

Chrono Trigger FAQ/Walkthrough

by Super Slash

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

Chrono Trigger
FAQ/Walkthrough
By: Super Slash
Version: 1.0
Email: ganonpuppet@yahoo.com

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VERSION HISTORY
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v 1.0 - Submitted the guide

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "V. Walkthrough", without the quotations. Do this for any section you may be looking for.

TABLE OF CONTENTS

I.....	Story
II.....	Controls
III.....	Characters
IV.....	Game Basics
V.....	Walkthrough
VI.....	Side Quests
VII.....	Bosses
VIII.....	Items
IX.....	Weapons
X.....	Armors
XI.....	Head Gear
XII.....	Accessories
XIII.....	Tab Locations
XIV.....	Enemies
XV.....	Shops

XVI.....	Techs
XVII.....	Spekkio
XVIII.....	Mini-Games
XIX.....	Endings
XX.....	Secrets
XXI.....	Frequently Asked Questions
XXII.....	Email Info
XXIII.....	Credits
XXIV.....	Copyrights

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I. Story
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It is currently the year 1,000 A.D. And since it is the millenium, there is a special event going on in the square, known as the Millennial Fair. Crono, a young teenager, wants to go to the fair. Once he's at the fair, he accidentally bumps into a young girl named Marle. She drops her pendant, and upon returning it, she follows Crono around. Crono wants to go see Lucca's newest invention. Lucca is Crono's friend. However, once Marle tries the telepod (the newest invention), her pendant reacts to the telepod, and she gets teleported into some sort of gate. She is sent to the year 600 A.D, four-hundred years back.

Crono grabs Marle's pendant, and follows her through the gate. After rescuing Marle again, they soon end up through another gate, where they end up into the future, in the year 2,300 A.D. They soon discover about a giant creature known as Lavos. He is a parasite that consumes the world, as it sleeps under the very surface of the earth. On the year 1,999 A.D, Lavos will awaken, and destroy the whole world. Can Crono and his friends go back in time to save the future, or is the world as we know it doomed?

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II. Controls
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"A" Button: Examines things, opens chests, talks to people, confirms commands in-battle, confirms things on the menu screen, brings up the Save Menu when standing in a Save Point.

"B" Button: Exits the menu screen, cancels commands in-battle, cancels things on the menu screen. This button also allows you to run, if held.

"X" Button: Brings up the menu screen.

"Y" Button: Brings sentences up or down while you're talking to someone. Also brings up the party member-switching screen, but it only does it once you reach the End of Time.

"L" Button: Hold this and the R Button down to run away from battle. You cannot run away from a boss battle.

"R" Button: Hold this and the L Button down to run away from battle. You cannot run away from a boss battle.

"Start" Button: Pauses the game out and inside of a battle. Hold this button, and scroll through the Item List on the menu screen to scroll at a very fast speed.

"Select" Button: Brings up the map (while on the overworld).

D-Pad: Moves character.

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III. Characters
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In this section, I will list all of the characters in the game, along with info about them and such.

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Crono

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Last Name: N/A
Magic Type: Lightning
Weapon of Choice: Swords

Crono is the main character in this game. At the beginning of the game, he goes to the Millennial Fair, and runs in to a young girl named Marle. He then heads off to Lucca's (his friend) sideshow, where she shows her newest invention, the telepod. It doesn't go as planned, though, and Crono and Marle end up 400 years back into the past. Crono and friends later discover about Lavos, a humongous creature consuming the world. Crono, Marle, and Lucca are then determined to save history from Lavos. Crono is a pretty useful party member to have. He can use magic, but he's better off using swords, since he focuses mainly on power.

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Marle

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Last Name: Nadia
Magic Type: Water
Weapon of Choice: Bow & Arrows

This young girl Crono finds in the Millennial Fair. After Crono returns her pendant that she dropped, she follows him around for awhile. They soon become friends after Crono rescues her, when she gets teleported through a mysterious gate. In the SNES version, it is never shown, but after the end of the game on the PlayStation version, a cutscene is shown where Crono and Marle get married. Marle is determined to help stop Lavos from destroying the entire world. She basically focuses more on everything at once, rather than just one stat. She is useful at the beginning of the game, but later on, she isn't really useful. Her

healing magic can be useful, though.

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Lucca
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Last Name: Ashtear
Magic Type: Fire
Weapon of Choice: Guns

Lucca is pretty much the third main character in this game. She is Crono's best friend, and she excels in scientific stuff. She knows a lot about science, and is always ready to make a new project or a new invention. You can tell she is a science geek pretty much by the way she looks. Her guns aren't very powerful, but Lucca is excellent in magic, and dual/triple techs. She is probably the best magic user in the game, next to Magus. Like Crono and Marle, she will do anything to help save the future, and stop Lavos from destroying the world.

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Frog
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Last Name: N/A
Magic Type: Water
Weapon of Choice: Swords

Even though he is a frog, don't let your eyes deceive you. He is actually a talking frog, who was once human. He looked up to his best friend, Cyrus, who helped him through all times of trouble. Cyrus was determined to save the kingdom of Guardia and Queen Leene from the evil wizard, Magus, and Magus's partner, Ozzie. However, when Cyrus fought Magus, he lost to him, which led to his own death. Frog, who was known as Glenn as a human, was struck by Magus's dark magic. This made Glenn fall off of a high cliff, and then appear as a frog, while unconscious by a river.

A medal flowed down the river, and Frog obtained that medal. From that point on, Frog has wanted to get the legendary blade, the Masamune, which can be used to slay evil. He wants to use it to slay Magus so that Cyrus may be avenged, and so that Frog's spell cast upon him by Magus will wear off. Frog is overall a valuable asset to your party. His magic is decent, and he is excellent when it comes to swords, like Crono.

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Robo
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Last Name: N/A
Magic Type: N/A

Weapon of Choice: Arms

This robot is found abandoned in the year 2,300 A.D. Crono, Marle, and Lucca spot him, rusted up by a sealed door. Lucca uses some tools to repair him, and she programs him to be friendly. Despite robots having no emotions, Robo grows to like Lucca as a friend, and he will not let her get hurt no matter what. Lucca also cares about Robo just as much. Robo wants to help save the future from Lavos, like the rest of the group, while protecting Lucca and his friends at the same time. Robo may not have magic, but he does have techs, and his physical strength is also strong.

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Ayla

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Last Name: N/A

Magic Type: N/A

Weapon of Choice: Fist

Ayla is no ordinary woman. She is found once Crono and the group enter a portal which takes them to the year 65,000,000 B.C. She is seen battling a group of green creatures known as Reptites. Crono and the group help fight them, then Ayla suddenly likes Crono. After they mention that they're after a rare Red Rock, she leads them to the Laruba Village. After a party they have, she gives Crono and the group the rock they were looking for. However, upon waking up, the Gate Key Lucca has is stolen! Apparently, one of Ayla's friends, Kino, took it, since he doesn't seem to like outsiders.

But then the Reptites take the Gate Key from Kino. The Reptites are mysterious creatures who want to destroy the apes (Ayla and Kino's race). Crono and the group go to the Reptite Lair to help defeat the Reptites, and get the Gate Key back again. The leader of the Reptites, Azala, has the Gate Key. After they get it back, Ayla later on joins them for good, and she helps them on their journey to take down Lavos. Ayla can be a little useful, and her physical attacks are a bit strong, too. At Level 72-96, if you win a fight with her in your party, she gets the Iron Fist. It's a better fist than the first one. And with it, she has a chance to inflict Chaos onto an enemy.

And at Level 96-99 (Level 99 is referred to as Level ** in this game), Ayla gets the BronzeFist, which is a more powerful fist, and will hurt 9999 damage if you get a critical hit, and on every enemy and boss in the game.

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Magus

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Last Name: N/A

Magic Type: Shadow

Weapon of Choice: Scythes

This party member is completely optional. Near the end of the game, you have the option to fight him, or to not fight him. If you choose the latter, he will

join your party, which is overall the better choice. If you choose to fight him, you'll get the Amulet accessory upon winning. Magus is an evil wizard who cast a curse on Glenn, which turned him into a frog. He also killed Glenn's best friend, Cyrus. The only reason he joins your party is to help your party get a certain thing for a certain part of the story. He stays with you forever, but he unfortunately joins you pretty late. His magic attacks are awesome, but his scythes aren't too good.

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IV. Game Basics
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In this section, I will list all of the basics in the game. If you are new to turn-based RPGs or are new to RPGs in general, be sure to read this section first before playing.

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In-Battle Commands
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Attack

The most basic command in pretty much any turn-based RPG. If you've ever played really any RPG, you'll know what this does. Selecting this makes the party member attack with his/her weapon, dealing some damage.

Tech / Comb.

Selecting this brings up a list of the party member's single/dual/triple techs. Single Techs are shown first, Dual Techs are shown second, and Triple Techs are shown last. If you have a certain party that can use a dual/triple tech, and you have that tech, and both of the party member's turns are there, the Tech option will change to Combo (Comb). Even so, you can still use a Single Tech if you so desire. Techs are not really magic, but some ARE elemental. They're very useful, especially at the point before you obtain magic with your party. Also, Single Techs are magic, basically. You can use it after your first visit to the Future, in the year 2,300 A.D.

You have to talk to the old man first, then enter Spekkio's room, and go around the room like he suggests. After you play his little game, he'll give magic to all characters in your party (except for Robo and Ayla, of course). However, you don't have to run around the room any more than once, fortunately.

Item

Items are really useful, and they can be used in and outside of battle. You'll find various items throughout the game, and you'll also realize that they will help you quite a lot. They're pretty much required throughout the game. Each shop costs more and more money for items, though.

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The Menu Screen
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Checking the Party's Stats and Other Stuff

When you first enter the menu screen, there are several options in the middle of the screen that you can select. The first one, which has a head printed on the front, allows you to check your party's stats. Select one of the portraits of the characters, and you can equip and unequip the equipment they currently have on. Below the equipment list, you can see their stats. I'll explain what each one is for later on in this section. You can scroll down to the other party members you may not have in your party, and you can equip/unequip them, even if they aren't in your party.

Below the stats of the character, you can see how much EXP it is until that character has gained a level, along with how much total EXP that party member has obtained altogether. In the bottom-left corner of the screen, you can see how long you have played the game altogether.

Item List

The second option on the menu screen is the Item List. This brings up a list of all the items you currently have in your inventory (obviously). If you go to your Item List, then press B, you can either select Use/Move, or Organize. When you select Organize, all of your items automatically get sorted out, and also in alphabetical order. When scrolling through the item list, you can organize the items the way you want, by selecting one, then choosing another one on the list to switch positions with those items.

Tech List

The third option shows the Tech List. Unfortunately, you can only see the list for the three party members that are currently in your party. If you move right while the cursor's on a party member, you can see the list of Dual Techs, and if you do it again, you can see the list of Triple Techs. Press A when the cursor is on the character, and you can see the description and MP cost for those techs.

Config Screen

The next option is the Config Screen. On that screen, you can turn the Stereo sound on or off, and you can also change the Battle Speed. By default, it is on 5. Changing it results in enemies attacking faster, you getting turns faster, or the enemies getting turns slower, and you getting turns slower. You can change the Battle Mode to Active, or Wait. On Active, you have to be fast while selecting your commands, because enemies will attack at any time. On Wait, you

can carefully choose your commands without worrying about the enemies. The next option is the Window Color.

By default, Window Color 1 is selected, which is the usual gray color. The second color is a brownish-gray color. The third color is a dark blue color, very similar to the default blue color in the Final Fantasy games. The fourth color is a gray brick wall. The fifth color is a pure, dark green color. The sixth color is a brown wood color. The seventh color is a very dark gray color. It's basically the same as the first, with a minor difference. The eighth color is a red color with grass in the background. The next option is the Save Menu Cursor. By default, it's off. "N" means no/off, and "Y" means yes/on.

With the option on, the cursor "sticks" on one thing on the Menu Screen. So, for an example, if you put the cursor on the Item List, then exit the Menu Screen, the cursor will automatically be back on the Item List when you re-open the menu screen. The next option is the Battle Gauge. By default, it is on 1. This means that in a battle, the party member's names will be on the left side of the command box, and the HP/MP of the party will be on the right side. It's vice versa if the Battle Gauge is set to 2. If you turn it off, you'll see no battle gauge in-battle. Your party members will get turns at random times.

The next option is the Control Pad. By default, it is on Standard. Standard means that the controls will be normal (A Button confirms, B cancels, etc.). When it's changed, you can switch around the controls (so that the B Button confirms, the A Button cancels, and so on). The next option is the Save Skill and Item Cursor. By default, it's on. With it on, when you use a skill or item in a battle, the cursor will automatically be on the skill/item you used on that party member's last turn. The last option of the Config Menu is the Skill and Item Info. It's on by default. With it on, you'll see the description of the item or skill you're about to use in-battle.

With it off, the description of the skill/item will not appear in-battle before you use it. That about covers the Config Screen.

Exchanging Party Member Positions

On the Exchange screen, you can swap your party member's positions. However, this does not allow you to change your party. It simply allows your party members to have different positions. And you cannot switch positions with Crono until near the end of the game.

Save Screen

Self-explanatory. On the overworld, or when you're on a Save Point, you can enter the Save Screen, and save your game on one of the three files. You can also use a Shelter while in a spot where you can save your game, which restores all of your party's HP/MP.

GP

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In this game, money is simply referred to as "G", but I'll call it GP in this guide, because that's what I'm used to calling it. As I said just now, GP is your money in this game. If I have to explain what money does, then you really need to go outside more often. >_> GP just simply buys you items and such

throughout the game. It's very useful, and you'll find it in chests and from enemies. You can find out how much GP you have by looking all the way at the bottom-left corner of the screen, on the menu.

=====
The Battle System
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Hit Points

If you've played any form of an RPG, you'll know what Hit Points (HP) are. HP is basically your health in this game. Each of your party members have some HP, and it increases with each party member as you level your characters up. When a party member's HP reaches zero, that party member falls. If your whole party's HP reaches zero, you get a Game Over, and you restart the game from where you last saved. Certain items and spells recover your party's HP.

Magic Points

Again, anyone who has played any RPG will know what Magic Points (MP) are. They are the exact opposite of HP. When you use any form of tech, whether it be single, dual, or triple, a certain amount of your MP drains. MP is very useful throughout the game, so be sure to stock up on a lot of MP-recovering items often. When your MP reaches zero, you cannot use any more techs, and you have to restore your MP before you can use more.

Experience Points

Another very basic aspect of RPGs. You win Experience Points (EXP) for each fight you win (not every boss fight, mind you, but a lot of battles). The more EXP you get, the more your party will level up. You can see how much EXP you need until you level up on the Menu Screen. You can also see how much EXP you have gained total on the Menu Screen.

Technique Points

To learn magic spells in this game, and Single Techs, you need to obtain what is known as Tech Points. For winning battles, you get awarded Tech Points. You can see how many Tech Points you need to learn a certain Single Tech by going to the Tech Screen. This does not apply to Dual/Triple Techs. Dual Techs can only be learned if you have the right combination of party members in your party, and if those two party members have the right spells/techniques. Triple Techs can be learned the same way as Dual Techs, except you need to equip certain accessories.

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Character Stats
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Power

This is pretty self-explanatory. As you level up, each of your stats goes up by a certain amount, except Speed. Your power determines how much that party member will damage an enemy. However, take note that the Power stat does not increase the damage dealt by Marle and Lucca.

Stamina

Stamina is basically your party member's defense in this game. The more Stamina you have, the less damage physical attacks will be dealt to you. Keep in mind that Stamina does not defend against magic attacks.

Hit

This stat makes your characters hit more often. This does not apply to magic, simply for the fact that magic never misses to begin with. The only thing this applies to is your weapons/fists in the game. This even counts for Ayla's fists that she uses.

Magic Power

Magic Power is the exact opposite of regular Power. It increases the damage of the magic attacks you use. This doesn't just apply to the spells you can learn by Tech Points; this applies to all of the normal techs your party has, too.

Magic Defense

Magic Defense is the same thing as Stamina, only it's the opposite. Instead of protecting you from damage against physical attacks, it protects you from damage from magical attacks, instead. This includes triple techs or normal techs that enemies will do to you.

Speed

Speed determines how fast a party member's turn will come up. The more speed you have, the faster a party member's turn comes up. Lucca especially needs speed, because she is awfully slow.

Evasion

This determines how often an enemy's attack will miss. The higher evasion a party member has, the more often you will dodge an attack. This does not apply to magical attacks, or any form of techs. This only applies to physical attacks an enemy throws your way.

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Status Aliments
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Throughout the game, there are many status ailments that will be inflicted upon you. To recover the negative ailments, use the Heal item. I will also list the positive status ailments (the ones that help your party).

Negative

Blind

This is an annoying status effect. When it's casted, it's indicated by an "X" over a party member's head. When this is inflicted, you have a 50% chance of missing the enemy with your physical attacks (techs do not count). If this happens, use a Heal immediately.

Chaos

Chaos is basically Confusion in this game. When this is casted on someone, it is indicated by a spinning star above their head. The character will also have a laughing stance. When confused, the party member attacks at his/her own will, either attacking a party member or an enemy. Regardless, when confused, the party member deals considerably less damage than normal. To get rid of Chaos, either let the party member get attacked, or use a Heal.

Poison

When this is inflicted onto a party member, the party member will gradually lose HP with each turn. It is indicated by bubbles above a party member's head. If this is casted on you, cure it as soon as possible, because it can get a little annoying after awhile.

Sleep

Self-explanatory. When Sleep is inflicted on a party member, the party member will lie down on the ground, with the letters "Zzz" above his/her head. Use a Heal to get rid of Sleep as fast as possible.

Lock

This is the rarest status ailment in the game. It is only used by certain enemies in the game, at the very start of the fight. When it's used, your entire party cannot use any form of Single, Dual, or Triple Tech for the whole battle. Even a Heal doesn't cure this.

Positive

Berserk

You can only get this status effect inflicted upon you by using the Berserker accessory. With Berserk on, your party member will attack automatically when it's his/her turn. The good thing is, the damage is increased by two times the amount than normal. This is a good status effect, and can be useful for certain hard battles in the game.

Haste

Have Marle cast Haste or wear a Haste Helm to get this status effect. There is an orange outlining around the character when this is inflicted, indicating that the person has Haste on. With Haste on, that party member will get a turn a bit faster than normal.

Regen

This is no ordinary Regen, and it can only be inflicted on a party member through the use of a cheat device. Use a cheat device to obtain the SeraphSong accessory. When equipped, your MP will gradually recover by 5 every 10 seconds. It's pretty useful, but unfortunately cannot be gotten without cheating.

Reraise

Either equip the GreenDream accessory on a party member, or use the Triple Tech called Life Line, to get this status effect. It's pretty useful, especially if you're attempting a Low-Level Game (LLG). With this effect on, when a party member dies, he/she immediately gets revived.

Safe

To get this status effect on you, use a Safe Helm, or use a Barrier item. With Safe on, the damage you take from physical attacks will be reduced by 1/3. With this effect on, your party member will have a green outlining around him/her. You cannot have Safe and Shell on at the same time, unless you have equipment on that gives Safe or Shell, then you cast the other one.

Shell

This is the exact opposite of Safe. Instead of reducing physical damage by 1/3, it reduces magical damage by 1/3. To get this status effect inflicted on you, use a Shield item. You can also get this inflicted by certain equipment in the game. Shell is indicated by a yellow outlining around a character. You cannot have Safe and Shell on at the same time, unless you have equipment on that gives Safe or Shell, then you cast the other one.

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V. Walkthrough

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In this section, I will give a complete walkthrough of the game, from the beginning to the end.

When you begin a new game, you'll be asked to choose the Active or Wait mode, for battles. After choosing, you'll get to name the main character, Crono. After naming him, you'll see balloons float into the sky. Then, after that short scene, Crono's mom will awaken Crono.

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Crono's House - 1,000 A.D.

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Once Crono's mom wakes up Crono, and leaves the room, Crono will get out of his bed. Once you gain control, you can examine the curtain in the room and open or close it if you want. Otherwise, head down the stairs nearby. In this room, Crono's mom will talk again. You'll get to name Crono's friend, which is Lucca. She has invited you to see her new invention. When you regain control, speak with Crono's mom again. She'll give you an allowance of 200 GP. Now, exit Crono's house via the southern exit.

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Overworld - 1,000 A.D.

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On the overworld, before we head off to the Leene Square, there's some stuff we can obtain. Head south of Crono's house, and enter the southwestern building.

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Mayor's Manor - 1,000 A.D.

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In this house, go left, and open the chest to get a Tonic. If you want to see what a Save Point looks like, and you want to learn about Save Points, speak with the guy all the way to the left, by the refrigerator. He'll move away from the Save Point, so you can walk into it if you like. Mind you, it's not a real Save Point. Now, go up the stairs to the upper floor. In this small room, open the chest in between the two beds to get 100 GP. Speak with the old man next to the treasure, and listen to his advice. Speak to him again, and he'll reward

you with 300 GP! Pretty nice, huh?

If this is your first time playing the game, I suggest speaking with everyone throughout this building. They give you certain tips about the basics of this game. You could always read the Game Basics section of this guide, though. When you feel you're ready, leave the manor.

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Overworld - 1,000 A.D.
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Back outside, go west, and enter the forest to the north.

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Guardia Forest - 1,000 A.D.
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There's not much to do here, but you can level up a bit if you like. Start by going right. At the dead end, look closely for a shining dot on the ground. It appears for a second or two, then vanishes for a second or two, then appears again. Examine the dot to get a Power Tab. I recommend saving it for now, because Crono doesn't really need it. Examine the forest a bit if you want to fight some enemies. If you need them to respawn, exit the forest and re-enter it. Don't worry about going to Guardia Castle, which is all the way to the north of the forest. You can't enter the castle right now. After getting the Power Tab, leave.

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Overworld - 1,000 A.D.
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Here again, head all the way south, and cross the Zenan Bridge. Keep going south, and you'll see two close buildings. You're now in the town of Porre. Continue heading south, then go left and enter the Mayor's Manor.

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Mayor's Manor - 1,000 A.D.
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If you talk to the man on the right, he will give you 10 GP for acting like a chicken. It takes forever, but if you want free GP, you can do this. Go up the stairs to the left. On the upper floor, open the chest in the corner of the room to obtain a Shelter. There are two black chests in this room, but you cannot open them right now; they're sealed. Exit this building.

=====
Overworld - 1,000 A.D.
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There's nothing more to really obtain right now. However, if you want to, enter the Snail Stop all the way to the right. Inside, you can buy some Jerky, but it costs 9900 GP, and that's a lot for this point. It's also for a side quest, so just forget about it for now. There's also a Kilwala you can speak to, by the piano. You can get him to change the music if you want. You can also enter the Market to the north, which sells some equipment and items. I recommend buying

at least 20 Tonics, since they're so cheap. This should leave you with 820 GP remaining, so buy about 20 Heals, leaving you with 620 GP. You could buy some Shelters, but you're soon to get to a place where you can get them for free.

Aside from that, there's only one more thing you can do now. Head southeast of Crono's house, and enter the Ticket Office. For 10 GP, you can take a ferry ride over to the village of Porre. When you're in Porre, you can do the same thing to return to where Crono's house is. Now, there's nothing else to do except advance with the story. So, head all the way back north, and head east. Enter the Leene Square, which is directly north of Crono's house.

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Leene Square - 1,000 A.D.
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In the square, there are some mini-games you can play to win Silver Points. Silver Points can be used for various things around the square. If you want more detailed information on the mini-games, refer to the Mini-Games section of this guide. To the left of where you enter the square, you'll see a bell. If you examine it, you can ring it. When you move back as far as possible, press the A Button to dash, ringing the bell. If you do manage to ring it, you'll get a whopping 1 Silver Point for your efforts. If you want to bet on who will win the next race in this area, speak with the guy all the way to the right, under the tent.

You can't bet on anyone while a race is going on, though. The people racing are the ones who go around in a circle in this area. When they stop moving and form a line, you can bet on who will win the race. If you win the bet, you'll obtain 20 Silver Points. There's also an old man by the fence to the south. If you speak with him, he will say a certain racer's name. This is a hint, so if you bet on the racer he mentioned, you'll have a better chance of winning the bet. At times, his hint is wrong, however. All the way at the eastern side of this area, there is a tent.

That tent is the Tent of Horrors. Speak with the floating face-clown thing. He's Norstein Bekkler. There are three mini-games you can play for a certain amount of Silver Points. Refer to the Mini-Games section of this guide for info on the games. Very late in the game, there is a part in the story where you have to win a Crono clone. Get some Silver Points (the fastest way is by beating up Gato, whom I will mention soon) and play the first mini-game. Win it to get the Crono clone. It's best to do it now than later on. Whenever you are ready, go all the way north in the first area, and enter the next area.

In the next area, run into the lady running around the square. When you bump into her, she'll drop her pendant. After that, speak to her again. Grab her pendant, and show it to her. She'll thank you. Give her the pendant, and accept her offer to hang around with you. Name her (her default name is Marle). When she joins your party, head right. Follow the path down the stairs. You can talk to the man by the table for a soda-guzzling contest. Tap A as fast as you can. If you guzzle eight sodas, you get 5 Silver Points. All the way to the north is a dancing area.

Talk to the people around this area to learn how to dance. If you want to, you can dance just for fun, although you win no Silver Points for doing so. Leave this area when you're ready. Back here, go down, and speak with the little girl, whom has lost her cat. Poor girl. :(Time to return it to her. Head all the way left to the opposite side, then go north. Examine the cat to get it to follow you. Make sure you don't let it bump into walls; it happens often. Go back to the little girl, and talk to her. After you return her cat, go all the

way back to where her cat got lost at. Go to the area to the north.

In here, speak with the robot, whom is Gato. It's an easy battle; just attack with Crono and Marle to win. He's a fast and easy way to level up a couple of times. For winning, you get 15 Silver Points. Go back to the previous area, and speak with the old man who has a bag of lunch sitting on the table. Do not eat it; what we're doing now is proving your innocence which will play a part in the story later in the game. In this area is also a man under the western tent. You can exchange 10 Silver Points for 50 GP, if you want. Go back to the main area of the square. Then, speak with the old man at the northern side.

Buy the first weapon on the list from him. Forget the Lode Sword; it's way too expensive, and it's not worth buying, considering you find one in a chest later in the game. When you're done buying, Melchior will ask you to get Marle to sell her pendant. Refuse his offer. Equip the Iron Blade onto Crono, then head west, and speak with the man by the blue tent (to the north). Sell your old Wood Sword, and buy some equipment for Crono. You probably do not have enough money to buy Marle any better equipment at this point. After buying, the man will tell you that Lucca's invention should be ready by now. Equip Crono with his new equipment, and sell his old equipment.

Now, if you want items, you can talk to the man to the south, under the tent. He sells items. Regardless, head to the center of the area, and speak with the person sitting on the water fountain. She'll tell you that Lucca is probably ready by now (isn't that what the other guy just told you?). Now, head all the way north. In the main square, head north some more, and Marle will want to get some candy. Stand there, and don't move an inch. When Marle gets some candy, continue north and into the next area. Taban will explain about Lucca's newest invention, the Telepod.

When Taban finishes talking, speak with Lucca. She'll want Crono to try the Telepod, and Marle will sit back and watch the show. Step onto the western one, and then Taban and Lucca will boot up the Telepod. After Crono teleports from one pod to the next, speak to Marle. She is dying to try it out as well. When she tries the Telepod, her pendant reacts to it. The controls will overload, and she'll be transported into some sort of strange portal. After she vanishes, you'll notice her pendant on the left Telepod was left behind. After everyone leaves and Taban and Lucca talk, walk onto the left pod.

After some more dialogue, Crono will get teleported into the gate Marle was sent into. You'll be carried through the portal, and you'll be carried 400 years into the past!

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Truce Canyon - 600 A.D.
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Upon entering here, go west. You'll be ambushed by three Blue Imps. Attack them like normal until all three are dead. Continue west, and enter the next area. Here, climb up the nearby ladder, and cross the bridge. Two birds will drop two Blue Imps down. After defeating them, go west, and open the chest to obtain a Tonic. Continue down, and open the chest to the right to obtain a PowerGlove. Equip this immediately. Continue down, and walk up to the two blue Imps who are kicking the green thing back and forth. You'll fight two Blue Imps, and a Roly. Regardless, head south and you'll be outside.

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

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Outside, feel free to visit the two Residences and the Truce Inn if you want. The second Residence has someone named Banta (reverse the "ban" and "ta", and see what you get) working on Leene's bell. Aside from that, you can visit the Market and buy some stuff. Buy Cronosome equipment if you have enough GP. If you do not, just head west of the Market and enter Guardia Forest. You can't cross the bridge to the south, either, because it's broke.

=====
Guardia Forest - 600 A.D.
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This place is no different than it is in the present, really. Head right, and you'll be ambushed by two Green Imps, and a Roly. After defeating them, keep going right, and examine the sparkling dot next to the small rock. You'll get a Power Tab, just like you did in the year 1,000. There's another, more visible sparkling dot south of the small rock. If you touch it, you'll find out that it is a trap, and you'll be ambushed by some enemies. So, go back, then go up, and down the path. You should see a shaking bush. Examine the bush, and a Kilwala will come out. You get a Shelter, for free. All of the bushes in this area except that one contains enemies.

You can get unlimited Shelters here, if you want. Simply get the Shelter, exit the forest, re-enter it, and get the Shelter again. Repeat until satisfied. You could also do this to sell them for lots of money. Regardless, keep going down the path, and defeat any enemies along the way. At the far eastern side of the forest is a dead end with a sealed chest, which we can't open right now. I recommend fighting in the forest until you have enough money to buy the rest of Crono's equipment, if you haven't already. You also need enough money to buy a Dart Gun for 800 GP at the Market. You're gonna be able to use it later.

Once you have enough GP to buy that stuff, head to the Market and buy the rest of Crono's equipment, assuming you haven't already. Also buy the Dart Gun. Sell your old equipment, and stock up on some items if you need any. Then, continue through the forest and onto the overworld.

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Overworld - 600 A.D.
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Here, simply proceed into Guardia Castle.

=====
Guardia Castle - 600 A.D.
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Inside the castle, the soldiers will immediately assume you're one of Magus's troops, but Queen Leene steps in and stops them. She says Crono is a friend... doesn't she look awfully familiar? Once you regain control, head down to the kitchen, which is to the right. Take the stairs leading down to it. In that room, head south and open the chest for an Ether. Talk to all of the people in here if you want. If you go to the upper left table, and examine the front of the table next to the northwestern chair, you can get some food. The Refresh Salad restores all MP. The Power Stew restores all HP, and the Hyper Kabob restores all HP/MP to full!

This is all for free, too! Once you've stuffed your stomach enough, feel free to exit the kitchen, and go back to the main area of the castle. The area to the left leads to a room full of beds. Speak to the people in there if you want. The maid will let you take a rest in one of the beds, for free. There's nothing else that's really in here. Go back to the main area of the castle, and proceed through the main doors at the entrance of the castle. In the throne room, talk to the Chancellor and the others if you want. Then, take the western path. Make your way up the stairs, and open the chest in one of those areas on the way up to get 100 GP.

At the top floor, make your way down the hall. Go through the doors, and open the chest by the chair to get a BronzeMail. Be sure to give this to Crono. Exit this room, and go back to the throne room. This time, go to the east, and go up all of the stairs. On your way up, open the chest you'll come across to obtain a Tonic. Once you reach the upper floor, head south, and talk to the soldier. He'll let you pass, so head down the hall, and go north. Before speaking with the queen, open the chest to the left of the queen to get an Ether. Walk up to her, and she'll tell you to come nearer. Walk up closer to her.

She'll reveal herself as Marle! She apparently "knew" you'd come for her, even though you barely know her at all (how sweet. :P). But then, suddenly, the room changes color, and she starts acting strange. She then vanishes completely! Go back down the hall, and exit this room. On your way back to the throne room, you'll find Lucca. She followed you here, just like she said she would. She'll explain how Marle is a descendant of Queen Leene. She's apparently Princess Nadia, too! You have to save the queen now, because if she dies, Marle will die as well. If you save the queen, history will remain unchanged, Lucca says.

When she joins your party, equip her with the Dart Gun. She's an awfully low level compared to what Crono should be (he should be around Level 4-5). Make your way out of the castle. On the way out, talk to the Chancellor and the others again if you want to hear what they have to say about the queen's disappearance. Otherwise, exit the castle.

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Overworld - 600 A.D.
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Just proceed into Guardia Forest.

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Guardia Forest - 600 A.D.
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Make sure to build up Lucca until she's on par with Crono's level, which should be around 4-5, as I said earlier. Once Lucca is as high as Crono is, Lucca should have Flame Toss/Flame Whirl, which will be useful for an upcoming fight. After you've done this, make your way back onto the overworld.

=====
Overworld - 600 A.D.
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On the overworld, go right and enter the Market. Buy a BronzeHelm for Lucca, then equip it and sell her Hide Cap and old equipment. Exit the Market, then head west of Guardia Forest. Proceed through the small forest next to the church, and then enter the Cathedral there.

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Cathedral - 600 A.D.
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Inside this place, walk around and speak with the nuns. They are acting odd, aren't they? Speak with the one in the northwestern corner, and then you'll see a sparkle on the ground. Examine it, and you'll find out that it is a hairpin, Guardia's royal crest! The four nuns will gather up, and turn into monsters named Naga-ettes. These enemies are nasty if you're a low level. Use the Dual Tech, Fire Whirl, to deal with them. If they're gathered up a certain way, you can attack three at once with that attack. Once three of them are gone, just attack the last one with physical attacks.

Upon defeating the last Naga-ette, another one appears and attacks Lucca! But suddenly, a mysterious frog enters the battlefield, and destroys the Naga-ette. It can talk, too! What kind of frog can talk? When you're asked to take the frog, say that you'll take him along. Lucca is terrified of frogs, but the frog wants to help save Queen Leene. She lets the frog join the group (as if she had any say in it at all). He will introduce himself as...Frog. Very original, huh? Frog thinks there is a hidden passage somewhere. Examine the organ to the west, and a door will appear to the right. Go through it.

I recommend using the two Power Tabs you have on Frog before proceeding. Then, take the western path. Defeat the three Diablos enemies, then open the chests to get a Revive, and a Tonic. Continue down the hall, and defeat the next set of Diablos enemies. Go through the door ahead, and head north. Open the next door and go through it. Open the three chests in this room to get an Ether, a Tonic, and a MaidenSuit. Equip the MaidenSuit on Lucca, then examine the drawer to the left, that a mirror-like thing is sitting on top of. You'll get a thing called the Naga-ette Bromide. It can be used for something later on.

However, after snagging the Naga-ette Bromide, you'll be attacked by 3 Henches, who want the bromide back for themselves. Use a simple Fire Whirl to take care of them, then exit the room. Back here, go north, and go around the spikes. Flick the switch on the wall to lower the spikes. Alternately, you could just walk across them to the door, but that's more painful for your poor feet. Go through the door. In that room, speak with the soldiers. One of them speaks of a secret room in this cathedral...we'll need to check that out. Examine the pot to the left to get a Power Tab.

