Lavos to get this ending. This can also be done before you get Frog in your party for the second time (e.g before you go to Magus's Lair).

Description: Here, the credits roll and you'll see pictures of characters in the game.

Ending #9 - The Oath

How To Get It: Go to the End of Time and warp via the bucket and beat Lavos before you defeat Magus in his lair (be sure that you have recruited Frog before you attempt to warp via the bucket).

Description: In this ending, you'll see Crono, Frog, and Lucca in Lucca's House. Eventually, Frog goes to Magus's Lair, defeats Flea, Slash, and Ozzie, then eventually makes it to Magus. The two fight relentlessly (you don't actually get to see this fight, unfortunately), and then someone eventually stands atop Magus's Lair.

Ending #10 - Dino Age

How To Get It: Go to the End of Time and warp via the bucket and beat Lavos after you defeat Magus in Magus's Lair.

Description: In this ending, almost everyone is a Reptite! The Reptites are now the rulers of the world.

Ending #11 - What The Prophet Seeks

How To Get It: Go to the End of Time and warp via the bucket and defeat Lavos afte defeating Azala and the BlackTyrano.

Description: In this ending, you'll see Frog looking at Magus's statue in the Cathedral in the year 600 A.D. After that, you'll see Zeal people and also, you'll see Janus and his cat Alfador. Since I don't want to spoil the entire ending for you, let's just say that eventually, the Prophet visits the Ocean Palace to look for Lavos and defeat him.

Ending #12 - A Slide Show?

How To Get It: Go to the End of Time and warp via the bucket and take out Lavos after you see Schala open the sealed door in Zeal Palace. Be sure that you DO NOT power up your pendant, otherwise you'll be unable to get this ending.

Description: In this ending, Lucca and Marle will talk about various characters from this game, and comment on them. Eventually, near the end of this final ending in the game, Crono appears and talks (yes, talks)!

Ending #13 - Day of Lavos

How To Get It: Simply lose to Lavos.

Description: Here, you'll witness a few people talking for a moment, then the shelter that they are in crumbles around them and they die. The world also crumbles because Lavos destroys it.

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|=====|
| 19. Side Quests |
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There are several side quests in the game. I will list them in the order that

I do them in. This order is different from what Gaspar tells you at the End of Time, so keep that in mind. NOTE: Each of these side quests require the Neo Epoch, the Epoch with wings, so keep that in mind.

++++
Ozzie's Fort - 600 A.D.
++++

To attempt this side quest, warp to the year 600 A.D. Once there, fly northeast of the Magic Cave, towards the Black Omen. When you reach the Black Omen, fly east of it, then land on the small island that you see a small building surrounded by trees on. Enter this building after you land, which is known as Ozzie's Fort.

Ozzie's Fort - 600 A.D.

NOTE: I suggest a party of Crono, Frog, and Magus, but that's just me. This FAQ is assuming you have the same party.

When you get in here, Ozzie will talk for a moment, then you'll regain control of your group. Once you regain control, head north, up the stairs, then continue north into the next room. In this room, head north, then Ozzie will summon Flea to fight you. Then, some dialogue will commence, as Ozzie leaves the room and Flea attacks you. Read the Bosses section of this FAQ to see how to defeat Flea. Once Flea is defeated, she will leave the room, then you'll regain control, so head north into the next room. In this room, head north and Ozzie will send some enemies to attack you, though they'll simply drop down off the conveyor belts. After the enemies drop, Ozzie leaves the room in panic and then you regain control, so head north into the next room.

In this room, head north and Ozzie will talk for a minute, then he'll send Slash to fight you. Read the Bosses section for a strategy on beating Slash. After you win, head north into the next room, then in this room, go north and Ozzie will try and tempt you into getting the chest the guillotine is hitting. Don't listen to Ozzie, but instead head northeast and north and try and exit the room, then Ozzie will tempt you again into opening the chest. This time, an Imp comes in the room and goes to the chest, but gets smashed by the guillotine. After that, Ozzie leaves the room in panic, then you regain control, so go ahead and open the chest now that the guillotine has stopped to get a Full Ether.

After you get that, head southeast from the chest, then head south just south of the stairs leading out of this room, then you'll reach a hidden area. In this hidden area, examine the sparkling object to get a Magic Tab. After that, head west and open the three chests to get a DoomSickle, a Gloom Helm, and a Gloom Cape. Equip these on Magus immediately, then head east and north, out of this secret area, then head north up the stairs, and into the next room. In this room, Ozzie Flea and Slash will enter combat against you, and you'll have to fight all three of them together, so read the Bosses section to see how to win this fight. After you win the fight, open the two chests in the room after Ozzie leaves to get a Dash Ring and a Sight Cap.

Once you open the chests, head west and north of the chests, and up the stairs into the next room. In this room, head north and Ozzie will enter combat against you. There's no need for me to list him the Bosses section, as there is no way you can die against this guy. Simply attack one of the switches behind him, then after that, Ozzie will send you down a hole, back into the

previous room, so when that happens, simply enter the next room again. In this room again, head north and Ozzie will challenge you again, only for a cat to come in the room and press a switch and send Ozzie falling down a hole! After that happens, exit this fort the way you come in it. After that, side quest completed!

+++++
Getting The Sun Stone
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To begin this side quest, warp to the year 2300 A.D. When you reach 2300 A.D., fly towards Death Peak, then once you reach Death Peak, fly southwest, then land on the small continent there. Then, equip Ruby Vests on all three of your party members, then enter the nearby cave you see, which is the Sun Palace. Also, I recommend a party of Crono, Frog, and Magus.

Sun Palace

When you get in here, head north and approach the sparkling object; an orb with an eye will come onto the platform where you are, then it'll put flames around it, then you'll enter combat against the creature known as Son of Sun. Read the Bosses section of this FAQ to see how to win this next fight. After you defeat the Son of Sun, the Son of Sun will retreat, then you'll regain control, so head north and go across the bridge, then head west or east (it doesn't matter which direction you choose to head; they both lead to the same place) and go up the set of stairs you come across. After that, head north and approach the Son of Sun; the Son of Sun will then disappear and turn into the Moon Stone. Approach the Moon Stone. then press A, and you'll pick it up after one of the members of your group comments about it.

After you get the Moon Stone, exit this place the way you came. Then, you'll arrive on the Overworld.

Overworld - 2300 A.D.

Here, board the Epoch, then warp to the year 65,000,000 B.C.

Overworld - 65,000,000 B.C.

On the overworld of 65,000,000 B.C., fly all the way northeast, going way past the Dactyl Nest, until you reach a small island with a cave on it. Land there, then enter the area there known as Sun Keep (note that you can use the map by pressing Select and find the Sun Keep that way; it's in the northeast part of the map).

Sun Keep - 65,000,000 B.C.

Once here, head north and up the two sets of stairs you come across, then examine the sparkling object there and then when asked what you are going to do, choose to leave the Moon Stone there. After that, head south down the two sets of stairs, then continue south and exit this place.

Overworld - 65,000,000 B.C.

Back on the overworld, get in the Epoch, then fly to the year 2300 A.D.

Overworld - 2300 A.D.

On the overworld of the future, you should be near the island that has the Sun Keep on it, so fly west a bit so that the Epoch over the island. Then, land the Epoch and enter the nearby Sun Keep.

Sun Keep - 2300 A.D.

Here, head north and up the two sets of stairs you come across, then head into the ray of light where the Moon Stone should be. You will find out that the Moon Stone is gone, so head south, down the two sets of stairs, then continue south and exit this place.

Overworld - 2300 A.D.

Here, simply board the Epoch, then warp to the year 1000 A.D.

Overworld - 1000 A.D.

Once here, land your Epoch, then enter the nearby Sun Keep.

Sun Keep - 1000 A.D.

Once here, head north and up the two sets of stairs, then when you reach the ray of light, your group will find out that the Moon Stone is gone, and that somebody in this time period must have taken it. After that, head south, down the two sets of stairs, then continue south and exit this place.

Overworld - 1000 A.D.

Here, board the Epoch, then fly all the way southwest, past Choras, then land the Epoch in the area where you see sparkles coming from the Mayor's Manor. Once you land there, head west and enter the nearby Mayor's Manor.

Mayor's Manor - 1000 A.D.

Once here, head northeast and talk to the mayor, who is the guy sitting on the couch. When you talk to him, he will say that he has never heard of the Moon Stone. After you talk to the mayor, head west and south and exit this place,

then you will be on the overworld.

Overworld - 1000 A.D.

Back on the overworld yet again, head east and enter the Snail Stop that you come across.

Snail Stop - 1000 A.D.