Exit that room, and head east. Open the chest you'll see to get a SteelSaber. Give this to Crono. Head down the stairs to the south, then head east to the opposite side. Defeat the enemies if you have to, then Enter the door up ahead. In that room, listen to the weirdos talk. Then, talk to the Naga-ette and the Hench. They both blurt out the whole plan of capturing the real Chancellor. So the one we saw back at Guardia Castle was a fake...or was it? Also, the guards in here are not real, either. Speak with the Diablos, and he will leave to go see Magus's statue. Exit this room, and follow the Diablos to another door. Follow him inside the room.

Speak with the "fake" King, soldier, and Queen Leene. They are acting very odd. Open the two chests on the sides to get 100 GP, and an Ether. Now, attempt to leave the room, and the three fake people in here will turn into Gnashers. After you defeat them, don't leave the room just yet. Head east of the second chest, and you will enter a secret room. Inside, you'll see some Diablos and Naga-ette's singing a song of praise to Magus, a dark wizard. They don't even notice you...unless you speak with the southernmost Diablos. Then, they all attack you at once.

Once you defeat them, go north, and open the two chests to get a Speed Belt, and a Defender. I recommend giving the Speed Belt accessory to Lucca, because she is very slow in terms of speed. You can walk up to the statue of Magus, but you can't go far up. If you're using a ZSNES or Snes9x emulator, you will see that a Poyozo Doll is blocking your way, if you disable the second layer. Exit the room after getting those items. Then, exit the previous room, as well. Now, go south, and go down the hall in the middle. Defeat the enemies along the way, and proceed through the door. In this room, save your game at the first Save Point in the game. Don't forget to use a Shelter.

Now, go up the stairs, then go down the stairs to the right. The stairs will close up, and you'll slide down! Attack the Mad Bat, and you'll also have to fight a Hench along with it. After defeating them, go through the door. Fight the enemies in this hall, and flick the switch on the wall at the end. Go through the next door, and go left. Examine the note on the wall, and you'll get a hint to a secret door in this room. Open the two chests to receive a Heal and a Tonic. Keep going left, and follow the path down, into another hallway. Flick the switch on the wall to spawn some more enemies! Defeat those enemies, and then go south.

Talk to the sleeping Hench, and it'll attack you. Defeat it, and go up the stairs. Open the chest to the left to receive a Shelter. Go right, and through the door in the middle. Now that the spikes are lowered, you'll be attacked by 3 Hences, and 2 Diabloses. Defeat them, then open the chest here to obtain an Iron Sword. Equip this on Frog, and examine the organ in this room. You'll here something trigger. Exit this small area, then go east or west, and down the stairs again. Make your way to the northern side of the room, and this time, you'll spot a door. Go through it.

In this area, go down the hallway, and defeat all of the enemies along the way, which consists of 2 Hences, 2 Naga-ettes, then 2 Hences again. Save your game at the Save Point at the end of the room, and then enter the next room. Go up, and you'll spot the real Queen Leene, along with the fake Chancellor known as Yakra. After Queen Leene leaves, Yakra transforms into his true form...which looks like an over-sized beaver, if you ask me. Then, you'll fight your first boss in this game. Read the Bosses section for help on winning this battle. After defeating Yakra, Queen Leene will come back. After she's done talking, open the two chests.

One contains a Mid Ether, while the other one contains the real Chancellor. How they stuffed that big body into one little treasure chest is beyond me. He also somehow manages to un-tie himself...Also, if you don't free him yourself, when you proceed to leave, he somehow gets out of the treasure chest himself. When the Chancellor walks away, head south, and speak with Queen Leene. They'll all walk back to Guardia Castle.

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Guardia Castle - 600 A.D.
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Here, the Chancellor will talk a little. Frog feels that he has disgraced the queen, so he leaves in shame. Talk to the queen and everyone else if you wish, then head south. Talk to Frog, and he'll leave your party for the time being. Now, go back inside the throne room, and go northeast. Make your way up all of the stairs, and when you're at the top floor, go down the hallway. You'll see stars gathered in one spot. Approach them, and Marle will appear! Marle and Lucca will talk a little bit. When Marle says you would not have shown her around the fair had you known her identity, say "Wrong!".

This will help prove your innocence even more, which you'll find out about real soon. When Marle rejoins you, make your way back to the throne room. On a side note, if you're using a ROM, some might have a glitch where you can press Y to bring up the party-changing screen right now. Before you even get Marle back, you can put her in your party, and go to the point where you rescue her. Then, Marle will vanish, and after Marle rejoins you, the game freezes. :P Heck, you could even use Marle against Yakra if you wanted to. Anyway, after getting her back and you're in the throne room, make your way out of the castle.

On a side note, you can go and get Marle back before you talk to Frog. Then, you can talk to Frog with Marle in your party to see some extra dialogue. All credit goes to The n00b Avenger of the GameFAQs message boards for telling me of this information.

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Overworld - 600 A.D.
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Make your way through Guardia Forest, like always. Upon exiting the forest, head back east and enter the mountain you exited from when you entered this era. This is Truce Canyon.

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Truce Canyon - 600 A.D.
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Follow down the path. This time around, there are some new enemies that will attack you. They are a Green Imp, and a Poly. Aside from that, make your way back through the canyon, to the area where you appeared when you entered this era. Lucca will introduce her newest device: the Gate Key. The Gate Key can be used to re-open a portal, wherever one of the gates are. You'll be teleported back to Leene Square, in the year 1,000 A.D.

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Leene Square - 1,000 A.D.
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Ah, home sweet home. Lucca will leave for now, and Marle will want you to escort her home, to Guardia Castle. Make your way all the way south, and exit the Leene Square.

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Overworld - 1,000 A.D.
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On the overworld, feel free to enter the Market. You can buy new stuff there. Be sure to buy Marle the Iron Bow, a MaidenSuit, and a BronzeHelm. Equip all of this on her, then sell her old stuff. Stock up on 99 Tonics (you should have more than enough money...seriously, Tonics are so cheap), and some Shelters. Then, go ahead and enter Guardia Forest.

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Guardia Forest - 1,000 A.D.
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Nothing new to get here, so make your way up north, and exit to the overworld.

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Overworld - 1,000 A.D.
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Proceed into Guardia Castle.

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Guardia Castle - 1,000 A.D.
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Once you're inside the castle, the Chancellor will come. He's paranoid, and he thinks that Crono "kidnapped" Marle (aka Princess Nadia). Marle tries to tell him otherwise, but he's stubborn and doesn't listen. So he thinks Crono is a criminal, and you're taken to a trial room. In that room, the lawyer, Pierre, will state that no abduction took place at all. The Chancellor will ask you questions depending on the choices you made at the beginning of the game, at the Leene Square. If you bumped into Marle, and talked to her before you gave her the pendant, then the Chancellor will use this against Crono.

If you told Melchior that you'd try to get Marle to sell her pendant, the Chancellor will tell you about this, as well. If you ate the old man's food at the square, he will use this against you, too. If you spoke with the little girl at the square, but didn't do anything about her lost cat, the Chancellor will use this too. If you were impatient and moved a step when Marle was trying to get candy, you'll have this used against you as well. When the Chancellor asks who started all of this, tell him "I did". When he asks if you were tempted by Marle's fortune, tell him "No", then "Not at all".

Finally, the juries will claim if you're guilty or not. If you didn't mess up on anything, you'll be declared "Not guilty" by every jury. However, for some strange reason, if you return the cat to the young girl without talking to her at all, you'll be "Not guilty" by everyone, assuming you did everything else correctly. If you DO talk to her before you return her cat, one jury will claim you as "Guilty", for some reason. After the trial is over, you'll be carried to the supervisor (if you're proved innocent), whom will call out some guards. They'll slice Crono in the back, knocking him unconscious. If you were caught guilty, you'll just be carried to your cell.

Regardless, you'll be thrown in jail. Now, when you awaken, you'll see a pink bag if you were proved innocent. If you're guilty, the bag will not be there. The bag holds some Ethers. The amount is determined by how many people said you were innocent. If all seven said you're innocent, it'll contain six. If six people found you innocent, it'll contain three. If five, it'll contain two. And if four, it'll contain one. There's a drink in your cell. By drinking it, you recover your HP/MP to full. That's useful, considering a Save Point is in the cell, making a Shelter unnessecary. Use the mug, then save your game. You can go two ways from here.

For one, if you want Lucca to save you, so she'll be in your party for the rest of this dungeon area, you'll have to play a waiting game. Every 20 seconds in real time, a day passes in game time. You have three days before you're carried to get executed, so that's a whole minute you haev to wait for three days. If you choose this method, you'll be carried to the guillotine. Before they get a chance to slice your head off, Lucca comes in and blasts the guards to the ground. From there, she joins your party. Alternately, you can go to the gate

of your cell, and Crono will knock on it. Do this a few times, and a guard will open the gate to try and straighten you out, like a complete moron.

While he's walking out of your cell, run out of your cell. You'll then have to battle the guards, but they're very easy. You can also walk behind the guard, press A, and knock him out, though. From there, you have to proceed to the next area to the right. Either defeat the shield enemies, or walk right in between them to completely avoid them. If you fight them, wait until they show their backs. Then, use a Cyclone to kill both of them. If you take the stairs up to the northeast, you can go to the room where you'd normally be executed from there. Inside, there's nothing but a chest containing a BronzeMail.

I really recommend taking the first option (the waiting option), though. If you chose the first option, then you'll be carried to the room of your execution. Once Lucca busts in to save you, and she knocks out the guards, open the chest in the room to get a BronzeMail. Equip this on Crono, if he doesn't already have one. Exit this room. Out in this room, if you want to have some fun, flick the switch on the right wall to close the cage up. That'll teach the supervisor not to mess with us! You can only do that if you took the first option, though. Either way, talk to the man that's under the guillotine. His name is Fritz. Let him go free, and he'll thank you, then run off to his shop in Truce Village.

Open the chest to the left to get a Mid Tonic. Go south and open the gate. If you want free Mid Tonics, don't let the guards see you throughout the castle. Walk up behind them, and press A to draw your sword, and send them to the ground. After that, examine their unconscious body for a Mid Tonic. This will work for most of the guards throughout this place. If a guard spots you in plain sight, you'll have to fight it. Upon defeating it, it won't respawn. You can get free Mid Tonics by knocking out a guard, and re-entering the room, and repeating the process. When you come to a split path between north and west, take the western path first.

In this area, cross the bridge until you enter the area with two Blue Shields. Ignore them for now, and go up the next set of stairs to the left. Flick the switch in this room to open the first gate. Inside is just a room with bones on a bed. Have fun staring at them if you like. The gate to the left has a switch that you can flick, but it only opens the gate half way, so that's useless. Go back to the previous room. Either defeat the Blue Shields, or walk in between them. From there, you could take the western staircase down, but that just leads back to your cell. There's also a gate you can open, half way, in your cell room. Just take the eastern staircase down.

Cross the bridge until you enter the next area. In that room, go up to the guard (he's so stupid...he only looks in one direction, which is south), and give him a good slice from your blade. Once he's unconscious (he doesn't hold a Mid Tonic, sadly), go behind him and flick the switch to open the gate. Head inside that room. Inside the room, open the chests for two Mid Tonics, and two Ethers. Good deal, right? Leave the area, then attempt to backtrack. You'll be attacked by an Omnicrone, which has 218 HP. After defeating it, make your way back to the area with the four staircases. Take the northeastern staircase.

Go across the bridge once more, and when you're in the next area, take the path to the north this time. In that area, go across the bridge until you reach an area with four more staircases. Ignore the Blue Shields for now, and take the southwestern staircase down. Flick the switch by the first gate to open it, then open the chest in the cell room to get a Shelter. Go to the second gate, and flick the switch to open the gate. Examine the lone man inside, and he'll turn into a pile of bones...poor guy. Head back to the previous room with the four staircases. Defeat or walk past the Blue Shields, then take the staircase to the northwest.

Inside that room, you can open the first gate, but it has nothing inside the cell. Open the second cell, and you'll be greeted by a big hole in the wall. Enter that hole. You're outside now, by some bricks. Go right, then climb down the wall. On the next platform, head west a bit, and climb down. Go through the next hole in the wall. Open the chest in this cell to get a Shelter. Examine the hole in the floor to climb it down. Open the two chests in this room to get 1500 GP, and a Lode Sword. Immediately give Crono the Lode Sword. Exit this room by examining the northwestern part of the wall.

Make your way back up the brick walls, and back to the other cell. Go back to the room with the four staircases. From this point, head directly east, and go up that staircase. Go up the next staircase, then go through the big doors in the next room. If you chose to break out of your cell, you'll have to fight two guards. You'll find the supervisor in this room. If you chose the waiting option to get out of your cell, the supervisor will be found unconscious, with a note lying on the floor. If you chose the second option, the supervisor will spot you, but Lucca then steps in and knocks him out. The note magically drops on the floor.

Regardless of the option you chose, examine his body to find one...no, five Mid Tonics! Read the note on the floor; it gives you a hint to the upcoming boss battle. Now, save your game (and use a Shelter, if needed), then proceed outside. Cross the bridge, and you'll spot the Chancellor. He'll send out his big weapon, the Dragon Tank! Read the Bosses section for help on winning here. After winning that fight, watch Crono, as he jumps up onto the tank, takes his sword, and stabs it directly into the back of the tank! Hiten Mitsurugi Style! The Dragon Tank overloads, and it then blows up.

The two soldiers, along with the Chancellor, will fall. This forms a bridge, since it broke when the Dragon Tank fell. Convenient, eh? Walk across their backs, and either listen to or ignore what the Chancellor says. Make your way down the stairs, and open the chest in one of the rooms to get a Shelter. When you're finally back in the main room of the castle, soldiers will try to get you. Lucca suggests running, which is a good idea right about now. Run to the entrance, only to be stopped by more guards. Princess Nadia...er, Marle, gets the soldiers to stop.

However, Marle's father steps in, along with the Chancellor, and her father and the King argue a bit. After their argument, Marle leaves to Guardia Forest with Crono and Lucca.

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Guardia Forest - 1,000 A.D.
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In the forest, the guards have you cornered. Head right and enter that area. It appears to be a dead end! Just when you think you're a goner, you find a gate. Marle isn't hesitant to say that she wants to go through the gate, but Lucca is hesitant to use the Gate Key. Eventually, press A when you gain control. Your group teleports through the gate, leaving the Chancellor and the others in the dust. You should see the look on the Chancellor's face...priceless!

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Bangor Dome - 2,300 A.D.
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When you come out of the gate, you'll appear in a strange black building with

advanced technology all over. Where are we...? When you gain control, ignore the door to the north; it's sealed. Go south and you'll be outside.

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Overworld - 2,300 A.D.
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On the overworld, you'll see that this place is in utter ruin and destruction. Something terrible must have happened in the future. Now, go south, and you'll see another dome, which is Trann Dome. Go inside.

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Trann Dome - 2,300 A.D.
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Inside this dome, head north, and you'll see an old guy. He sells you some items and Iron equipment. Buy Lucca the Auto Gun, then buy your party some more equipment if you have the money. After that, equip all of your new stuff, and sell the old stuff. Stock up on some items if you need any. Now, go left, and you'll see a lot of men, who look very miserable. They look like they're just dying for food. If you speak to them, you find out that they have no food. There is also something called an Enertron you can enter. It restores all of your party's HP/MP (but you're still hungry...). Aside from that, there is nothing else to get here. Leave this dome.

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Overworld - 2,300 A.D.
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Back here, go all the way north and enter Lab 16.

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Lab 16 - 2,300 A.D.
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Here, make sure you have lots of Tonics. The rats that run about throughout the lab will steal a Tonic if they bump into you. However, if you have little Tonics, they'll steal your GP after they rid you of all of your Tonics. Head east, then go north, and open the chest to receive a Berserker. Now, backtrack, and head up this time. Follow the path, and defeat or run from the enemies you will come across. Open the chest you come to, and you'll get a Lode Sword, but it's useless to you right now since you should already have one equipped. Now, keep following the path, and open the next chest to get a Lode Bow.

Equip that bow onto Marle, then head down the path some more. Defeat all of the enemies along the way, and eventually you'll reach the end of this area. In the next area, you'll have to fight three Shadow enemies. Physical attacks do not faze them, so use Fire Whirl to dispose of them with a single blow. Once they are taken care of, go to the southwestern corner of the area, and open the chest to receive an Ether. If you take the path where you see a red thing sitting on top of the wall, you'll have to fight a Mutant enemy. It has high HP, but it's not too hard to fight it, and the fight IS avoidable.

If you take the lower path, just south of where the Mutant is, you'll have to fight three Shadows. Take your pick, then go all the way up. You'll have to battle another Mutant right at the exit. After defeating it, continue through

the exit onto the overworld.

=====
Overworld - 2,300 A.D.
=====

Outside, go all the way right. Ignore Arris Dome for now. Continue right, and enter the Sewer Access all the way to the right.

=====
Sewer Access - 2,300 A.D.
=====

We're in a sewer now (obviously)! You don't want to stay in this place too long, now do you? When you enter, you'll see a guard run to tell his master, Sir Krawlie, of the invaders (you). Now, head right, and you'll have to fight a couple of Egders, along with a Nereid. After you dispose of them, open the chest to get 600 GP. Go all the way west, and you'll be ambushed by two more Nereids. Upon defeating them, continue, and you'll see two talking frogs. Watch them as they argue over whether or not a bridge existed here. One of the frogs will notice you, and they'll retreat. Follow them south, and your party will comment on how they have a bad feeling about this place. Go into the next room.

In this room, go left, and read the diary on the floor. It gives you a hint about what not to do in this room. Go right, and follow the path. Ignore the cat; it's tempting to pet its furry body, I know, but you'll trigger some foes! Keep going. Ignore all of the objects in this room, including the soda can, and the "Save Point" you'll come to. It's not actually a real Save Point; it's a fake one, which summons up enemies. Keep going and enter the next room. In this room, defeat the Egders, then go north. Ignore the walkway to the left; it leads to nothing. Keep going north, then go east where there's a line in the walls. Head southeast from there to enter a secret path.

Head east, and flick the switch that has a red light on the wall. This opens a door nearby. Make your way out of the path, then head northeast. Follow the path up, and right, then head down and through the opened door. You'll see the idiot frogs talk again. Once they're done jabbering, follow the path north to a chest. Open it to receive a Rage Band. It may be a good idea to equip this on Crono, because you have a 50% chance to counterattack after being attacked when this is equipped. Go right, and you'll meet Sir Krawlie and the guard. After they laugh their butts off, Krawlie will notice you, and you'll have to fight.

He's pretty much a mini-boss, not a normal boss. Even though he's hardly a boss, see the Bosses section if you need help with winning this pathetic fight. When you defeat the over-sized beast, continue south. Depending on where you step, you may or may not trigger some enemies to fight. Regardless, continue down the path, and open the chest to the left to get a Bolt Sword. Equip this on Crono, then flick the nearby switch to form a bridge; this is just a shortcut. Exit via the stairs to the east.

=====
Overworld - 2,300 A.D.
=====

Outside again, you'll see another dome to the south, along with a snowy-looking mountain nearby. Go up to that mountain.

=====
Death Peak - 2,300 A.D.
=====

You cannot really do anything here at the moment, and this mountain only serves one purpose as of now. When you enter, run up the mountain, and go northeast. You should see a shining dot right before you get blown away. Examine it to get a Power Tab. Right after that, you'll get blown off of the mountain, and you'll be back on the overworld.

=====
Overworld - 2,300 A.D.
=====

Just go south, and enter the Keeper's Dome.

=====
Keeper's Dome - 2,300 A.D.
=====

Not much to see here. Walk around the dome, and speak with the Nu, which is the mysterious, creepy-looking blue chunk of blob. There's also an old man walking around, so talk to him if you want. He tells you NOT to climb Death Peak. He'll get his wish, because we can't anyway. He'll ask you if you like the Ocean Palace and the Blackbird, his inventions. What the heck? We've never even heard of those creations. The sealed door in here cannot be opened at the moment, obviously, so just leave this dome.

=====
Overworld - 2,300 A.D.
=====

Well, you basically went all the way through the Sewer Access just to get one slightly useful item, and to see a couple of useless things. Oh well; you need to go to those two places eventually, anyway. Enter the Sewer Access, and make your way through the sewer (use the bridge shortcut, left of where you re-enter the sewer). When you exit it, you'll be back on the continent you were on last time. Head west, and enter Arris Dome.

=====
Arris Dome - 2,300 A.D.
=====

Now then, inside this dome, follow the path all the way to a bunch of people. Like the other people in the other dome you saw, these look like they are starving, as well. An old man named Doan will tell you about something blocking the food storage room. If you attempt to go down the ladder to the basement, he says that no one that has attempted to go down to the basement has ever come out alive...he must be trying to scare us or something. How bad could it be? Before you enter, however, take note that there's an Enertron to the left in this area, along with a weapon/item shop (talk to the guy behind the boxes to the left).

Use the Enertron if needed, and save your game at the Save Point nearby. Buy any items you may need (he sells the exact same stuff as the person over at the

other dome did), then go east and head down the stairs, into the basement area. In there, climb down the ladder, then follow the path. You'll see a couple of consoles; ignore them for now, and climb the ladder to the left. You have to walk across some red planks in this room. Make your way across the planks. You will come to broken ends of the red planks, but make your way through it. You should come to a rat "statue".

If you examine it, you'll find out that it has a note on it. This is a hint to an upcoming boss battle (isn't it always?). Now, keep following the path, then walk across the plank at the northeastern part of the room to enter the next area. In here, you'll hear an alarm. Uh oh, not good! Go north, and a giant robot will fall down, making your party members fall down as well. It will attack you, along with two "bits" with it. See the Bosses section for help on winning this battle. Once you win, go ahead and proceed to the next room. Don't worry, there's no trap anymore.

Anyway, in the next room, Marle will smell something. There's a dead man lying by the wall. Marle notices some kind of seed the dead man was carrying, so she takes it. Open the chest in the northwestern corner to get a Mid Ether. Examine the dead body to find a special note. The rat statue we saw earlier apparently isn't a statue, but an alive rat. It knows the secret to this dome...whatever that could be. So I suppose we have to catch it. Exit this room, then go south and back to the room with the wooden planks. You'll see the rat in plain sight. The game finally tells you how to run, but you've likely figured it out by now.

You have to hold B to run, and chase the rat. Tap A as you run, so that way, when you get close enough, you'll catch the rat. Chase it across the planks. If you miss it, it will go off-screen, so go out of the room and back in, and it will reappear. When you catch it, it will tell you a secret: to find the secret path in this dome, hold L and R, and press A in front of the console. Now, head all the way to the southwestern part of the room, and exit it. Once you're back in the room with the consoles, go to the second console to the right. Face the small sparkling dot, and hold L and R, and press A.

This should make a platform appear next to you, which means you can gain access to some new areas. However, if you're using an emulator, the game may not register the fact that you input the secret code. This is a problem with certain keyboards. Solution: map the buttons (set them) to one key. So, if you want to go any further, you'd want to map L, R, and A to something like the R key. Pressing that one key would trigger the secret code. Problem solved! Be sure to set your keys back to normal (assuming you're on an emulator and the password thing becomes a problem), then proceed into the next room.

In the next room, go north and kill the enemies. Open the chest nearby to get a Mid Ether. Now, go back, and go up the steps. Make your way through the room, defeating or ignoring the enemies along the way. Follow the path to a door, then enter it. In the next area, take the eastern path if you want, but it does not lead to anything but Shadows. The northern path is the path you want to take. Take the northwestern steps up to a walkway. Go across the walkway until you come to a door, then head inside. In this control room, go north, and Lucca, being the crazy scientist she is, will examine the control panel.

She'll discover our next destination, which is Proto Dome, east of the dome we are in. Marle sees a button that she just cannot resist pressing, which then brings up something else on-screen. An image of how this world was in the year 1,999 is revealed. A giant, shell-like parasite emerges from the ground, and shoots deadly spike-like things all over the world. This causes the destruction of the entire world, which is how the future ended up in the ruin you see now. This parasite is known as Lavos, and 1,999 A.D. will forever be known as the "Day of Lavos". Since we know where a Gate is that we can use to get back to

the present (hopefully), there's only one thing we can do: change history.

Now that your ultimate goal in the game is revealed, Marle will want to save history, just like we saved her. Regardless if you choose to want to save the future or not, you'll end up having to anyway. Now then, since there's nothing else to discover here, make your way back to the first area of the dome, where Doan and the others are. Doan and the others see that you actually came back alive, and Marle will try to explain that this era is their future, but it's beyond their knowledge. After Marle gives them the seeds they found, Doan gives you a Bike Key, because he somehow magically knows you're headed for Lab 32, near Proto Dome, and you might wanna use it in just a moment.

Once you obtain the Bike Key, push the fellow to the north out of the way (he doesn't seem to care, either), and rest in the Enertron. Then, save your game at the Save Point to the left, then make your way out of this dome.

=====
Overworld - 2,300 A.D.
=====

On the overworld, head north, and enter Lab 32.

=====
Lab 32 - 2,300 A.D.
=====

In this ruined place, head right from where you enter. Open the chest you'll see to get a Mid Tonic. Go north, and you'll see some sort of jet bike. Examine the jet bike, and an alarm will sound. Some robots will step in, but then some weirdo called "the MAN" appears. If you try to go to the right, the robots will also stop you. When "the MAN" appears, he introduces himself as Johnny. He makes the robots stop attacking you. He offers you a race, so if you want to get out of this place very fast, accept his challenge by examining the jet bike. To race, you have to get the hang of it first. You move back and forth automatically; you cannot control that.

However, you can move up and down using the D-Pad. Johnny moves the same way you do, too. You can press B to get a boost. At the bottom right corner of the screen, you can see your boost meter, along with how many boosts you have left. You start off with three boosts (the "B" icons are your boosts). Each time you use a boost, your boost meter empties. It refills a couple of seconds later, which means you can use another boost. To get points, make sure you're in front of Johnny most of the time. Obviously, you have to be ahead of Johnny when you finish the race in order to win.

At the bottom of the screen, you can see yours and Johnny's jetbikes, and how far away you are from reaching the goal (the checkered flag). If you want to save your scores, you have to get the Race Log, which is found in this area, meaning that if you want it, don't race and beat Johnny. If you beat him, race him back to the entrance of Lab 32. You need the Race Log if you plan to get the prizes you can win. I will list the prizes you can get for scoring a certain amount of points in a moment. With the Race Log in your possession, you can change the racing mode you want to play in.

Mode #1 is the normal, usual mode. You can use up to three boosts in this mode, and you cannot change the view around. Mode #2 has no boosts, but you can move the view around by pressing the L and R buttons. You may actually find this useful, because it makes the view slightly better. Now then, let me explain how

the prizes work. Depending on what score you ended the race with (if you won), you may or may not get a certain prize. If you get a score of equal numbers, like 555, you'll get either an Ether, a Mid Ether, or a Full Tonic.

If you manage to nab a score of 1300 or above, the game will mess up on telling you what prize you get. It will say you get 5 Mid Ethers. However, this is completely false. You really get 5 Mid Tonics instead. If you manage to get a score of 1500 or above, you'll get a Power Tab, which can only be gotten once. After you've gotten it, you can't get it again. If you get a score of 2000 or more, you'll get 5 Ethers. If you get a score of 2300 or above, the game will say you've obtained 5 Ethers, but it's really 5 Full Ethers! Finally, if you manage to get a score of 777, you'll be awarded with 10 Mid Ethers.

One more thing for me to mention. Once you get the Race Log, Johnny will tell another robot to come, if you talk to him first. This robot can change the mode of racing you want. He's also the one that keeps your scores. That about covers everything you'd ever need to know about racing Johnny. From this point, let's continue from where you first meet Johnny, shall we? After Johnny appears and introduces himself and stuff, head east and go into the next area. Defeat the three Mutants here, then go southeast. Before you get a chance to open the chest, you're attacked by Shadows.

Kill them by using Fire Whirl or Crono's Slash ability. When they're gone, rid the chest of its contents, which is the Race Log. Now, keep going east, and defeat the Mutants along the way. Eventually, you'll end up in the next area. Somehow, even though you never saw him ride as you went along, Johnny managed to beat you to the end of this place. Now, simply go south to exit.

=====
Overworld - 2,300 A.D.
=====

Back outside, go east, then south. Ignore the Factory for now. Your next destination was Proto Dome, remember? Enter it.

=====
Proto Dome - 2,300 A.D.
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In the Proto Dome, go west, and you'll have to fight three Bugger robots. Kill them, then continue following the path. You'll see some more Buggers, but if you want to avoid them, just walk along the edge (walk, not run), and then continue from there. If you want, destroy the Buggers. They were blocking an Enertron, which you may want to use. Keep following the path, and you'll come to a ruined robot. He's severely damaged. Talk to him, and Lucca tries to repair him. She does so, and Crono and Marle are left bored for hours. Lucca makes sure he doesn't attack the party.

After the robot is repaired, she gives it some juice, and it activates again. He says his serial number is R-66Y. There's a translation error here. He says in the game that his number is R66-Y, but it's supposed to be R-66Y. Marle hates that name, though, so they give him a new one (Robo). Robo says that there is a Gate beyond the sealed door ahead, but to unseal it, you'll need to go to the Factory (in case you're wondering, no, unsealing that door does not unseal the rest of the doors we've seen in this era). You'll need Robo's help to get through the Factory.

You also have to leave one party member behind. I suggest having Marle stay

behind, since she's practically useless. This leaves you with a new party of Crono, Lucca, and Robo. You can come back here any time, and speak with the party member you left behind to exchange members (except Robo). Once Robo joins your team, exit this dome.

=====
Overworld - 2,300 A.D.
=====

On the overworld, head north and enter the Factory.

=====
Factory - 2,300 A.D.
=====

When you get inside the factory, since Robo is in your party, examine the big screen to the north. He'll override the security, deactivating the nearby laser. Suddenly, an Acid comes to attack you. It has very strong physical defense, so use something such as Slash to get rid of it quickly. When it's gone, take the eastern conveyor belt up. Those green circles are elevators. Take the one on the right side, first. You'll be taken down to a lower level. In that area, go down the ladder, then go up. Climb up to the door, then go northeast. When you reach the dead end, press A to open a hidden chest.

It contains a Mid Ether. Exit this room you can't see anything inside, then go south. Climb down the southwestern ladder, and head all the way west. Open the chest to receive a Robin Bow. If Marle is in your party, equip this on her. Backtrack to the east, and climb back up the ladder. Climb down the nearby ladder to the east, then follow the path. Go through the opening, and move around a bit. If you move towards the left, you can move across the belt, and avoid the robots. If you manage to unavoid the robots, a crane will grab you, and you'll have to go through a few battles, which are a little hard.

The battles give you good EXP, but they get hard (especially the last one). If you are moving across the conveyor belt and you didn't get caught by the crane, quickly go down to the first safe area you see. When the robots pass, go back on the belt, and head left. Open the chest at the next safe area, and you'll get an Ether. Now, after the robots pass (again), go left, then go down and into the next area. You'll have to go here regardless if the crane caught you or not. In the next area, fight the Bug enemies there. Once they're taken care of, go north, and climb the ladder. Open the door and enter the next area.

Here, go north, then open the chest to the right containing a Mid Tonic. Open the nearby door and enter the next room. In the next room, open the two chests to the right to receive a Mid Ether, and 400 GP. Examine the monitor in the middle of the room, and it'll tell you the codes for a crane coming up. In case you forget the codes, they're X, A, then B, B. After that, the Proto 3 enemies will rush through the room. Avoid them or fight them. Either way, exit this room. Back in the previous area, enter the door to the west. These Proto 3's are also avoidable (walk in between them after they walk next to each other).

Open the two chests at the far left for a Shelter, and an Ether. Head south and enter the next area. Go down, and you'll have control of a crane. This is where the codes we found come into use. First, put X and A for a code. The crane will pick up a red barrel and move it. Control the crane again, and press B, B. The crane moves a second barrel. Leave this area, along with the previous area. When you're back to the area with two doors, climb down the ladder to the left. Go left from there, and enter the door you'll see. In this area, open the chest

nearby to get a Bolt Sword, which Crono should already have equipped.

Examine the monitor in the room, and you'll learn of a secret password. The password is "ZABIE". Think about all of the button names (A, B, X, and Y) on the SNES controller, and if you think correctly, you'll get "X, A, B, Y", which is pronounced like "ZABIE". But enough of my riddle talk. Exit the room. Make your way all the way back to the main room of this factory. This time, go to the left elevator. Fight the Debuggers along the way (you can avoid them). You will see a note on the wall where the Debuggers were. Read it if you wish. Then, take the western elevator down to a lower level.

In the next area, use a Shelter if needed, and save your game at the Save Point. Now, follow the path, and fight the Acid-type enemies. You have to in order to be able to activate the monitor. Attack them with physical attacks. When they're defeated, open the chest there to receive a Shelter. The monitor will activate. Walk up to it and press A to open a lock nearby. Go down it and into the next area. In this area, climb down the ladder and go west. On your way, you'll have to fight, but you can avoid it by running alongside the wall. Now, go south, and follow the path east. You'll have to fight some Acid-type enemies again (the battle can be avoided by running along the wall).

After defeating them, go through the door ahead. In that room, go northwest, and open the chest to get a Titan Vest. Now, go east, and open the chest in the corner to get a Hammer Arm. Give the Hammer Arm to Robo, and give the Titan Vest to anyone, since Robo has one already. Now, activate the large monitor in the room. Some more Acid-type enemies will attack you. After you defeat them, the lasers will all deactivate. Go southeast, and then use the elevator there. Take it up once, and use a Shelter and save your game at the Save Point. Take the elevator down twice to a new room.

Now, head left, then go up the hallway. Open the chest to get a Plasma Gun. Equip this on Lucca (if she's with you), and examine the monitor. It will ask you to input the secret password (in case you forgot, it's X, A, B, and Y, in that order). After you input it, the locked door nearby will open. Go through it, and flick the switch on the center structure. Robo will say that the security system has gone crazy, so follow him to the south as walls close in. Somehow, on the last wall, Robo holds it up for them as they run straight through Robo. Robo lets go of the wall, and bounces off of the walls... literally. Head southwest, and climb the ladder to the next area.

In this room, go east, and through the door. Head left, then go north, and down the hallway. Your group will meet Robo's "friends". However, they say he has malfunctioned, and will begin to beat him up badly. He gets to the point where it's almost impossible for Lucca to repair him. It seems Robo's buddies do not like him very much...then, they'll stuff Robo in a holder or something, and they'll attack you. Read the Bosses section for help on getting through here. After defeating the robots, Lucca/Marle takes Robo out of that storage place, and brings the near-destroyed Robo back to Arris Dome.

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Arris Dome - 2,300 A.D.
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Back in the Arris Dome, Lucca will be repairing Robo while she talks to him. After awhile, Robo is repaired, and ready for action. He decides that he wants to stay with you, since there's nothing left for him here in the future. The four go to the Gate up ahead, Lucca swings that Gate Key, and they enter. But wait...the Gate was malfunctioning! Where to now?

=====
End of Time
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You'll arrive in a strange, eerie place with some mysterious pillars of light. Robo wonders where we are, as well. So, head down the stairs ahead, and you'll be in an open area with a pillar and an old man lying up against it. There's also a door, but you can't enter it yet...for some reason. There's also some stairs to the right, but they lead to nothing. You'll also find a Save Point, along with a bucket with a glimmering dot next to it. That restores all of your HP/MP when you use it, so don't bother with wasting a Shelter. There's another bucket by the locked door to the north, but right now, it does nothing. Speak with the sleeping old man to pop his bubble and awaken him!

He will tell you about where you're at (the end of time, obviously), and how you ended up here in the first place. If more than three people enter a Gate at one time, then you'll appear here (it's not just a coincidence that it happens since you can only hold three party members at a time, is it?). And as you probably guessed, you have to leave one party member behind. Since you're about to get magic in the next two minutes or so, make a party of Crono, Marle, and Lucca for now, since Robo is incapable of using magic, and you're gonna have to use magic very soon.

Once you get a party of Crono, Marle and Lucca, attempt to enter a new area in this place (walk around towards a pillar of light), and the old man will say "Hey". Talk to him again, and he'll tell you to check the room behind him. It mysteriously gets unlocked, so go ahead and go inside. In that room, you'll see a certain "monster", whom is Spekkio. Spekkio's forms differ depending on your level. See the Spekkio section of the guide for help on that. Speak with him, and he'll say that he is the "Master of War". Tell him if you think he looks strong or weak; your choice will not affect the outcome of anything.

Watch as he preaches about magic, who can use it nowadays, and who can't. Your party, however, is capable of using magic! Crono is "Lightning", Marle is "Water", and Lucca is "Fire". Robo cannot use magic, obviously. He tells you to think "MAGIC", and walk around the room clockwise (needless to say, you really don't have to think of magic while you're doing it), three times. Clockwise, not the other way around. Hug the walls the entire time you're doing it, and start from the southeastern corner of the room. Count it like you do racing laps; consider it one "lap" after you pass the door. After you do it three times, talk to Spekkio.

If you did it right, he will award your characters with the ability to use magic. Whee! If you did it wrong, he'll tell you to try again. Regardless, when you get it, he'll challenge you to a battle to test your new powers. If you defeat him, you get some rewards (see the Spekkio section of this guide). If you lose, you don't get a Game Over, and you automatically get max HP/MP, so don't worry. Regardless, when you're ready, exit Spekkio's room. Before you go, the old man will call you again. Talk to him, and he'll tell you that you need to return to your own era (the year 1,000). Now, examine the bucket next to Spekkio's room.

The old man will tell you that the bucket leads to 1,999 A.D., the "Day of Lavos". You do not want to go there right now. That bucket is available now for getting certain endings. And those endings can be achieved through the New Game +, which you get after you beat the final level of the game. But all that's for another time, another day. For now, go west, and press A while inside a pillar of light. Examine each one until you find the one that will warp you to Medina Village, in the year 1,000. Before you take that warp, enter

the one that leads to Proto Dome. There's a really well-hidden secret there.

=====
Proto Dome - 2,300 A.D.
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When you come out of the Gate, head slightly south, towards the first step leading out of the room. Press A randomly around the Gate, until you hear a chime. Press A at that spot to get a Power Tab. Credits go to Phoenix 1911's FAQ for having this in his guide. Without it, I'm pretty sure I would have never found this hidden tab. Thanks! Exit the dome via the Gate again.

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End of Time
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Back in the End of Time, take the far right pillar to Medina Village.

=====
Residence - 1,000 A.D.
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The creepy-looking creatures will get terrified, because you warped out of the freaking CLOSET! Once you come out, speak with them if you want. Attempt to leave the house, and they'll tell you about a swordsmith, who is in a building to the west of here. In case you're wondering, the Mystics are creatures who fought the humans 400 years ago during a war. On a table in this house is a cake. By examining it, you'll eat it and restore your HP/MP. After you eat it once, it's gone for good (so enjoy the taste!). Exit the house.

=====
Overworld - 1,000 A.D.
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Outside, there are a few places to visit if you want. You can enter the Medina Square in the center of the buildings, where the Mystics are praising Magus. A statue of Magus is in the middle of the square. Talk to the Mystics to learn some more things. There's also the Elder's House, which is north of the house you came out of. Enter it.

=====
Elder's House - 1,000 A.D.
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In the Elder's house, talk to the Imps if you wish. There's also a blue dude here, named Ozzie VIII. Apparently, he's the leader of this village. But for some reason, he doesn't attack you or anything. There's a couple of tabs to get in here, so examine the table where the Imps are (the far right side of it) to get a Speed Tab. Now, head upstairs, and examine the southwestern part of the table to get a Magic Tab. There's nothing else in here, so exit.

=====
Overworld - 1,000 A.D.
=====

Not much more to see, unless you want to battle some. In the Market, if you try to go shopping, you'll have to fight (if you choose to plead). After winning, the Hench will sell you stuff...for an extremely high price on everything! Unless you're using a Max GP and Infinite GP code via a cheat device, you will most likely not be able to afford any of the weapons. In the Inn, if you talk to the Hench and choose to plead, you'll fight again. After winning, you can rest at the Inn for 200 GP, which is obviously a ripoff. Lastly, there's the Forest Ruins all the way to the north, so go to it.

=====
Forest Ruins - 1,000 A.D.
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There's some sort of blue barrier to the north, but we can't disable it right at the moment. There's a chest near where you enter, however. Open it to get a Mid Ether. After getting that, just leave.

=====
Overworld - 1,000 A.D.
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Let's continue with the main quest, shall we? Head southwest of the Forest Ruins until you come to a lone building, near a cave. This is Melchior's Hut.

=====
Melchior's Hut - 1,000 A.D.
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In this hut, speak with Melchior. He's the same guy you saw in Leene Square at the beginning of the game. Tell him that you wish to buy a weapon. The only thing you should need to buy here is a Red Katana, for Crono. Buy it for him, then sell his old weapons. Buy some Titan Vests for your party, equip them, and sell old equipment. Stock up on any items you might need. When you're done shopping, Melchior will tell you about a shortcut to get back to Truce Village. To get there, we need to go through the Heckran Cave. Exit the hut.

=====
Overworld - 1,000 A.D.
=====

Directly north of Melchior's Hut is the Heckran Cave, so head inside.

=====
Heckran Cave - 1,000 A.D.
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Isn't it weird how Spekkio taught you magic right before you had to go here? Because you'll definitely need it in this cave. The monsters do not get hurt very much by physical attacks. When you enter the cave, two Henches will give you a warm (err, rude) welcome. Use your newfound powers (magic) on those Henches. When you defeat them, follow the path. Climb down the two ladders. On your way to the second ladder, open the chest for an Ether. Keep following the path, and fight the Jinn Bottle if you want; it spits out Octoblush enemies with it. Don't forget that only magic hurts them.

Enter the next area. In the next area, follow the path south, and you'll have to fight two Tempurites. Defeat them, then keep heading south and enter the next area. In this room, go left and fight the Rolypoly enemies. Then, head towards the chest in the room, and Cave Bats will fight you. After you kill them, open the chest to get a MagicScarf. Equip this on someone (preferably Lucca), then leave this room. Back here, go left this time, and open the chest for a Mid Ether. Go north, and you'll have to battle some more enemies. Once you take care of them, go north and open the chest to get an Ether.

Head south and to the next room. Go through the room, and defeat the set of Rolypoly's. Continue, and you'll have to battle Cave Bats. Getting tired yet? Enter the next area afterwards. In that room, go north, and fight the Jinn Bottle if you wish. Keep going, and you'll come to a sealed chest. Ignore it, and go to the next area. Follow the path, and step into the water. Head right, then go north, and use a Shelter at the Save Point if needed. Enter the next room, and head up. You'll find a huge, gigantic beast with a horn...okay, so maybe it's not that bad, but it's still ugly.

You'll have to battle it (you would've never guessed, huh?), so read the Bosses section to see how to defeat it. Once you defeat the Heckran, it will talk about the Mystics, and then vanish. Your party thinks that defeating Magus, who apparently summoned/created Lavos, would make history change, and make Lavos die. Proceed north, and choose to jump into the water. You'll come out of a vortex, and appear by Lucca's house on the overworld.

=====
Overworld - 1,000 A.D.
=====

Walk around the area near Lucca's house until you see something appear on the screen. It says "Vortex Pt". If you enter that, you'll jump back into the vortex, and can re-enter the Heckran Cave. There's really no reason to re-enter the cave, though. Go inside Lucca's house.

=====
Lucca's House - 1,000 A.D.
=====

Time to get Lucca something new. Inside her house, go through the door. Take the eastern staircase up to the upper floor. Speak with Lucca's mom, and then Taban will come inside. After that short scene, head back downstairs, and go back to the main room. Speak to Taban, and he'll give you the Taban Vest. Equip this on Lucca immediately; it increases Speed by 2, plus you get a minor Fire resistance. Leave her house.

=====
Overworld - 1,000 A.D.
=====

Now, head north of Lucca's house. Enter the Market.

=====
Market - 1,000 A.D.
=====

If you saved Fritz back in the dungeon at Guardia Castle awhile ago, then talk to him here. For your reward, he'll give you 10 Mid Ethers. Nice! He'll also sell you some stuff. The stuff he sells is the same stuff Melchior sold to you. After that, exit.

=====
Overworld - 1,000 A.D.
=====

There's nothing else to really get, unless you want to go to Crono's house and speak with his mom. Aside from that, just go to the northern part of the area, and enter Leene Square.

=====
Leene Square - 1,000 A.D.
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In the square, head north two areas until you're at the Telepod area. Use the Gate in between the Telepods to warp to the End of Time.

=====
End of Time
=====

You'll now see that two more pillars of light are revealed. Those lead to the year 1,000, and the year 600. Lucky for us, the year 600 is where we want to go next. Examine the upper-right pillar, and warp to Truce Canyon.

=====
Truce Canyon - 600 A.D.
=====

Head left and enter the next area. In that area, make your way up the ladder, across the bridge, then down the mountain. Fight or run from the enemies along the way, then you'll be on the overworld.

=====
Overworld - 600 A.D.
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On the overworld, go all the way to the southwestern corner of the area. You'll see the fixed bridge. Go up to the first half of the bridge, and press A to enter it. This is Zenan Bridge.

=====
Zenan Bridge - 600 A.D.
=====

Here, speak with the soldier wearing the golden suit. He'll say that they're hungry. Time to get them some food. Exit this place.

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

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Now, make your way north to Guardia Forest. Go through the forest, and then go inside Guardia Castle.

=====
Guardia Castle - 600 A.D.
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Head east from where you enter, then follow the path to stairs. Take them down to the kitchen. Head south, and speak with the cook. Listen to the conversation and leave the kitchen. Attempt to leave the castle, and the cook will rush to your party. He'll give you a Jerky, which you are to give to the hungry people back on Zenan Bridge. He'll also give you a free Power Tab! Yay! Now that you have gotten what you need, exit the castle.

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

Make your way through Guardia Forest, then go all the way south, and enter the Zenan Bridge once more.

=====
Zenan Bridge - 600 A.D.
=====

On the bridge, speak with the guy in a golden armor again. Give him the Jerky, and you'll hear a noise. It's Magus's troops! Talk to the guy in the gold armor again, and tell him that you'll help. He'll give you a Gold Helm, so equip it on whoever. Head west, and you'll find some skeletons stab soldiers dead. A fat green guy, named Ozzie, appears. Ozzie is Magus's right-hand man. You'll have to fight the two Deceased enemies. Use magic on them. Once they're gone, just do a single physical attack to Ozzie to end the fight. Keep crossing the bridge until you find three dead soldiers, along with Ozzie (again).

Ozzie will turn the dead soldiers into another pack of Deceased enemies. Defeat them and attack Ozzie once, then recover your party's HP/MP after the fight. Continue following him. At the end of the path, Ozzie will form up a lot of Deceased enemies. They'll turn into a huge skeleton named Zombor! Read the Bosses section to see how to win this fight. After defeating Zombor, continue west, onto the overworld again.

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

Now you can walk up and down Zenan Bridge, freely on the overworld. There are a few things to discover before we move on. Go south. You're now in the town of Dorino and Porre. In the Market, you can stock up on a few items if you need any. In the Elder's house, you'll hear a conversation about someone sending Toma some money, to go and search for a "Rainbow Shell". You'll get further into this matter in a side quest later in the game. Toma leads, and heads to the Inn. Inside there, you can feel free to speak with everyone if you want. You'll learn a few things, along with information about a legendary sword called the Masamune.

When Toma asks if you'll pay his tab for a little information, I wouldn't do it, personally. It's hardly information at all. A few people seem to be in doubt that the world can be saved from Magus, too. You can also rest at the Inn if you like. Go to the Residence next. If you got the Naga-ette Bromide from the Cathedral, now's the time to put it to use. In the Residence, talk to the old man by the table. Give him the Naga-ette Bromide, and he will use it to unlock the drawer. Go up to it and press A to get a Magic Tab. Now, go to the southwestern area of Dorino/Porre.

You'll find an entrance to some sort of woods. These are known as the Cursed Woods, so enter them.

=====
Cursed Woods - 600 A.D.
=====

Inside these woods, head all the way north. On the way, fight the enemies if you want. There is a slight chance that you'll find a Nu running across the screen (the blue, blob-looking creatures). If you happen to, and you enter a battle with the enemies near it, you can fight it. If you bring another party member here later in the game, named Ayla, you can use her Charm ability (once you get it) to steal a Mop, which is practically useless. If you defeat the Nu, you'll get a lot of Tech Points for it. Anyway, while going down the path, open the two chests you'll come across to get a Mid Tonic, and a Shelter.

At the end of the path, you'll see a lone, shaking bush. You'll also hear a croaking noise. Go behind the bush, and push Down to enter a secret hideout. Upon entering, you'll find Frog! You didn't think you'd ever see him again, did you? Once he gets done talking, talk to him again. Since he finds out that the King is injured, he says that he can't do a thing about it. Open the pot in the northeastern corner to get a MagicScarf. There's nothing more you can do here for now, so exit the Cursed Woods.

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

On the overworld, head to Porre (the village south of Dorino). If you enter the Cafe, you can talk to the people to discover some things about "the hero". In the Market, examine the shiny dot to the left to get a Power Tab. Talk to the soldier. He's gonna fight Magus! ...Wait, his armor is too heavy, so he falls down. LOL. Feel free to buy a Gold Helm for your four party members, along with two Berets for Marle and Lucca. Equip these, and sell old equipment. There's nothing else to see in this village, really. When you're ready, head all the way back north. A little bit east of Dorino Village is a mountain. Save, and enter it.

=====
Denadoro Mts. - 600 A.D.
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Here, either go around the birds so you won't have to fight, or just fight the enemies. Either way, keep going north, and head northeast to a secret area. Open the slightly visible chest to obtain a MirageHand. Give this to Robo, then exit the area. Back here, go west, and you'll see a boy (Tata, the "hero") run down the ladder. Then, you'll have to fight a Goblin. After defeating it, Tata

will be on the higher ledge (how'd he get there? o_o), and tell you to leave, because it's dangerous. Nothing is too dangerous for us! You'll now have to fight an Ogan. It's slightly different than a Goblin, as it has very high defense power.

Make sure Lucca is in your party, then use a simple Fire spell. This will burn the Ogan's hammer, and it'll basically be a normal Goblin again. Defeat it, and then climb up the ladder to the next area. Head west, and you'll see a path that goes south, leading to another area. Take that path, then head south and open the chest to get a Revive. Head back to the previous area, and go north. Now, open the chest to the left for an Ether. You can disturb the Ogan's sleep (he's over to the right) by going up to him and pressing A. Upon going north, you'll be attacked by a Free Lancer, who will wake up the Ogan. You'll only fight the battle if you disturbed his sleep.

Win the fight, or run, then keep heading north. Cross the bridge, then fight the Ogan and Goblin. After that, open the chest north of them to get 500 GP. Continue right, and follow the path south to a ladder. If the Ogan catches you, fight it (walk to avoid it), then head up the ladder. Keep heading north, and into the next area. Go right, and fight the Free Lancer. Continue, and go north at the path there. Open the chest at the end to get a Mid Ether. Go back, then head east. Fight the two Free Lancers, then open the nearby chest to get a Revive. Head up the ladder nearby, and open the next chest for a Gold Helm. Give it to whoever, and head up the next ladder.

Fight the Ogan, then head left, and fight the Free Lancer and the Ogan. Go all the way south, and climb down the ladder. Open the chest for a Mid Tonic. Head back up, then go west and enter the next area. Climb up the ladder in this area and keep going up. Avoid the rocks that the Free Lancer over to the left throws at you; they take away 5 HP on whoever gets hit by them. Open the chest you'll come across to get a Mid Ether. Climb the ladder, and enter the next area. Go right and climb the nearby ladder, then go north. Open the chest along the way to get 600 GP.

Keep going up, and enter the next area. Here, go left, and you'll have to fight some enemies. You'll have to fight a total of four consecutive battles. After winning them, don't worry; you won't have to fight them again. The battles can't be re-fought! Rejoice. Continue into the next area. Open the chest near the entrance of the area to get 300 GP. Go north, and fight the Free Lancers and the Bellbird. Head southwest, and you'll see a part of the waterfall. Drop down to land on a secret ledge. Open the chest to get a SilverStud. Head right to drop down to another ledge. Open the chest there for a SilverErng.

The SilverStud reduces the MP used by 50% with every magic spell used. The SilverErng increases a party member's HP by 25%. Not a bad deal, eh? All in two chests in a single area! Equip the SilverStud on someone like Lucca, and equip the SilverErng on someone such as Crono. From where you got the SilverErng, go all the way north and to the next area. Then, head north another screen, and go left and to the area where the waterfall is located. Go back north, fight or run from the Free Lancers and Bellbird, then keep going north. Open the chest on the way to get a Mid Tonic. Head left, and you'll see a Free Lancer slicing at air...for some reason.

If you talk to him, he'll tell you to shut up and get lost. What a great way to say hello to a guest. Go left, and open the chest to get a Mid Ether. Climb down the nearby ladder, then you'll have to fight the Free Lancer at the top, plus another one that will attack. After winning or running, continue into the next area. Go left and cross the bridge, and speak with the Kilwala four times in a row. On the fourth time, he'll say that you're nosy, and he'll give you a Magic Tab for free! Yay! Head south and enter the next area. Use a Shelter at

the Save Point if needed, then save your game.

Now, head west and climb down the ladder. Open the chest to the right to get a Mid Ether. Climb down the next ladder to the south, then examine the glimmering dot left of the ladder to get a Speed Tab. Head right, and into the next area. Avoid the rock-throwing Free Lancer again, then head under the orange leaves to the north. Open the barely-visible chest to get a Gold Suit. Head down the broken ladder to the south. Open the chest there to get a Shelter (there sure are a lot of chests here, aren't there?). Awaken one of the Goblins, and you'll fight all three of them.

After defeating them, climb up the ladder, and avoid the Free Lancer. If you get hit by it, it'll stand in one position. If you touch it in that state, you will have to fight two of them, plus two Ogans. Keep going north, and enter the next area, which is some sort of cave. Speak with the running kid (what is a little kid like him doing in such a dangerous place?), and he'll tell you that he's "the wind"...yep, okay. Go north, and you'll see nothing other than...the legendary Masamune! The kid will try to stop you. Tell him you're here for the sword, and his brother will come from behind the sword.

They will turn into some sort of monster, and attack! Read the Bosses section for help on winning this fight. When you win, they'll both fuse into a gigantic beast (whoa...I had no idea such little kids could do such big things). Read the Bosses section for help on this battle, too. After winning both of those fights back-to-back, they will un-fuse, and turn back to normal kids. They're actually the actual Masamune, or something. They think you'll do fine as an owner, and they'll go up to the sword, and go "inside" it. Follow them, and the sword will glow...ooh. Your party takes the (broken) sword, and Masa/Mune will take you off of the mountain.

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Overworld - 600 A.D.
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On the overworld, go all the way south to the village of Porre. One of the buildings to the far south is Tata's house. Go inside.

=====
Tata's House - 600 A.D.
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In Tata's house, speak with him. He'll tell you that a frog dropped a strange medal (the Hero Medal), and he'll give it to you, saying that he really isn't the true hero. Leave the house, then make your way to the Cursed Woods, which is slightly northwest of Tata's house.

=====
Cursed Woods - 600 A.D.
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Here, simply head all the way up north, and fight or avoid the enemies. Head up to the shaking bush, and push Down to enter Frog's secret hideout again. In the hideout, talk to Frog. He'll see that you have the Hero Medal, but he won't take it. He says he has "no right" to wield the Masamune, and kindly asks you to leave. When he moves away, a glittering dot will appear on the pot he was standing next to. Open the pot to find a piece of the Masamune; the hilt, and part of the blade, to be exact. One of your party members will translate the

text on the sword. It says "Melchior"! Since when does a sword have a hint on it? Then again, this is a video game. Leave the woods.

=====
Overworld - 600 A.D.
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Make your way north, and out of Porre/Dorino. Head east to Truce Canyon. Make your way through the canyon, to the Gate at the end. Use the Gate to teleport to the End of Time, then use the pillar of light that takes you straight to Medina Village. Head all the way left, and enter Melchior's hut.

=====
Melchior's Hut - 1,000 A.D.
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NOTE: If you do not see Melchior here, then go back to 600 A.D., and head to the Cursed Woods. Talk to Frog, then come back here, and you will find Melchior this time.

Talk to Melchior inside. He sees that you have the Masamune in your possession, and he asks if you want to hear the story of the Masamune. Despite your party wanting to hear the story, the subject changes one dialogue box later (so much for that). Unfortunately, you'll need a Dreamstone to reforge the blade, and they haven't been available for quite some time. Leave his hut, then make your way back to the End of Time.

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End of Time
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In the End of Time, examine the middle-left pillar. Use the pillar of light to transport to a new era, 65,000,000 B.C.

=====
Mystic Mountain - 65,000,000 B.C.
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You'll come out of a Gate...right in the middle of a cliff! You'll fall down, but don't worry, you'll land safely. >_> You'll be ambushed by five green, scaly creatures from outer space (okay, maybe not from outer space, but...you get the picture: they're ugly and scaly). They'll fight you. Defeat them, and you'll be attacked by even more than last time. Some mysterious monkey-woman with a tail will come and scare off the Reptites, leaving only four remaining. After defeating those, a scene commences. The monkey woman will slam Crono against the wall (uhh...o_0), and she'll introduce herself as Ayla.

The rest of the scene is a little bit funny, especially with Robo/Lucca both in your group. She tells you that the village has plenty of stones, and she wants you to follow her to the village of Ioka. Follow her to the next area. Head down the path, and open the chest along the way, near the entrance (the green box), to get a Berserker. Fight or run from the enemies. Take note that, if you want to lower the Runner enemy's defense, use Lightning with Crono. Follow the path onto the prehistoric overworld.

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Overworld - 65,000,000 B.C.
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On the overworld, head east. Inside the huts, you can learn some information, as well as get some items, if you want. In the lower-right hut, there are some people you can talk to. One of them offers a drink of Sweet Water, which will recover all of your party's HP/MP if you drink it. The hut left of that has people that will tell you where to find the chief, Ayla. She also apparently has a Dreamstone! In the upper-right hut, there are some people who will tell you about a "rare monster", among some other things. One of the people asks you to trade your "shiny stones" (in this case, GP) for some items. They're Tonics, Mid Tonics, and Heals, so buy some if you need any.

Finally, in the upper-left hut, you will find Ayla. Enter that hut, and talk to her. She will say that she is getting ready for a party. You will all appear in the meeting site, in the middle of the night. Let's party!

=====
Meeting Site - 65,000,000 B.C.
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At the meeting site, Ayla will introduce her new friends (your party) to the villagers. Feel free to walk around the area and speak with everybody. Ayla's best friend named Kino, doesn't seem to be fond of the new outsiders, however. You have to speak with your two party members a few times, and watch them do things. Keep speaking to them. You can also dance with Marle eventually. Speak to Ayla after talking to your party a couple of times, and she'll talk to Crono about the Reptites and their leader, Azala. After she's done talking, talk to your party members again if you want.

Otherwise, speak with Ayla again, and she will show you a red rock. This is the Dreamstone you're looking for! However, you have to participate in a "contest" if you want it. You have to win a soup-drinking challenge. Tap A to gulp up the soup as fast as you can (how, may I ask, can you drink ALL of that soup at once without swallowing, much less puking your guts out?). It's really easy to win. If you lose, you'll be offered to try again. After you win the contest, she'll agree to give you the red rock. Your group will appear sleeping. However, there are footsteps, led by a certain someone.

Your party also notices something even worse than that: your Gate Key has been stolen by someone! As Lucca states, "This isn't funny! Let's go see Ayla!" we really should find out who the culprit is.

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Overworld - 65,000,000 B.C.
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Make sure you un-equip the SilverStud on Lucca, and give it to Crono, because his Lightning is pretty useful for this era. Your party immediately appears at the Chief's Hut. Wake up Ayla by talking to her. She hates the fact that you've been robbed, and immediately joins your party. The party I recommend is: Crono, Lucca, Ayla. Leave the hut, and if you want to learn of a new area, head all the way north until you find a mountain. Ignore it for now, and head east of it to find a Hunting Range.

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

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In the hunting range, walk around, and you can fight some enemies. They're easy to defeat, even with just normal attacks. For winning, you get some EXP, plus you get a "Petal", "Fang", "Horn", and "Feather" item. You win two of these for pretty much each battle. These are useful; they can be traded for some decent equipment in this era. A Nu can be fought in this hunting range. He can be in any random spot in the range. The first time I find him, he's usually on the southeastern platform, though he can be anywhere. Climb the vines to the north to reach the platform.

If you fight and defeat the Nu successfully, you will get three of each of the prehistoric items, plus a lot of EXP/Tech Points, and a Third Eye accessory for winning (you only get this once, though). The Nu isn't too hard, though, so just have Crono/Lucca use Fire Sword, and keep healed. will You can also obtain good amounts of GP in the hunting range. You can get some free level-ups in this place. Make sure you get tons of the four prehistoric items before you leave.

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Overworld - 65,000,000 B.C.

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After you're through hunting in the Hunting Range (ha ha), feel free to visit all of the huts again. You'll learn some information about the culprit who stole your Gate Key. In the upper-right hut, talk to one of the guys on the left. Tell him that you wish to know what items you get for trading. He tells you, but it's hard to remember, so I'll list them below:

- 3 Petals + 3 Fangs = Ruby Gun
- 3 Petals + 3 Horns = Sage Bow
- 3 Petals + 3 Feathers = Stone Arm
- 3 Fangs + 3 Horns = Flint Edge
- 3 Fangs + 3 Feathers = Ruby Vest
- 3 Horns + 3 Feathers = Rock Helm

Talk to the old man in the middle of the hut to start the trading. The Ruby Vest will be very good for later, but you don't really need it at the moment. Get a few if you want, though. Ayla already has one equipped by default, so don't bother getting her one. Buy a Ruby Gun, a Sage Bow, a Stone Arm, and a Flint Edge. The Flint Edge goes on Crono. Equip these new weapons and armor, then get Rock Helms for your party members. Equip the helmets, and sell the old stuff using the shop one of the guys have in here. Ayla already has a Rock Helm equipped, so don't bother getting her one.

Once your party members are all fully equipped, and all of your old equipment is sold, it's time to move on. Head all the way south of the four huts until you find a forest, which is the Forest Maze.

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

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Upon entering, you'll spot Kino! Speak to him, and you'll find out that he is the one who stole the Gate Key! He apologizes to Crono after Ayla gives him a

good scolding, but he says that the Reptites took the Gate Key. Ayla wants to give chase to them (as do we). To avoid most of the enemies in here, don't walk on the trail of footsteps. Walk next to them (in other words, around them), and you won't have to fight nearly as many battles as you would normally. Go right, and open the orange-ish chest for a Mid Tonic. Climb down the vine nearby, then go southwest and open the chest to get a Revive. Head back north, then climb down the next vine.

Avoid walking on the trail of footsteps if you want to avoid battles, and head right. Walk across the brown tree log, and open the chest to the southwest to get a Mid Tonic. Head all the way north, and open the next chest for a Mid Ether. Follow the footsteps, then head left when you're about half way down. Open the chest to obtain a Shelter. Head south, to what looks like a dead end. Open the next chest to receive a Shelter. Now, head right, and go around the higher platform. Make your way around, and avoid the footsteps you come across until you get to a split path.

Take the southern path, and head all the way west. Open the chest there to get a Mid Tonic. After that, go back right, and then head up. Follow the path, then head south and open the chest to get a Heal. Go a little bit right, and climb down the vine. Head right, and follow the path to a chest. Open it to get a Mid Ether. Head back up the path, and a bit west. Follow the footsteps onto the overworld, then use a Shelter and save your game. Enter that cave, which is known as the Reptite Lair.

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Reptite Lair - 65,000,000 B.C.
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Upon entering the Reptite Lair, head right and to the next room. In this room, there are four Evilweevil enemies. Do not fight them. Instead, stand there. Eventually they'll dig holes. It could take quite a few minutes for all four to dig holes, so be patient. Do not enter the first hole (the one in the northwest part of the room). There's a catch to this, though. If an Evilweevil already dug a hole by a hole that already exists (e.g, two holes are close together in the northwestern part of the room), and you enter that hole, you'll appear on the same floor upon entering both holes. If you need to reset the holes for any reason, exit this room via the western exit, and re-enter.

If you enter a room you didn't want to enter, dig your way through all of the holes in the area while fighting enemies. You'll end up in a big area with lots of Reptites. To find out how to get back to the main room from there, read below until you find the paragraph which explains it. The northeastern route has a chest with enemies guarding it. Defeat or avoid the enemies, and open the chest to get a Mid Ether. Go down the next hole, and you'll be in an area with two Evilweevils, and one Fly Trap. Ignore the hole, and open the chest to get a Ruby Vest. Now, let the two Evilweevils dig holes (this can also be done in the previous room; it worked for me).

Go down one of them, and you'll be in a hidden room. Open the lone chest to get an Elixir, then use the hole to enter the bottom floor. Make your way back to the top floor (see below paragraphs) if you want to get the rest of the items. The southwestern route is the same as the northeastern route; the chest on the first floor of the route contains a Mid Ether. Stay on the floor and do not destroy the enemies. Let an Evilweevil dig a hole. If it doesn't work, go to the next floor and let one do it. Go down the dug hole, and open the chest to get a Full Ether. Go down the next hole, then make your way back to the top.

The southeastern route leads to a room with enemies, and a chest which holds a

Full Tonic. If you let an Evilweevil dig a hole, and go down it, you'll end up in a hidden room with a chest containing a Full Ether. Take the hole down to the bottom floor. Finally, the northwestern route leads to a couple of rooms where you have to fight some enemies (one is a Megasaur; use Lightning to lower his defense). Regardless of the route(s) you took, you will end up in a room full of Reptites going crazy (it looks like they're on drugs, or something). Fight all of the Reptites, including the one guarding the chests in the upper right corner and lower-right corners of the room.

Open the two chests to receive a Full Ether, and a Rock Helm. Go east and enter the next area. In this room, fight the Winged Ape and the Shitakes, then head north and fight another group of them. To the left is a room leading to ladders that lead to a room with a hole. Go down that hole if you want to return to the main room. If not, then keep going north, and fight the Megasaur, along with the Reptites. Upon winning, a Save Point appears. Use a Shelter and save your game, then enter the next area. In that area, go north to meet Azala, leader of the Reptites.

He has your Gate Key, too! When the game asks you if you'll tell Azala about the key or not, select any choice. If you say yes, he'll find it hard to believe that you'd talk so easily, and send a monster after you. If you say no, he'll think he can force you to talk by sending out the monster. Gee, does he make up his mind? When the huge monster appears (looks like a Rhydon from the Pokemon games, if you ask me), you'll have to fight it. Read the Bosses section for help. When Nizbel is defeated, Azala will give the Gate Key back, and run away for now. You'll appear in the Chief's Hut.

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Chief's Hut - 65,000,000 B.C.
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In the chief's hut, Ayla will be disappointed that your party has to leave at the moment. Kino apologizes for what he did earlier. When all that's said and done, exit the hut.

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Overworld - 65,000,000 B.C.
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Make your way back to the Mystic Mountain (to the southwest, in case you have forgotten), then make your way to the top of the mountain. Face the Gate, then press A when you're offered to enter it. We're at the End of Time once again.

=====
End of Time
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At the End of Time, there's a new form of Spekkio you can battle if you're around Level 20+. But you most likely cannot win if you're only around 21-23. Anyway, take the middle-right pillar to Medina Village.

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Residence - 1,000 A.D.
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When you come out of the closet, exit onto the overworld. Then, head all the

way left, and enter Melchior's Hut.

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Melchior's Hut - 1,000 A.D.
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In Melchior's hut, speak with Melchior. He sees that you have indeed obtained a Dreamstone, but he'd rather you not tell him how you got it. He and Lucca go to the bottom floor to work on the sword. Follow them downstairs, and watch them both help repair the Masamune. You can disturb their concentration by talking to them while they're doing something (like when Melchior is by the bookshelf reading a book). =P When they both work on the sword and the Dreamstone, you'll appear back upstairs, and you'll see the true identity of the Masamune! You'll obtain it, but you can't equip it just yet.

Once you get the Masamune, exit Melchior's hut. Back outside, head back to the Residence you entered this era from, and head back to the End of Time.

=====
End of Time
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In the End of Time, take a pillar of light to Leene Square. Exit the square, then go all the way south to the lone house, which is Lucca's house. Talk to Taban inside to get the Taban Helm. You'll get the Taban Vest first if you did not earlier. If you get the Taban Vest, talk to him again to get the helmet. Equip this on Lucca, as it raises Magic Defense by 10. Head back to the End of Time, and then warp to Truce Canyon, in the year 600 A.D.

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Truce Canyon - 600 A.D.
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Head left, to the next area. Climb up the ladder, then cross the bridge. Fight or run from the enemies, then keep following the path, out of the canyon.

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Overworld - 600 A.D.
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On the overworld, head southwest. Cross Zenan Bridge, then go south to the town of Dorino/Porre. Head west of Porre, and enter the Cursed Woods.

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Cursed Woods - 600 A.D.
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In these woods again, go all the way north and fight or avoid the enemies. Go behind the shaking bush, and enter Frog's secret hideout. Inside, speak with Frog. Your party will show Frog the Masamune, and he'll want your party to remain in his hideout for the night. You now see a flashback of Frog's past. This is all about how he became a frog, how his best friend (Cyrus) died, and why he hates Magus so much. In case you're wondering, Frog's real name is Glenn, which is revealed in the flashback. After the flashback, Frog will wake your party up. He wants your party to go to Magus' lair with him. I recommend

the following party: Crono, Frog, Lucca. Leave the woods.