In here, head northeast and approach the counter that the guy is behind. Once there, talk to the guy behind the counter, then he'll say that he has some Jerky, but that he's saving it, although he might let some go for 9900G. So, pay the 9900G and after getting the Jerky, exit the Snail Stop.

Overworld - 1000 A.D.

Here, board the Epoch, then warp to the year 600 A.D.

Overworld - 600 A.D.

On the overworld of 600 A.D., land the Epoch, then enter the building where the Mayor's Manor was in 1000 A.D., which is now called the Elder's House.

Elder's House - 600 A.D.

Here, head north and talk to the girl beside the stove, then give her your Jerky for free. After that, head south and exit this place.

Overworld - 600 A.D.

Here, board the Epoch, then warp back to the year 1000 A.D.

Overworld - 1000 A.D.

When you arrive on the overworld of 1000 A.D., land the Epoch, then enter the nearby Mayor's Manor.

Mayor's Manor - 1000 A.D.

Back in the Mayor's Manor, head northeast and talk to the mayor, who is sitting on the couch. The mayor will then tell you that some people just left the Moon Stone here, and then he'll give it to you! After you get the Moon Stone, head west and south and exit this place.

Overworld - 1000 A.D.

On the overworld again, board the Epoch, then fly all the way to the northeast, then land the Epoch on the small island there with the Sun Keep. Then, when you land the Epoch, enter the nearby Sun Keep.

Sun Keep - 1000 A.D.

Here, head north and up the two sets of stairs, then when you reach the ray of light, choose to leave the Moon Stone there. After that, head south and exit this keep completely.

Overworld - 1000 A.D.

On the overworld yet again, board the Epoch, then warp back to the year 2300 A.D., but before you warp to the future, put Lucca in your party.

Overworld - 2300 A.D.

When you get on the overworld of the future, land your Epoch on the island you are currently over. Then, enter the nearby Sun Keep again.

Sun Keep - 2300 A.D.

When you arrive here, head north, up the two sets of stairs, then when you reach the ray of light, you'll see the Moon Stone lit up! The Moon Stone has now become the Sun Stone! Lucca will then talk for a second, stating that she can make a weapon with this much energy, and then your group automatically arrives in Lucca's House, in the year 1000 A.D.

Lucca's House - 1000 A.D.

When you get in this house, you'll see Lucca make the WonderShot weapon, which is her best weapon. After you get the WonderShot weapon, Taban will enter the room and tell you that he made something nifty using a bit of the Sun Stone's energy. This nifty thing Taban made is called the Sun Shades, an Accessory that ups attack power. After you get the Sun Shades, you'll appear on the overworld with the side quest completed! Also, it would be a good idea to go ahead and equip Lucca with the WonderShot, as it is her best weapon.

++++
The Rainbow Shell
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To begin this side quest, warp to the year 600 A.D. Once you get in the year 600 A.D., fly to the mass of buildings to the southeast of Magic Cave, then land your Epoch on the island with the mass of buildings. Once you arrive

there, head southwest and south of the Northern Ruins (the large building near the trees that is well away from the other buildings on the island), then enter the nearby Choras Cafe.

Choras Cafe - 600 A.D.

When you get in here, head northeast and talk to Toma (the guy who is dressed strangely). He will talk to you about the Rainbow Shell for a second, then he will ask you to hold on to his pop. You'll then get the item "Toma's Pop", so after you get that, head south and exit this cafe.

Overworld - 600 A.D.

Here, board the Epoch, then warp to the year 1000 A.D.

Overworld - 1000 A.D.

Once here, land the Epoch, then head northwest and north of where the Cafe was in 600 A.D., then you'll come to a grave; enter the area you come to known as the West Cape.

West Cape - 1000 A.D.

Here, head north and approach the grave; press A after you approach the grave, then you'll be able to read the inscription on the grave, which tells you that The Great Adventurer, Toma Levine, rests here. After you see the inscription, you will automatically pour Toma's Pop atop the grave. Then, the ghost of Toma will come out of the grave and tell you that he found out where the Rainbow Shell was, and he'll tell you that it is on an island to the northwest. After Toma gets done talking, he'll disappear, then you'll regain control. Once you regain control, head behind the grave, then make it where your lead party members' face is facing the back of the grave. Then, press A to get a Speed Tab! After you get that, head south and exit this place.

Overworld - 1000 A.D.

Here, board your Epoch, then fly to the year 600 A.D.

Overworld - 600 A.D.

When you arrive in 600 A.D., fly to the northwest of where the West Cape was in 1000 A.D. Then, when you see an island with a cave on it, land on it. Then, once you are on the island, I strongly suggest you put Crono, Frog, and Robo in your group (this FAQ is going to assume that you did. After your party is configured, enter the area known as Giant's Claw.

Giant's Claw - 600 A.D.

When you get in here, head northeast and south, down the stairs. Then, read the nearby letter that you see. After you read the letter, head south of the letter, then enter the next room. In this room, head west and south, then your group will comment that the Giant's Claw is the Tyrano Lair, then you'll regain control. Once you regain control, head south into the next room. In this room, head southwest and north and try and approach the chest, then you will be attacked by two Leaper enemies and a Gigasaur enemy. Defeat them, then open the nearby chest to get a Sight Cap. Once you get that, head southeast, then south and down the stairs. Then, head east and dispose of the three Lizardactyl enemies that attack you.

After that, head east and north into the next room. In this room, step on the leftmost switch, as doing so will cause two huge pits to appear on each side of the ground. Once you get the pits to appear, drop down either one of the pits, and you'll appear in a new room. In this room, ignore the rightmost switch unless you want to fight, as it causes three Leaper enemies to appear. Instead, hit the leftmost switch, as doing so will cause the mouth of the skull to the north to open up. Once the skull mouth opens up, head north and into the small area. In that small area, examine the sparkling object you see to get a Power Tab. After that, head all the way south, past the switches, and into the next room. In this room, head west and south, going down the ladder.

After you go down the ladder, head east as far as you can and examine the sparkling object you come to to get a second Power Tab. Once you get that, head back west, then when you reach the ladder, don't go up it, but instead head west and open the chest you come across to get a Full Ether. After you get that, head east and go back up the ladder, then head west and southeast and defeat the two Fossil Ape enemies that attack you. Once they are defeated, head southeast and defeat the Fossil Ape enemy and the Leaper enemies that come out to attack you, then once they are beaten, head east and south, down the ladder, then head west and open the chest to get a ZodiacCape. Once you get that, head east and go back up the ladder.

Then, go west and north into the next room. In this room, head northeast and open the chest you passed by earlier to get a Blue Rock Accessory. After you get that, head back south into the previous room. Back in the previous room, head east and south down the ladder, then head west and south down the hill, then head east and southeast and open the chest you come across to get a Lapis. Once you get that, head northwest and south, down the ladder, then head southwest and north, into the next room. In this room, head north and defeat the Gigasaur enemies and the two Leaper enemies that attack you. Then, continue north and go through the open skull mouth to the west of the closed skull mouth. Then, after going through the skull mouth, head northwest and up the stairs, into the next area.

In this area, head southwest and press the switch so that way you won't have to fight the nearby enemies. After that, head south into the next room. In this room, head west and open the chest you come across to get a FrenzyBand. After that, head east and north into the previous room, then once you arrive in the previous room again, head northeast a slight bit and defeat the enemies that attack you. Then, continue east and press the next switch you come across to avoid fighting the nearby enemies. After that, head south into the next room. In this room, head east and press A on the nearby Rubble enemy to start a battle with it. After it's defeated, head south and press A on the next Rubble enemy that you come across, then defeat it.

Once you do that, head northeast and north, into the next room. In this small room, approach the rightmost egg, then press A on it, and you'll be dropped

into a room below. In this room, head west and south out of the cell, then head west and north, then go up the stairs into the next room. In this room, examine the sparkling object to the south to get a Power Tab. After that, exit this room via the way you came in, then in the previous room, head southeast and north, down the stairs, and into the next room. In this room, head south and rest/save at the nearby Save Point. Then, head west and press the switch beside the closed cell to open the cell. Once you open the cell, head into the cell, then head north, past the open egg, into the next room.

In this room, head north and you'll see a huge Tyrano, which looks VERY similar to the BlackTyrano. This is the Rust Tyrano. Attempt to go around the Rust Tyrano, then it'll enter combat against you. See the Bosses section of this FAQ for information on how to beat this creature. Once the Rust Tyrano is defeated, head all the way north and you'll eventually come across the Rainbow Shell. Approach it and press A, then your group will realize that they cannot carry it alone, and that they'll need help from Guardia Castle. After your group gets through commenting about the Rainbow Shell, head all the way south and try and exit this room, then you'll be in Guardia Castle.