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Overworld - 600 A.D.
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Now that Frog is in your party, head to where Dorino is. A little bit south of that village is a lone building in the middle. Head east of that building, and go to the front of that mountain. Enter the Magic Cave area, and you'll see another flashback of Frog's past. This one is about his relationship with his friend, Cyrus. Once the flashback ends, Crono strikes the Masamune into the ground. Frog grabs it, and a light shines forth from the blade. Watch the scene where they try to make Frog look awesome, by slicing a piece of the mountain in half, revealing the cave's entrance. Your party automatically enters it.

Don't go through the cave just yet, though! You have something to take care of. I know a lot of people hate backtracking, but you should go back to the End of Time and speak to Spekkio, with Frog in your party. Spekkio will teach him magic. The bad thing is, you have to learn all of Frog's spells yourself. Once you get magic for him, head all the way back to the Magic Cave.

=====
Magic Cave - 600 A.D.
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Once inside the cave, you'll notice a bat with red eyes that will follow your party. This will continue for a little while, so you'll have to get used to it being there, despite how irritating it can get. Also, give Frog a helmet and an armor, along with the Hero Medal accessory. It increases the chance of getting a critical hit with the Masamune by at least 50%. Go east, and fight enemies. Take note that only magic will hurt the Gremlins; physical attacks do not do too much damage. Keep following the path, and either fight or run from the enemies ahead. At the end of the cave, you'll find a dead soldier. Examine his body to read a note about an enemy at Magus's Lair. Exit the cave.

=====
Overworld - 600 A.D.
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Outside, just head north, and use a Shelter and save your game. Enter the area.

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Magus's Lair - 600 A.D.
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You get a short scene showing a statue of a gargoyle at the top of the castle. When that is over, go north, and step into the actual castle, which we've been oh-so craving to enter. Inside the castle, no music plays...creepy. This castle appears to be empty so far, too. Head northwest and enter that area. Walk down the creepy hallway while talking to the creepy people. Open the chest by the creepy person to get a Mid Ether (think I've said that word enough yet?). Keep going down the hallway, and enter the next room. Head north, and open the two chests to get another Mid Ether, and a Shelter. There's also a sword behind the chair there...hmm, wonder what that could be for?

Make your way back to the main room of the castle, then head into the eastern

area this time. There are four kids guarding a chest, that refuse to give it up. What in the world is up with this castle, anyway? Head to the next area, and you'll see some familiar faces down the hallway. Say hi to them...but they are acting a bit odd. On the other hand, how did they get here in the first place? Hmm. Keep going, and open the chest you come to for a Mid Ether. In the next area, it appears to be empty, so head back to the main room. In the middle of the room, there's something that appears to be a Save Point.

Step in it, and Ozzie will suddenly appear (be careful, IT'S A TRAP!). He will laugh, and he'll tell you that you have to defeat Slash the swordsman, and Flea the magician, if you even hope to make it to Magus. Plus, you have to defeat all one hundred enemies in this castle...or so he says. When he vanishes, you will have to fight some enemies. After defeating them, head into the left room. This room is full of enemies now. Go down the hallway, and fight or avoid them. After you defeat them, you can go out of the room and back in to get them to respawn. But the eastern side has better EXP and Tech Points, so level up your techs and stuff there, before moving on. Make sure Frog gets at least Heal.

Once you get Heal, make sure you go outside and save after using a Shelter. Go back to the left area, and head all the way north. In that room, go north, and speak with the girl by the throne. All of the people in here will turn in to Decedents. Upon defeating them, the mysterious swordsman, Slash, will appear. After Frog calls him "Sir Slush", walk up to him and speak with him. Slash corrects Frog, and after some insults, you fight. Read the Bosses section for help on defeating this guy. Once Slash is defeated for the first time, he will take out his sword on the wall, and you'll fight again. See the Bosses section for help on this.

After defeating Slash both times, pick up the sword he leaves behind on the ground. Equip the Slasher on Crono, then use a Shelter, and save at the Save Point Slash left behind. Leave the entire left section, and then head to the right section. Speak with the kid at the very bottom, and tell him you want their treasure. They'll all four turn into Shadows. Use Fire Whirl to deal with them, then open the chest they were guarding to get a Barrier. Head into the next area. Speak with the familiar faces in this hallway, only to find out that they will turn into monsters for you to battle. Keep going north and enter the next area.

In this room, talk to the weird-looking creature. Frog thinks that this is Flea, the magician, so you'll have to fight it. Make sure Lucca's with you, because she'll be useful. Keep attacking the creature, and it'll use MP Buster before it goes bye-bye. This is never good. After the fight, the bat that has been chasing you around for so long will turn into the real Flea. Please, do not email me asking what gender Flea is, because it is pretty much unknown. Consider Flea's gender whatever you want. As for me, I'll consider Flea a girl in this FAQ. Read the Bosses section to see how to defeat her. Once Flea is defeated, she'll disappear, and a Magic Tab will appear where she was.

Take the Magic Tab, then make your way back to the main room. Make sure to go outside, and use a Shelter and save your game. In the main room, step into the Save Point trap, and you'll be teleported to a new hallway. Head down the hall. As you go down the hall, you'll fight several battles. After a few battles, you will reach the end, where you'll find Ozzie. Talk to him. He'll try to call upon Slash and Flea, but you took care of them. Hah! Serves him right. He'll run away in fear. When he runs away, open the nearby chest to get a Mist Robe. Give this to Marle or Lucca, and continue into the next area.

Here, you'll see a bunch of conveyor belts with guillotines coming down on them. When the guillotine hits the conveyor belt, run past the guillotine a second or so later to avoid being sliced up. Go past each conveyor belt, and

open the chest you come to for a Dark Mail. This thing raises your Magic Defense by a decent amount, so equip it if you desire. At the end of the room, Ozzie will run away (again). Open the chest next to where Ozzie was to receive a DoomFinger. Give this to Robo, and head into the next area. You're in a dark, outside area now. Head west, and you'll see a Roly rolling down the narrow walkways in the area.

If you want to avoid enemy contact, then climb down the half-broken ladder, and let the Roly pass you. If a Roly sees you, you'll have to fight it, plus all of the other enemies in the vicinity. The Juggler enemies have to be defeated a certain way. Attack it with physical attacks first, and it will turn on its physical defense, which means it's strong against physical attacks and weak against magic attacks. From there, use magic against it, and it'll turn on its magical defense. In that state, it's strong against magic attacks, but weak against physical attacks. I think you get the picture.

After you get past that room, you'll be in a room with seemingly no traps... visible ones, that is! This room actually has several floor traps spreaded. There are six in total. Walk around until you fall down one. In the lower floor you're dropped down to, you'll have to fight six Decendents. Defeat them, and then head to the left and right sides. Open the two chests on each side to get a Mid Ether, a Lapis, a Shelter, and a Barrier. Snag the Magic Tab in the bottom-right corner of the room. In all four directions (up, left, right, and down), there are things that appear to be Save Points. Only one of them will warp you to the top, so take your pick.

Two of them split into three, and you'll have to fight enemies. They have no name, either. They do not attack, and only have around 10 HP. They give a good amount of EXP, especially for enemies that don't attack. One of the four Save Points is an actual Save Point, so if you happen to come across it, use a Shelter and save. When you find the correct one that takes you to the floor above, make your way through the room. Navigate it this way: go to the left wall, and walk around the outer edge. When you hit the bottom wall, move right until you hit the right wall. Move half way up, then very slightly left, and then a little bit up, all the way right, then up again.

If you did it right, you should have successfully navigated the floor-trap area. When Ozzie runs away, follow him to the next room. In the next outside area, make your way up the walkways. You'll likely be forced to fight the enemies here. Make your way into the next room. In this room, head north, and you'll have to fight enemies. Win the battle, keep going, and you'll have to fight yet more enemies. You'll have to do this in this room a few times. After the last battle, Ozzie will run away...is that a surprise? Open the chest there to get a Speed Belt. Head north and into the next area.

This is another enemy-fighting room, but every fight in this room can be avoided if you've gotten about sick of fighting (except for one fight). Hug the right or left wall, and run. If you don't run behind the statues, you might make a battle start. You can get to the end of the room this way, without fighting a single battle (until the end of the room). Either fight all of the battles, or use the trick I just provided. At the end of the room, open the chest to get a Revive. Upon trying to continue to the next room, you have to fight some enemies. After defeating them, go to the next room.

Ozzie is in this room, just begging to "fight" you. While he's busy laughing his butt off, open the two chests on the side of this room for a MagicScarf, and a Mist Robe. Speak with Ozzie, and he'll hope that Magus will call for reinforcements soon. He'll turn on his ice-looking barrier, and you'll have to fight him. It's not a boss fight, though. Ozzie can barely be hurt, and he has exactly 1000 HP. If you attack Ozzie, he will counterattack the whole party

each time, and you only deal about 5-7 damage per a blow. However, if you do actually take off all of Ozzie's HP, he won't "die". Instead, he'll become untargetable! So, it's definitely not worth the effort to take all of his HP.

Move the target cursor to the left, and attack the chain. It'll turn, and a hole will appear. Do this with each chain behind Ozzie. On the last chain, it will create a hole right where Ozzie stands, and he'll fall down to who knows where. Can anybody say "owned"? After the fight, two Save Point things appear. Step in the one on the right. Use a Shelter, save your game, and step into the left Save Point, which is actually a warp. The music has stopped...run down the long staircase, and fight all of the Vamps if you like, though if you keep on running, you can easily avoid them without any problems at all. Proceed into the next room.

You're in a dark room, and you hear a faint chanting sound. Walk north, as blue flames appear on each side of your party members. Keep walking, and you will then meet the dark wizard, Magus. Walk up to him and speak with him. Frog is ready to draw his sword. Your party is also ready for battle. After a short conversation, the battle will begin. Read the Bosses section for help on the fight against Magus. Upon defeating Magus, something happens. Lavos starts to awaken, and you learn that Magus didn't create Lavos, but that he only summoned him. Your party, and Magus, are drawn into a humongous Gate. You see a short dream, then you appear in 65,000,000 B.C.

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Chief's Hut - 65,000,000 B.C.
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Your party will appear in Ayla's hut. Ayla wakes up your party. Frog wants to finish off Magus, but obviously, he's gone. Ayla wants your party to get some rest, so she leaves and you automatically rest. Upon waking up, you learn from one of the villagers that the northern wood is burning! It's one thing after another, isn't it? If you ever need to, you can rest in this hut. Leave the hut, and back onto the overworld.

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Overworld - 65,000,000 B.C.
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On the overworld, take note that there are some new things you can trade for, with the Petals/Fangs/Horns/Feathers. They still have Rock Helms and Ruby Vests for trade, but most importantly, there are new weapons for your party. These are the weapons:

- 3 Petals + 3 Fangs = Dream Gun
- 3 Petals + 3 Horns = Dream Bow
- 3 Petals + 3 Feathers = Magma Hand
- 3 Fangs + 3 Horns = Aeon Blade

Make sure to go to the Hunting Range and get the prehistoric items, then trade for a new weapon for each party member in the upper-right hut. Then, sell your old equipment, and get a Ruby Vest for your party; you'll need it. Equip them, and head north of Ayla's hut, to the Laruba Ruins.

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Laruba Ruins - 65,000,000 B.C.
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NOTE: If you come here very late in the game, there will be a sleeping Nu. He will allow you to change the name of the lead character (Crono doesn't have to be the leader after awhile). Then, he'll give you a SilverRock accessory, which invokes a Triple Tech.

In here, go north, and someone will note that Kino has been kidnapped. Head north, and you'll see Ayla and some old man. The old man says that it is Ayla's fault the reason the woods are burning. Ayla wants the old man to send the Dactyl's to the Dactyl's Nest, so she can fly up to the Tyrano Lair, and put an end to this. He agrees to it, and Ayla leaves, so you do the same.

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Overworld - 65,000,000 B.C.
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Here, go right, then head north, to the Dactyl Nest.

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Dactyl Nest - 65,000,000 B.C.
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When you enter the Dactyl Nest, fight the Cave Ape and the Shist. When you attack the Shist, unless you kill it in one blow, its top will open, and it will become a Pahoehoe, although the name in the battle doesn't change. Anyway, once you've defeated or ran from those enemies, keep going north. Fight the two Avian Rex enemies, then climb up the wall. Open up the chest nearby to get a Mid Ether. Follow the path around to three Shists. Fight or avoid them, then open the chest in the southeastern corner to get a Mid Tonic. Head up, and then climb up the wall, and enter the next area.

Enter a battle against the Cave Apes and the Shist. Defeat them, or run away from them to move the Shist, so it doesn't block your path. Climb the rock wall, and keep going north. Follow the path around to two Shists, which has a Cave Ape to accompany them in battle. Defeat or avoid them, and open the nearby chest to get a Meso Mail. Equip it if you want to, but you'll need the Ruby Vests later, so keep that in mind! Climb the rock wall, and continue north, to another rock wall. Fight the AvianRexes, then climb the rock wall nearby. Go into the next area.

In the next area, you'll see Ayla call upon a Dactyl. Head up there where she is, and she'll notice your party. What's that red star in the sky, anyway...? She will let all three of you go to the Tyrano Lair, and you'll have to choose what member you want to come with Crono and Ayla. I suggest taking Lucca again. After you choose, you'll be on the overworld.

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Overworld - 65,000,000 B.C.
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You'll all three be flying Dactyl's. Fly southeast of the Dactyl's Nest, and you'll see an area surrounded by lava. On the platform there is a castle-like structure. Land on that piece of land, save your game, and enter.

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Tyrano Lair - 65,000,000 B.C.
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Inside the Tyrano Lair, you'll immediately see two Cave Apes. If you walk in between them, you can avoid them. If you fight them, a purple Reptite will also step in the fight. Either way, enter the eastern mouth, and take the stairs down to the next area. Go south, and you'll be greeted by two Reptites. Defeat them, and follow the path. You'll see some captured cavemen. Flip the switch to the right of the cell door to free them. They'll escape, and completely ignore you! Keep following the path, and defeat the next two Reptites. Proceed into the next area. Head south, and you'll see three Reptites talking to...someone. Who could it be?

When they spot you, they fight. Defeat them, and walk up to the cell door. It's Kino! Examine the door, and Ayla will try to rescue him. She'll literally climb up to the top of the door, and head inside. Then, she'll bust open the cell door. ...Why couldn't they have just used the switch nearby? Kino apparently wants to show you something. Head into his cell, and open the chest all the way to the north to get a Mid Ether. Follow Kino out to the previous area. Follow him in the next room, and if you didn't do it earlier, he'll free the captured cavemen. Head back into the main room. In the main room, he will open the mouth to the left, and then leave.

Enter that mouth, and enter the next area. In this room, you can step on the switches on the left and right sides of the room. This will cause the enemies on each side to fall down a trap, to a lower cell. However, if you want, you can walk up to the enemies and fight them, instead of pressing the switches. Take the eastern path and head south, near the switch, to the next area. Here, follow the path, and defeat the Volcano and Avian Rex enemies that attack you. Proceed, and defeat the next set of enemies. After that, enter the next room. Open the chest to the left to get a Full Tonic.

If you examine the chest on the right, you'll fall down a trap, to the cell that the cavemen were inside of. If the enemies in that other room fell down the trap, you'll have to fight them. If not, they won't be here (obviously). Anyway, don't fall down the trap. Simple as that. If you do, you have to make your way back up to the room with the two switches. Head back to that room regardless, and take the left path this time. In that area, defeat the three Reptites, and head left. Defeat the Avian Rex that attacks you, and go through the door ahead.

You're now in the infamous "Tile Warp Room", as I call it. If you go around the room, you'll notice chests everywhere (by the way, to defeat the Terrasaurs, weaken them with Lightning). They're tempting, huh? Go ahead, try and grab them...only to suddenly be transported to a completely different spot! The tiles in here warp you to other spots, in other words. You have to use these to reach all of the chests in this room. I'll tell you what tiles to step on, so don't worry. For the first chest, head a little northwest from the entrance. Take the "split path" going left, then open the chest to the north for a Tonic.

For the next chest, head down from the Tonic. Take the eastern path down, then go left to find the chest. Open it to receive a CeraTopper, which is a good helmet, so be sure to equip it on someone! From that chest, head southwest to be transported. From there, go a little bit south, then east, where there are a narrow set of tiles going right. You'll be transported again. Open the nearby chest there to get a Revive. Head south a little bit from that chest (five steps down), and head right from there to get teleported to the last chest. Open the chest to receive a Meso Mail. That wasn't so bad, was it?

Now, head southwest, and you'll be transported yet again. Head northwest from there, then go up the stairs leading to the next area. Here, go south, and to the next outside area. Follow the path, and you'll fight some enemies. Defeat them. Ignore that closed gate for now, and keep going right. Fight all of the enemies you come across (though they are avoidable, if you walk the right way), then enter the far eastern door. In that room, step on either switch. The left one opens the mouth ahead, but also makes some enemies appear. Enter the mouth, then press the switch. You can press it over and over if you want to, but there isn't really a point to do that. >_>

Enter the middle door outside, and into the next room. You'll see Nizbel in here! He doesn't even seem to notice you, much less care that you're in here. Looks like he's practicing his aerobics, or something. You can talk to him, and he'll act friendly...sorta. Head to either side of him, and go up to the Save Point. Use a Shelter, and save your game, then go north. Wait...Nizbel stops you! Apparently, this is a different version of him. His brother, maybe? Or perhaps his cousin? Whatever the case may be, he will attack you. Read the Bosses section for help on this fight. After Nizbel II is defeated, the Save Point will reappear.

Save your game at the Save Point, and don't forget to use a Shelter to heal your party members from that last battle. Head north, and continue on into the next area. Go south, and once you're outside, head all the way right, to the far eastern door. Fight the enemies along the way, then enter the door. The three switches in here do certain things when you step on them. If you step on the eastern one, two Terrasaurs appear. The upper one causes a Save Point to appear to the left, and the lower-left one causes the two floors to disappear, meaning you can't reach the Save Point. Just step on the upper one, and the lower-right one if you feel like fighting.

You can also make the Terrasaurs fall, by stepping on the lower-left switch, then the lower-right one. Use the Save Point if you need to, then go north and up to the closed mouth. Press A while in front of it to open it, then head into the room. Open the chest nearby to get a Full Ether, then activate the switch at the top. Exit this room, and go left, to the center door. When you approach the center door, you'll have to fight a few Terrasaurs. When the barrage of them ends, go through the door. Head north, and you'll see Azala in his throne. You'll hear a "lovely voice", as Azala calls it (you call that lovely?), then he'll escape through the door behind his throne.

Open the chests in the corners of this room for a Mid Ether, and a CeraTopper. Equip the CeraTopper, then follow Azala outside, through the door. Equip one Ruby Vests on each of your party members now. Head north, and you'll see what appears to be a metal dinosaur-thing...or, uh...something like that. Azala is on top of it. You'll have to fight them both, so read the Bosses section of this guide for help on winning this fight. Once you win the battle, the big BlackTyrano will vanish, and Azala will be lying on the ground. Watch him as he blabbers about a "long, cruel ice age".

You will then see the red star...FALL! Just like Azala wanted it to. That red star is actually the giant parasite we have all come to know as Lavos. It will fall, directly down onto the earth. So, we now know that Lavos arrived on earth in this time period. Kino comes with some Dactyl's to rescue your group, before Lavos destroys the area. Azala refuses to come, however. He gets left behind, as your group escapes, and Lavos destroys the entire Tyrano Lair. Azala went along with the lair, obviously. Your party wants to go to the spot where Lavos fell, to see if they can discover anything.

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Overworld - 65,000,000 B.C.
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On the overworld, walk up to the now-ruined Tyrano Lair. Head there.

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Lair Ruins - 65,000,000 B.C.
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In the ruins, you'll see a Gate! You'll learn about how Gates are created. When your party finishes talking, enter the Gate. Also, take note that you can now remove Ayla from your party. I recommend this party: Crono, Frog, and Lucca. You'll end up in a completely different era, in a cave. Just exit the cave, and you'll be on the overworld of this era.

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Overworld - 12,000 B.C.
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Here, you'll notice that you're in a snowy area, with, well...snow, making the place even more snowy. Anyway, head all the way to the right, and enter the small building there, which is known as the Skyway. Step in the middle of the purple circle there, and you'll be teleported up. Exit onto the overworld, and then head right, to the Enhasa.

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Enhasa - 12,000 B.C.
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First, walk around this place and speak with everyone. You'll learn somewhat about what this era is known as, which is the Kingdom of Zeal. You'll find two people that look like Masa and Mune. After talking to them, they disappear. Over to the northwestern part of this place is a kid named Janus. He will tell you that "one among you will shortly perish". Oookay...what could he mean? He then just walks off. Near where Janus was, there is a purple circle. If you stand in it, you'll recover your party's HP/MP. This is a Spring of Recovery. In this place, there is a shop. It's in the lower-left corner.

There's also another one of those guys that look like Masa and Mune, named Doreen. He'll give you a hint about something, and vanish. The shop sells Full Tonics, among other things. Stock up on some items if you need any. Aside from all of that, there's nothing else that's really here.

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Overworld - 12,000 B.C.
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Go north of the Enhasa, and go to the Land Bridge. Step on the teleportal, and you'll be carried down to the lower continents. Head north after exiting the Skyway, and enter the next Skyway. Step on the teleportal, exit the Skyway, and go all the way left. Before entering the next town thing, head to the ship, which is the Blackbird.

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Blackbird - 12,000 B.C.

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At this place, go all the way north. Speak with one of the guards, then some weirdo named Dalton comes. After he runs his mouth, he leaves. Nothing else to do here, so leave back onto the overworld, and enter the town, which is Kajar.

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Kajar - 12,000 B.C.
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Inside Kajar, there's some stuff to see and do. Walk around and talk to the people in here, and you'll learn about the Earthbound Ones, whom cannot use magic, and the Enlightened Ones, whom can use magic. The Enlightened Ones are basically the people in this weird era. There's a sleeping Nu, who will sell you items. Talk to him from the right side of the table to wake him up. There is another Spring of Recovery here, too. Head to the northeastern side of the room, and you'll see a glimmering dot by the bookshelf, on the wall. To get the tab, enter the room next to the bookshelf. Examine the southeastern wall to nab the Speed Tab. Would've never guessed that, would you?

In the northeastern room, there are also people you can talk to. You'll learn about some source of power, along with information about a Sun Stone, among other stuff. There's a Nu that has his back turned. He won't do anything if you try to talk to him, so let's ignore him for now. The sleeping Nu in here will give you a hint about some elements, which I'll be explaining in a moment. In the main room, you can learn some more stuff about the Sun Stone. Someone also shows you an island, where something known as the Sun Keep is located. Please don't email me asking me if it's possible to reach that island, because it's not possible. It's just there for viewing purposes, I suppose.

Anyway, it's time to do something with those elements I was just talking about. Did you see the green books in the main room, on desks? You can open certain ones by pressing A while facing it, and an element appears. You can close the book back by pressing A again. You have to open the books in a certain order, to open up a secret room. At the northwestern side of the room, there is a book. Open it to reveal water. Open the book to the southeast to reveal wind. Lastly, open the book in the middle, where the Nu is, to reveal fire. No, this doesn't summon Captain Planet. Instead, you'll hear a secret passage open up!

The bookshelf nearby lowers itself, revealing a secret entrance. Go inside, and examine the Poyozo Doll. This will make you obtain the Black Rock accessory, which will invoke the Triple Tech, DarkEternal. Right now, it serves little purpose to us. Now, exit Kajar.

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Overworld - 12,000 B.C.
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Make your way down the Land Bridge over to the right, then make your way back to the next Skyway, then enter the Enhasa on that floating island.

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Enhasa - 12,000 B.C.
=====

Inside the Enhasa again, open the elemental books in the same order as you did in Kajar. The water book is located to the northeast, the wind book is located

to the northwest, and the fire book is located on the desk that you see when you enter. Open the elemental books in this order, and a bookshelf will open nearby. Head into the secret entrance, and speak with the sleeping Nu. He'll tell you that the Guru of Reason is gone, and he'll ask if you want to fight him. Accept his challenge, and you'll have to battle six Nu's at once! Use the Triple Tech, Delta Storm, if you have it (Crono, Frog, and Lucca can use it).

If not, use your best Dual Techs, and heal very often. It's not too hard to win this fight. You can steal the Mop item from the Nu's, too. When you win the battle, the Nu will give you a Magic Tab, and a Speed Tab. Not a bad deal, actually. Before you leave the room, feel free to read the diary on the desk in here. Then, leave the room, and exit the Enhasa.

=====
Overworld - 12,000 B.C.
=====

On the overworld again, enter the Land Bridge, and warp to the bottom islands. Make your way up to the next Skyway, then you'll be warped to the top island once again. Make your way left, and enter the cave. Step into the yellow light to be warped a little higher. Enter the next cave, and step into the light. You will be warped even higher. Finally, enter the Zeal Palace.

=====
Zeal Palace - 12,000 B.C.
=====

Here, head west, and go up the stairs. Then, head south, and speak with the girl over at the southeastern corner. Tell her that you like plants, and when she asks to plant it or burn it, tell her to plant it. Walk around and talk to everyone around here, and you'll learn more about the queen, Schala, and the little boy, Janus. In the middle of the area, up on a higher platform, there's a Nu that's walking around. Talk to him, and you'll discover his scratch point if you scratch his back. Head to Kajar again, and head to the northeastern room. Talk to the Nu that has his back turned, and you'll scratch his back. He'll drop a Magic Tab for you. Do those things to get the tab if you want.

Now, head to the room at the northeastern side of the palace. Head into the eastern room, and you'll see the girl named Schala, along with Janus. He will talk about the "black wind". Schala gives him some sort of amulet, then when she goes to leave, she notices you, but still leaves. Talk to Janus if you want, only for him to tell you to go away. For a little child, he sure does have a lot of guts, doesn't he? Talk to his cat, and he'll say that Alfador only likes Janus himself. Exit this room, and head back to the main room. Enter the room in the middle. This is the queen's hall.

Head north, and you'll witness Schala pulling out a pendant...but it looks just like Marle's! Upon taking out the pendant, the sealed door opens up! Try to walk up to the sealed door, only to find out that your pendant is of no use. Hmm...exit the queen's hall. Now, head left, and talk to the Nu to get him to move away. Head into that room, then go north. Head into the next room, and you'll see a big machine upon entering. Walk up to the red dot, and press A. Your pendant will go up to the energy by the machine, powering it up. Woo! Exit this room, and go back to the queen's hall. Examine the sealed door, and then it will open up. Yay for us!

In the throne room, head north. You'll see Dalton, Schala, Queen Zeal, and some Prophet with a purple cloak over his head...doesn't this person look strangely

familiar? Queen Zeal will order Dalton to take care of your party, and Dalton will summon the Golem. Everyone disappears (except your party, of course), and you'll see the Golem. It's not impossible to win this fight on a normal game, but it's hard unless you're really high. Regardless, see the Bosses section if you want to know a way to win this fight. You'll most likely lose, though, unless you're playing on New Game +. You'll advance with the story, regardless if you win or lose.

Queen Zeal will carry your party to the room where you powered up your pendant, although Dalton will do it if you managed to defeat the Golem. Your party will be unconscious, inside some sort of energy. Schala and Janus enter the room, and Janus doesn't want to free your party. Schala thinks that your party might be able to rescue the Gurus, along with Melchior (!!!), on Mt. Woe, who was imprisoned for opposing Queen Zeal. However, the Prophet steps in, and he does not want you to save the Gurus. After some convincing, the Prophet says that he'll spare your party. You'll be back in the cave with the Gate. The Prophet orders Schala to seal it once he sends your group back through the Gate.

Schala is hesitant to do it, but the Prophet convinces her to obey. When your party gets in the gate, they're sent back to the year 65,000,000, and Schala seals the portal shut. Just great...

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

Back in the ruins, Frog asks where Magus is, out of nowhere, even though it's been quite some time since we fought with him. Hmm...that hints at something. Let's see if you can figure it out. Now that you have that pendant powered up, there are some stuff you can do. Specifically, you can now open every sealed door and chest you've seen scattered throughout the game! Before we continue on with the story, let's do that, shall we? Exit the ruins.

=====
Overworld - 65,000,000 B.C.
=====

On the overworld, board the Dactyl's, and then fly west. Fly to the Mystic Mountain, and enter it. Then, make your way up to the top of the mountain, and choose to jump into the Gate. You will be warped to the End of Time.

=====
End of Time
=====

At the End of Time, go ahead and see if Spekkio has a new form ready to be challenged. Regardless, it's time to do some stuff. Warp to Proto Dome.

=====
Proto Dome - 2,300 A.D.
=====

In the Proto Dome, exit, and head to Lab 32. Either walk your way out, or race Johnny back to the other side of the lab. Then, exit the lab, and enter the Arris Dome, which is in the middle of that area.

=====
Arris Dome - 2,300 A.D.
=====

Here, follow down the path. Keep following the path until you get to Doan and the others. Then, head down the ladder, and into the lower parts of the dome. Go up to the two consoles, and take the eastern path into the next area. Here, go left, and follow the path up. Keep following the path, and fight or avoid the enemies. When you get to the door, head inside. In the next room, make your way north. Over to the northeast is another console, along with a sealed door that you cannot reach. Make your way to that console, then hold L & R, and press A to reveal a platform leading to the door.

If you're using an emulator, and holding L/R, and pressing A doesn't work, then remember: set the L, R, and A buttons all to one key, then press that key. It should work. Regardless, examine the sealed door to open it. Go inside the room. Examine the middle tile inside to get a Power Tab, then open the four chests in here. They contain a Lumin Robe, an Elixir, a Hit Ring, and a Gold Erng. The Gold Erng increases a character's maximum HP by 50%. If you equip it, that party member will probably have 900+ HP with it equipped at this point. After you obtain those items, make your way back out of the dome.

=====
Overworld - 2,300 A.D.
=====

Back on the overworld, head to Lab 13, which is west of Arris Dome. Make your way through the lab, and when you're back outside on the other side, enter the Bangor Dome.

=====
Bangor Dome - 2,300 A.D.
=====

In this dome, open the sealed door above the Gate. Head inside the room, and open the three chests inside to get a Charm Top, a Full Ether, and a Wallet. The Charm Top needs to be equipped on Ayla. It increases the success rate of Charm. The Wallet turns all EXP gained into GP instead. This is great if you want to get a lot of GP fast, though you get no EXP (obviously) when it is equipped. Exit the room after taking these items, and enter the Gate.

=====
End of Time
=====

After appearing in the End of Time, you'll notice two more pillars of light that are available: one taking you to Bangor Dome, and the other taking you to Guardia Forest, in the year 1,000. Now it's time to hunt down the sealed chests scattered throughout the years 600 and 1,000. I will explain how the sealed chests work. In the years 600 and 1,000, you've probably seen sealed chests scattered throughout the game. Now that you have the powered up pendant, you can open the said chests. However, if you don't open them the right way, you won't get the best contents out of them, and you'll miss out on two items in the same chest.

When you examine a sealed chest in the year 600, you'll usually get an option

asking if you want to open the sealed chest or not. If you get this option, refuse to open the chest, and return to the same area in the year 1,000. If you do so after refusing to take the contents, and then open the chest in the year 1,000, you'll get a better item out of the chest than you would've normally, if you would have opened it without refusing to open it in the year 600. In other words, if you would not have chose to not open the chest in the year 600, the sealed chest would have contained the same item in both eras.

On top of that, once you open the sealed chest in the year 1,000, you can come back to the year 600 and open the chest to get the normal contents. How good is that? However, take note that some chests just open automatically, without you getting the option to leave it closed or to open it. On those chests, that means that the chest does not have an upgraded item for you to obtain. Get it? With all of that explained, here's a list of all of the sealed chests below. Take note, however, that some cannot be accessed until after you get a time machine, and it gets wings attached onto it.

Guardia Forest

Contents (600 A.D.): Speed Tab

Contents (1,000 A.D.): Power Ring

Notes: N/A

Elder's House / Mayor's Manor (Porre)

Contents (600 A.D.): Black Vest, White Vest

Contents (1,000 A.D.): Black Mail, White Mail

Notes: In the year 600, the house is called the Elder's House in Porre, while in 1,000 A.D., it is the Mayor's Manor.

Guardia Castle

Contents (600 A.D.): Red Vest

Contents (1,000 A.D.): Red Mail

Notes: To get into Guardia Castle in the year 1,000, you have to have Marle in your party.

Heckran Cave (1,000 A.D. only)

Contents: Wall Ring, Dash Ring

Notes: N/A

Truce Inn

Contents (600 A.D.): Blue Vest

Contents (1,000 A.D.): Blue Mail

Notes: N/A

Northern Ruins / Hero's Grave

Contents (600 A.D.): Nova Armor

Contents (1,000 A.D.): Moon Armor

Contents (600 A.D.): Kali Blade

Contents (1,000 A.D.): Shiva Edge

Contents (600 A.D.): Siren

Contents (1,000 A.D.): Valkerye

Notes: In the year 600, the place is called the Northern Ruins. In the year 1,000, it is the Hero's Grave. The time machine with wings attached to it is required to reach this place.

Forest Ruins (1,000 A.D. only)

Contents: Swallow, Safe Helm

Notes: The Nu that appears will tell you to choose between only one. The Safe Helm is recommended. You can only get one of the two items.

Magic Cave (600 A.D. only)

Contents: Magic Ring

Notes: N/A

And there you have it. Those are the locations of all of the sealed chests in the game. You can get most of them right now, but not all of them. When you're ready, take the middle pillar of light to Proto Dome again.

=====
Proto Dome - 2,300 A.D.
=====

In Proto Dome, exit, then make your way through Lab 32. Again, either walk your way through the place, or race Johnny. Either way, make your way out of the lab. When you're outside, head south, and enter the Sewer Access.

=====
Sewer Access - 2,300 A.D.
=====

You should already have this place cleared out, if you visited it earlier in the game. If you haven't cleared it out, I have a complete walkthrough for this place. Scroll all the way up until you get to the start of the future, for the first visit. Somewhere around there is a walkthrough for this place. Whether you have cleared it out or not, head all the way to the southern part of the sewer. Climb the ladder up to exit.

=====
Overworld - 2,300 A.D.
=====

On the overworld, head south. Ignore Death Peak for now, and enter the only dome on this continent, which is the Keeper's Dome.

=====
Keeper's Dome - 2,300 A.D.
=====

Inside of here, head all the way north. Ignore the sleeping Nu. You'll come to a sealed door, so open it and head inside the new room. In the next room, you will see some lights appear on the floor. Examine these as you navigate the room. They are notes from Belthasar, which explains more about Lavos and such. Since Belthasar has no use for it anymore, he wants you to take his last creation, which has the ability to travel in time in seconds. This creation is known as the "Wings of Time". After you read the last note, open the next sealed door, and head inside. Go north, and you'll see the Wings of Time.

Walk behind the Wings of Time, and your party members will comment on it. After that, attempt to leave the room, and a Nu will suddenly come in, pushing some sort of thing with three seats on it. He will introduce himself as Belthasar. Who would've thought that Belthasar is a Nu? He will also tell you the controls of the machine (L & R switches to different eras, along with D-Pad, and Y makes the screen where you can choose an era come up). He will want you to name the time machine. The default name is Epoch. Warp to 12,000 B.C. now.

=====
Overworld - 12,000 B.C.
=====

Before you disembark the Epoch, your party will freak out over what this time machine is capable of. When you're on the overworld, take note that all of the Skyways are disabled right now (the power on them is sealed). Head northwest, and enter the small tent-like thing there, which is Terra Cave.

=====
Terra Cave - 12,000 B.C.
=====

This is the village known as Algetty. It hardly looks like a village, but hey, whatever. Head up the ladder, and proceed through the small cave leading to the next area. In this area, feel free to climb down the ladders and speak with all of the villagers. On each "floor" is a cave, which leads to a room with some people inside. There are five of these in all. The first cave you'll see in this village has someone that's willing to sell you items. He sells your party some new equipment, although it is expensive. Buy the equipment if you wish. If you do, be sure to sell your old equipment for free GP. This shop also sells normal items, so stock up on some if need be.

Anyway, when you're done shopping, go to the other caves on all of the other floors to learn some stuff about Janus, Queen Zeal, and the Mammon Machine. Go to the fifth floor, when you're ready. Use a Shelter at the Save Point, then save your game, and enter the cave on the fifth floor. In the next area, examine the shiny dot in the southeastern corner to get a Power Tab. Head all the way north, and you'll have to fight two Beast enemies. After defeating those, head north some more, and you'll fight more Beasts (you can steal a good helmet from them, by the way). Defeat them, and recover your party's HP/MP after the fight.

Continue north, and you'll see a red and blue beast, along with a brown Imp. As you probably guessed, you have to fight them. And, as you probably already know, refer to the Bosses section for help on winning this battle. After the fight has been won, go onto the leaf that the Mud Imp was standing on. Walk up the chain, and your party will walk up to a floating mountain connected to the chain, which is Mt. Woe.

=====
Mt. Woe - 12,000 B.C.
=====

When you get on this mountain, you'll immediately notice a Rubble enemy. If you fight it, it will lock up your entire party's Techs and Items. You will not be able to use any items or techs for the rest of the fight. You have to rely on physical attacks to kill it, but it has very high evasion. Higher evasion than any monster in the game. If you manage to defeat it, you get 1,000 EXP, along with 100 Tech Points! It's really worth trying to kill this monster. There is only one Rubble on this mountain that respawns. If you don't kill the Rubble fast enough, it will run away.

After you fight it, head north. Fight the Bantam Imp enemies (you can steal a cool sword off of them with Charm), and keep following the path. Follow the path down, then open the chest to the left to receive a Lode Helm. Backtrack to the entrance of the mountain, and head west. Walk up the chain bridge, and follow the path. You'll have to fight more enemies. After defeating them, head into the next area. In the next area, go left to find another Rubble. Fight it, and go east. Follow the path north, and fight the Gargoyles. Then, use the Save Point there to save your game.

Head north, then fight the Bantam Imp enemies which guard the chain bridge to the right. Walk up the chain bridge after fighting them, then fight the Rubble here. Take note that this is the only Rubble on the entire mountain that will respawn, so use this to your advantage to level up your characters and learn their ultimate techniques! Now, open the two chests to get a Shield, and a Lode Vest. Head all the way left, and defeat the Gargoyles. Then, open the chest to get a Barrier. Go back right, and head down. Follow the path left, and around the higher ground.

Then, head up, and defeat the enemies. Open the chest to get a Lapis (you have the HIGH GROUND!). Head east, and go up the chain bridge. Then, follow the path and fight the enemies along the way. Head down the chain bridge nearby, then head southwest. Fight the Rubble, then head north. Open the chest to get a Barrier. Follow the path leading to the next area. In this area, open the chest to the north to get a Lapis. Head right, and ignore the Man Eater enemies. Open the chest to the north to get a Barrier. Head south, and fight the Gargoyles. Open the chest there to get a Full Ether.

Go back west, then go north. Fight the Man Eater enemies (they inflict Chaos quite often, so they can get annoying fast. They also have a good sword you can steal), then keep going north. Now, follow the path around to a higher ground. Fight the Rubble, then go south, and fight the enemies there. Then, open the chests to get a Shield, and a Shelter. Head north, and cross the chain bridge. Follow the path, and fight the Gargoyles, then use a Shelter, and save your game at the Save Point. Climb up the chain leading to the next area. Follow the path north, and around to the chest.

The chest contains a Time Hat. Go right, and cross the chain bridge. Open the chest to the southwest to get a Full Ether. Go all the way right, and examine the shiny dot in the southeastern corner to get a Magic Tab! Go north, and climb the chain. The area turns dark...ooh, scary. Climb the chain up to the next area. You're now on the summit. Walk up to the ice block, and it will vanish, and a huge creature will rise up. Read the Bosses section for help on defeating Giga Gaia. Once the monster is defeated, the ice block will appear again, and it will reveal Melchior, the Guru of Life!

Melchior talks with your party, but since this is way before 1,000 A.D., he has

no idea who the heck you are. Eventually, the mountain will begin to collapse! Then, your party, along with Melchior, will appear back in Terra Cave, in one of the rooms.

=====
Terra Cave - 12,000 B.C.
=====

When you get here, Melchior will explain that if the Mammon Machine is brought closer to Lavos, he might awaken. Which is not cool, obviously. Suddenly, Schala comes in the room, along with Janus. Schala has betrayed the evil powers of the Mammon Machine, along with Queen Zeal's orders. Yay for us! She has also kept the power of the Skyways open, so we can use them as we please once again! But then, Dalton enters the room. After he blabbers his head off, he captures Schala, and vanishes with her. The only ones left in the room are your group, an old man, and Melchior. Speak with Melchior, and Crono will agree to help stop the queen, along with the Mammon Machine.

In order to destroy the machine, you need a special blade. Melchior gives you the Ruby Knife, which should destroy the machine. When you get the Ruby Knife, exit the area. Here, climb up the ladder, and head east, and into the next area. Climb down the ladder, and exit this place.

=====
Overworld - 12,000 B.C.
=====

On the overworld, head east, and enter that cave there. Enter the Gate to be warped back to the End of Time.

=====
End of Time
=====

At the End of Time, you'll hear the old man call you. If you go speak to him, he'll tell you about the Wings of Time...he's pretty behind on the news, eh? Furthermore, you probably noticed that all of the pillars of light are now unlocked. One of them leads back to 12,000 B.C., while the other one leads to the Tyran Fortress (Lair Ruins) in the year 65,000,000. Go back to Spekkio's room, and see if he has a new form waiting to be challenged. Regardless, when you're ready, head back to 12,000 B.C. via the pillar of light. Exit the cave, and you'll be on the overworld again.

=====
Overworld - 12,000 B.C.
=====

Back here, head southeast, and enter the Skyway. Step in the middle of the purple circle to be warped up to the higher continent. Then, exit the Land Bridge, and go north to the next Land Bridge. Use it to warp to the bottom, then exit the Skyway, and head all the way north. Use the next Skyway to warp to the top. Cross the bridges, and enter Kajar.

=====
Kajar - 12,000 B.C.

=====
In Kajar, head to the middle of the area, if you want to buy some new weapons. Talk to the Nu from the side, and tell him that that isn't Schala's pendant that you have. He'll sell you new weapons and armor. If you told him that it is Schala's pendant, he won't sell you anything. If you did this, exit Kajar and re-enter, then talk to the Nu again, and tell him no this time. The weapons are very expensive, though, and the Pearl Edge can be stolen from the Man Eaters. But if you didn't steal the Pearl Edge before, it's too late now (unless you buy it here). Just forget about buying equipment; it's way too expensive, and you're about to get better equipment, for free.

Now, be sure to head to the northeastern room, and talk to the Nu with his back turned. If you found the Nu's scratch point at the Zeal Palace when you first visited this era, you'll scratch the Nu's back, and he'll drop a Magic Tab! Aside from this, there's nothing else to see or get, so exit this place.

=====
Overworld - 12,000 B.C.
=====

On the overworld, head east, and enter the cave. Step into the yellow shining light to be warped higher up. Exit the cave, and enter the next one. Step into the light, then exit the cave. Enter the Zeal Palace.

=====
Zeal Palace - 12,000 B.C.
=====

Here, simply head all the way north. Go up the hallway, and enter the middle room, which is the queen's hall. Use a Shelter and save your game at the Save Point, then go north, and enter the next area. In here, you'll see Dalton. He looks angry...but why should we be scared of him? He will attack you, so read the Bosses section for help on defeating him. When Dalton is defeated, he will run away, since we owned him. A Gate-type portal will appear. Examine it, and you'll be carried down to the bottom of the water, where the Ocean Palace lies. You'll enter the palace.

=====
Ocean Palace - 12,000 B.C.
=====

NOTE: A party of Crono, Frog, and Lucca is HIGHLY recommended for this place, because you'll need their elemental spells for certain enemies.

When you arrive here, head south, and use the Save Point. Talk to Mune guarding the exit to this room, and he'll sense an evil energy awakening (Lavos), then he will disappear. You'll see a scene where Queen Zeal orders Schala to power up the Mammon Machine. She has no choice, so she does it, or else it'd be over for her. When you regain control, head into the next area. In this area, head south, and approach the chest. You'll have to fight Scouter enemies. Attack them using Lightning spells. If you don't, and you attack them with a different spell, they'll counterattack using a Lightning-based attack, which hits the entire party.

Just have Crono use Lightning2 to defeat them instantly. Open the chest nearby to get a Rune Blade. Equip this on Frog, and then head south of the chest.

Fight the two Scouters, then open the chest nearby to receive an Aeon Suit. Equip this on someone, and then head north. Fight or avoid the Red Scouts (if you fight them, attack them with the element corresponding with their color; in this case, Fire), then enter the next area, which is at the northeastern part of the room. In this area, step on the blue switch, and you'll have to fight a Jinn and a Barghest.

If you attack the Jinn, it will be protected by the Barghest's shield. Destroy the Barghest first, and attack the Jinn to break the shield. After you fight those enemies, head southeast and enter the next area. Fight the Red Scouts and the Mage. Have Lucca use Fire 2 quickly, because the Mage might cast a spell that will prevent a character from using magic; usually the one that you need the most, which is Lucca in this case. After winning, open the chest to receive an Aeon Helm. Equip this, then head west, and enter the next area. Back in the main room, head southwest, and go to the next area.

In this room, fight the Blue Scouts, then head south and open the chest to get a Kaiser Arm. Equip this on Robo, then go south. Fight the Red and Blue Scout, along with the Mage. Use Level 1 type spells (Fire, Water) on both Scouts, then take care of the Mage. Go south, and fight more Red and Blue Scouts, along with another Mage. After that, head west, and step on the blue switch. Keep going west, and then south. Fight the enemies, then open the chest in the corner to get a SonicArrow, which is for Marle. This is equipment city, huh? Head north, and fight the enemies (this never ends, does it?). Backtrack all the way back to the main room.

At the main room, make your way west, and defeat the Mage and the two Scouters you come across. After that, head all the way north, and fight the three Blue Scouter enemies. Keep going north, then enter the area to the northwest. In the next area, step on the blue switch, and defeat the Jinn and Barghest. Head southwest, and enter the next area. Defeat the two Blue Scouts, and the Mage that appears, then open the chest nearby to get a Star Sword. Equip this on Crono, then head east and enter the next area. Back here, go south, and follow the path to the next area...am I the only one thinking that this level is very repetitive and boring?

Here, defeat the two Red Scouts, then open the chest to get a Shock Wave. Head south, and then go left, and around the walls. Hug the walls until you go through a part of the wall. Head southeast, and open the chest in the secret area to get a Demon Hit. It's a sword for Frog. It doubles the amount of damage that you deal to enemies that are magic-type. Take your pick: the Rune Blade, or the Demon Hit. Either way, exit the secret path, then run by the walls until you get back to the entrance. Head northeast and exit this area. Make your way to the southern part of the area, and proceed to the next room.

Go south and fight the enemies. Then, head west, and down the long stairway. In the next room, head south, and fight the two Mages and Thrashers. This room is pretty much straightforward. Head down the stairway nearby. If you touch one of the Thrashers, they'll be sent down to the platform below, and you can fight them. If you want to avoid them, run in between two when they jump all the way up, then stand there. When they jump again, run in between the next two, and repeat. It's pretty difficult to avoid all of them. When you get down the staircase, head southwest, and down the next set of stairs.

The fireballs that the statue uses at your party will reduce 10 HP with each hit. The party member that gets hit loses HP, so be careful. Fight the two Thrashers and Lashers. Take note that when you attack one of them, they will use a counterattack (like a Dual Tech, sorta) together. When you defeat them, head down the next flight of stairs. Keep going down the path, and then an Omnicrone will spawn four Thrashers. The Omnicrone cannot be fought. Defeat the

Thrashers, and then go down the next stairway. Talk to Masa, and he'll talk about a red rock, and some knife (either referring to the Masamune, or the Ruby Knife; it's hard to tell which).

You'll then see a scene with Schala and Queen Zeal. Zeal is still intent on forcing Schala to power up the Mammon Machine. We have to stop her! When you regain control, head down the flight of stairs, and into the next area. Keep going down the flight of stairs, then fight the Jinn and Barghest. After you defeat them, use a Shelter at the Save Point, and save your game. Then, head south, and enter the next area. Out here, go on the elevator, and fight the enemies. Now, examine the big, shining dot. This causes the elevator to go down. You will now have to fight several battles in a row (three, to be exact).

For the first battle, you'll have to fight a Jinn, a Barghest, and three Thrashers. For the second battle, you fight two Lashers, two Mages, and one normal Scout. The third battle can be the hardest. You have to fight two of each Scout type. Use your Level 1 spells (Lightning, Fire, Water) on each one until you defeat them all. After the third battle, you'll reach the bottom. Enter the next area, then go back to the previous area. This time, you'll see the shiny dot on the eastern side. Examine it to take the elevator up. You will be taken up to a different spot. Examine the left part of the wall to get a Magic Tab, then go north and enter the next area.

The bad thing now is, you'll have to go down the staircase to the left, and make your way back down all of the staircases, back to the room with the elevator. Then, you have to take the elevator down, and fight all of those battles again. Once you reach the bottom again, head north and enter the next area. Here, head left, and follow the path to the next area. Head north, and the Scout will split into a Red and a Blue Scout. Defeat all three of them, then flip the switch on the wall. Exit the room, and head over to the opposite side, and enter the next room.

Walk up to the Scout, and fight the trio again. Flip the switch on the wall, then exit the room. Head to the entrance of the room, and step on the blue switch. This will cause a hallway, along with an entrance, to be created. Now, when the platform you're on lowers, head north, and into the next area. Here, follow the path, and open the chest to the right to get an Elixir. Use a Shelter at the Save Point, and save your game, then enter the next area. We're almost done with this boring place, so rejoice! In this area, head north, and you'll find Dalton. He'll send out two Golems, known as the Golem Twins. See the Bosses section for help on defeating them.

After defeating the two Golems, Dalton will attempt to call upon the next Golem called the GolemBoss. However, Lavos' energy interferes, so he can't summon the GolemBoss. As always, Dalton runs away. When you regain control, go back to the previous room if you want, and save it. Then, head north, and proceed into the next area. In this hallway, go north, and talk to the Nu. He jumps off, for some reason. Keep going, and you'll encounter Zeal, Schala, and the Prophet. Crono takes out the Ruby Knife, and throws it at the Mammon Machine. That does not stop the machine, though, and Lavos awakens! You're carried to a blue, wavy area, where Lavos awaits you.

You will immediately enter in combat against it. However, on a regular file, it is near impossible to win unless you're very high (like around Level 60+). It will start the battle by doing a move that attacks your entire party. This will most likely kill your entire party. If not, then any remaining members will have very little HP remaining. If you're using New Game + and you're a high enough level, winning this fight is possible, just very difficult. This is known as the "hard" version of Lavos. Trust me, the only time he is this hard is at this point in the game. If you want to give it a shot, use your ultimate

attacks, and try your luck.

He follows an attack pattern. He will do the "Destruction rains from the heavens" attack, then he'll do Chaotic Zone. Then, he'll shoot needles out at a party member, and start over from the first attack he did. If you manage to beat him on a regular file, good job! Anyway, to continue with the story, you have to lose this fight. Once you lose, the Prophet will appear. He'll take off his disguise, and you'll find out that he is really Magus! Schala and Zeal will suddenly appear. After a little bit of talking, Magus attempts to attack Lavos himself (LOL, yeah right), but he fails, obviously. Lavos begins sucking up Schala and Magus closer to him.

Nothing happens if Schala and Magus get right next to Lavos. Talk to your party members, if you wish, along with Schala and Magus. Then, go up in front of Lavos. Like a complete idiot, Crono attempts to attack Lavos. Crono fails miserably, and as a result, a light appears in front of his face, causing him to shatter. Yes, you've guessed it correctly: Crono is dead. Schala, Magus, and the rest of your party will appear back by the Mammon Machine. Before the palace crumbles, Schala uses her pendant to send your party, and Magus, to safety. You'll see a scene where Lavos destroys over half of the kingdom of Zeal. Then, after a huge tidal wave, you'll appear in a hut.

=====
Last Village - 12,000 B.C.
=====

Here, the elder will come in, and he'll explain what happened to Melchior, Janus, and Schala. Although, he doesn't exactly know what happened to Schala, but you never see her again. She didn't die, though, because she appears in the sequel to this game, Chrono Cross. She is held captive in the final battle of that game. And, regardless of what rumors you may have heard, Schala is not an optional party member for you to get. The Epoch is safe, and it didn't even get a scratch on it. That can't be just a coincidence. When the elder leaves, you can choose the party you want. From now on, you're free to choose three party members; you no longer have to worry about Crono being the leader.

When you choose your party, use a Shelter and save your game at the Save Point. You can examine that bush of hay to the right, and take a nap there. It looks uncomfortable, but hey, it works good enough, right? Exit the hut.

=====
Overworld - 12,000 B.C.
=====

On the overworld, you'll notice two other huts, both of which are named the Last Village. In the northern tent, there is a person that tells you that the Nu standing there sells various items from time to time. Behind him, you'll notice a Tab that you cannot reach. To get it, talk to him, and do not press A when he says "Buy?". Leave it on that text box for about four or so minutes, then press A to proceed to the shopping screen. Immediately leave the shopping screen, and he should move. It worked for me. If he doesn't move, please do not send me an email asking how to get him to move, because I've tried every other method, and this is the only one that worked for me.

Anyway, the Nu sells you normal items for now, but later on, he sells new stuff for your party. Buy anything you might need. The eastern hut has two people. One of them tells you about the Sun Stone and such. The place you need to go to is the Commons, which is north of the western hut.

=====
Commons - 12,000 B.C.
=====

In the Commons, speak with everyone here if you wish. Then, head north, and speak to the elder. Suddenly, some soldiers appear, saying that Dalton is the new king of this kingdom (ha, yeah right...he wouldn't know what the word "king" meant if it sat on his head). Then, after his pointless blabbering, he will knock out your party (they turned their backs, for some reason...no wonder he knocked them out), and he'll also steal your Epoch! Then, your party will appear in some sort of airship.

=====
Blackbird - 12,000 B.C.
=====

Your party will wake up in Dalton's airship. Your party will also discover that your weapons, items, AND money are all gone! You cannot switch party members, either. Ayla is good, since she doesn't need equipment to fight. And your party members will just stand there, and act as a non-existent object, until they get their equipment back. Ayla, however, does not need her equipment to fight, since she uses fists. Anyway, when you regain control, head up the nearby ladder. You'll appear outside, and your party will notice that we are indeed onboard the Blackbird. Head back inside. Back here, climb down the ladder, and a party member will notice a secret entrance into the air ducts.

Also, if Ayla is not in your party, and none of your characters have their equipment back, you'll be thrown into your cell again if a guard catches you. You can examine the left wall to climb into the air ducts, but there's also another way out. There are two ways. The first one is via the air ducts. For the second method, attempt to leave the cell via the south exit. Then, choose to act sick, and a guard will come in (like a complete idiot), opening the cell and getting knocked out in the process. You can proceed out of the room this way. As I said earlier, you can also escape via the air ducts.

The first method (the air ducts) is the easiest and most safe method if Ayla is not in your party. If she is in your party, do either option. I'll tell you the location of each character's equipment, along with your GP, and items. First, start by going into the air duct. Inside, if you want to see Dalton blabber his mouth some more, head all the way to the southern area until you reach a dead end, and examine the grating. You'll see Dalton jabber. You can also examine the several other gratings in this area to look down on certain rooms. I'll guide you to the room where your first set of equipment lies.

From where you first enter the air duct from your cell, head east, north, west, north at the split path (go two gratings up), west, and north. You'll enter an area with a sleeping guard, and a chest. Open the chest to get a party member's equipment back! Don't press A by the guard, or you'll wake him up, and you'll have to fight. Exit that room. From where you got your first set of equipment, head back to the area where your cell is, then enter your cell. Exit your cell via the southern exit, then head north. Defeat the two Bashers (the guards), and the Byte (if it attacked you), then enter the door.

In that room, defeat the Byte, then open the chest to get your second party member's equipment back! This is easy, isn't it? Exit the room, and head all the way south. Then, go west, and flick the switch nearby to make the conveyor belt go down. Head down it, and enter the western room. Defeat the enemies in

here, and open the chest to get the third party member's equipment back. Now for the GP and the items. Exit the room, and flick the switch by the conveyor belt, and use it to go back up. Enter the room to the left, and defeat the three Bashers. Open the chest to get your money back! All that is left now are the items.

Exit that room, and head all the way north. Flick the switch to make the belt go up, then head up. Fight the two Bashers, then enter the next room. Kill the two Bashers that immediately attack you, then enter the room to the left. Kill the two Bashers and the Byte, and open the last chest to get your items back! If you want, head back to the air ducts, and head all the way to the northeast corner of the air ducts. Examine the shining dot to get a Magic Tab. This Tab can only be obtained after you get everyone's equipment back. Head back to the room where you got your items back at, and enter the door in that room. Climb up the ladder, and into the next area.

You're now outside. If you didn't get your equipment back, your party will warn you of this. If you got your equipment back, head west. You have to run to get across this area. Fight the Turrets on the wing; they are just like Rubbles, only these attack. Keep going west, and fighting the Turrets along the way. Go to the southwestern corner of the wing, and your party will notice something appear. It's the Golem Boss! Read the Bosses section to see how to defeat it... if it's even worth killing. When the battle ends, you'll see a scene where Dalton has attached wings onto the Epoch! He will rename it, and call it the "Aero-Dalton Imperial", then after he talks, he takes off.

Then, your party will notice that he is onboard the Epoch, and they jump on it with him. You then fight him, so read the Bosses section if you need help on winning this pathetic fight. After Dalton is sucked away into that portal, he is gone for good. Good riddance. Your party boards the now-flying Epoch. Press the Y Button to fire off a laser, which will destroy the wing, making the Blackbird lose balance. Then, press the X Button. Watch the Blackbird collapse into the ocean, as everyone back in the commons rejoices. Then, you'll appear on the overworld, with the Epoch in flight.

=====
Overworld - 12,000 B.C.
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Your party lands, and thinks that Crono may be on this island. They will jump out of the Epoch. If you didn't do it back at the Zeal Palace, enter the Commons now, and talk to the girl next to the seed. Tell her to plant it with hope; you'll need to do this if you want to do a certain side quest. If you told the girl in the Zeal Palace to plant it with hope, you won't have to do it in the commons. Head north of all of the tents, and enter the small mountain on this island. Make sure Frog is in your party.

=====
North Cape - 12,000 B.C.
=====

On this mountain, head north, and examine the big shining dot. Magus will suddenly appear, and he'll start talking about the kingdom of Zeal. You'll see a flashback of when he was a kid (notice anything? Magus is Janus!). You'll also see how Melchior, Janus, and everyone else (including Gaspar, the Guru of Time, whom gets dragged into the End of Time) ends up in the spots you've seen them throughout the game. After the flashback, you'll find out that Janus is Magus when he was a kid. After he insults Crono a bit, Frog takes out his

sword, ready to fight (if you have him in your party).

When Magus asks if you wish to fight him, either say yes or no. If you say no, you will get him as a party member in just a moment. However, if you fight him, you'll kill him, and he won't join your party. You'll get his Amulet accessory, but you get this when he joins your party, too. If you do wish to fight him, for whatever reason, read the Bosses section for help. He has the same HP as the last time. If you have Frog in your party, you'll have to fight Magus with him alone. If you fight him with Frog alone, attack him with Leap Slash over and over, and heal when needed.

If you fought him and killed him, he'll tell you about Gaspar, the Guru of Time, which you'll need to go see in order to revive Crono. He'll leave the Amulet behind, and die. If you chose to not fight him, head south, and he'll then walk up to you, and say that he'll come with you. He'll tell you about Gaspar, the Guru of Time, just like he would if you fought him. He has the Amulet equipped right when he joins your party. I recommend keeping Magus alive, because he's a valuable asset to your party. Leave the mountain when you're through here.

=====
Overworld - 12,000 B.C.
=====

On the overworld, head south, and enter the top tent. Inside, speak with the Nu. He has some equipment for your characters. However, it's the same stuff as you probably got in the Ocean Palace, so don't bother wasting any money. If you kept Magus alive, though, buy him the Hurricane weapon, and equip it on him. Also, if you have enough money, buy some Aeon Helms and Aeon Suits for your party. Keep Lucca equipped with the Taban Suit, though. Sell your old stuff, and exit the tent. Head south and board the Epoch. Your party will feel an enormous energy, and they think it's Lavos.

You'll see the water shaped sort of like a triangle. Then, the Black Omen will arise from the water. This is the "Undersea Palace", now the Black Omen (it used to be the Ocean Palace). That place is entirely optional, but it is not a side quest, simply because it advances onto a new chapter in the game, and you unlock New Game + only after beating Lavos after clearing the Black Omen. Anyway, bring up the era-warping screen (press Y), and warp to the End of Time.

=====
End of Time
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Disembark the Epoch, and your party will jump up to the steps that used to lead to the abyss. They now lead to the Epoch, so come here when you're ready to fly again. Talk to the old man, and he'll ask where Crono went to. Your party tells him what happened to him...through their minds, or something. He gives you some sort of melody (funny; it's just Marle's theme) called "Memories of Crono". When you regain control, attempt to visit a pillar of light, and the old man will call you. Talk to him, and he'll give you an egg of some sort. It has the potential to revive Crono, known as the "Chrono Trigger".

Your party discovers that he is really Gaspar, the Guru of Time! He tells you to go and visit the one who made the Wings of Time, which is Belthasar, back in the future. It'll be simple to visit him now, though, since we can fly. When he gives you the Chrono Trigger, go visit Spekkio to see if he has a new form available. Regardless, head back to the Epoch, and fly to the year 2,300.

=====
Overworld - 2,300 A.D.
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If you aren't there already, fly to the continent where Death Peak and the Keeper's Dome are. Then, enter the dome.

=====
Keeper's Dome - 2,300 A.D.
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Inside the dome, head all the way north. Then, open the sealed door. Head into the room. In the next room, follow the path, and when you get to the last set of steps leading to the sealed door, examine the northern part of the platform. You'll find a Magic Tab. Talk to the Nu, Belthasar, next to the sealed door. He will tell you that in order to make a Chrono Trigger work its magic, you'll need a clone identical to the person you wish to revive. He tells you that Norstein Bekkler could probably give you one, and that he can be found at a fair (the Millennial Fair, in this case). Exit the room, then exit the dome.

=====
Overworld - 2,300 A.D.
=====

Board the Epoch, and warp to the year 1,000.

=====
Overworld - 1,000 A.D.
=====

On the overworld, fly around the overworld until you see the Leene Square. If you already got the Crono clone at the beginning of the game, skip the whole section of the Leene Square below, then start reading after that.

=====
Leene Square - 1,000 A.D.
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Here, go beat up Gato (in the second area of the fair, head left, and enter that area to find him) until you get 40 Silver Points (you'll get 45 if you beat him up three times with 0 Silver Points). Then, go to the Tent of Horrors, which is in the first area of the square, all the way to the east. Speak with Norstein Bekkler, and he'll let you play the clone game. However, the longer you're in the game, the less GP you have to spend (yes, you have to spend GP to get the clone). Follow the instructions, and play the game. If you're in it long enough, you win, and the clone is delivered to Crono's house. If you lose, you have to use Silver Points next time you play. Now, exit the square.

=====
Overworld - 1,000 A.D.
=====

Head south of the Leene Square, and enter the bottom-right building to the

right, which is Crono's house.

=====
Crono's House - 1,000 A.D.
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Inside Crono's house, head upstairs, and *GASP* Crono's alive! ...No, I'm only joking. Okay, that was a corny joke. Speak with Crono's mom, and she'll let you borrow that clone. Examine the clone to take it, then exit the house. Warp to the year 2,300 again.

=====
Overworld - 2,300 A.D.
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Fly all the way to the continent with the Keeper's Dome, then enter the dome once again.

=====
Keeper's Dome - 2,300 A.D.
=====

Inside the Keeper's Dome again, head all the way north, and enter the sealed door. In that room, follow the path, and talk to Belthasar. Since you now have a Crono clone, he will allow you to attempt Death Peak, which is the only chance you even have of reviving Crono. He will send out three Poyozo Dolls, and they'll transport to Death Peak. He will ask you to turn the switch off on his stomach, so that he can rest for eternity. You could just completely ignore what he said, and head out of the dome, but if you want, talk to him, and turn him off. The "Zz" will disappear from his head. If you talk to him, you'll see a message saying "This creature sleeps beyond the flow of time.".

Now, since there's nothing left to do here, exit this room, then make your way out of this dome, for good.

=====
Overworld - 2,300 A.D.
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On the overworld (again), head north to Death Peak. Use a Shelter if needed, and save your game, then enter Death Peak.

=====
Death Peak - 2,300 A.D.
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Upon arriving at Death Peak, quickly run directly north, and speak with the Poyozo Doll. Then, when the doll turns into a tree, do not move even a tiny inch! If you do while the wind is blowing at a fast speed, you'll get blown off of the mountain. When the wind stops blowing, run up some more. When you get to the next tree, get up to it as close as you can, and just walk. Don't run. If you did it right, you shouldn't get blown off. When the second wind gust stops, quickly run up to the next area. Please do not email me asking me how to get up the slippery mountain. Just use the strategy I provided. When you make it up to the next area, head left.

Fight the Krakker enemies, then head left, and open the chest covered in snow to get a Magic Ring. Now, head back to where the Krakkers were, and then climb up the rock wall. Head right, and follow the path. Fight the Krakkers, then climb the rock wall to the north, and then head right, and to the next area. In this area, fight the Krakker enemies, along with one Macabre. This is a great spot to build up your levels and Techs; if you have Magus, just build up his Techs and levels here. When you're ready, head right, then go south. Use a Shelter, and save your game at the Save Point.

Head northeast of the Save Point, and open the chest to get a Wall Ring. Go back left, then run back up the hill. Go north, and hug the left wall if you want to avoid enemies. Otherwise, fight the Macabres, and enter the cave. In the next area, go north, and you'll see something that looks like Lavos, which is a Lavos Spawn. Read the Bosses section for help on defeating it. There are three Lavos Spawns altogether in this place, so use the same strategy to kill each one. When you kill the Lavos Spawn, open the chest to the right to get a Giga Arm. Equip this on Robo, then head north, and to the next area.

In this area, follow the zig-zag path. Don't worry; the gusty winds won't blow you off of the mountain. Fight the three Macabres along the way, and then enter the next area. In here, open the nearby chest to get a BraveSword, which is for Frog. Equip it on him, then head south and defeat the Krakkers. Proceed to the next area. Examine the shining dot in the northwestern corner to open a secret cave across from the platform you're on. Backtrack to the area where the Save Point is. Head south from the exit of the first cave, then save your game if you wish. Head all the way north and go through the cave. In the next area, go north, and move east if you want to avoid the falling Kraker.

Either avoid or defeat the Krakker, then open the chest nearby to obtain a StarScythe. Equip this on Magus (assuming you have him), then go into the next area. Out here, go up to the Lavos Spawn, and defeat it. Use the same strategy that I provided in the Bosses section for the first one. After you defeat it, go left and enter the next area. Here, speak with the Poyozo Doll. It will tell you that if you fall off of this slippery area, you'll have to start over. Run left the entire time while holding Up. Let go of Up when you need to slide down a bit, but make sure you're holding Up at the right times. If you fall, you'll fall down to the area with the Save Point.

Then, you have to make your way back up to this area to try again. When you make it across, enter the next area. In the next area, a bunch of Krakkers will fall down. In the corner to the left is a chest. Avoid or fight the falling Krakkers, then open the chest to get a VedicBlade, which is for Crono (this confirms that you get him back). Head all the way south, and enter the next area, then follow the path to another area. Speak to the Poyozo Doll here, and it'll say "Push the shell...Climb the shell...", whatever that could mean. Climb down the rock wall nearby, then go left. Climb the rock wall down to the south, then open the chest nearby to get a Dark Helm.

Use a Shelter, and save your game at the Save Point. Then, climb the rock wall back up, and head north. You'll encounter another Lavos Spawn. Upon defeating it, you'll notice that its shell doesn't disappear. Go to the back of the shell, and run while holding Right to push it. Push it up to the small rock wall, and when it's right on the wall, press A to climb it. Finish climbing up the rock wall, then open the chest to the right to get a Memory Cap. Proceed into the next area. At the summit, head north, and a scene occurs. Your party holds out the Chrono Trigger, as the pendant reacts to it.

It floats up, and then shatters! All that work for nothing, huh? Suddenly, a black thing will cover the evening skies (or so it looks like evening skies),

and your party will appear in some sort of a time freeze. Lavos, Zeal, Schala, Magus, and your party you had at the time, along with Crono, are all statues. Go up to Crono's statue, and press A. They will replace the clone with Crono, and somehow, they make it where Crono's spirit comes to life in the clone... or something like that, anyway. Crono will float down to the summit of Death Peak, and your party appear there, as well.

Your party will talk to Crono a little bit (how do they even get an interesting conversation out of the guy? He doesn't even speak!), then after that, you'll all be back at the End of Time.

=====
End of Time
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When you get here, speak with Gaspar. He will tell you that you may face Lavos whenever you want, and that many paths lie open to you. You can use the bucket next to Spekkio's room to warp to the Day of Lavos. You can also use your own ship, the Epoch, to crash through Lavos's shell (warp to 1,999 A.D.), and take out the core. You can visit the Black Omen and beat it, where you will fight Lavos immediately after destroying the omen. If you use the Epoch method, you will skip the fight with the shell. Gaspar also mentions several people that "need your help". He is referring to the side quests in the game, which I do recommend doing before taking on Lavos.