Guardia Castle - 600 A.D.

In the throne room of Guardia Castle, the King will order the Knight Captain to get the Rainbow Shell and bring it into the castle in one piece. Then, you will regain control after the dialogue is over, so when you do, head south and out the door, then continue south and exit this castle.

Overworld - 600 A.D.

On the overworld, board the Epoch, then warp to the year 1000 A.D.

Overworld - 1000 A.D.

Here, land near Guardia Forest, then place Marle into your party, then enter Guardia Forest.

Guardia Forest - 1000 A.D.

Here, simply make your way to the northern exit of the forest, while defeating any and all enemies that you encounter along the way.

Overworld - 1000 A.D.

On the overworld, head north and enter Guardia Castle.

Guardia Castle - 1000 A.D.

NOTE: I suggest a party of Frog, Magus, and Marle before you enter the castle (Marle is mandatory, but I said to place her in your group above).

When you arrive in Guardia Castle, head east and all the way north, then go up the stairs into the next room. In this room, open the chest you see to get a HyperEther. After you get that, head west and northeast, up the stairs, and into the next small room. In this next small room, head up the stairs into the next small room (ignore the chest, as it is locked for now), then in that small room, head east up the stairs into the next room. Here, head southeast and talk to one of the two guards standing around, then they will not allow you passage to the courtroom. Marle will demand that they let her through, then she and your group will enter the courtroom of the castle. Inside the courtroom, you'll see the King being put on trial for supposedly "selling the Rainbow Shell" for cash.

After Marle talks with the King and the Chancellor, your group will be kicked from the courtroom by the Chancellor, and will not be allowed passage again by the guards. So, your only option is to exit this room, then head west and go through the series of small rooms until you reach the room that lead you to the series of small rooms. In that room, head southeast and northeast, down the stairs, into the next room. In this room, head southeast and north and take out the two Gnasher enemies you come across. Then, after Marle talks, she'll talk again, then the scene will switch to the courtroom again, as a merchant comes in and lies about the King and the Rainbow Shell.

Then, after the dialogue in the courtroom is over, the scene will switch back to your group, who are now in another room. In this room, you'll immediately have to fight a Naga-ette enemy and a Gnasher enemy, so beat them, then head west and open the chest to get a Lapis. After that, head southwest and open the two chests to get an Elixir and a HyperEther. The other chests in this room that haven't been opened are unaccessible period, so just ignore them and head east and north and take out the Naga-ette enemy that is wandering around. Then, continue north and into the next room. In this room, head north and bump into the wandering Gnasher enemy. Then, you'll enter combat against two Naga-ette enemies and the Gnasher enemy.

Beat them, then continue north and go into the next room, then in that room, head north and bump into the next wandering Gnasher enemy, then beat the enemies that attack you. After that, continue north, up the stairs, and go through the door that you reach, leading to the next room. In this next room, head north and approach the Rainbow Shell; some dialogue will commence, then after it's over, you'll receive a PrismShard, which is a piece of the Rainbow Shell. After you get that, the scene will switch back to the courtroom, as the King has been found guilty by onemember of the court already. After that one member deems him guilty, the scene will switch back to your group in the room with the Rainbow Shell, then you'll regain control. Once you regain control, open the chests in this room to get a HyperEther, a Lapis, and an Elixir.

After you open the chests, head all the way south through the several rooms. Then, when you reach the area where there are stairs leading to a previous area, head southwest from the door you just opened, then head northwest, up the stairs, and into the previously visited room. In this previously visited room, head southwest and northeast, up the stairs, and then head east through the series of small rooms, then when you reach the actual big room, head southeast and speak with one of the guards blocking the door to the courtroom. They refuse to let Marle and your group in, then the scene switches back to the courtroom. In the courtroom, the King is found guilty, but then Marle comes in and then your group comes in too.

The Chancellor is then shown the Rainbow Shell as proof of the King's innocence. After the Chancellor is shown the Rainbow Shell, the King will leave the room, then he'll talk for a second, then he'll become Yakra XIII.

You'll have to fight Yakra XIII, so read the Bosses section of the FAQ to see how to win against Yakra XIII. After you beat Yakra XIII, Marle and the King will talk, then once they are done, your group will appear in the throne room of the castle. Once you are in the throne room, the King gives you the okay to take Marle with you, then after that, Melchior comes in the room and talks for a second, then leaves the room. After that, you'll regain control, so head south and exit the throne room, then head southeast and north, then up the stairs into the series of small rooms.

Back in the series of small rooms, head east and go through the series of small rooms until you reach the big room. Once there, head southeast and go through the door leading to the courtroom. In the courtroom, head northwest and examine the sparkling object to get a Yakra Key. After you get that, exit the courtroom, then in the previous room, head southwest and northwest, down the stairs, into the series of small rooms. Once there, head west and keep going down the stairs through the small rooms until you see a chest that you couldn't open earlier because it was locked; approach that chest when you see it, then press A on it to unlock it via the Yakra Key. The real Chancellor then comes out of the chest, then after he is done talking and he leaves the room, you'll regain control, so head west and northwest, down the stairs.

Then, go through the rest of the small rooms by heading west. Once you get out of the series of small rooms, head southeast and northeast, down the stairs, and into a previously visited area. In this area, head southeast and north through each room until you reach the room with the Rainbow Shell. In that room, head north and talk to Melchior. He'll then ask you if you want three Prism Helms, or one Prism Dress. Choose whichever you want, though I chose to get the Prism Dress. After you choose, talk to Melchior again and he'll make you a Prism Specs Accessory, and a Rainbow sword. Note that he'll only make these IF you completed the Sun Stone quest, so if you haven't you can always complete it and come back here and get these two items.

After you get those two items, head back to the entrance of the castle, then exit the castle completely, since you've successfully completed this side quest.

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The Sunken Desert
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To start this side quest, warp to the year 12,000 B.C. Once there, fly to the island where the three huts are, as well as the Commons. Once you find that island, land on it, then enter the Commons.

Commons - 12,000 B.C.

When you get here, head northeast and talk to the girl there. She'll tell you that she received a sapling from the Guru of Time, so tell her to plant it with hope. After that, head south and exit the Commons.

Overworld - 12,000 B.C.

Board the Epoch, then warp to the year 600 A.D.

Overworld - 600 A.D.

Here, fly to Dorino, which is the mass of buildings just west of the Denadoro Mountains. Then, from there, fly southeast, then land the Epoch by Fiona's Villa. Then, enter the villa.

Fiona's Villa - 600 A.D.

Here, talk to Fiona and her husband twice, because the first time, Fiona will just say that she's glad her husband is back. Then after they are done talking, exit this villa.

Overworld - 600 A.D.

Here, head southwest of the villa, then save your game and enter the Sunken Desert there (it's the spinning hole in the ground). I recommend a party of Frog, Magus, and Marle for this particular area. Not only do I recommend it, I strongly recommend it.

Sunken Desert - 600 A.D.

NOTE: You have to run here, not walk, because the sand works against you.

When you arrive here, head north into the next area. In this area you drop down to, head west and open the chest to get a Lapis. After you get that, head south and take out the enemies that attack you, then once they are defeated, head west and take out the next set of enemies that attack you, then continue west some more and take out the next set of enemies that attack you. Once all those enemies are taken care of, open the chest you've been trying to get to by going west to get a Full Ether. Once you get that, head east and south and defeat the three Hexapod enemies that you come across, then once they are defeated, head southwest and take out the next three Hexapod enemies that come out to attack you.

Once they are taken care of, open the nearby chest to get an Elixir. After that, head east and take out the three Mohavor enemies that attack you. Then, head east some more and take out the next set of Hexapod enemies that attack you. Once they are taken care of, head towards the chest you see in the southeast corner of the room and open it to get an Aeon Suit. After that, head west and south down the stairs into the next area. In this area, simply head southeast, down the stairs, ignoring the chest. Then, the room will start to shake, then a bone creature will show itself, then burrow back into the sand. Note that the creature will continue to move out of the ground, then go back in it. If you bump into the creature while its unborrowed, you'll start a boss battle with it. This FAQ is assuming you did NOT enter combat just yet.

Anyway, after the creature shows itself the first time, open the chest I told you to ignore earlier to get a Full Tonic. Once you get that, head east and open the chest to get 5000G. Now, head southeast and open the chest you come across to get a HyperEther. Now, head west and southeast and open the chest to get an Aeon Helm. Then, head all the way west and open the chest you come across to get a Memory Cap. Then, head north and open the next chest you come across to get a Full Ether. Once you get that, head east and southeast and

north, up the stairs, and onto the high platform in the middle of the area. On that high platform, open the chest to get a MuscleRing Accessory.

Now that you have collected all the treasures to this room, go ahead and battle the bone creature in the sand that is called Retinite. But before you do, Make sure to heal and if you want to, save before you fight him because every time he comes out above ground and shakes the place, he hurts all your party members 30 damage. To see how to defeat Retinite see the Bosses section of this FAQ. Once you do that, head back to the main room of the desert, then once there, examine the sparkling object in the western part of the room to get a Power Tab. After that, head north and go up the stairs, thus exiting this desert completely.

Overworld - 600 A.D.

On the overworld, head northeast towards Fiona's Villa, then enter it when you reach it.

Fiona's Villa - 600 A.D.

Here, put Robo in your party, then talk to Fiona; Robo will want to stay and help Fiona build the forest she hopes to see. When Robo asks if you'll let him stay and help Fiona, say yes, then board the Epoch and warp to the year 1000 A.D.

Overworld - 1000 A.D.

Here, land the Epoch near the building surrounded by trees, then enter that building after landing the Epoch, which is known as Fiona's Shrine.

Fiona's Shrine - 1000 A.D.

Once you get here, head north and approach the dead Robo; then Robo will be revived and join your group again! After that, you'll automatically be carried out of this shrine, and into an outside area where your group surrounds a campfire. Your group will talk there about the Entity, so after they're done, you'll wake up as Lucca, so when you do, head southeast, into the next area of this forest area. In this area, head east and north and go through the Gate to appear in Lucca's House.

Lucca's House - 1000 A.D.

Here, head southeast and down the stairs into the next room. In this room, go south and into the main room of the house. In that main room, some dialogue will commence, as Lucca and Lara talk, then Lara's skirt will get stuck in the machine. After Lara gets stuck in the machine, Lucca will fail to pull her out and you'll regain control, so when you regain control, head southeast and examine the sparkling object on the machine, then you'll be prompted to enter a password; press L, A, R, and then A again to input the password. If you are playing this game on the Playstation, the password is L, O, R, O.

Once the password is inserted, Lucca's mom will be saved from the machine, so after she is, head through the Gate again that you used to get into this house. Then, you'll be back in the forest place where you were before. Once there, talk to Robo, then he'll give you the GreenDream Accesory! After that, you'll be carried back on the Overworld, since you've completed this side quest!

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The Geno Dome

If you wish to begin this side quest, warp to the year 2300 A.D. Once there, fly southeast of the Proto Dome, then land the Epoch on the small island with a building on it. On that island, save your game, then enter that building, known as the Geno Dome. Note that I recommend a party of Magus or Lucca (I chose Lucca), Robo, and Crono (Robo is mandatory, by the way). Finally, put Robo as your lead party member.

Geno Dome - 2300 A.D.

When you get here, head north and approach the monitor, then press A; the monitor will then become activated, then after the monitor gets done talking, a door to the east of the monitor will open, so enter it, into the next room. In this room, head north and onto the conveyor belt. After you get on the conveyor belt, you'll face a series of battle against enemies (kinda like you did in the Factory if you remember). Defeat them while keeping your HP high (*Luminaire works well here) and then when you reach the end of the conveyor belt, go north and through the door into the next room. In this room, head north and press the switch on the wall; doing so will open the nearby charge pod. After you open the charge pod, head west and take out the two Debuggest enemies that attack you.

After that, head east, then when you see a hall, head northeast, then you'll see three Proto 4 robots roaming about the area. Don't defeat them yet, but instead wait until one of them opens up the charge pod and starts generating electricity. After that happens, then you can defeat the Proto 4 robots, so do so, then after they are defeated, get into the charge pod that the Proto 4 opened up, then you'll generate electricity, so the second the electricity gets on you, head southwest and southeast of the charge pod, then enter the charge pod you (not the Proto 4) opened up earlier in the dome. After stepping in that pod, the door to the next room will open, which is located just west of the pod, so enter that door, then in that room, defeat the Proto 4 enemy that attacks you.

Then, open the two chests in here to get a Full Tonic and 50000G! After that, exit this room, then back in the previous room, head west and northeast, down the hall, then open the chest you come across to get a Full Tonic. After that, head through the nearby door into the next room. In this room, head north and defeat the four Laser Guard enemies that attack you, then continue north and you'll come across three switches on the wall. Press A on the left and right switches once to turn them red, then leave the middle switch green. After you configure the switches, the nearby charge pod will open, so head back to the charge pod the Proto 4 stepped in earlier, then once inside, you'll start to generate electricity again, so the moment you start generating electricity, head back to the charge pod that opened after you configured the three switches.

Step in that charge pod, then the nearby door will open, so go through it, then examine the Poyozo Doll and it'll disappear; examine the sparkling object on the green circle in the floor to get a Speed Tab. After you get this, head south and exit this room, then head southeast and south and exit this room. Now, head south and go down the hallway, then head all the way east and defeat the Debuggest enemies that attack you, then once they are defeated, head north and enter the door into the next room. In this room, head east, towards the bottom chest, then the Proto 4 enemies will come out to attack you, so beat them, then open the nearby two chests to get a Lapis and an Elixir. After that, head west and south and exit this room, then back in the previous room, head southeast and southwest, then enter the door you come to.

In this room, step on the area of green circles in the center of the room, then when you reach the next room after the elevator elevates you there, step on the Save Point you see, then rest and save your game. Once that is done, head south and defeat the Laser Guard enemies that attack you, then once they are defeated, head southeast of the entrance of this room, then open the chest to get a Lapis. After that, head back to the Save Point, then head west and north, then go through the silver door into the next room. In this room, examine the sparkling object in the corner to the east to get a Power Tab. Now, head north from the entrance, then eventually a voice will call to Robo, but just ignore it and continue north into the next room. Here, head north and defeat the two Proto 4 enemies and the two Laser Guard enemies that attack.

Then, once they are beaten, head north and approach the door, then it'll cause the pods in this room to close, so after that, since the door is now open, go through it, into the next room. In this room, get on the elevator and it'll elevate you to the room below. In that room, head west and go through the wall there. Then, head southeast and press the switch on the wall that you see. Now, head west and northeast of the switch, towards the entrance of this room, then from the entrance, head south and take out the enemies that attack you. After that, head west and press the switch on the wall to cause the nearby red laser to disappear. Once the laser disappears, head west and get on the conveyor belt. On the conveyor belt, run west, towards the other side. At the other side, press the switch on the wall to open the charge pod.

Now, get back on the conveyor belt and run south until you can't anymore, then get off the conveyor belt by heading east after you can't go south anymore. Once you get off the conveyor belt, head east and south, then west and northeast, up the hall, then step in the charge pod that you come to, and you will start generating electricity. The moment you step in the pod, run back to the conveyor belt. Once you are on the conveyor belt, run northwest, then get off the conveyor belt at the other side. Now, quickly run into the charge pod while you are still generating electricity. If done correctly, the door to the next room will open, so enter it, then in that room, head northeast and open the chests to get a Full Ether and a HyperEther.

After opening the chests, wait until the nearby robot starts following you, then when it does, head out of this room, then head east onto the conveyor belt, then run southeast, to the other side. Then, head all the way southwest until you can't go southwest anymore. At that point, head north and then the robot that's following you will get in a staredown with the other robot that was blocking your path earlier. While the two robots are having a staredown, open the chest to get a Vigil Hat. Then, approach the Poyozo Doll and press A on it to take it. After you take the Poyozo Doll, head all the way southeast, then enter the door leading to the elevator. In that room, go down the elevator into the next room of the dome. Back in this room, rest/save at the nearby Save Point.

Then, head southwest from the entrance of this room and you'll encounter Atropos XR, who talks to Robo. After the talking is over, Robo will tell the other two members of your party to stand back, then he will fight Atropos XR alone, so read the Bosses section of this FAQ to see how to beat her. Once she is defeated, Atropos and Robo will talk again, as Atropos returns to normal before she dies. She gives Robo a plug-in that will allow his Speed to rise by 3, and his Magic Defense to rise by 10 permanently! After the talking's over and you regain control, approach the switch on the wall to the north (where the red lasers are), then Robo will automatically jump up and press the switch and after that, the red lasers that were blocking your path will be gone! After the lasers are gone, go into the new area and examine the sparkling object to get a Magic Tab.