Also, take note that in order to proceed to the final chapter, you need to beat the Black Omen, which unlocks the final chapter, "The Final Battle". Again, I recommend clearing all of the side quests first, then taking on the Black Omen. You can talk to the people standing around in the End of Time (the members that you don't have with you) to learn about their side quests. Now then, with all of that explained, refer to the Side Quests section to see how to complete all of the side quests (and how to start them). Take note that Crono is no longer a required character to be in your party. You can also see a certain scene in Guardia Castle, only before the Rainbow Shell side quest.

If you want to see it, head to 1,000 A.D. (before doing the Rainbow Shell side quest), and enter with Marle. The King and Marle will argue, and Marle says that they're "no longer family". If you try to cheer the Chancellor up by giving him some Jerky, nothing happens. Whenever you're ready to tackle the Black Omen, board the Epoch, and warp to any era except 65,000,000 B.C., 1,9990 A.D. (obviously), and 2,300 A.D. You cannot enter the Black Omen in the year 65,000,000 B.C., because the Ocean Palace didn't rise until 12,000 B.C. And in 2,300 A.D., you can't enter the actual building itself, because the Day of Lavos has already occurred.

If you try to enter the door, you'll find it's sealed shut (after Zeal talks, that is). You can attempt the Black Omen as many as three times, or as less as one. If you go to 12,000 B.C. and enter it, and beat it, the omen will get destroyed, and it will be destroyed in any other era that you visit. However, if you start from 1,000 A.D., then beat the omen, go to 600 A.D., beat it, then to 12,000 B.C., that's three times total that you get to clear the Black Omen. Be warned, though: other than the last three boss fights in the Black Omen, you cannot fight the other battles that you fight while you're in the omen more than once, regardless of when and where you enter the Black Omen.

With all of that explained, whenever you feel that you're ready, fly to any era between 12,000 B.C. and 1,000 A.D., then fly around until you see the omen. Fly under it, and press A to jump on board. Here we go!

=====
Black Omen
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You arrive outside of the omen. To exit the omen, just examine the shiny dot, and you'll be able to board the Epoch. Head north, and you'll have to fight six Laser Guards. Destroy them, then walk up to the door, and it will open. Head through the door, and you'll be in the true part of the omen. Walk north, and you will see Zeal, who will then call upon something known as a Mega Mutant. Read the Bosses section to see how to kill it. After you defeat the boss, head north. Fight the Incognito enemies. Let them turn their backs, and then kill them that way, since their defense is lowered. With their backs turned, they're called a PeepingDoom. You can steal from the front, but not from the back.

By the way, these enemies do not respawn. Continue, and head east, to the next area. In this area, defeat the two Martello's (they're gun turrets), then head north. You'll then fight two Goons. You can't run away from them, and they absorb Lightning and Shadow spells. Plus on top of that, they have lots of HP, and they'll use a drop on your party members, which halves their HP! Use Fire or Water spells to defeat them (or just physical attacks). Once you defeat them, keep following the path. Fight the Martello and the two Synchronites, then use the Save Point there. Those sets of enemies are arguably the best ones to fight for leveling up.

Continue into the next area. In the next area, head north, and you'll have to fight two Panels (you can steal a Speed Tab from them). Once you defeat them, they disappear off of the wall. Continue north, and defeat the next two Panels. Then, continue into the next area. Fight the three eyeballs in here. Kill the Boss Orb first, then attack the Sidekicks. If you don't kill them fast enough, they will run away. If you manage to kill all three enemies, you'll get a lot of Tech Points! After fighting them, continue north, and you'll have to fight another Boss Orb and two more Sidekicks. Fight them, and continue. This place is really straightforward, huh?

You'll have to fight another set of the Boss Orb and Sidekicks! After you fight those, continue left, and into the next area. You'll see some black enemies in here, which look like Mutants from Lab 16. They're Metal Mutes. Fight them, and continue following the path. Fight the two Metal Mutes and the two Flyclopesses. Take note that you can steal a Gold Stud from the Flyclopesses! After you fight them, continue into the next area. Step on the orange light, and you'll be teleported to another room. Exit the room, and you'll see an elevator. Examine the shining dot on it, and it will go down. You might have to fight some enemies, but you don't always have to.

Once the elevator reaches the bottom, proceed into the next area. In the next room, head left if you want to fight two Ruminators, which you can steal a MegaElixir from (you can avoid the battle by walking)! Otherwise, head right, and follow the path up. Fight the Boss Orb and the two Sidekicks (again, you can avoid the battle by simply walking), and keep following the path. When you see stairs, ignore them for a moment. Keep going right, and then open the chest at the end to get a MegaElixir. Go back left, then head up the stairs. Head northwest, and open the chest for 30,000 GP! Head east, and proceed through the northern door. The battles at the end of this room can be avoided by walking.

In the next area, if you take the left path, you'll have to fight two Ruminator enemies. If you take the right path, you'll have to fight two Flyclopesses. Take either path, and keep heading north. Fight the Boss Orb and the Sidekicks (you only fight them if you run), and then head right. Follow the path to a chest. Open it to receive a Magic Seal. Then, head north. Fight the Martello, and the

Synchrites. Keep following the path, and enter the next area. Open the two chests on the side to get an Elixir, and a Vigil Hat. Head down the hallway, and open the next two chests to get a Nova Armor, and a MegaElixir. There is a Save Point nearby too, so use it.

A little bit more to the north are two Nu's, and two more chests. Open them to get a MegaElixir, and a Haste Helm. The Nu on the left will sell you items. The one on the right says that there might be a way to "wake up from this dream". If you choose to wake up, you'll be taken out of the omen. So choose to stay, and head north, to the door there. Examine it to open it, then proceed into the next area. Follow the path west, and you'll have to fight a Tubster. You can steal a Power Tab from them. You can then run away, then exit the area and re-enter (go back to the room with the Nu's), and steal unlimited Power Tabs from them!

Continue north, and into the next room. Fight the two Cybots in here, which looks like a blue version of Gato. Keep going up, and you'll see an Incognito. You can avoid it by moving through the passage that it isn't blocking. Fight or avoid it (it actually splits into three if you fight it), and continue. You'll see four Ruminators here, with a chest in the western corner. Open it to get a ZodiacCape. Fight the Ruminators, or avoid them, and continue east into the next area. You'll see two Sidekicks here. To avoid them, wait until the left one closes its eye, then run in between the two. When the second one closes its eye, head right.

If you don't avoid the Sidekicks, you'll have to fight a Boss Orb, as well as the two Sidekicks. Keep following the path, and fight the Flyclops and the two Goons. Then, open the nearby chest to get a MegaElixir. Keep going right, and you'll see two Boss Orbs. They can be avoided the same way that you avoided the Sidekicks. However, if you enter a battle with one of them, you'll have to fight four Sidekicks and two Boss Orbs at once! Regardless, continue to the next area. Take the left path, and follow the path to a chest in the corner. Open it to get a Power Seal. Head south, and you'll have to fight two Flyclops enemies, and a Tubster.

After you fight them, continue, and fight the Martello and Cybot. Open the chest in the lower-right corner to get a Speed Tab! Proceed left, and into the next area. Follow the path all the way left, and open the chest at the end for another Speed Tab. Yay! Continue to the next room. Step on the tile at the end of this room, and you'll be carried to another area. Head north and exit the room, then go north, and take the left path. You'll have to fight two Blobs, and two Aliens (you can avoid them by running along the upper part of the platform). You can steal a Magic Tab from the aliens. Water-type spells hurt the Blobs.

After you fight them, go left, and open the chest to the south to get an Elixir. Follow the path up, then head right. If you examine one of the Sidekicks, you will fight four of them, plus a Boss Orb. If you just leave them alone, you won't be attacked, however. Continue going right, then follow the path up. A chest is to the left, and it contains a Speed Tab. There's another chest on the other side; go north, then head left to go to the other side. You have to fight two Aliens on the way. Open the chest to get a MegaElixir. Head left, then follow the path to the next area.

Use the Save Point here, and go up. You'll see some tiles change colors, then a Giga Mutant will appear. Read the Bosses section for help on winning here. Once the Giga Mutant is defeated, go back and heal/save, then head all the way up. In the next area, step into the teleportal. Then, proceed south, and you'll be outside with an elevator, just like earlier. Activate the elevator to ride it up. You may or may not fight some enemies. Regardless, when you reach the top,

head into the next area. Follow the path, and fight the two Synchronites. Keep following the path, and you'll see two bats. If you touch them, you'll have to fight two Goons.

It is possible to run past the bats, but it is pretty hard. Regardless, whether you fight them or not, keep following the path, and you'll have to battle two Tubsters. Fight them, and head left. Follow the path some more, and then enter the door you come across. In the next area, head north, and fight the four Panel enemies. A Save Point will appear. Open the nearby chest to get a Speed Tab, then use the Save Point. Head north, and you'll see some lights form a triangle-shaped thing, which causes the TerraMutant to appear. Read the Bosses section for help on defeating this mutant. After defeating the mutant, open the two chests on the side to get a White Rock, and a MegaElixir.

The White Rock invokes the Triple Tech called "Poyozo Dance". Go back to the Save Point, and use a Shelter and save, then head north, and through the door. In the next area, go down the hallway and go through the door. In the next room, when you go north, you'll see a Lavos Spawn appear. This is the "hard" version of a Lavos Spawn, so read the Bosses section for a strategy. After the Lavos Spawn is defeated, go through the door leading to the next area. Head up, and fight the five Panels that attack you. This causes a Save Point to appear. Use the Save Point, and proceed into the next area. You'll see a bunch of tubes with clones of your party members in this room.

So, head down the hallway, and you'll come to a broken thing. Queen Zeal will then appear, and she'll run her mouth, like she always does. Then, you'll have to fight her, so read the Bosses section for help on defeating her. Zeal will toss you into the Mammon Machine, after the battle. You'll then have to fight the Mammon Machine. As always, read the Bosses section for help on winning the battle. After the battle with the machine, the very top of the Black Omen will appear, and your party will be on it. Queen Zeal then appears. After a little bit of talking (if Magus is in your party, you get a little more dialogue), you fight Zeal transformed. Read the Bosses section to see how to win.

Once you defeat Zeal for the second time, she will call upon Lavos. Just as he is being summoned, the Black Omen gets destroyed, and Zeal vanishes. You'll be at the area where Lavos is about to appear. Lavos then arises from the ground.

=====
Day of Lavos - 1,999 A.D.
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If you got here via the Epoch, and crashed into Lavos, you won't have to fight the outer shell first. Other than that, however, you'll have to fight the shell first. Once Lavos changes attack modes, walk up to him to start the battle. See the Bosses section for help on defeating all of Lavos's attack modes, along with the true battle itself. When you win all of the fights, Lavos's head will disappear, revealing a hole. Your party thinks it's over, but they enter the shell to go and investigate. When you get inside the shell, you will notice a Gate, and a Save Point. Use the Gate if you need to go back to the End of Time, for whatever reason. The Gate won't be here if you crashed into the shell.

Make sure your party is equipped and ready, and make sure you use a Shelter and save your game. Form the party that you want, then head all the way north. The screen will fade out, then you'll appear further inside. You'll see the core of Lavos, and you'll have to fight it. Read the Bosses section for help. Once you defeat that form, it will turn into one miniature thing. After your party talks about some stuff regarding Lavos, the core will create two other bits, and you will have to fight them. This is the true final battle. Read the Bosses section

for help on winning the ultimate fight! If you lose to any of Lavos's forms, you'll get a secret "ending", showing Lavos destroying the world.

However, when you defeat Lavos's last form, you've beaten Lavos. For good, this time. Congratulations on completing Chrono Trigger, one of the best RPGs in history! If you beat the game via the Black Omen, which is the true final level in the game, you will have unlocked New Game +. By selecting this at the File Selection screen, you can choose a file to start the game with. You start with all of your equipment, levels, stats, and spells. You can also beat the game at different times to get different endings this way. In the Millennial Fair, at the Telepod area, there is a dot on the right Telepod. If you examine it, you will be taken to Lavos, where you can beat him to get one of the many endings.

If you want to see how to get all of the endings in the game, then refer to the Endings section of the guide to see how to get them. Regardless, when you beat the game for the first time, congratulations! Enjoy the ending. This is an ending that you can actually control yourself (some of it, at least). Again, congratulations on completing Chrono Trigger!

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VI. Side Quests
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In this section, I will list all of the side quests in the game. I will also tell you how to start each one, along with a complete walkthrough on how to complete them all. None of these side quests can be attempted until the Epoch gets wings attached to it.

The Sunken Desert: Restoring a Forest

You have to be at 12,000 B.C. in order to start this side quest (you still need the Epoch with wings, though). First off, if you didn't tell that girl in the Zeal Palace to keep that sapling, then warp to 12,000 B.C., and enter the Commons. A girl can be found east of where you enter. Talk to her, and tell her to plant it with hope. If you tell her to burn it, you can talk to her again to make her change her mind. However, if you told the girl in Zeal Palace to plant the sapling, you won't have to do it at the Commons. Once you do that, warp to 600 A.D., and fly to where Dorino is. In the middle is a building, which is Fiona's Villa. Enter it.

=====
Fiona's Villa - 600 A.D.
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Inside here, open the two chests (if you didn't earlier in the game) to get two Mid Ethers. Speak to the girl, which is Fiona. She'll say that her husband has finally come home. Talk to her again to learn about monsters preventing hthe desert from growing. Speak to her husband, and he will tell you that the monsters in the desert cave hate water. So this means that you need at least

one person who is capable of using Water-type spells. I recommend this party: Ayla, Robo, and Frog. Ayla and Robo are great physical attackers, while Frog can weaken the defense of the monsters in the forest by using Water-type spells. Now, leave the house.

On the overworld, you'll see a spinning whirlpool. Go up to it, and enter the Sunken Desert.

=====
Sunken Desert - 600 A.D.
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To enter the underground desert cave itself, just head north, to the middle of the swirling sand. Once you're inside the cave, open the chest you drop by to get a Lapis. Now, run to the west. The whirling sand will take you in several directions as you run. Open the chest all the way to the left to get a Full Ether. Also, as you run around, you'll randomly encounter enemies. Head to the southwestern corner, and open the next chest to get an Elixir. In the southeast corner is a chest containing an Aeon Suit. Enter the next area to the south. In the next area, when you get on the sand, you'll witness the sand shake every few seconds. When this happens, you lose 30 HP.

Also, each time the area shakes, you'll see a big skeleton arise from the sand if you're near the quake. Approaching it starts a boss battle. The chests in the room contain a Full Tonic, a Full Ether, a Memory Cap, an Aeon Helm, and 5000 GP. There's also a chest on the center platform, which holds a MuscleRing. After you get these items, heal your party, and approach the skeleton to start a fight with it. Read the Bosses section to see how to defeat it. Once you win, your party will say to return to Fiona. Make your way out of the desert. On your way out, you can get the treasure chests if you didn't before, since no more monsters will attack you.

Before you exit the desert, however, take note that there is a Power Tab on the left side of the first room. This tab is only there after you defeat Retinite, so be sure to get it! When you exit the desert, go back to Fiona's Villa.

=====
Fiona's Villa - 600 A.D.
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Back here, speak with Fiona, but make sure Robo is in your party, first. Then, Fiona tells you that it'll take centuries to revive the forest. With Robo in your party, he'll say that he will help the forest get revived. Agree to let Robo help Fiona. Enter the Epoch, and warp to the year 1,000.

=====
Overworld - 1,000 A.D.
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On the overworld, you'll notice that the forest has regrown. You'll also notice a church-looking place in the center of the forest, which looks basically like the Cathedral. Land by that building, and enter.

=====
Fiona's Shrine - 1,000 A.D.
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Inside this shrine, speak with the ladies if you wish. The upper-right one sells you some helmets. If you have enough money to spare, do buy a Vigil Hat for the party members who need it. Equip them, then go all the way north. You will see Robo on an altar of some sort, and he looks dead or something. Examine him, and your party will drag him off of the pedestal. His systems will then reactivate, and he'll want to celebrate the 400 year reunion. Every one of your party members then camp out for the night, in the woods. You'll then see lots of dialogue, where your party members discuss an "Entity". No one knows what this Entity truly is, so do not email me asking me who/what it is.

Then, when your party members turn in for the night, Lucca wakes up during the night, and hears a strange noise. When you gain control of Lucca, head into the next area. You'll see a Gate here. Enter it. You'll notice that it is not a normal type of Gate, and you'll be carried to Lucca's house.

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Lucca's House - 990 A.D.
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Once you get here, head downstairs, and go into the main room. Here, you'll see Lucca as a child, along with her mother, Lara. She'll go try and dust off some old machine, and her skirt will get stuck to the conveyor belts or whatever. The machine then activates, and she gets drawn closer to the machine. Lara will tell Lucca to help by inputting the password, but she doesn't know it. We'll save her ourself. Examine the shining dot on the southern tube of the machine. Press these buttons, in this order: "L, A, R, A". This stops the machine. If you do not input it in time, she won't be saved, but it doesn't really make a difference if you save her or not.

Also, you can find out what the password is yourself by heading through the door leading out of the living room, then heading north. On the kitchen table is a note. Read it, and it will say that the password is the same as Taban's wife, which is Lara (obviously). Regardless if you save Lara or not, you will appear back in Lucca's bedroom. Read the notes on the ground if you wish, then go through the Gate again. Back in the forest, Robo will be there. Talk to him, and he and Lucca will talk for a moment. He then gives you the GreenDream accessory, which revives a party member after death (the one who has this). You will not get this at the beginning of the game in New Game +. Side quest clear!

Ozzie's Fort: The Secret Hideout

To start this side quest, have the Epoch warp you to the Middle Ages (the year 600). Then, fly around until you find Dorino and Porre. East of that is Magus's Lair, which no longer exists ever since you beat Magus the first time. Fly east of the island with Magus's lair, and you'll see another island with another kind of fortress on it. Land there. Save your game, and enter the fortress.

=====
Ozzie's Fort - 600 A.D.
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Upon entering here, you'll immediately see that stupid coward, Ozzie. If Magus is currently in your party, you'll see some better dialogue in this place, so take note of that. Ozzie will run off, to nobody's surprise. Follow him to the next room. Head north, and Ozzie will send out Flea...an upgraded version of her. She is now Flea Plus, but she's a pushover. Read the Bosses section for help...if you can even consider this a boss battle. After defeating her, follow Ozzie into the next room. Head north, and Ozzie will send out some enemies. But because they're by a cliff, they just drop off of the cliff...what a complete moron. He runs away, so follow him to the next area.

In the next area, go up to Ozzie. He'll then send out an upgraded version of Slash, known as Super Slash. In case you're wondering, yes, that's where I got my name from. Read the Bosses section to see how to beat me...err, I mean, the next pushover. When you defeat Slash, he'll run off. Follow him to the next room (you can tell that this place is straightfoward, can't you?). In this area, go north, and Ozzie will have a trap set. He has a guillotine going up and down near the chest. Are we really that stupid? I think not. If you walk up to the chest with the guillotine activated, you'll get sliced 'n diced, and Ozzie runs off.

And you can open the chest, but your whole party has 1 HP. However, if you just walk past the guillotine and go east, a green Imp will walk over to the chest, and get hit by the trap instead. Then, Ozzie runs off, leaving you free to open the chest. It contains a Full Ether. Go to the exit of the room, then move south. You'll reveal a secret area! In the eastern corner of that area is a Magic Tab, so nab it. Open the chests here to get a DoomSickle, a Gloom Helm, and a Gloom Cape. This is Magus's ultimate equipment, so if you have him, equip all of it! Head out of the secret area, and make sure you put Ayla in your party. Go outside and use a Shelter, and save, then head back to this room.

With Ayla in your party, enter the next room, where you'll encounter all three people: Ozzie, Flea, and Slash. Ozzie is now Great Ozzie. They mention the items they have on them, which you can steal using Ayla's Charm ability. Ozzie claims that these three items make them "invincible", but we'll see about that. Although, they're much harder this time. Read the Bosses section to see how to win the true boss fight of this fortress. Once you win the battle, Ozzie will flee. Equip the Flea Vest accessory onto anyone, if you stole it, and the Slasher 2 onto Crono. Open the two chests to the northeast to get a Dash Ring, and a Sight Cap.

Follow Ozzie into the next room. In the next room, head north, and Ozzie will turn on his ice barrier again, and you'll fight. Attack the far western switch, and you'll fall down a hole. Go back into Ozzie's room, and then the battle will restart, almost. Suddenly, a cat comes in from the middle of nowhere, and flicks the eastern switch. It just so happens that the switch sends Ozzie to his doom (LOL, a cat was smart enough to defeat a Mystic). Side quest complete!

The Genocide Dome: Where Machinery Originated

First, warp to the future. Once in the future, fly all the way to the southeast corner of the overworld. Bring up the map by pressing Select if you need help with this. Once you've flown over there, you'll see a small island with a factory-looking structure on it. Land there, and put Robo as the leader of your party, then enter the Geno Dome.

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Geno Dome - 2,300 A.D.
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NOTE: I recommend the following party: Robo, Crono, and Frog. Make sure you have Robo as the leader of the party.

When you enter this place, examine the monitor in the room (with Robo as the leader of your party). You'll hear some sort of voice call Robo "Prometheus". Then, the entrance to this place closes up, and the door in this room opens, so go through it. In this room, the voice will want to "see what you can do". Go up the conveyor belt, and you'll ride to a battle. This is sort of like the chain of battles you could do in the Factory. You have to fight five battles in a row. This is a great way to earn lots of EXP and Tech Points. It's arguably the best place to level up in the game, although once you clear the Geno Dome, you cannot return to this room, or any other room besides the main one.

Once you win all of the battles, you'll appear at the end of the room. Go up to the door, and proceed through it. In the next area, head east, and fight the Debuggest. Two more join the battle, as well. Once you defeat them, examine the shining dot to the right. If you jump down the Dust Chute, you'll be taken back to the main area, where you can examine the monitor again, and go back to the room with the conveyor belts. Anyway, head all the way left, then go up. Fight the two Debuggests, then go right, and head up, down the path. One of the robots to the right will enter a chamber or something, electrifying itself.

It will head south. Follow the robot, and it'll open up another chamber, then enter it, causing the door to open. Follow it inside the door. Now, defeat the Proto 4, which is the robot. Then, open the two chests to receive a Full Tonic, and 50,000 GP! Exit this room, and go back to the area where the Proto 4's were. Fight them, and open the chest in the northwestern corner to get another Full Tonic. Examine the monitor nearby, and you'll be given four choices. Each one gives you information about this dome for that particular subject. For the first one, which is "Door", you'll learn that you have to get electrified, and enter a pod next to a door to unlock it.

However, Robo will stop being electrified after a few seconds have passed, so you have to be quick. The second option, which is "Conveyor Belt", will tell you that a switch makes the conveyor belt reverse in directions. The third option, "Guard Machine", will tell you that a robot is blocking the path to a Poyozo Doll (referred to as a "figurine"), which we'll need. The robot moves in the same direction you move in. However, if two robots are placed in front of each other, they will short circuit. And the last option, which is "Doll", will tell you that you'll need the two figurines in this factory in order to make it to the Mother Brain.

Now, head back south, then head east, to where the Dust Chute is. Go north from there, and enter the door. Open the two chests in this room to get an Elixir, and a Lapis. Then, three Proto 4's will come out of the pods and attack you. Defeat them, then exit the room. Head back to the Dust Chute, and enter the door left of it. Go up the elevator in that room, then exit the room when the elevator makes it up. Use a Shelter at the Save Point nearby, and save your game. Then, head south, and fight the Laser Guards. Open the chest in the lower-right corner to get a Lapis. For now, head back north, and go through the door to the left.

In that hallway, examine the shining dot in the southeastern corner to get a Power Tab. Now, head down the hallway, and you'll hear the voice speak again,

which obviously doesn't like humans. Continue down the hallway, and enter the next room. Go north, towards the door, and two Proto 4's and Laser Guards will attack you. Fight them, and then go through the door in this room. Step on the elevator, and it will take you down. Exit the room, then go south. Fight the two Laser Guards and the Proto 4 that attacks. Then, go northwest, and through the black wall. When you take a few steps upon entering the hidden passage, keep heading north.

Keep moving left and right from there, and tap A. Eventually, you should obtain a secret Magic Tab! Now, head back south, then go west. When you appear on the other side of the wall, head southeast, and flip the switch to make the conveyor belts move up instead of down. Go back through the hidden passage, and head south. Flip the switch on the wall, and the laser will be removed. Now, go on the conveyor belt, and run to the left. On that side, flip the switch to open up the pod. Run south, then to the right. Head south, back to the Dust Chute, then go left, and up. You're back at the area with the info monitor. Enter the pod left of the monitor to make Robo electrified.

With Robo electrified, quickly run back southeast, then north. Use the conveyor belt to move north, then head west, to the pod. Enter the pod, and the door will open (if Robo is still electrified). Go through the door, and before you interact with the robot standing still, open the two nearby chests to get a HyperEther, and a Full Ether. Walk up to the robot, and it will start walking. It follows you. Simply walk out of the room, and make sure it follows. It tends to get stuck up against the wall quite often. It will get scared away, back to the room you found it in, if you enter any battle while it's following you.

Run down the conveyor belts (wait on the robot, too), then head right. Let it continue following you, and head all the way southwest. Defeat the Debuggests here if you didn't earlier, and head north. Keep running up towards the robot, and eventually the two robots will stare down each other. Open the chest nearby to get a Vigil Hat, then examine the Poyozo Doll to snag it. Now, go back south, and take the next path going north. Go through the door there, and keep going up. Fight the four Laser Guards, and you'll see three switches on the wall. Have it so that they're turned on/off in this order, from the switch on the far left: off, on, and off.

Once you do that, a pod that was once closed now opens. Head back to the pod that electrifies Robo, then while he's electrified, run back to the room with the switches, and enter the open pod to open up the door. Enter the room, and take the Poyozo Doll. Stand there for a few seconds, then examine the green circle the doll was on to get a Speed Tab! Exit the room with the doll, then head all the way southeast, to the Dust Chute. Go west of the chute, then enter the door. Take the elevator up, then exit the room. Use a Shelter, and save your game at the Save Point. Now, head southwest (fight the Laser Guards and open the chest if you didn't earlier).

Then, a pink robot will appear, named Atropos. She tells Robo that he had a completely different purpose, but Robo doesn't care, since he isn't built for destruction any longer. Robo tells the rest of your party to stand back, and to let him deal with this. Read the Bosses section for help on winning. When she is defeated, Atropos will come to her senses, but she is severely damaged. If Lucca is with you, she'll try to repair him, but can't. She'll give Robo her Ribbon (automatically used), which ups his Speed by 3, and Magic Defense by 10. When Atropos disappears, you'll regain control. Now, go up to the switch on the wall, and Robo will jump up and press it, deactivating the lasers.

Enter that small area, and examine the shining dot in the lower-right corner to get a Magic Tab. Open the chest nearby to get a MegaElixir! Head southwest, and follow the path. The voice will speak again. Head south and climb down the

ladder, then follow the path. Open the chest to receive 15,000 GP. Keep going down the path, and go through the door leading to the next area. In this area, you'll see a man on the conveyor belts. Your party wants to save him, but you can't, because you have to destroy the main computer first. So, go right, and enter the next area. Open the chest here to get a Full Ether. Head back into the previous room, then exit the room on the other side.

Back here, follow the path and go back up the ladder. Head north, and fight the six Laser Guards. Continue, and fight the next six Laser Guards. Then, examine the two green circles to place a Poyozo Doll on each one. The door ahead will open up. Go back to the Save Point and use a Shelter, and save your game. Head north, and into the room that opened. Three displays will turn on, and then the MotherBrain will appear (that's the voice you've been hearing throughout this factory). You'll then have to battle, so read the Bosses section for help. Once the MotherBrain is defeated, she will disappear, and Robo will obtain the Terra Arm and the Crisis Arm. You then automatically leave.

However, since every machine in the factory has been shut down, you cannot re-enter the factory (except the main room). So therefore, in case you're still wondering, you can't save those men in the factory that were on the conveyor belts. Also, if you're wondering which weapon is better (the Crisis Arm or the Terra Arm), I suggest using the Terra Arm instead. This side quest is complete.

The Sun Stone: The Source of Energy

To start off this side quest, fly to the future. Then, press Select to bring up the map. Fly to the southwestern part of the map, and land there. Enter that cave, which is known as the Sun Palace. Make sure your party is equipped with Ruby Armors (go to 65,000,000 B.C., and enter the upper-right hut. Trade 10 of each of the prehistoric items to get one. Repeat until you get three). If you don't want a Ruby Armor, just get a Ruby Vest or a Red Mail.

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Sun Palace - 2,300 A.D.
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In this palace, head north and touch the shining dot. A big thing known as the Son of Sun will come out, and it'll have flames surrounding it. Read the Bosses section for help on winning this annoying fight, although having Ruby Armors makes it much easier. Once you defeat the Son of Sun, it will run away, and a walkway will be created. Follow the path, and go up the stairs on either side. Walk up to the Son of Sun, and it will turn into the Sun Stone, although it has no power left in it. Your party wants to recharge it, even though it would take aeons (have they already forgotten about our ability to time travel?). Exit the palace, and board the Epoch. Warp to the year 65,000,000.

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Overworld - 65,000,000 B.C.
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When you're on the overworld of 65,000,000 B.C., and are on the Epoch, look at the map, and fly to the northeastern part of it. Land on that continent, and

enter the Sun Keep.

=====
Sun Keep - 65,000,000 B.C.
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Head north, and examine the beam of light. Place the Moon Stone there, where the light doesn't stop shining. Exit the Sun Keep, and board the Epoch again. Then, warp to 1,000 A.D., and enter the Sun Keep in the same spot.

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Sun Keep - 1,000 A.D.
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Go to the end of the keep, and you'll notice that the Moon Stone is gone! It has been gone for quite some time. So, exit the Sun Keep, then warp to the year 600. Then, land and enter the Sun Keep (again).

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Sun Keep - 600 A.D.
=====

In here, you'll notice that the Moon Stone is still intact in this era! Grab the Power Tab just left of the Moon Stone, then go back on the overworld. Warp back to the year 1,000.

=====
Overworld - 1,000 A.D.
=====

Fly to the southwestern part of the map, and to the village of Porre. You'll notice sparkles coming from the Mayor's Manor, so land there, and enter. In the manor, speak with the mayor, whom is on the couch to the right. Apparently, he has never heard of the Moon Stone...hmmm. We know he has it. So, exit the Mayor's Manor, and head east of the manor. Enter the Snail Stop, and buy a Jerky for 9900 GP. Exit, and warp to the Middle Ages.

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

Land the Epoch, and enter the Elder's House (which is the Mayor's Manor in 1,000 A.D.). With the Jerky in your possession, speak to the lady in the kitchen. When she says that she'll fork over 10,000 GP for the Jerky, tell her that you'll just give it to her. She'll tell you that she'll be teaching her children the value of sharing from now on. Board the Epoch, then warp back to the year 1,000.

=====
Overworld - 1,000 A.D.
=====

Enter the Mayor's Manor, and speak with the mayor. This time, instead of lying about knowing what/where the Moon Stone is, he'll just give it over! Now wasn't

that easy? Leave the Mayor's Manor, and fly to the northeastern part of the map. Land there, and enter the Sun Keep.

=====
Sun Keep - 1,000 A.D.
=====

Go up to the sunlight, and choose to leave the Moon Stone on the sunlight. It looks like it's nearly recharged, but it'll still take awhile. Board the Epoch, and warp to 2,300 A.D., then enter the Sun Keep.

=====
Sun Keep - 2,300 A.D.
=====

In here again, walk up to the sunlight, and put Lucca in your party. She'll say that she can make a powerful weapon with that much energy charged into it. Then your party will head to her house in the year 1,000.

=====
Lucca's House - 1,000 A.D.
=====

Finally, when you get here, Lucca will use the Sun Stone on some machine. She will use it to create her ultimate weapon. When she's done with it, she'll show it off, and you'll get the WonderShot, her ultimate weapon! When equipped, the damage you deal varies. It could be anywhere between 100, or as much as around 2300. This is a great weapon for her, so equip it. Taban will also give you the Sun Shades, which was created using some of the Sun Stone's energy. If you come back here after clearing the Rainbow Shell side quest (or if you cleared it before coming to this side quest), you'll be able to make some more stuff! This side quest is complete now.

The Ghost of Cyrus: A Long Lost Friend

Start this off by warping to the year 1,000. Once there, fly to the southeast part of the map (press Select to bring up the map). On that island, there is a place all the way to the north known as the Northern Ruins. Land you airship, and enter the ruins. If you go to the left, you'll see a big knight. If you go up to him, you'll fight him. It turns out that he is Cyrus! However, obviously, he is a ghost. Only non-elemental Triple Techs will hurt him. If you defeat him, nothing happens. After you keep attacking him, if Frog is in your party, he'll try to tell him that he's Glenn, and the battle ends. The same thing will happen if Frog isn't in your party, basically.

Since there's really no point in even trying to defeat Cryus, just board the Epoch and warp to 600 A.D., then land.

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

=====
You're in the town of Choras now. Head south of the Northern Ruins, and you'll see a lot of places to visit. There is a shop you can visit, along with an Inn, but you need to go to the Cafe. Enter the Cafe, and talk to the guy that is drinking a soda. He tells you that his tools were stolen, and that he can't work right now because of that. So, board the Epoch and warp to the year 1,000.

=====
Overworld - 1,000 A.D.
=====

In this era, enter the Choras Inn. Inside, speak to the soda-guzzler sitting on the chair. He'll tell you that his wife has some tools, and to go get them from her. Head out of the inn, then go south of the Choras Inn, and go into the Residence. Speak with the girl, which is his wife. She'll give you his tools. Exit the building, and warp back to the year 600.

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

On the overworld (again), enter the Cafe. Speak with the soda-drinking dude, and he'll ask for the tools you have. Give them to him, and he'll leave the Cafe. Head outside, then head south, and enter the Residence. Talk to the man, and he'll say that he's gonna start repairing the northern ruins. He calls out his "lazy blokes", and his men, along with him, leave to go to the ruins. Exit, and follow him up into the ruins.

=====
Northern Ruins - 600 A.D.
=====

Inside the ruins, the guy will tell you that they're done for now (they just entered five seconds ago, and they're done already? o_o), and to clear out all of the monsters, or else they can't finish. Don't take Magus in here with you, because the monsters in here absorb Shadow-type spells, but are weak against Fire-type spells. Head east and go down the stairs. Enter through the door in that area. In the next room, you'll see some skeletons lying down on the ground to the right, left, and to the north. Approach each one of them, and defeat them by using a simple Fire 2 spell. All of the other paths in these ruins are blocked off for now, so leave.

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

Head south, and enter the Residence again. Talk to the man, and he wants you to pay 2,000 GP if you want the ruins repaired some more. Fork over the cash, then follow him back to the ruins.