Also, open the chest to get a MegaElixir. Once you get that, head south and out of this room, then head southwest and northwest, then the voice will talk again. After the voice is done talking and you regain control, head down the nearby ladder, then follow the path to a chest containing 15000G. After that, head north and enter the door you come to at the end of the path, which leads to the next room of the dome. In this room, your group will comment about the conveyor belt with humans on it, then you'll regain control, so head east and south of the entrance of this room, then enter the door at the end, which leads into the next room. Here, head southeast and north and open the chest to get a Full Ether. Once you get that, head southwest and north, through the door, and into the next room.

In this room again, head to the other side of the room, then head south and exit this room, then in the next room, head southeast and north, up the ladder that you come across at the end of the path. Now, head north and defeat the Laser Guard enemies that attack you. Once they are defeated, continue north and defeat the next set of Laser Guard enemies that attack you. Once they are defeated, stand on each green circle on each side, then press A on each of them to place the Poyozo Dolls you find in the dome on those green circles. After you place the Poyozo Dolls, head back to the Save Point you rest/saved at earlier and rest/save there again. Then, make your way back to where the Poyozo Dolls are, then head north into the next room. In that room, the Mother Brain and Robo will talk for a second, then you'll enter combat.

Check the Bosses section of this guide to see how to defeat Mother Brain. Once Mother Brain is defeated, Robo will receive the Crisis Arm and the Terra Arm, then this side quest is over, as you'll automatically be carried back to the overworld. I suggest equipping the Terra Arm when you get back on the overworld, by the way.

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Cyrus's Ghost
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To start this side quest, warp to the year 1000 A.D., then once there, fly to the southeast part of the map (press Y to display the map), then land in the mass of buildings. This is Choras, where you've been earlier if you've followed my guide fully up to this point. Anyway, once you are in Choras, head northeast of the Mayor's Manor, then enter the building there, known as the Northern Ruins.

Northern Ruins - 1000 A.D.

Here, head northwest and you'll see a knight; don't go up to it, otherwise you

will start a battle. If you do start a battle, just sit there for a few turns until the knight stops attacking. Anyway, after you see the knight, head back southeast and south and exit this place.

Overworld - 1000 A.D.

On the overworld, board the Epoch, then warp to the year 600 A.D.

Overworld - 600 A.D.

Land the Epoch, then enter the Choras Cafe, which is just south of the Choras Inn.

Choras Cafe - 600 A.D.

Once you get inside this place, talk to the nearby guy who is sitting at the table drinking. Then, leave this building and get in the Epoch, then warp back to the year 1000 A.D.

Overworld - 1000 A.D.

Back on the overworld, land the Epoch, then enter the Choras Inn.

Choras Inn - 1000 A.D.

Talk to the nearby guy who is drinking soda, then he'll let you borrow his tools, since he is busy at the inn. So, leave this place, then when you get on the overworld, head west and south or southwest, then enter the nearby Residence.

Residence - 1000 A.D.

Inside, go north and talk to the man's wife, then she'll give you his tools, so head back south and exit this place, back onto the overworld.

Overworld - 1000 A.D.

Once you get on the overworld yet again, get in the Epoch, then warp back to the year 600 A.D.

Overworld - 600 A.D.

Here, land the Epoch, then enter the Choras Cafe, which is to the south of the Choras Inn.

Choras Cafe - 600 A.D.

Talk to the guy you talked to earlier, then give him the tools that the man's wife in 1000 A.D. gave you. Then, he'll thank you and then say that he can get to work, then he'll leave the cafe, so do the same.

Overworld - 600 A.D.

Here, head to the Residence just southwest and/or west and south of the Choras Cafe.

Residence - 600 A.D.

Here, talk to the guy in here whom you have the tools to, then he'll order his four men to go with him to the Northern Ruins to start repairing it. After he leaves, leave this place yourself.

Overworld - 600 A.D.

On the overworld screen again, head northeast, towards the Northern Ruins. Then, once you reach the Northern Ruins, save your game and enter it.

Northern Ruins - 600 A.D.

NOTE: I STRONGLY suggest you don't open the sealed chests in this place (this FAQ is assuming you didn't until I said to do so) until 1000 A.D., because if you open them in 1000 A.D., you'll get better items than if you opened them in 600 A.D. So after you open them in 1000 A.D., come back to the Northern Ruins in 600 A.D., then open the sealed chests to get the not as good items.

In the Northern Ruins again, you'll see the guy you gave the tools to and his four men standing around. They will talk for a moment, then they'll leave this place so that you can clear out the monsters that prevented them from repairing the ruins any further. So, once you regain control, head west and northeast, down the stairs, and into the next room. In this room, head south and defeat the two Sentry enemies that attack you (only magic hurts them). Now, head east and defeat the next two Sentry enemies that attack you, then after they are defeated, go up the nearby set of stairs and open the chest to get a HyperEther. After you get that, head back down the nearby set of stairs, then head west and defeat the four Sentry enemies that attack you.

Now, continue west and then head north up the next set of stairs, then continue north and west up the stairs and out of this room. Back in the main room of the ruins, head southeast and northeast, up the stairs, and into the next room. Here, head southeast and north, through the door, and into the next room of the ruins. In this room, head north and defeat the two Reaper enemies and the two Defunct enemies that attack you. Then, once they are defeated, go south and exit this room, then in the previous room, simply head southwest and

northwest and down the ladder, into the main room of the ruins. In there, head southwest and south and exit the Northern Ruins completely.

Overworld - 600 A.D.

Back on the overworld yet again, head southwest and/or west and south of the Choras Cafe, then enter the Residence there.

Residence - 600 A.D.

Here, talk to the guy in here and then pay him 2000G, and he and his crew will go back to the Northern Ruins now that you've cleared out all the monsters (for now). So, after they leave, leave this place yourself.

Overworld - 600 A.D.

Simply head back to the Northern Ruins.

Northern Ruins - 600 A.D.

NOTE: When you get back in here, place Frog as the leader of your group; you'll see why in a minute.

When you get back in here, the guy and his crew will tell you that the monsters in the ruins are once again preventing them from repairing the ruins any further. Once they leave and you regain control, head west and northeast, down the stairs, and into the next room. In this room, head south and down the stairs, then head east and north up the stairs, then enter the door into the next room. In this room, head north and through the door, then continue north and up the stairs. Then, examine the grave and Cyrus's spirit will appear and talk to Frog, then after the dialogue is over, the Masamune will be upgraded, and Frog will also automatically have it equipped. So, I suggest equipping the Hero Medal on Frog to up the critical hit rate of the Masamune.

After equipping the Hero Medal, head south and exit this room, then back in the previous room, head southwest and northwest, down the stairs, and into the main room of the ruins. Back in the main room of the ruins, head southeast and southeast and northeast, up the stairs, into the next room, then in that room, head southeast and north, through the door, into the next room. In this room, head north and defeat the enemies, then head west and defeat the enemies. Finally, head east and defeat the enemies there, then exit this place.

Overworld - 600 A.D.

On the overworld, head back to the Residence where the guy that repairs the ruins is.

Residence - 600 A.D.

Once again, pay the guy 2000G and he and his crew will go to the Northern Ruins to finish repairing it. So, exit this place after you regain control and head there yourself.

Northern Ruins - 600 A.D.

Once you get back here, the team will talk again, then they'll leave the ruins and you'll regain control, so head east and northeast, up the stairs, and into the next room. In this room, go southeast and north, through the door, and into the previously visited area of the ruins. In this previously visited area, head northwest and north and then enter the door into the next room, and in that room, head north and open the chest you come across to get an Elixir. Now, head south and exit this room, then head southeast and north, then enter the door there into the next room. In this room, head north and approach the sealed chest; press A in front of it, then when you are asked whether or not you want to take the contents from the box, choose not to.

Now, head south and exit this room, then head southwest and north and go through the door at the end, then head north again and enter the next room. In this next room, head north and defeat the two Reaper enemies that attack you, then continue north and go through the door into the next room. In this room, head west and defeat the enemies that attack you. Once they are defeated, head up the nearby set of stairs, then head east and north up the next set of stairs. Now, head north and try and go up the next set of stairs and you'll be attacked by some enemies. Beat them, then examine the two sealed chests, but but choose not to open them. After that, exit the ruins completely.

Overworld - 600 A.D.

On the overworld, board the Epoch, then warp ahead to the year 1000 A.D.

Overworld - 1000 A.D.

Here, land the Epoch, then enter the Northern Ruins again, which is called the Hero's Grave this time.

Hero's Grave - 1000 A.D.

Once inside this place again, head back to each sealed chests you didn't open earlier, then press A on each of them to get a Moon Armor, a Valkerye, and finally a Shiva Edge. Once you get those items, head out of this place, then board the Epoch, then warp back to the year 600 A.D. Then, once you are in the year 600 A.D., enter the Northern Ruins again (its not known as Hero's Grave in 600 A.D.).

Northern Ruins - 600 A.D.

Back here, open all the sealed chests to get a Nova Armor, a Siren, and a Kali Blade. Once you get all these items, exit the ruins completely, then the side

quest is completed.

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Black Omen
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The Black Omen is the black structure that rose out of the ocean after the Ocean Palace disaster in 12,000 B.C. It appears in all time periods, except for 65,000,000 B.C. If you go to the Black Omen in 2300 A.D., you won't be able to enter it, because the Day of Lavos in the year 1999 A.D. is already over, thus Queen Zeal is not even in the Black Omen anymore. The Black Omen also houses the most powerful enemies in the game, as well as some of the best items in the game as well. So, when you're ready, simply board the Epoch and fly to the Black Omen (not in 65,000,000 B.C. or 2300 A.D.), which is the huge black structure you see floating above the surface. Once you are under the Black Omen, press A to enter it.

I suggest a party of Crono, Frog, and Magus or Lucca (I took Magus).

Black Omen

Here, head north and you'll be attacked by six Laser Guard enemies. Beat them (*Luminaire works very well here, so use that), then go through the nearby door and enter the actual omen. Once inside, go north a bit and then Queen Zeal will come in and talk for a moment, then she'll summon a Mega Mutant to attack you. Check the Bosses section of this FAQ for a strategy for this next boss fight. After you beat the Mega Mutant, head north and follow the path until you encounter two Incognito enemies. Defeat them, then continue north and east into the next room. In this room, head east and take out the two Martello enemies that attack you, then once they are defeated, head north and you'll come across two Goon enemies. Defeat them, then continue north and defeat the two Synchrite enemies and the Martello enemy that attack you.

Then, once they are beaten, head northeast and south towards a Save Point. Then, when you reach the Save Point, rest/save, then head northwest, then go north into the next room of the omen. In this next room, head north and defeat the two Panel enemies that attack you, then continue north and defeat the next two Panel enemies that attack you, then once they are defeated, continue north into the next room. Here, head north and beat the Boss Orb enemy and the two Side Kick enemies that attack you, then continue north and defeat the three enemies that attack you. Once they are defeated, continue north and defeat the next Boss Orb/Side Kick enemies that attack you. Once they are defeated, head northwest into the next area.

Here, head west and northeast and take out the two nearby Metal Mute enemies, then head north and west, then north again and defeat the two Flyclops enemies and the two Metal Mute enemies that attack you. After that, continue north and into the next area of the omen, then in that new area, simply go north and step into the portal to be warped to another room. In that room, head south to exit to a new room. In this next new room, head south and get on the elevator, then on the elevator, examine the sparkling object on the west side to cause the elevator to start elevating down to a lower level of the omen. You'll have to fight a battle against random enemies, so beat the enemies you fight. Once they are defeated, the elevator will stop, so head north into the next room.

In this room, defeat the Boss Orb/Side Kick enemies that attack you, then head east and north and defeat the Boss Orb/Side Kick enemies that come out to

attack you, then after that, head northwest and all the way northeast, ignoring the set of stairs you come across for now. After heading northeast, open the chest you come to to get a MegaElixir. After you get that, head back west and then go up the set of stairs I told you to ignore earlier. Now, head north and defeat the enemies that attack you. Then, head northwest and open the chest you come across to get 30000G! Once you get that, head east and north into the next room. In this room, head northwest and defeat the two Ruminators that attack you. Once they are defeated, head northeast and north and defeat the Boss Orb/Side Kick enemies that attack you.

After that, head east and northwest and open the chest to get a Magic Seal. Then, head east and north up the stairs and beat the enemies that attack. Now, go west and north into the next room. Here, open the two nearby chests to get an Elixir and a Vigil Hat. Then, head north and open the next two chests to get a Nova Armor and a MegaElixir. Then, rest/save at the nearby Save Point, then head east and north and talk to the leftmost Nu and then buy some items from him. Talking to the rightmost Nu is a way to get out of the Black Omen, should you wish to. If you wish to get out, choose the option "Wake Up", but if you choose to stay, choose the option "Stay". After shopping from the Nu's shop, open the two nearby chests to get a MegaElixir and a Haste Helm. After that, approach the closed door north of the Nu's, then press A on it to open it.

Once the door is open, go through the now opened door into the next area. In this area, head all the way west and you'll be attacked by a Tubster enemy. Beat it, then head east and north into the next room, then in that room, head north and defeat the two Cybot enemies that attack, then continue north and beat the three Incognito enemies that attack you. Once they are defeated, head northwest and northeast, up the set of stairs, then head northeast up the next sets of stairs. Now, head northwest and north and take out the four Ruminators that attack you, then open the nearby chest to get a ZodiacCape. Now, head southeast into the next room. In this room, head southeast and defeat the Boss Orb/Side Kicks that attack you. Then, head east and go up the stairs. Then, head east some more and defeat the enemies that attack you.

Once they are defeated, open the nearby chest to get a MegaElixir. Now, head southeast and down the stairs, then head east and defeat the Boss Orb/Side Kicks that attack you. After that, head east and south into the next room. In this room, head southwest and south and open the chest you come across to get a Power Seal. Now, head northeast and southwest, then head south and two Flyclops enemies will emerge from the water. Go up either set of stairs that you are beside, then two Flyclops, followed by another enemy will attack you. Beat them, then head south and defeat the Cybot and the Martello enemies that attack you. After that, head east and open the chest to get a Speed Tab. Then, head west and south into yet another new room of the omen.

In that room, head all the way west and you'll come across a chest containing another Speed Tab. Now, head east and north into the next room. In this room, head north and step on the circle on the floor, then you'll be warped to a new room of the omen. There, simply head north and into the next room. In this next new room, head northwest and southwest and defeat the enemies that attack you. Once that is done, head west and northwest, then south to a chest that contains an Elixir. Once you get the Elixir, head all the way north, then east up the stairs. Now, go southeast and down the next set of stairs, ignoring the enemies you see. After that, head east and northwest, then open the chest to get another Speed Tab. Then, go east, northwest, and then finally southeast and open the chest you come across to get another MegaElixir.

Now, head west, northwest, and then finally north into the next room. Here, rest/save at the nearby Save Point, then head north and the floor tiles will

start to change colors, then the Giga Mutant will appear and attack you. Read the Bosses section of this guide to see how to win this next fight. Once you defeat the Giga Mutant, go back to the Save Point and rest/save, then head north into the next room. In this room, head north and step into the portal to be transported to another room of the omen. In that room, head south into the next area. In this area, head south and get on the elevator, then examine the sparkling object to cause the elevator rise up into an upper level of the omen. There, head north into the next room (you might have to fight some enemies along the way, though, because I had to fight some Ruminators). In this room, head north and beat the two Synchrite enemies that attack you.

Afterwards, head northwest and northeast and defeat the two Goon enemies that attack you. Once they are defeated, head east, southeast, and northwest, then a Tubster enemy will come out and attack you. Beat it, then head west and northeast, then go through the door into the next area. In this area, head northwest and north and defeat the Panel enemies that attack you. Open the chest after the fight to get a Speed Tab. Now, head south and rest/save at the Save Point. Then, head east and north and the TerraMutant will attack you. Check the Bosses section of this FAQ to see how win this next boss battle. After the battle, open the two chests to get a White Rock and a MegaElixir. Once you open the chests, go back and rest/save at the Save Point, then head back to where the TerraMutant attacked you, then head north into the next room.

In this room, head all the way north, then enter the door at the end, leading you further into the omen. In this next new room, head north and you'll be attacked by a Lavos Spawn. See the Bosses section to see how to win. Once you win, go north into the next room, then in this next room, head north and beat the Panel enemies that attack you. After that, head west and rest/save at the Save Point that spawned, then head east and north into the next room. In this room, head all the way north and you'll encounter Queen Zeal, who'll talk for a minute, then she'll attack you. Read the Bosses section of this FAQ to see how to win against Zeal. After you defeat Zeal, she'll say a few words, then she'll send you to fight the Mammon Machine. You won't have a chance to heal, either, so just be careful.

See the Bosses section of the FAQ to see how to win this next battle. After you win against the Mammon Machine, you'll encounter Queen Zeal again, who will talk for a moment, then enter combat with you. Read the Bosses section to see how to beat Zeal for the second time and the last time. Once you defeat Queen Zeal, you'll automatically enter combat against Lavos for the final battle of the game! Read the Bosses section to see how to defeat Lavos. Once you defeat Lavos, you've just beaten Chrono Trigger! Congratulations!