=====
Northern Ruins - 600 A.D.
=====

They'll tell you to clear out more monsters, then they'll leave again. Go to the eastern room that you were in last time. The two doors on the sides can be accessed now. The western one has a chest containing an Elixir (do NOT take it right now). Enter the small room on the right, and examine the sealed chest. Choose to NOT take out the contents, then go through the door at the northern side of the room. Go through the next door, and in the next area, go up, and fight the two Reapers. Proceed through the third door, and then through the fourth door. Defeat all of the enemies in this area, and then examine the two sealed chests. DO NOT take their contents. Now, go back to the main hall.

Enter the room to the left this time. In the next area, defeat the two Sentries (the soldiers). However, be warned that they might use MP Buster on whoever finishes them off. If not, they use Grudge. Head right, and defeat the next two Sentries. Exit this room, since the other path is blocked off. On your way out, defeat the four Sentries, then exit the ruins.

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

Go back to the Residence, and speak with the repair man again. Give him 2,000 more GP, and they'll return to the ruins again. Go back to the ruins...again.

=====
Northern Ruins - 600 A.D.
=====

This time, they'll tell you that they're done for now. Notice how they don't tell you to clear out monsters or anything. Enter the western room, and then go down the hallway again. Leave the chest closed in the northeaster corner for now. Proceed through the door near the chest. In the next area, go up, and you'll notice a grave. Examine it (with Frog in your party), and you'll discover that this is actually the grave of Cyrus! Watch a scene, as the ghost of Cyrus appears. He and Frog have a talk a little bit, and he then vanishes. For good. The Masamune then floats up, and Masa and Mune will appear. The Masamune then powers itself up. You have Frog's "ultimate" weapon now!

This side quest is now officially complete, but there's still some other stuff for you to get in the ruins. Exit the western rooms, then exit the ruins.

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

NOTE: Now that you have the upgraded version of the Masamune, head to Denadoro Mountains (after you get the optional items, that is). Go to the area where the Free Lancer is throwing stones (or rocks, whatever) at you, and have Frog as the leader of your party. Frog will catch one of the rocks, and you'll get the Gold Rock accessory, which invokes the Green Dream Triple Tech! Yay! You have to have the upgraded Masamune equipped to get the rock.

Back on the overworld, warp to 1,000 A.D. with the Epoch.

=====
Overworld - 1,000 A.D.

=====
Here, go to the Northern Ruins, which is now known as the Hero's Grave.

=====
Hero's Grave - 1,000 A.D.
=====

You'll notice that since Cyrus is now resting peacefully, that he will not be blocking the path to the western room now. Go down the stairs to the east, and examine the shining dot in the bottom-left corner to get a Power Tab. Head through the door and into the next area. Enter the left door, and open the chest to get an Elixir. Now you can go back to 600 A.D. and get it again! Head right, and open the sealed chest in that room. If you chose to leave the contents in there in 600 A.D., you'll get a Moon Armor instead of a Nova Armor! Go through the doors at the northern end of the room, and keep going north until you reach the two sealed chests.

If you chose not to take the contents from them in the Middle Ages, you'll get a Shiva Edge and a Valkerye. The Valkerye is Marle's ultimate weapon! Be sure to equip the Valkerye. Then, exit the eastern rooms, and then go to the western room. Open the chest all the way at the eastern side to get a HyperEther. You can go back to 600 A.D. and get it again. Enter the door in front of the chest, and go northwest of Cryus's grave. Examine the shining dot to get a Magic Tab. Now you can exit the ruins, as you've truly complete this side quest now!

The Rainbow Shell: Guardia's Future Heirloom

To begin this side quest, start off by warping to 600 A.D. (if you're not there already), then fly to the southeastern part of the map. This is the village that is known as Choras. In Choras, enter the Cafe, and head north. Speak to Toma (he is by the desk, standing next to a chair). He will say stuff about the Rainbow Shell, and give you Toma's Pop. He says to pour it on his gravestone if he doesn't return. With his pop in your possession, enter the Epoch and warp to 1,000 A.D., and enter the West Cape (which is to the, err... west, obviously).

=====
West Cape - 1,000 A.D.
=====

Go north, and examine behind the gravestone to get a Speed Tab! Now, examine the gravestone itself, and you'll discover that it is Toma's grave. The leader of your party will then pour Toma's Pop onto the grave. Toma's spirit appears, and he will tell you that the Rainbow Shell is located at the Giant's Claw, which is northwest of Choras. However, it's in 600 A.D., not this era. So, go to the Epoch, and warp to the Middle Ages.

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

On the overworld, fly northwest of where the West Cape was. Land on that island and enter the cave, which is the Giant's Claw.

=====
Giant's Claw - 600 A.D.
=====

NOTE: Crono's Lightning spells will weaken the dinosaur-type monster's defense in this dungeon.

When you get in here, follow the path and read the note on the ground. It is from Toma; it gives you a hint about ending back at the beginning, or something like that. Continue into the next area. In this area, you'll notice a throne. This is the Tyrano Lair, quite a few thousand years later. The chests on the left and right side can be opened now if you didn't get them in the actual Tyrano Lair. You can press A in front of the throne, and your party leader will sit in it. Head south, and your party will notice now that this place looks just like the Tyrano Lair, only it's buried underground this time. Continue into the next area.

Here, go left, and fight the two Leapers and the Gigasaur that appears. Then, open the chest to receive a Sight Cap. Head east after opening the chest, and you'll be attacked by three Lizardactyl's. Lightning spells heal them, though, so refrain from using those spells against them. After you defeat them, head into the next area. In this area, you'll see three switches. The top one makes a Save Point appear. The bottom-left one makes two holes appear, and a cat fall down the hole (poor cat). The bottom-right switch makes two Fossil Apes fall down, and they'll go down the hole if you activate the hole-creating switch first. Create the holes if you plan to get past this room.

If you go up to the skull and press A, it opens. In that small area has a chest. Open it if you didn't at the Tyrano Lair. Then, fall down either hole, to the lower area. In the next area, you'll have to fight the Fossil Apes if you made them drop down here after stepping on the switch that created the holes. If you have to fight them, then do so. The eastern switch will cause three Leapers to appear. The left switch opens the skull head, so step on it. Go into that area, and examine the shining dot to the right to get a Power Tab. Now, go all the way south, and enter the next area. Here, climb down the ladder, and examine the dot in the eastern corner for another Power Tab!

Now, go all the way left, and open the chest there to receive a Full Ether. Go back up the ladder, and follow the path going left, and around. If you walk/run along the walls, you can avoid a battle, but if you don't, you'll be caught by some monsters. In the northeastern corner is a chest containing a Blue Rock, so be sure to open it. Then, head south and into the next room. In this room, head east. Ignore the northern ladder, as it just takes you to an area with a broken ladder, which leads you back to the beginning of this dungeon. Instead, climb the southern ladder down. Head all the way left, and you'll notice a chest, but it's barely visible. Open it for a ZodiacCape.

Head back east, then go down. Open the chest in the corner to receive a Lapis. Keep following the path, and head west, into the next area. In this room, go north and fight the two Leapers and the Gigasaur that joins the battle. Ahead, there are two skulls. Take the left one, since it's the only one that's open, and enter the next room. You can use the switches in this room to drop down the monsters through the holes, just like you could in the Tyrano Lair. Take the western side leading to another area. In that area, go left, and open the chest to get a FrenzyBand. Go back to the previous area, and take the eastern path

this time.

Once you take that path, fight the two Rubbles in that room. Then, enter the next area. The chest on the left will be closed if you didn't open it in the Tyrano Lair, which holds a Full Tonic. Open the chest thing on the right, and you'll fall down a trap, to a lower cell. Exit the cell, then head west and go down the stairs. Examine the shining dot to the left in this small area to get a third Power Tab. Go back to the previous area, and head east this time. Go south, and use a Shelter, and save at the Save Point. Go up to the switch next to the locked cell door, and press A to open it. Head inside, then go north. Open the chest here if you didn't in the Tyrano Lair, and continue.

In the next area, head north, and you'll see a giant Tyrano! This is known as the Rust Tyrano. Head on the eastern side of it, and it will growl at you. You will then have to fight it, so read the Bosses section for help on defeating this thing. After the Rust Tyrano is defeated, head north, and you'll find the Rainbow Shell! Examine it, and you'll discover that it's too heavy to pick up alone. Since your party suggested help from Guardia, head south, and you'll be carried to the castle automatically.

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

Once you get in this castle, you'll automatically be at the throne. The King will agree to keep the Rainbow Shell safe for a long while. If you go back to the Giant's Claw, and to the room where the shell is, all you'll see is the three knights trying to take the Rainbow Shell. Exit the castle, then warp to the year 1,000 with the Epoch.

=====
Overworld - 1,000 A.D.
=====

On the overworld, bring Marle in your party, then enter the castle again.

=====
Guardia Castle - 1,000 A.D.
=====

If Marle is in your party, you'll be able to go further into this side quest. The Chancellor will come in, and tell Marle about how her mother, Aliza, is dead. The way he's putting it, the King (her father) killed her in cold blood! You cannot proceed to the throne room, because some sort of a trial is going on right now. Head east, and follow the path. Go into the next area, and make your way up the stairs. On the way up, open the chest in one of the areas to get a HyperEther. The second chest you'll come across is locked...for some reason. When you reach the hallway, go through the hall, and speak with the guards. They allow no entry, but Marle yells, and busts in.

You then see a scene where the King is being accused of selling the Rainbow Shell. Marle steps in, but she is forced out by the Chancellor. Isn't he acting a bit odd, with that "Heh, heh..."? Hmm. Anyway, the guards will not let Marle through under any circumstances. However, we found the Rainbow Shell back in 600 A.D., so it should still be somewhere in this castle. So, head downstairs, then go right, and down the stairs. This is the basement. The half-conscious guard just says that he was "bit by a rat". Follow the path, and then you'll

find two Gnashers. They blurt out the entire thing, and you'll find out that this whole thing is a setup! Fight the Gnashers, and show them who's boss.

The scene then switches back to the trial room, where you see some weird man say that he bought the Rainbow Shell for the King. The Chancellor says that he was lying perfectly (something really IS up). You then have to fight a single Naga-Ette and a Gnasher. Show them what the word "ownage" means by giving them a taste of your weapons...or Techs, whichever. Open the chest that you can reach to the left to receive a Lapis. Head south, and open the two chests to get an Elixir, and a HyperEther. Continue north, and either fight or avoid the Naga-Ette. Keep going down the hallway, and enter the next area. Go down the hallway, and fight or avoid the enemies along the way.

Eventually, you'll come across the Rainbow Shell! Open the only three chests that you can reach to get an Elixir, a HyperEther, and a Lapis. Now, examine the Rainbow Shell, and your party will notice a letter on it. Marle reads it, then takes a PrismShard off of the shell. The scene will then switch back to the trial room. After a short scene, make your way out of the basement, then go back up the western set of stairs. Talk to the guards. They still refuse to let anyone in, but Marle has a plan. She (somehow) goes up to the stained glass window in the trial room (she's inside of it), and jumps out of it, into the room! Marle then shows the PrismShard to the Chancellor.

Since he has now gotten caught, he admits that it's "not the plot that you think". He's here to avenge his ancestors. You know what that means. He will then transform into an upgraded version of Yakra! Uh oh. Read the Bosses section to see how to take this monster down. Once you've beaten him, a shining dot will appear on the ground. You can't pick it up right now, though, because the King comes in, and he and Marle have a discussion together. After they talk, your party will be in the throne room. Suddenly, Melchior comes in, and he will say that he will make some stuff out of the Rainbow Shell. Woo! Now, for a moment, go back to the trial room.

Examine the shining dot in the trial room to get a Yakra Key. Go back down the stairs, and open the locked chest now. Out comes the real Chancellor! He has to get ready for the Moonlight Parade, so he runs off. Let us hope that is the real Chancellor. The kitchen now has some food you can order, like you could at 600 A.D. You can order the following: Refresh Bread (it restores all MP), Power Roast (it restores all HP), and the Crono Special (restores both HP and MP). Now, head to the throne room, and take the eastern path. On your way up to Queen Leene's room, there's a chest containing a HyperEther. In the queen's room, go down the hall, and through the door.

By the chair, there is a chest containing a MegaElixir! There's two chests on the way to the King's room, too (which is on the left side in the throne room), which contain an Elixir and a Full Ether, in the same spots. Once you get these items, head east of the stairs leading to the trial room. Take the stairs down to the basement. Head all the way up the hallways, and you'll find Melchior by the Rainbow Shell. Talk to him, and he'll tell you that he can make stuff out of the shell. You can take either one Prism Dress, or three Prism Helms. It's up to you entirely, but I recommend choosing the dress.

Regardless, when he gives you the item, speak to him again if you have cleared the Sun Stone side quest. He will then use your Sun Stone that you have to make something known as PrismSpecs, which ups your physical AND magical strength by 150%! But that's not all! He'll also make Crono's ultimate weapon using it. It is the Rainbow. With it equipped, you have a 70% chance of getting a critical hit with every physical attack. This is just awesome. Give Crono the Rainbow, and the PrismSpecs to the character of your choice. Side quest complete!

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VII. Bosses
=====

In this section, I will list all of the bosses in the game, along with info about how to defeat them and such.

Yakra

Found: Cathedral - 600 A.D.

HP: 920
EXP Gained: 50, 5
GP Obtained: 600
Lv.: 6
Attack: 16
Defense: 127
Magic: 9
Magic Defense: 50
Speed: 10
Evasion: 7
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 5
Charmed: -
Item Obtained: -

Boss Strategy: Yakra isn't too difficult, especially if you're around Level 5-6 with each party member. He has an attack called NeedleSpin, that will hurt a good bit, so heal if you need to after that attack. He will usually counterattack after every turn, but he won't hurt much at all. Have Crono and Frog use X Strike, since that will damage him more than anything you have at this point. Have Lucca either attack or use Flame Toss. After a few turns, Yakra should go down.

Dragon Tank

Found: Guardia Castle - 1,000 A.D.

HP (Head): 266
Lv. (Head): 5
Attack (Head): 4
Defense (Head): 0
Magic (Head): 0
Magic Defense (Head): 60, 85

Speed (Head): -
Evasion (Head): 6, 7
Accuracy (Head): 100%
Absorb (Head): -
Weakness (Head): -
Nullify (Head): Fire, Lightning
Charmed (Head): -

HP (Body): 600
Lv. (Body): 7
Attack (Body): 9
Defense (Body): 9
Magic (Body): 7
Magic Defense (Body): -
Speed (Body): -
Evasion (Body): -
Accuracy (Body): 100%
Absorb (Body): -
Weakness (Body): -
Nullify (Body): -
Charmed (Body): -

HP (Grinder): 208
Lv. (Grinder): 7
Attack (Grinder): 40
Defense (Grinder): 40
Magic (Grinder): -
Magic Defense (Grinder): -
Speed (Grinder): 8, 10
Evasion (Grinder): -
Accuracy (Grinder): 100%
Absorb (Grinder): -
Weakness (Grinder): -
Nullify (Grinder): -
Charmed (Grinder): -

EXP Gained: 40, 5
GP Obtained: 500
Tech Points Recieved: -
Item Obtained: -

Boss Strategy: This boss fight is rather hard, to tell you the truth. It's even harder if you're doing a Low-Level Game. The problem with this battle is, the head will recover any damage done to all body parts, after basically every turn. It's a counterattack, in other words. The head will shoot a few balls of fire out on you, but that's its only attack. The body will occasionally shoot a couple of missiles at Crono or Lucca. The wheel is the real problem. It will grind up Crono and Lucca, dealing around 50 damage each time.

If it says "Energy is stored in the wheels", it's about to unleash a powerful attack. Be extra careful. If this attack is used on your party, spam Mid Tonics and recover yourself fast. Have Crono and Lucca focus their attacks on the head. Do not worry about it healing itself. Eventually, the head will fall. Now worry about the grinder. Keep attacking that, and keep your group healed. Once the head and the grinder are gone, this fight is a piece of cake.

From that point, the body will switch from a missile-launching attack, to a laser-shooting move. It may not hurt much, but it can get quite irritating at times. It will still use the missile attack from time to time, though. Keep attacking the body until it decides to finally give up.

Krawlie

Found: Sewer Access - 2,300 A.D.

HP: 500
EXP Gained: 100
GP Obtained: 500
Lv.: 8
Attack: 44
Defense: 150
Magic: 5
Magic Defense: 50
Speed: 13
Evasion: 8
Accuracy: 100%
Absorb: -
Weakness: Shadow
Nullify: -
Tech Points Recieved: 5
Charmed: -
Item Obtained: -

Boss Strategy: This is barely even a boss fight. I'm not sure why I decided to include this fight in this section, but I did anyway. Krawlie is very easy. His only real attack that poses any threat at all is an attack where he slams your party member to the ground a few times. Then, the party member is left standing with 1 HP. Have everyone use physical attacks against him, and recover when your party member's reach 1 HP. This is more of a mini-boss than anything else.

Guardian / Bit (x2)

Found: Arris Dome - 2,300 A.D.

HP (Guardian): 1200
Lv. (Guardian): 8
Attack (Guardian): 16
Defense (Guardian): 127
Magic (Guardian): 4
Magic Defense (Guardian): 50
Speed (Guardian): 14
Evasion (Guardian): 8
Accuracy (Guardian): 100%
Absorb (Guardian): -
Weakness (Guardian): -

Nullify (Guardian): Fire
Charmed (Guardian): -

HP (Bit): 200 (each)
Lv. (Bit): 7 (each)
Attack (Bit): 6
Defense (Bit): -
Magic (Bit): 2
Magic Defense (Bit): 50
Speed (Bit): 10
Evasion (Bit): 7
Accuracy (Bit): 100%
Absorb (Bit): -
Weakness (Bit): -
Nullify (Bit): -
Charmed (Bit): -

EXP Gained: 300
GP Obtained: 1000
Tech Points Recieved: 5
Item Obtained: -

Boss Strategy: The Guardian should not be attacked when the two Bits are alive along with him. If both Bits are alive, and you attack the main Guardian, the two Bits and the Guardian will counterattack with a three-force Delta Attack, which damages your party quite a bit. If one Bit is alive and you attack the Guardian, they'll counterattack with AmpliFire, which hits one party member for a decent amount of damage. First, have Crono and Lucca use Fire Whirl on one of the Bits, and have Marle finish it off with her normal attack.

Once one Bit is gone, the Guardian and the Bit might do the AmpliFire attack, regardless if you attack the Guardian with one Bit alive or not. The Bits can also attack by shooting a laser at a party member. Destroy the second Bit the same way you did the first one. After both Bits are destroyed, focus your attacks on the Guardian itself. Don't worry about using magic against it, because it nullifies Fire. Just have everyone use normal attacks to hurt it.

After a turn or so, the Guardian will start a countdown. When it reaches zero, it will call the two Bits back again, and you'll have to repeat the process you did before (destroy the Bits, then attack the Guardian). After you destroy the set of Bits a couple of times, the Guardian should do a "Break down", which ends the battle.

R Series

Found: Factory - 2,300 A.D.

HP: 180 (each)
Lv.: 10 (each)
EXP Gained: 480
GP Obtained: 600

Attack: 12
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 9
Evasion: 8
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: -
Charmed: -
Item Obtained: -

Boss Strategy: If you have the Berserker equipped on Crono, he will deal 50% more damage than normal. The only downside is that he will attack by himself; you have no control over him while he is under Berserk. If you don't have it equipped, it doesn't really matter. Just have Crono use Cyclone to three at once (you have to target the middle ones). It should only take two Cyclones to get rid of each row. The robots don't have that strong of attacks, but just have Marle/Lucca heal whenever it's needed. Have Marle and Lucca do whatever, and you'll eventually win.

Heckran

Found: Heckran Cave - 1,000 A.D.

HP: 2100
Lv.: 13
EXP Gained: 250
GP Obtained: 1500
Attack: 40
Defense: 253
Magic: 16
Magic Defense: 59
Speed: 16
Evade: 9
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 10
Charmed: -
Item Obtained: -

Boss Strategy: Simply put, physical attacks will not do much to this boss, rendering Robo almost useless. However, if Robo has Laser Spin, use it, because it is considered Shadow-elemental. Have all of your party use nothing but magic attacks on him. If Marle and Lucca are both in your party, have them use the Dual Tech called Antipode, if you have it. Heckran will attack with Cyclone quite often, which hits one party member. He'll also use a bubble move on one of your party members. After awhile, Heckran will start saying "Go ahead! Try and attack...!".

At this point, do not attack him. If you do, he'll use a very strong counterattack, which hurts your entire party quite a lot. While he's in his counterattack state, use that time to heal up your party's HP/MP. When you see it say "Brief counterattack break.", feel free to unleash a can of magic attacks all on him again. He'll also start saying "Yes indeed!", in which case, he will gang up on a single party member. Keep attacking him, and keep healed until you win.

Zombor

Found: Zenan Bridge - 600 A.D.

HP (Top): 960
Lv. (Top): 13
Attack (Top): 16
Defense (Top): 127
Magic (Top): 7
Magic Defense (Top): 50
Speed (Top): 8
Evasion (Top): 9
Accuracy (Top): 100%
Absorb (Top): Lightning, Fire
Weakness (Top): -
Nullify (Top): -
Charmed (Top): -

HP (Bottom): 800
Lv. (Bottom): 13
Attack (Bottom): 35
Defense (Bottom): 175
Magic (Bottom): 7
Magic Defense (Bottom): 50
Speed (Bottom): 12
Evasion (Bottom): 9
Accuracy (Bottom): 100%
Absorb (Bottom): Water, Shadow
Weakness (Bottom): -
Nullify (Bottom): -
Charmed (Bottom): -

EXP Gained: 350
GP Obtained: 1500
Tech Points Recieved: 10
Item Obtained: -

Boss Strategy: As you can see, each body part of this boss absorbs a certain element. I suggest starting with the bottom body part, since it has less HP. Since the top absorbs Fire, and the bottom absorbs Water, Antipode with Marle/Lucca will not work here (yet). So, the trick is, have Crono use Lightning on the bottom. If Robo is in your party, refrain from using Laser Spin. Just have him attack. Have Lucca attack the bottom with Fire, and have Marle just use her physical attacks. Zombor's attacks are quite strong, so be careful. Make sure you use Aura Whirl or Mid Tonics when needed.

Since Antipode attacks all targets in range, it would've healed the bottom part. Now that the bottom part is gone, attack the top using Antipode, and have Crono/Robo just attack normally. At the end of the fight, when the top dies, it will use MP Buster, which reduces a single party member's MP to 0. This won't be a problem, though, since you destroyed the bottom part first.

Masa / Mune

Found: Denadoro Mts. - 600 A.D.

HP (Masa): 1000
Lv. (Masa): 15
Attack (Masa): 18
Defense (Masa): 127
Magic (Masa): 11
Magic Defense (Masa): 50
Speed (Masa): 9
Evasion (Masa): 10
Accuracy (Masa): 100%
Absorb (Masa): -
Weakness (Masa): -
Nullify (Masa): -
Charmed (Masa): -

HP (Mune): 1000
Lv. (Mune): 15
Attack (Mune): 18
Defense (Mune): 127
Magic (Mune): 11
Magic Defense (Mune): 50
Speed (Mune): 9
Evasion (Mune): 10
Accuracy (Mune): 100%
Absorb (Mune): -
Weakness (Mune): -
Nullify (Mune): -
Charmed (Mune): -

EXP Gained: 400
GP Obtained: 400
Tech Points Recieved: 4
Item Obtained: N/A

Boss Strategy: This boss fight is pretty much a joke. Instead of attacking the brother on the right, attack the left one. Use a Dual Tech with Crono and Lucca (Fire Sword), or Marle (Ice Sword). These bosses can be put to sleep, but I suggest pounding them with everything you have. If you attack the right brother, it will counter attack. The brothers may occasionally do an attack that will inflict the Chaos effect (Confusion) on a party member. Use a Heal if you need to. This battle will be over in a minute or so.

Masa & Mune (Fused Together)

Found: Denadoro Mts. - 600 A.D.

HP: 3600
Lv.: 16
EXP Gained: 500
GP Obtained: 1500
Attack: 40
Defense: 127
Magic: 6
Magic Defense: 50
Speed: 11
Evasion: 10
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 10
Charmed: -
Item Obtained: -

Boss Strategy: This battle isn't too hard, either, but Masamune's physical strength is a little bit powerful. Whoever he walks closest to he will attack. The good thing about this boss is that he is minorly slow in attacking. Either use Fire Sword/Ice Sword, or have Marle/Lucca use their Antipode attack. When the game says "Storing tornado energy.", do not attack him with any attack. There is one way to neutralize the energy, though. Have Crono use the Single Tech, Slash. This will neutralize his energy.

If you attack him while he's charging up energy, he will use a counterattack on you. If you do not neutralize his energy, he will unleash his ultimate attack, so be careful. Keep all of this in mind, and the fight will be over in no time.

Nizbel

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

HP: 4200
Lv.: 18
EXP Gained: 500
GP Obtained: 0
Attack: 60
Defense: 252
Magic: 33
Magic Defense: 100
Speed: 9
Evasion: 11
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -

Tech Points Recieved: 10

Charmed: Third Eye

Item Obtained: -

Boss Strategy: Nizbel has very strong defense at the start of the fight, so using Crono's Lightning spell is a must for this battle. If Ayla has the Charm ability, use it on him until you steal the Third Eye accessory from him. Have Crono use Lightning on him. This will lower his defense for a short time, so from there, have your party perform their strongest Dual Techs on Nizbel. Use Fire Sword or Ice Sword, or use Volt Bite, if you have it. Nizbel has minorly strong attacks, so be careful.

After a few turns, Nizbel will unleash the electricution energy on your party. He does this only when you use Lightning on him. This will hurt your party quite a bit, so use Aura Whirl, or use Mid Tonics on your party members to recover from this. Keep the same strategy going until you defeat him.

Slash (w/ bare hands)

Found: Magus's Lair - 600 A.D.

HP: 3200

Lv.: 21

EXP Gained: 0

GP Obtained: 0

Attack: 40

Defense: 127

Magic: 6

Magic Defense: 50

Speed: 14

Evasion: 12

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: -

Charmed: -

Item Obtained: -

Boss Strategy: The first part of the battle against Slash isn't that difficult. However, you have to fight another battle right after this one, without getting a chance to recover your party. Have Crono/Frog use X Strike. If you have Spire (a Dual Tech with Crono/Frog), don't bother using it; X Strike hurts a bit more. Have Lucca use Napalm, if she has it. Have Marle/Robo just attack, or have Robo use Robo Tackle if he has it. Slash will end the first portion of the fight with a counterattack. After that, he'll grab his sword behind the throne, and round two begins.

Slash (w/ sword)

Found: Magus's Lair - 600 A.D.

HP: 5200
Lv.: 22
EXP Gained: 500
GP Obtained: 1500
Attack: 70
Defense: 127
Magic: 7
Magic Defense: 60
Speed: 14
Evasion: 12
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: Water
Tech Points Recieved: 10
Charmed: -
Item Obtained: -

Boss Strategy: This time, Slash is slightly harder. He pretty much has the same attacks as last time. Have your party members do the same thing they did last time. However, magic attacks barely hurt him now. Lightning and Fire won't do much damage, and he will nullify Water-type attacks. Stick to X Strike, and physical attacks for this battle. Use any Triple Tech you might have, as well. When Slash says "Yes indeed!", he unleashes a powerful attack at your group. Be careful. Heal the party when needed, and eventually, he will give up.

Flea

Found: Magus's Lair - 600 A.D.

HP: 4120
Lv.: 21
EXP Gained: 500
GP Obtained: 1000
Attack: 45
Defense: 150
Magic: 10
Magic Defense: 60
Speed: 10
Evasion: 12
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 10
Charmed: -
Item Obtained: -

Boss Strategy: First thing's first: use Mid Ethers to recover the member's MP that got stolen by the MP Buster. If the person in question does not have good magic, don't worry about it. Flea is annoying, but

not necessarily hard. Pretty much every attack she has will put some sort of status ailment on your party. When this happens, have someone use a Heal immediately. The Waltz of the Wind move that she has will inflict Chaos on a party member, which can get quite annoying quite fast. She also has abilities that can inflict Poison and Sleep.

When fighting this boss, as stated earlier, you'll need to be using Heals almost constantly. Unload all of your best Dual Techs on Flea, and make sure your party is recovered from any negative status ailment as soon as possible. It won't take that long before Flea goes down.

Magus

Found: Magus's Lair - 600 A.D.

HP: 6666

Lv.: 23

EXP Gained: 1500

GP Obtained: 3000

Attack: 70

Defense: 230

Magic: 8

Magic Defense: 50

Speed: 11

Evasion: 11

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Received: 15

Charmed: -

Item Obtained: -

Boss Strategy: Be prepared for a long fight. If you're around Level 25, you should be able to defeat Magus. Make sure Frog has the Masamune equipped, because it will help throughout this battle. Lucca is also helpful for this. First, start off the battle by attacking him with a physical attack. He will change his barrier, and use a spell that represents that barrier. You have to use the same type of magic he changed his barrier to in order to damage him a lot at all. Usually, after each magic spell you use on him, he will change his barrier to something different.

Never have more than one (or two, if you're using Dual Techs) party member attack Magus at one time, because then he'll change his barrier constantly. If you attack him with any type of magic other than the type he has his barrier set to, you'll give him HP instead of dealing it to him. Use Frog's Masamune to lower his Magic Defense; this works a few times. He won't change his barrier if you attack him with the Masamune, either. When he is half way defeated, it will say "Magus risks casting a spell".

When it says this, he's going to charge up for his ultimate attack, the Dark Matter. This hurts a lot on your entire

party, so when or if he unleashes this attack, have Frog heal the party using his Heal spell. The upside to this is that when he's getting ready to use Dark Matter, any type of magic spell will hurt him, so go all out. Keep this up, and keep your party's HP and MP up at all times until Magus is defeated.

Nizbel II

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

HP: 6500

Lv.: 27

EXP Gained: 880

GP Obtained: 0

Attack: 85

Defense: 127

Magic: 35

Magic Defense: 50

Speed: 16

Evasion: 13

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: 15

Charmed: Third Eye

Item Obtained: -

Boss Strategy: The fight with Nizbel II is basically the same as the first one, only it is much more annoying. Nizbel II will often ram into one party member, dealing a little bit of damage. He'll also run around your party members, dealing very minor damage. Have Crono and Ayla use the Dual Tech, Volt Bite (you'll more than likely have it by now). If you don't have it, have Crono use Lightning to weaken his defense. Have everyone else in your party just sit there, until your characters need healing. Crono and Ayla should use Volt Bite the entire time.

Your third party member should stick to healing. Each time you attack Nizbel with Lightning-type attacks, his defense will be lowered. However, each time you attack him with anything other than Lightning-based spells, his defense rises. This boss can get annoying fast. Plus on top of that, he will also release the electricution energy after awhile. When this happens, just keep attacking him with Volt Bite. Make sure your third party member doesn't attack, and just sticks to healing the party for the whole battle.

Azala / BlackTyrano

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

HP (Azala): 2700
Lv. (Azala): 20
Attack (Azala): 35
Defense (Azala): 230
Magic (Azala): 5
Speed (Azala): 11
Evasion (Azala): 11
Accuracy (Azala): 100%
Absorb (Azala): -
Weakness (Azala): -
Nullify (Azala): -
Charmed (Azala): Magic Tab

HP (BlackTyrano): 10500
Lv. (BlackTyrano): 20
Attack (BlackTyrano): 1
Magic (BlackTyrano): 8
Speed (BlackTyrano): 11
Evasion (BlackTyrano): 11
Accuracy (BlackTyrano): 100%
Absorb (BlackTyrano): -
Weakness (BlackTyrano): -
Nullify (BlackTyrano): -
Charmed (BlackTyrano): Power Tab

EXP Gained: 1800
GP Obtained: 0
Tech Points Recieved: 25
Item Obtained: -

Boss Strategy: You have to take out Azala first, before you can even try to take out the BlackTyrano. If Ayla has her Charm ability, though, have her steal a Magic Tab from Azala, and a Power Tab from the BlackTyrano. Now, to defeat Azala, have Crono use Lightning on him, and have Ayla just attack him. If Lucca is in your party, have her use Mega Bomb, if you have it. This will take over half of Azala's HP with just one blow. If you don't have it, just stick with using Napalm. Azala's attacks aren't too bad. He can do things like Psychokinesis, which hurts a party member a bit.

He can also teleport a rock onto one party member, which deals near 100 damage, usually. Nothing you really need to worry about, though. Before Azala gets defeated, he will use an HP break-down move, which causes you to lose HP rapidly for the rest of the fight. Once Azala is taken care of, the BlackTyrano will lower his defense, and raise his attack power. He can do this with Azala alive, too, but it takes awhile. When he lowers his defense, attack him with Volt Bite, and have Lucca, or whoever is in your party, use their strongest Single Techs.

The BlackTyrano will start counting down from 5. When he counts to zero, he will unleash a powerful flame attack on your entire party. This will hurt a lot if you didn't equip the Ruby Vests before the fight. If this is the case, heal up your party ASAP. He will then increase his defense again, so wait until he lowers it again. He also has some other attacks. He can spit fireballs at one party member. He can also eat a party member, then spit them back out, recovering some HP. Aside from this, keep your group healed until you finally win this battle.

Golem

Found: Zeal Palace - 12,000 B.C.

HP: 7000
Lv.: 34
EXP Gained: 1000
GP Obtained: 2000
Attack: 105
Defense: 127
Magic: 22
Magic Defense: 50
Speed: 15
Evasion: 15
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 35
Charmed: Magic Tab
Item Obtained: -

Boss Strategy: Even though you can't win this fight, he does have a useful item on him. If Ayla happens to be a member in your party currently, use Charm on him until you snag the Magic Tab he holds. The way to defeat this boss is to "trick" him. With every attack you do, he copies the element of that attack. At the start of the fight, he'll use Iron Orb, which reduces a party member's HP to half of what it currently was. Each time you attack with a physical attack, he'll use Iron Orb. To trick this boss, use about three different types of elements at one time.

So, for an example, use a Lightning attack with Crono, followed by a Fire attack with Lucca, and a Water attack with Frog. He will only copy the last element you used, this way. If you want to defeat him, you pretty much have to be around Level 35-45 to even stand a chance.