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| 20. Mini-Games |  
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There are quite a bit of Mini-Games in Chrono Trigger. I will list them all in this section of the FAQ, as well as information about them, etc.

1000 A.D. Mini-Games

Leene Square Mini-Games

The mini-games in the Millennial Fair allow you to obtain Silver Points, which are needed to get the Crono clone late in the game in order to resurrect Crono. Silver Points are also used to get money. I'll list all the mini-games in the fair below, as well as all the information that I know about them.

Mini-Game #1 - 10-Point Game

Location: Leene Square - 1000 A.D. in the Tent of Horrors (the tent where you get the Crono clone late in the game)

How To Do It: Enter the Tent of Horrors in the east side of the first area of the square. Once there, talk to Norstein Bekkler, the floating head and floating arms. Then, choose to pay 10 Silver Points to start this mini-game. In this mini-game, three people that look like Guardia soldiers will appear and then they'll walk around the room, then you'll have to find a specific person, so pay attention to who the Guardia soldier lookalikes say they are. Your mission here is to find either Piette, Vicks, or Wedge. Pay close attention to where the people move, then guess the right one to win this mini-game.

Prize: Poyoze Doll, and you win a Cat too. You can win a Poyoze Doll for each character as well, simply by putting a different party member in the lead once Crono is resurrected on Death Peak.

Mini-Game #2 - 40 Point Game

Location: Leene Square - 1000 A.D. in the Tent of Horrors (the tent where you get the Crono clone late in the game)

How To Do It: Enter the Tent of Horrors in the east side of the first area of the square. Once there, talk to Norstein Bekkler, the floating head and floating arms. Then, choose to pay 40 Silver Points to start this mini-game. In this mini-game, you'll have to mimic the exact moves of the Crono clone. To do this, you'll have to press certain buttons to perform the actions the clone does. These buttons are: A; act surprised; Y; laugh; L; move arm left; R; move arm right. Watch the moves of the Crono clone closely, and mimic them. The longer you stay in the game, the faster the Crono clone gets, so watch out!

Prize: Crono Clone, and you win cat food, too. You can win a clone for all seven characters, in addition to the Crono Clone. This would be two for Crono since you ultimately resurrect him. Also, you can win a Poyoze Doll. You can do all this simply by putting a different party member aside from Crono in the lead, but you can only do this once Crono has been revived.

Mini-Game #3 - 80 Point Game

Location: Leene Square - 1000 A.D. in the Tent of Horrors (the tent where you get the Crono clone late in the game)

How To Do It: Enter the Tent of Horrors in the east side of the first area of the square. Once there, talk to Norstein Bekkler, the floating head and floating arms. Then, choose to pay 80 Silver Points to start this mini-game. In this mini-game, Kilwala lookalikes will emerge from the gate in this tent and start moving towards your party members (you must have more than one party member to play this game, so you can't do it with just Crono alone in the very beginning of the game), and you'll have three rocks beside you. Approach a rock and press A to send it forward, toward one of the Kilwala lookalikes.

Your objective here is to constantly throw rocks at the Kilwala lookalikes to push them back. Also, something I forgot to mention is that one of your party members comes down from the ceiling, and if you fail to examine the blue light that appears

on the left side of the tent in time, that party member will be lowered into the fire, and you'll lose the mini-game. Keep throwing the rocks at the Kilwala lookalikes, and use the blue light when it appears until you win.

Prize: Cat

Mini-Game #4 - Bet on the Race

Location: Leene Square - 1000 A.D.

How To Do It: Just west of the Tent of Horrors is a guy in a tent (just east of Melchior). Talk to him when the race isn't going on (you'll be able to when the race isn't on, because the racers won't be running, but they'll be stationary for a moment), and he'll ask if you want to bet who will win the next race. Choose to bet, and if your guess is right, after the race, talk to the guy again, and he'll give you 20 Silver Points for your correct bet!

Prize: 20 Silver Points

Mini-Game #5 - Gato

Location: Leene Square - 1000 A.D.

How To Do It: Go to the second area of Leene Square. There, head to the west side where the old man's lunch is. Go to the northwest corner in that area, then head west to appear in an area with Gato. Talk to Gato, then choose to fight him; your reward for winning is 15 Silver Points.

Prize: 15 Silver Points

Mini-Game #6 - Ringing the Bell

Location: Leene Square - 1000 A.D.

How To Do It: Go to the first area of the square, and once there, go to the western side of the area to find a bell atop a large pole. Approach the front of the pole, then press A; you'll start this mini-game. Wait until you are as far back as you can go, then when you are, quickly press A to charge straight for the pole. If you pressed A at the right time, you will have caused the bell to hit the very top of the pole, thus earning you 1 Silver Point.

Prize: 1 Silver Point

Mini-Game #7 - Soda-Guzzling Contest

Location: Leene Square - 1000 A.D.

How To Do It: In the second area of the square, go to the eastern side. There, talk to the guy east of the little girl who wants her cat. The guy will then challenge you to a soda-guzzling contest, in which you have to tap A repeatedly. If you can manage to drink all 8 cans of soda, you'll win 10 Silver Points.

Prize: 10 Silver Points

2300 A.D. Mini-Games

Lab 32 Mini-Games

Jet Bike Mini-Game

Description: This is a Jet Bike mini-game located in Lab 32 in the year 2300 A.D. When you first make it to Lab 32 after completing the Arris Dome (or Sewer Access if you did it), you'll have to race Johnny in your Jet Bike, and Johnny also has a Jet Bike of his own.

After you win or lose to Johnny, after that one time that you race him, you won't have to do it again if you don't want to (you can cross Lab 32 after that manually).

How To Play: To play this mini-game, it's actually quite simple, though it can take a bit to get used to. To move the Jet Bike, use the D-Pad. Note that you can only move up or down; your Jet Bike automatically moves left and right. Also, you start off with a total of three boosts, so use them wisely (I recommend saving the boosts until you are close to the end, quite frankly). Also, the longer you stay in front of Johnny, the more score you will get at the end of the Jet Bike race. Press B to use your boosts (I forgot to mention that earlier).

Note also that it helps if you look at the map while racing, which displays where the finish line is, and who is ahead.

NOTE: It doesn't really do anything important, but if you have the character clone and the Poyozo doll for each character, you can hear their music by clicking the A button while touching the Poyozo doll.

List of Poyozo Doll locations for each character:

Crono clone and Poyozo doll appear in Crono's bedroom, 1000 AD.

Marle clone and Poyozo doll appear in the Queen's room, Guardia Castle, 1000 AD.

Lucca clone appears in kitchen of her house, and Poyozo doll in her bedroom of her house, 1000 AD.

Frog clone and Poyozo doll appear in his underground hut in the Cursed Woods, 600 AD.

Robo clone and Poyozo doll appear in the Proto Dome, 2300 AD.

Ayla clone and Poyozo doll appear in the Ioka chief's hut, 65 Million BC.

Magus clone and Poyozo doll appear at the North Cape, 12000 BC.

Thanks to Anonymous for the above information about the Poyozo Dolls, as well as for correcting me regarding the 10 and 40-point games in the Tent of Horrors. Initially, I said that you can only get the Crono Clone and Poyozo Dolls the first time you play the 10 and 40-point games, but this is not the case.

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| 21. FAQs |  
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Q: How many forms does Spekkio have, and what level do you need to be in order to encounter those forms?

A: Spekkio has a total of six forms. The first form is a green frog-like thing, known as a Croaker. The second form is a white bear-type thing, also known as a Kilwala. The third form is a fat blue thing, known as a Goblin. The fourth form is a huge and weird looking thing known as an Omnicrone. The fifth form is a purple Masa & Mune. Finally, the sixth form and the final form is a Red Nu. As far as the levels come, I'll list them below. Note also that each time you beat a new form of Spekkio, you gain items.

Level 1-5

Croaker

HP: 400

Items Won For Winning: Magic Tab, Tonic (x5)

Level 6-19

Kilwala

HP: 800

Items Won For Winning: Magic Tab, Ether (x5)

Level 20-29

Goblin

HP: 2200

Items Won For Winning: Magic Tab, Mid Ether (x5)

Level 30-39

Omicrone

HP: 4800

Items Won For Winning: Magic Tab, Full Ether (x5)

Level 40-98

Masa & Mune

HP: 10000

Items Won For Winning: Magic Tab, Power Tab, Speed Tab, Elixir (x10)

Level **

Red Nu

HP: 20000

Items For Winning: Magic Tab (x10), Power Tab (x10), Speed Tab (x10),
MegaElixir (x10)

Q: What are some strategies for beating each form of Spekkio?

A: Well, for the first form, I'd recommend that you use *Fire with Lucca, *Ice with Marle, and *Lightning with Crono; just the common magic attacks. Be sure that you keep your HP HIGH, though, because at Level 1-5, you will be VERY weak. For the second form, the same magic attacks you used on the first form would be good. Also, if you have any good Dual Techs, such as Antipode, then use them to cause good damage. For the third form, I suggest using your strongest Dual Techs, such as Antipode, Fire Sword, and Ice Sword to deal serious damage to Spekkio. For the fourth form, I suggest you use your strongest Dual Techs, such as Antipode 2, or even Antipode 3 if you have it. Also, you could always use Dual Techs, such as Spire. Also, if you know *Luminaire, *Flare, and *Ice 2, that will really help here.

For the fifth form of Spekkio, use your strongest Single/Dual Techs, such as *Luminaire, *Flare, *Ice 2, etc. Also, Antipode 3 works VERY well here, as does FireSword 2 and Ice Sword 2. Basically, any kind of strong Single/Dual Tech will work well here, just watch out; Spekkio inflicts status effects on your group, so have armor resistant to those status effects. Finally, for the sixth and final form of Spekkio, use your strongest Single Techs or Dual Techs, or even Triple Techs to deal out some very good damage here. Also, be sure to wear status-protecting armor, and be sure to heal often, as this final form of Spekkio is HARD.

Q: What's the best place to level up in this game?

A: The prime spot that I always use to level up is the Geno Dome. In the very beginning of the dome, when you are on the conveyor belt, and have to fight the series of battles against the tough robots of the dome, you get over 8000 experience points, as well as a ton of gold, and over 100 tech points. This is DEFINITELY a good spot to level up, and the dust chute, which is the sparkling object on the east wall in the room you appear in after the conveyor belt room, allows you to reenter the beginning of the dome. That means you can fight the series of battles on the conveyor belt over and

over again for as long as you feel like it. Keep in mind, though, that you can't fight here after you've beaten the Geno Dome, so level up as much as you want, THEN beat the dome.

Q: How do you obtain cats? And how many can you have?

A: You can obtain cats by winning the mini-games of Norstein Bekkler in the Tent of Horrors in Leene Square. See the Mini-Games section of this FAQ to see how to play those mini-games. Also, if you get enough cat food, you'll eventually get more cats. You can have up to a total of 11 cats in this game.

Q: The Nu in the Last Village won't move. Help!

A: Talk to it, then simply sit there and wait till it moves. I usually just sit there without talking to it, and sometimes it moves for me.

Q: Can I climb Death Peak when I first visit it after the Sewer Access in 2300 A.D.?

A: No. If you don't have the Poyozo Dolls from Belthasar, then you can't climb it. The furthest you can climb is to the Power Tab in the alcove to the right, just northeast of the entrance to Death Peak.

Q: Where is the Hunting Range located?

A: Just northeast of the Meeting Site (where the party was held when you first visited 65,000,000 B.C.), in the forest area there. While we're on that subject, it is apparently possible to still get the experience/points from the Nu there without actually fighting it. Simply engage it after the rain stops and it attempts to retreat. I have not verified this myself quite yet, but will do so next time I play the game. Credit goes to Jamie DeFalco for sending me an email about this!

Q: What is a strategy for the hard version of Lavos?

A: Well, you can't beat him till New Game+, as that version of Lavos is the strongest one in the game. I'd recommend being at least Level 70 before you attempt to fight him (maybe not THAT high, but 60+ for sure). The actual strategy for defeating him is what you'd expect for any boss: use your strongest Single/Dual/Triple Techs, while healing when necessary to prevail. This would include things like Antipode 3, *Luminaire, Frog Flare, *Flare, Ice Sword 2, FireSword 2, *Ice 2, etc. You also need the best weapons and armor in the game found in the side quests in this game.

Q: How do I unlock New Game+?

A: Beat Lavos via going through the Black Omen.

Q: Why is this dome foggy? Help!

A: Well, this occurs when you are using an emulator. Your only remedy is to buy the game, or disable sprite layers until you find the one that makes the fog disappear. Also, you could always download the latest emulators to fix this problem.

Q: How come the console in the Arris Dome won't activate? Help!

A: Well, if this problem occurs, which it usually does on a ROM (that's only when it occurs, actually), then go to the Config menu on your emulator and

set L, R, and A to one button. Then try pressing the monitor and it should activate.

Q: Should I choose the Prism Helms or the PrismDress?

A: Most people prefer the Prism Helms, but I chose the PrismDress. It's all a matter of preference, however, and your style of play. It's up to you. Not me. I'm not playing the game. You are.

Q: What are the locations for each rock accessory in this game?

A: There are a few rocks in this game, which you can get. Rocks allow certain party members to use powerful Triple Techs. Here are the rocks:

White Rock: After beating TerraMutant in the Black Omen, open one of the chests you come across to get it.

Blue Rock: To get the Blue Rock, open the chest in the room with the ZodiacCape. The Blue Rock chest is located in the northeast corner of the room.

Gold Rock: To get the Gold Rock, go to the Denadoro Mountains after you get the upgraded Masamune from the Cyrus side quest, and make your way to the area where the Free Lancer throws rocks at you. Let one hit Frog, and you'll get the Gold Rock.

Silver Rock: To get the Silver Rock, wait until late in the game when you can fly in the Epoch. Then, warp to 65,000,000 B.C. and land near Laruba Ruins, then enter it. Once there, go to the north end of the area and talk to the Nu. He'll offer to change your name, then you'll get the Silver Rock from him.

Q: Can I complete the Black Omen in more than one area?

A: Yes. You can start by going to 1000 A.D. and finish off Lavos there (not the Core), you can use the Gate in the End of Time to warp to 600 A.D. or 12000 B.C. and enter the Black Omen again in each of those eras. This is excellent since you have a bunch of experience, tabs, items, etc.

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| 22. Codes n' Secrets |  
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I'll list all the codes n' secrets I know in this game below.

Code n' Secret #1 - Soft Reset

How To Do It: To perform this, simply press and hold L, R, Start, and Select simultaneously.

Code n' Secret #2 - Unlimited Shelters

How To Do It: In Guardia Forest in the year 600 A.D., near the exit of the forest is a bush that moves; approach it and press A and a Kilwala lookalike comes out and drops a Shelter. Exit/reenter the forest as many times as you like, and you can get the Kilwala lookalike to drop a Shelter each time you exit/reenter.

Code n' Secret #3 - A Gate Leading To Guardia Forest - 1000 A.D.

How To Do It: First off, go to the Bangor Dome in the year 2300 A.D. Once there, enter the Gate, which leads to the End of Time. In the End of

Time, a new pillar of light will appear, which takes you to Guardia Forest.

Code n' Secret #4 - Opening And Closing Crono's Curtains In His House

How To Do It: In Crono's House, you can open/close the curtains by pressing A in front of them. Not really a SECRET, per se, but it isn't very obvious on your first playthrough either, now is it? ;)

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| 23. Copyright |
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| 24. Contact Info |
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To contact me, e-mail me at [verykoolguy2002\[at\]gmail\[dot\]com](mailto:verykoolguy2002[at]gmail[dot]com). Keep in mind that I will not bother to respond to hate mails, threats, or anything of that sort, just so you know (though common sense tells you that anyway, but I will remind you, just so that you are 100% sure what not to send me). I will not respond to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may have that is not marked version Final will be accepted and responded to. But please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails about things that are already blatantly answered in this FAQ. So the bottom line is to read my FAQ first and if it doesn't contain the information you are looking for, then go ahead and e-mail me and I'll gladly respond (though I'll usually respond to question already answered in this FAQ anyway, just the way I am, but that doesn't mean I like those e-mails).

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| 25. Credits |
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Jesus Christ: The Son of God who loves me and died for me. He died for me, so that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For allowing such a game to be played on their system.

Squaresoft: For making this.

Myself: For taking the time to write this guide.

CJayC: For hosting this FAQ, and for running GameFAQs.

Chronocompendium: A lot of the information I got in the sub-sections of this FAQ came from there. Thanks, Zeality, for that great site!

Seiya Bryant: Pointed out something that needed to be corrected in the Sunken Desert side quest, and also told me the password to save Lucca if you are playing the Playstation version.

Doberman Pharaoh: Gave me a small correction in Lab 32.

Adam Bunkoske: For pointing out some information I had missed on "Hit" in the Game Basics section. Thanks!

Drew Pecoraro: Thanks to Drew Pecoraro, I added information on how to get to the Rubble that never disappears in Mt. Woe.

Anonymous: I made a small correction regarding the 10 and 40-point games in the Tent of Horrors thanks to him.

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