Mud Imp / Red Beast / Blue Beast

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

HP (Mud Imp): 1200
Lv. (Mud Imp): 26
Attack (Mud Imp): 65
Defense (Mud Imp): 250
Magic (Mud Imp): 15
Magic Defense (Mud Imp): 80
Speed (Mud Imp): 10
Evasion (Mud Imp): 13
Accuracy (Mud Imp): 100%
Absorb (Mud Imp): -

Weakness (Mud Imp): -
Nullify (Mud Imp): -
Charmed (Mud Imp): Speed Tab

HP (Red Beast): 5000
Lv. (Red Beast): 29
Attack (Red Beast): 100
Defense (Red Beast): 150
Magic (Red Beast): 10
Magic Defense (Red Beast): 50
Speed (Red Beast): 7
Evasion (Red Beast): 14
Accuracy (Red Beast): 100%
Absorb (Red Beast): Fire
Weakness (Red Beast): Water
Nullify (Red Beast): -
Charmed (Red Beast): Elixir

HP (Blue Beast): 5000
Lv. (Blue Beast): 29
Attack (Blue Beast): 100
Defense (Blue Beast): 100
Magic (Blue Beast): 10
Magic Defense (Blue Beast): 50
Speed (Blue Beast): 7
Evasion (Blue Beast): 14
Accuracy (Blue Beast): 100%
Absorb (Blue Beast): Water
Weakness (Blue Beast): Fire
Nullify (Blue Beast): -
Charmed (Blue Beast): MermaidCap

EXP Gained: 954
GP Obtained: 2600
Tech Points Recieved: 26
Item Obtained: -

Boss Strategy: Defeating these enemies isn't that hard, actually. I suggest going after the Red Beast before any of them. The Mud Imp is strong against any and all physical attacks. If you try to hit him with one, you'll do damage in the single-digits. Use a good Dual Tech on the Red Beast, such as SwordStream. If you have a party of Crono, Lucca, and Frog, use Delta Storm, as it will work well here. The Mud Imp will make the beasts attack, either by throwing a rock at one, or by riding one. If he throws a rock at one, it'll dash to a party member.

If he rides one of them, then he'll either dash into a party member normally, or he'll perform an X Strike-type move to one party member. Keep attacking the Red Beast with Water-type moves until it's defeated. Then, focus your attacks on the Blue Beast. Attack it using Fire-type spells, like Red Pin. Do the same thing you did with the Blue Beast, only use Fire spells instead. Once both beasts are gone, attack the Mud Imp with your most powerful Dual Techs.

The Mud Imp can attack by kicking a rock at a party member. This has a slight chance to put the party member to sleep, so be careful when fighting this. Keep hitting it with your strongest Dual Techs until it dies. On a side note, if you manage to kill

the Mud Imp before the beasts, the beasts will die instantly.

Giga Gaia / Attack Hand / Defense Hand

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

HP (Giga Gaia): 9500
Lv. (Giga Gaia): 32
Attack (Giga Gaia): 50
Defense (Giga Gaia): 127
Magic (Giga Gaia): 15
Magic Defense (Giga Gaia): 50
Speed (Giga Gaia): 7
Evasion (Giga Gaia): 15
Accuracy (Giga Gaia): 100%
Absorb (Giga Gaia): -
Weakness (Giga Gaia): -
Nullify (Giga Gaia): -
Charmed (Giga Gaia): Speed Tab

HP (Attack Hand): 2000
Lv. (Attack Hand): 32
Attack (Attack Hand): 60
Defense (Attack Hand): 127
Magic (Attack Hand): 10
Magic Defense (Attack Hand): 50
Speed (Attack Hand): 14
Evasion (Attack Hand): 15
Accuracy (Attack Hand): 100%
Absorb (Attack Hand): -
Weakness (Attack Hand): -
Nullify (Attack Hand): -
Charmed (Attack Hand): -

HP (Defense Hand): 2000
Lv. (Defense Hand): 32
Attack (Defense Hand): 40
Defense (Defense Hand): 127
Magic (Defense Hand): 10
Magic Defense (Defense Hand): 50
Speed (Defense Hand): 14
Evasion (Defense Hand): 15
Accuracy (Defense Hand): 100%
Absorb (Defense Hand): -
Weakness (Defense Hand): -
Nullify (Defense Hand): -
Charmed (Defense Hand): -

EXP Gained: 3000
GP Obtained: 3000
Tech Points Recieved: 30
Item Obtained: -

Boss Strategy: The battle will immediately start off with Giga Gaia using two consecutive attacks with both of his hands. The first one is a Fire type, and the second is Shadow. Both attacks hit your whole

party, and they can both hurt quite a bit, altogether. Heal if you need to after those attacks. The Attack Hand is on the left, and the Defense Hand is on the right. The Defense Hand spends its time healing the main body for 250 HP. The Attack Hand will attack your party, obviously. If you have it, have Crono use Luminaire on him. If not, stick to Lightning2, or Delta Storm.

If you don't have the right party to perform Delta Storm, use your strongest Dual Techs on the left hand, unless you have Luminaire with Crono. If you have Flare with Lucca, and Frog Squash with Frog, and they're both in your party, you'll have Frog Flare, as well. Use it; it hurts a lot, and the less HP Frog has, the more damage it will deal. Awesome move, huh? Once both of the hands are gone, focus your attacks on the main body. Eventually, the hands will be restored, and they'll do the two consecutive attacks again.

This boss fight can be pretty hard if you're not a high enough level, or if you don't have the right equipment on your party. With all of this in mind, attack Giga Gaia with everything you have. You'll beat him in no time.

Dalton

Found: Zeal Palace - 12,000 B.C.

HP: 3500

Lv.: 32

EXP Gained: 1000

GP Obtained: 2500

Attack: 20

Defense: 127

Magic: 50

Magic Defense: 50

Speed: 1

Evasion: 15

Accuracy: 100%

Weakness: -

Absorb: -

Nullify: -

Tech Points Recieved: 30

Charmed: Power Meal

Item Obtained: -

Boss Strategy: This boss fight is seriously a joke. He only has two attacks, and he doesn't use his second one until the very end of the fight, as a counterattack. He will use Iron Orb on a party member. In case you've forgotten, Iron Orb reduces a party member's HP to half of what it was before. He will use this over and over and over again. Just keep attacking him with strong attacks, and if Iron Orb becomes a problem, heal. When you beat him, he will say "Darn! Bluurp!".

When he says this, he will use his finishing move, which will deal very minor damage to your party. If Iron Orb got your party very low on HP (in the single or double digits), you might die

from this, but it's unlikely.

Golem Twins

Found: Ocean Palace - 12,000 B.C.

HP: 7000 (each Golem)

Lv.: 34

EXP Gained: 2000

GP Obtained: 4000

Attack: 105

Defense: 127

Magic: 22

Magic Defense: 50

Speed: 15

Evasion: 15

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: 35

Charmed: Magic Tab (both Golems)

Item Obtained: -

Boss Strategy: Many, many people seem to always have trouble fighting these two bosses. If you don't have the right attacks, or if you don't fight them the right way, you're going to have lots of trouble. If Ayla is in your party, try to use Charm to steal a Magic Tab off of them. Look at the strategy that I gave for the first Golem, which is found above, if you want to know how to trick these bosses in only using one element. If Crono has Luminaire, and Lucca/Frog have Flare/Frog Squash, use Luminaire, and Frog Flare. They're great for this fight.

Again, if you attack the Golems with physical attacks, they will use Iron Orb to reduce your HP, so refrain from using them. Keep up the same attack pattern, and make sure you heal whenever you need to. If you can't win, try getting Crono/Frog/Lucca's best techniques, and try again.

Golem Boss

Found: Blackbird - 12,000 B.C.

HP: 15000

Lv.: 34

EXP Gained: 2500

GP Obtained: 2000

Attack: 40

Defense: 127

Magic: 18

Magic Defense: 50

Speed: 16
Evasion: 15
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 40
Charmed: -
Item Obtained: -

Boss Strategy: You don't even have to win this fight to proceed with the story. The Golem Boss does not even attack once, for the whole battle. He'll count down from 5 to 0, and when he counts to 0, he will start getting scared. He is extremely afraid of heights (so afraid that he's too scared to attack, apparently), and he won't do anything. Just attack him with physical attacks the whole time; he's not worth losing MP over. You can try and kill him if you want, though; it's easily possible. After a few minutes, he will run away, unless you kill him.

Dalton Plus

Found: Epoch - 12,000 B.C.

HP: 2500
Lv.: 32
EXP Gained: 2500
GP Obtained: 2000
Attack: 20
Defense: 127
Magic: 20
Magic Defense: 50
Speed: 10
Evasion: 15
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 40
Charmed: Power Meal
Item Obtained: -

Boss Strategy: Dalton is extremely easy this time around. He is even easier than he was the first time you fought him. He will attack by using either Iron Orb, or some wave attack that barely hurts a party member at all. Use your strongest Dual Techs and Single Techs. When he loses all of his HP, he will attempt to call the Golem Boss, but since it isn't there, he'll get sucked into the black portal, and you win.

Magus

Found: North Cape - 12,000 B.C.

HP: 6666
Lv.: 37
EXP Gained: 3000
GP Obtained: 4000
Attack: 100
Defense: 127
Magic: 19
Magic Defense: 50
Speed: 9
Evasion: 16
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 50
Charmed: MegaElixir
Item Obtained: -

Boss Strategy: Defeating Magus the second time around can either be hard, or easier than last time. If you're fighting him with Frog only, you'll probably have a little trouble. If this is the case, use Leap Slash with Frog over and over. Magus will still use his elemental spells. Namely Lightning2, Fire 2, and Ice 2. He will only do this when he is half way defeated, however. Otherwise, he will just use his weak scythe to attack. The problem with him is that he gets a lot faster as the battle goes on.

If his elemental spells start to become a problem, heal using Mid Tonics. If you're only fighting him with Frog, use Cure 2. Overall, though, this fight isn't too bad. He doesn't change any barriers this time, either, so attack him with your strongest Single and Dual Techs. He'll go down quickly, especially if you are fighting him with three party members.

Lavos Spawn

Found: Death Peak - 2,300 A.D.

HP (Mouth): 4000
Lv. (Mouth): 37
Attack (Mouth): 255
Defense (Mouth): 127
Magic (Mouth): 15
Magic Defense (Mouth): 50
Speed (Mouth): 10
Evasion (Mouth): 16
Accuracy (Mouth): 100%
Absorb (Mouth): -
Weakness (Mouth): -
Nullify (Mouth): -
Charmed (Mouth): Elixir

HP (Shell): 10000
Lv. (Shell): 37

Attack (Shell): 255
Defense (Shell): 253
Magic (Shell): 16
Magic Defense (Shell): 100
Speed (Shell): 16
Evasion (Shell): 16
Accuracy (Shell): 100%
Absorb (Shell): -
Weakness (Shell): -
Nullify (Shell): -
Charmed (Shell): -

EXP Gained: 747
GP Obtained: 500
Tech Points Recieved: 120
Item Obtained: Elixir

Boss Strategy: When the battle against this thing starts, it will use a needle attack, which hits the entire party, dealing a decent amount of damage to everyone. Plain and simple, don't attack the shell. If you do, then it will counterattack with those needles, which can be deadly. Do not use any multi-targetting Tech. Use stuff like Red Pin, SwordStream, Spire, and that kind of stuff. The mouth attacks by using a red blast on a party member, which does not really hurt much. Since this thing does not have much HP, if you use your best Dual Techs, you'll win this battle fast.

Retinite

Found: Sunken Desert - 600 A.D.

HP (Top): 5000
Lv. (Top): 30
Attack (Top): 255
Defense (Top): 250
Magic (Top): 30
Magic Defense (Top): 65
Speed (Top): 13
Evasion (Top): 100
Accuracy (Top): 100%
Absorb (Top): -
Weakness (Top): -
Nullify (Top): All Magic
Charmed (Top): -

HP (Core): 1000
Lv. (Core): 30
Attack (Core): 45
Defense (Core): 127
Magic (Core): 20
Magic Defense (Core): -
Speed (Core): 8
Evasion (Core): 14
Accuracy (Core): 100%
Absorb (Core): Lightning, Fire, Shadow
Weakness (Core): -

Nullify (Core): Water
Charmed (Core): Speed Tab

HP (Bottom): 4800
Lv. (Bottom): 30
Attack (Bottom): 170
Defense (Bottom): 250
Magic (Bottom): 30
Magic Defense (Bottom): 65
Speed (Bottom): 8
Evasion (Bottom): 100
Accuracy (Bottom): 100%
Absorb (Bottom): -
Weakness (Bottom): -
Nullify (Bottom): All Magic
Charmed (Bottom): -

EXP Gained: 2600
GP Obtained: 2000
Tech Points Recieved: 60 (if the core is alive at the end of the fight)
Item Obtained: -

Boss Strategy: If you didn't bring a party of Robo, Ayla, and a Water user, you're gonna have a heck of a time with this boss. It is absolutely required that you have Marle, Frog, or Magus for this fight, because it's logically impossible to win otherwise. At the start of the fight, use a basic physical attack on the core. After one or two hits, it will be dead. Now, have your Water based party member use Water 2/Ice 2. This hits both body parts, and it weakens the boss. If you don't use those spells, and just attack, you'll do damage in the single-digits.

After lowering the defense, have Ayla use Triple Kick. This will probably deal around 750 damage with every hit! This is very useful for this battle. Uzzi Punch will hurt in the 1000s, too. However, with each attack that you make (aside from Water/Ice spells), the Retinite's defense rises. Have your Water-based party member use Water 2/Ice 2 at all times. Use those same Single Techs over and over. I recommend going for the bottom body part first, as it can be the most annoying.

Once one body part is taken care of, the fight becomes much easier than before. Be careful of Retinites attacks; especially the ones from his bottom body part (it can absorb a ridiculous amount of HP). When one body part is gone, resort to regular Water/Ice attacks (just use normal Water/Ice, unless your party member is Magus, in which case, you have to stick with Ice 2). Keep this up, and the fight should end quickly if you bring the right party. If not, you will be here for a long time.

Also, on another note, if you keep the core alive the entire time, then the Retinite's defense will not be raised as you attack it. You can easily use this to your advantage (be sure to use a spell that will heal the core occasionally) to win the fight even faster. The core will run away if it is alone at the end of the fight, thus giving you 60 Tech Points!

Flea Plus

Found: Ozzie's Fort - 600 A.D.

HP: 2500
Lv.: 35
EXP Gained: 2000
GP Obtained: 2000
Attack: 120
Defense: 127
Magic: 15
Magic Defense: 50
Speed: 9
Evasion: 16
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: -
Charmed: -
Item Obtained: -

Boss Strategy: Flea is very easy, and much easier than the first time you fought her. Her attacks aren't really even strong, and she seems to have grown much weaker instead of much stronger. Use the best Single Techs and Dual Techs. There's no need to heal. After one or two hits, Flea should give up.

Super Slash

Found: Ozzie's Fort - 600 A.D.

HP: 2500
Lv.: 35
EXP Gained: 2000
GP Obtained: 2000
Attack: 150
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 11
Evasion: 16
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Poitns Recieved: -
Charmed: -
Item Obtained: -

Boss Strategy: Another very, very easy fight. This battle is no harder than the one against Flea Plus. Just do like you did on Flea, and use your best Single and Dual Techs. After a couple of hits, Slash will also go down.

Great Ozzie / Flea Plus / Super Slash

Found: Ozzie's Fort - 600 A.D.

HP (Great Ozzie): 6000
Lv. (Great Ozzie): 38
Attack (Great Ozzie): 85
Defense (Great Ozzie): 127
Magic (Great Ozzie): 22
Magic Defense (Great Ozzie): 50
Speed (Great Ozzie): 8
Evasion (Great Ozzie): 16
Accuracy (Great Ozzie): 100%
Absorb (Great Ozzie): -
Weakness (Great Ozzie): -
Nullify (Great Ozzie): -
Charmed (Great Ozzie): OzziePants

HP (Flea Plus): 4000
Lv. (Flea Plus): 37
Attack (Flea Plus): 120
Defense (Flea Plus): 127
Magic (Flea Plus): 15
Magic Defense (Flea Plus): 50
Speed (Flea Plus): 9
Evasion (Flea Plus): 16
Accuracy (Flea Plus): 100%
Absorb (Flea Plus): -
Weakness (Flea Plus): -
Nullify (Flea Plus): -
Charmed (Flea Plus): Flea Vest

HP (Super Slash): 4000
Lv. (Super Slash): 37
Attack (Super Slash): 150
Defense (Super Slash): 127
Magic (Super Slash): 10
Magic Defense (Super Slash): 50
Speed (Super Slash): 11
Evasion (Super Slash): 16
Accuracy (Super Slash): 100%
Absorb (Super Slash): -
Weakness (Super Slash): -
Nullify (Super Slash): -
Charmed (Super Slash): Slasher 2

EXP Gained: 7500
GP Obtained: 4000
Tech Points Recieved: 80
Item Obtained: -

Boss Strategy: This fight is going to be a little hard. If you put Ayla in your group before the fight (which you should've), then use Charm on the trio to steal their respective items. If it doesn't work, try again. The Flea Vest is an awesome accessory, while the Slasher 2 is a great sword for Crono. However, if you don't want

to, don't steal the OzziePants, as they're practically useless. Each time you Charm one of them, or attack them in general, they will counterattack with either a Dual Tech or a Triple Tech.

The Dual Tech only hits one party member, while the Triple Tech hits the entire party. This can get annoying very fast, and the damage dealt to your party is a decent amount. Use healing stuff if/when this becomes a problem. Do not use multi-targetting spells in this battle, or else they'll all three use their turns to use a Dual/Triple Tech attack three times, which is NOT good. Use your best Dual Techs, and go after either Slash or Flea first. Once one of them are gone, focus on whoever.

When one of the three are gone, this fight becomes much easier. Use your best multi-targetting attacks now (Luminaire, Flare, Frog Squash, Frog Flare, etc.), and you'll deal a lot of damage. Keep your entire party healed at all times, and don't forget to steal their items. You should emerge victorious sooner or later. If you kill Great Ozzie without killing Flea Plus and Super Slash first, the battle will immediately end.

Atropos XR

Found: Geno Dome - 2,300 A.D.

HP: 6000
Lv.: 38
EXP Gained: 0
GP Obtained: 0
Attack: 38
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 11
Evasion: 17
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: -
Charmed: -
Item Obtained: -

Boss Strategy: Despite Robo being alone for this fight, Atropos isn't all that difficult. Some of her attacks do decent damage, though, so heal if it ever becomes nessecary. Use Uzzi Punch, even if you have Shock, because it costs less MP than Shock, and hurts only about 300 less damage. When Atropos is half way beaten, she'll start using Area Bomb, which could become a problem. If it does, heal. This fight will be over with rather quickly.

Found: Geno Dome - 2,300 A..D

HP (MotherBrain): 5000
Lv. (MotherBrain): 38
Attack (MotherBrain): 1
Defense (MotherBrain): 127
Magic (MotherBrain): 1
Magic Defense (MotherBrain): 50
Speed (MotherBrain): 13
Evasion (MotherBrain): 12
Accuracy (MotherBrain): 100%
Absorb (MotherBrain): -
Weakness (MotherBrain): -
Nullify (MotherBrain): -
Charmed (MotherBrain): Blue Mail

HP (Display): 1
Lv. (Display): 38
Attack (Display): 1
Defense (Display): 127
Magic (Display): 33
Magic Defense (Display): 50
Speed (Display): 13
Evasion (Display): 17
Accuracy (Display): 100%
Absorb (Display): -
Weakness (Display): -
Nullify (Display): -
Charmed (Display): Elixir

EXP Gained: 3000
GP Obtained: 3000
Tech Points Recieved: 40
Item Obtained: -

Boss Strategy: If you don't fight this boss the right way, you might lose. If your characters are very high, use a strong Dual Tech such as Frog Flare, Luminaire, or even DarkMatter. Stuff like that. The three Displays behind the MotherBrain will heal her for 1000 HP every turn. If you destroy all three Displays, MotherBrain will start increasing her Attack and Defense every round, which is not good. So, destroy two Displays, and attack the MotherBrain with your strongest Dual Techs. Make sure you do not use any multi-targetting spells, unless you're a very high level.

Use the Boogie Dual Tech, which Robo and Ayla can use, if you want to inflict Stop on all three Displays. If you can use stuff like Frog Flare at a high level, though, the MotherBrain will go down very fast. Keep this up, and make sure that all three of the Displays do not get destroyed.

Prominency / Son of Sun

Found: Sun Palace - 2,300 A.D.

HP (Prominency): 30000
Lv. (Prominency): 40
Attack (Prominency): 10
Defense (Prominency): 254
Magic (Prominency): 125
Magic Defense (Prominency): 99
Speed (Prominency): 6
Evasion (Prominency): 17
Accuracy (Prominency): 100%
Absorb (Prominency): All
Weakness (Prominency): Random
Nullify (Prominency): Max Attack
Charmed (Prominency): Elixir

HP (Son of Sun): 2100
Lv. (Son of Sun): 40
Attack (Son of Sun): 50
Defense (Son of Sun): 255
Magic (Son of Sun): 45
Magic Defense (Son of Sun): 100
Speed (Son of Sun): 16
Evasion (Son of Sun): 17
Accuracy (Son of Sun): 100%
Absorb (Son of Sun): -
Weakness (Son of Sun): -
Nullify (Son of Sun): Max Attack
Charmed (Son of Sun): Black Mail

EXP Gained: 3800
GP Obtained: 2000
Tech Points Recieved: 40
Item Obtained: -

Boss Strategy: Defeating the Son of Sun can be a little bit annoying, which is why it is recommended that you enter the battle with some Ruby Armors or Red Mails. The Son of Sun has five flames surrounding it. You can't target the core. Attack one of the flames, and if you didn't attack the right one, the flame will counterattack with fireballs. Keep attacking each flame until the core gets damaged. Keep attacking that one over and over to cause around 200 damage to the core each time. However, every few turns, the Son of Sun will use a Roulette Shuffle.

When this happens, the flames will spin around very fast, and you'll have to guess the right flame again. The right flame is different after each shuffle, obviously. After he does the shuffle, he'll use a laser attack that hits one party member, then he'll use Flare. He then restarts his attack pattern with Roulette Shuffle, and repeats the same pattern. Heal whenever needed, and keep attacking the flame. Eventually, when the Son of Sun is near death, it will say "Son of Sun is losing its fire...". After that, one or two more hits will take it down.

Also, if Magus is in your party, have him use Black Hole. It is not always successful, but if it succeeds, two flames might be removed from the battle. This can make it considerably easier to guess the correct flame. Keep trying until both are taken out of the battle.

Rust Tyrano

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

HP: 25000

Lv.: 35

EXP Gained: 3800

GP Obtained: 2000

Attack: 1

Defense: 127

Magic: 30

Magic Defense: 50

Speed: 13

Evasion: 16

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: 40

Charmed: Red Mail

Item Obtained: -

Boss Strategy: Compared to the battle with the last Tyrano, this fight is very easy. Actually, it's pretty easy regardless, if you're a high enough level. Like the BlackTyrano, the Rust Tyrano will start a countdown of five, and when he counts to zero, he will do a flame-spitting attack at everyone, which causes a bit of damage. If you're wearing a Ruby Armor, this shouldn't do much. Better yet, if you're wearing a Red Mail, you'll absorb the attack! When he's done with his fire move, his power will be increased.

Not only that, but he'll also eat a party member twice (not necessarily the same one twice), and absorb their HP, giving it back to him. When he goes to recharge for the flame move the second time, the countdown goes down a lot faster. On the third recharge, he'll count down from three to zero. On the fourth recharge, he starts at one! The same goes for the fifth one. Finally, on the sixth one, he starts from five over again, and will keep doing that for the rest of the battle.

Attack the Rust Tyrano with your best Single Techs (Luminaire, Flare, etc.), and if you have Lucca and Frog, have them use Frog Flare. Make sure to end this fight as quickly as possible, and if you think you'll have trouble, make sure that your party is equipped with fire-resistant or fire-absorbing equipment.

Yakra XIII

Found: Guardia Castle - 1,000 A.D.

HP: 18000

Lv.: 45

EXP Gained: 3500

GP Obtained: 2000
Attack: 200
Defense: 127
Magic: 20
Magic Defense: 50
Speed: 14
Evasion: 19
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: 40
Charmed: White Mail
Item Obtained: MegaElixir

Boss Strategy: Lightning attacks don't hurt this thing. The fight will be a little hard if you don't do the right thing. Coming in this fight with anti-Chaos (Confusion) equipment is a good idea. Yakra will attack by doing the "Drrrooooo..." thing again, but it's not very powerful for the first half of the battle. He will use Blizzard often, which inflicts Chaos onto a party member. Have your party use their best Techs on this boss. When he is half way defeated, he will start using an upgraded version of NeedleSpin, which hurts a party member a decent amount.

Also, not only that, but his "Drrrooooo..." attack will turn from a shake, into a NeedleSpin that hits the whole party. He will also end the battle before he dies by using this move. Keep your HP up at all times, and he'll be defeated in no time.

Mega Mutant

Found: Black Omen

HP (Top): 4600
Lv. (Top): 45
Attack (Top): 35
Defense (Top): 127
Magic (Top): 10
Magic Defense (Top): 50
Speed (Top): 10
Evasion (Top): 19
Accuracy (Top): 100%
Absorb (Top): -
Weakness (Top): -
Nullify (Top): -
Charmed (Top): Elixir

HP (Bottom): 3850
Lv. (Bottom): 45
Attack (Bottom): 22
Defense (Bottom): 127
Magic (Bottom): 10
Magic Defense (Bottom): 50
Speed (Bottom): 10
Evasion (Bottom): 19

Accuracy (Bottom): 100%
Absorb (Bottom): -
Weakness (Bottom): -
Nullify (Bottom): -
Charmed (Bottom): Vigil Hat

EXP Gained: 900
GP Obtained: 1500
Tech Points Recieved: 50
Item Obtained: -

Boss Strategy: Defeating the Mega Mutant isn't all that hard. He might use an attack that inflicts Chaos onto an ally, so it might be a good idea to enter this battle with anti-confusion equipment on. Go for either body part first, or just all of them. Use your best Dual Techs and Triple Techs (and maybe Single Techs, too). This boss is really easy, especially if you're high in levels. Keep attacking it, and it will die in no time.

Giga Mutant

Found: Black Omen

HP (Top): 5800
Lv. (Top): 45
Attack (Top): 26
Defense (Top): 255
Magic (Top): 35
Magic Defense (Top): 65
Speed (Top): 11
Evasion (Top): 19
Accuracy (Top): 100%
Absorb (Top): -
Weakness (Top): -
Nullify (Top): -
Charmed (Top): Wall Ring

HP (Bottom): 4950
Lv. (Bottom): 47
Attack (Bottom): 22
Defense (Bottom): 255
Magic (Bottom): 10
Magic Defense (Bottom): 65
Speed (Bottom): 10
Evasion (Bottom): 19
Accuracy (Bottom): 100%
Absorb (Bottom): -
Weakness (Bottom): -
Nullify (Bottom): -
Charmed (Bottom): Hit Ring

EXP Gained: 1500
GP Obtained: 2000
Tech Points Recieved: 80
Item Obtained: -

Boss Strategy: This boss isn't too much different from the Mega Mutant. It has an ability called Life Shaver, which reduces a party member's HP to 1. When/if it uses this, heal that party member immediately. Do not use physical attacks against this boss, as they do very little damage, due to its high physical defense. Instead, use strong Techs (ones like Luminaire, and Frog Flare). It doesn't have too powerful attacks other than Life Shaver, so keep using your strongest Techs until it dies.

TerraMutant

Found: Black Omen

HP (Top): 7800
Lv. (Top): 48
Attack (Top): 28
Defense (Top): 255
Magic (Top): 15
Magic Defense (Top): 50
Speed (Top): 12
Evasion (Top): 20
Accuracy (Top): 100%
Absorb (Top): -
Weakness (Top): -
Nullify (Top): -
Charmed (Top): MuscleRing

HP (Bottom): 20000
Lv. (Bottom): 49
Attack (Bottom): 28
Defense (Bottom): 255
Magic (Bottom): 10
Magic Defense (Bottom): 100
Speed (Bottom): 16
Evasion (Bottom): 20
Accuracy (Bottom): 100%
Absorb (Bottom): -
Weakness (Bottom): -
Nullify (Bottom): -
Charmed (Bottom): Power Seal

EXP Gained: 2000
GP Obtained: 3800
Tech Points Recieved: 100
Item Obtained: -

Boss Strategy: The TerraMutant is the hardest out of the three mutant bosses in the Black Omen, no doubt. Do not attack with physical attacks, and do not attack the bottom part. If you do attack the bottom, it will counterattack with Life Shaver each time. However, if you have Lucca and Frog in your party, you could attack the bottom with Frog so his HP goes to 1, then use Frog Flare to cause massive damage to the top. Magus isn't really a good choice for this battle, since basically all of his spells are multi-targetting spells.

Just use Dual Techs that only hit one target, and make sure that you keep your party healed. The top will sometimes absorb HP from the bottom part, giving it about 1000 more HP. Keep up the same attack pattern until the top is destroyed. Once you kill the top, the bottom will automatically die a turn later.

Lavos Spawn

Found: Black Omen

HP (Mouth): 10000
Lv. (Mouth): 46
Attack (Mouth): 255
Defense (Mouth): 127
Magic (Mouth): 150
Magic Defense (Mouth): 50
Speed (Mouth): 12
Evasion (Mouth): 19
Accuracy (Mouth): 100%
Absorb (Mouth): -
Weakness (Mouth): -
Nullify (Mouth): -
Charmed (Mouth): Haste Helm

HP (Shell): 13500
Lv. (Shell): 46
Attack (Shell): 255
Defense (Shell): 253
Magic Defense (Shell): 100
Speed (Shell): 16
Evasion (Shell): 19
Accuracy (Shell): 100%
Absorb (Shell): -
Weakness (Shell): -
Nullify (Shell): -
Charmed (Shell): Safe Helm

EXP Gained: 2450
GP Obtained: 2500
Tech Points Recieved: 120
Item Obtained: -

Boss Strategy: This battle isn't too much harder than the ones on Death Peak, but the Lavos Spawn has a lot more attacks this time. Just like last time, do NOT attack the shell. If you do, it'll use a needle attack on the party member that attacked the shell. It will deal massive damage, too. The mouth has some different attacks this time around, and the shell has a new attack, too. The mouth will use attacks such as Dark Bomb, Water Rise, and Destruction Zone. Sometimes, the shell will use the Lavos Spawn Needle: Disorder, which hits the entire party!

Other than that, this fight isn't too much harder than the other Lavos Spawn battles. Use your best Dual Techs, and do not use any multi-targetting spells on this boss. Keep attacking it like that, and keep your party healed. Eventually, you'll destroy the

mouth, and the shell goes with it.

Zeal

Found: Black Omen

HP: 12000

Lv.: 48

EXP Gained: 3800

GP Obtained: 2000

Attack: 50

Defense: 127

Magic: 20

Magic Defense: 50

Speed: 12

Evasion: 20

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: 40

Charmed: MegaElixir (x2)

Item Obtained: MegaElixir

Boss Strategy: At the very start of the fight, Zeal will use Hallation. This reduces your whole party's HP to 1. If Frog is in your party, along with Lucca, use this to your advantage, by healing your party (except for Frog), and using Frog Flare while Frog has 1 HP. This will make you deal massive damage. If this isn't the case, then heal your whole party after the Hallation. Then, pound the queen with your most powerful Techs that you have. She doesn't really have any threatening attacks, and after a few strong Techs, you'll win this easy battle.

Mammon Machine

Found: Black Omen

HP: 18000

Lv.: 48

EXP Gained: 0

GP Obtained: 0

Attack: 100

Defense: 127

Magic: 4

Magic Defense: 50

Speed: 11

Evasion: 20

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Tech Points Recieved: -

Charmed: MegaElixir

Item Obtained: -

Boss Strategy: The Mammon Machine can be very easy if you're a high level, and have the right party. It starts off in a certain "mode". It will say "Mammon M. modifies all energy...". This means that if you attack it with physical attacks, it will raise its defense with each physical attack you hit it with. And if you hit it with a magic attack while it is in that state, it will raise its attack power, so be careful. It will eventually release all stored energy, which hits your entire party.

After it releases the energy, it will say "Mammon M. stands still...". When this happens, you can attack the machine as much as you want. His attack and defense go back to normal. If you have Frog with the Masamune equipped, and you use it on the Mammon Machine, you'll absorb some HP. However, when the Mammon Machine is in the standing still state, the Masamune doesn't do anything special. Pound the Mammon Machine with your best Techs, and if you're strong enough, he'll go down in a few turns.

Zeal (Transformed)

Found: Black Omen

HP (Left Hand): 20000

Lv. (Left Hand): 48

Attack (Left Hand): 34

Defense (Left Hand): 255

Magic (Left Hand): 7

Magic Defense (Left Hand): 99

Speed (Left Hand): 11

Evasion (Left Hand): 20

Accuracy (Left Hand): 100%

Absorb (Left Hand): -

Weakness (Left Hand): -

Nullify (Left Hand): -

Charmed (Left Hand): Prism Helm

HP (Head): 28000

Lv. (Head): 50

Attack (Head): 255

Defense (Head): 127

Magic (Head): 15

Magic Defense (Head): 50

Speed (Head): 14

Evasion (Head): 20

Accuracy (Head): 100%

Absorb (Head): -

Weakness (Head): -

Nullify (Head): -

Charmed (Head): MegaElixir

HP (Right Hand): 20000

Lv. (Right Hand): 16

Attack (Right Hand): 34
Defense (Right Hand): 255
Magic (Right Hand): 1
Magic Defense (Right Hand): 99
Speed (Right Hand): 11
Evasion (Right Hand): 20
Accuracy (Right Hand): 100%
Absorb (Right Hand): -
Weakness (Right Hand): -
Nullify (Right Hand): -
Charmed (Right Hand): PrismDress

EXP Gained: 0
GP Obtained: 0
Tech Points Recieved: -
Item Obtained: -

Boss Strategy: If you brought Magus with you to this fight, then Magus's battle theme will play throughout the fight. If not, then the secondary boss theme will play. The trick to this fight is to not attack the hands. If you attack the left hand, it will counterattack using Life Shaver. If you attack the right hand, it will use MP Buster. The head is the target that you want to hit. Do not use any multi-targetting spells. If Magus is with you, have him use Dark Bomb on the head, since the hands are too far away to get hit as well.

Use Dual Techs such as Red Pin, FireSword 2, and stuff like that. Zeal has some nasty magical attacks, though some of her attacks are a joke. She will use Skygate often, which is the weakest single-target Lightning spell in the game. She will also fire a laser from one of her hands, which barely hurts. It's just a finishing move after Life Shaver. She also has stuff such as Hexagon Mist, which is a Water attack that hits everyone. She also has Dark Gear, which is a Shadow-type move that hits your whole party.

Aside from all of this, just keep your HP and MP up, and avoid attacking the hands at all costs. When the head dies, the hands go with it. She will also use Hallation sometimes, so recover your party as soon as possible if this happens. The left and right hands will do Life Shaver and MP Buster at random times.

Lavos (Outer Shell)

Found: Day of Lavos - 1,999 A.D.

HP: 10000
Lv.: 50
EXP Gained: 0
GP Obtained: 0
Attack: 73
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 12

Evasion: 20
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Tech Points Recieved: -
Charmed: -
Item Obtained: -

Boss Strategy: The above stats are only for after he takes on the attack mode of certain bosses. The first form is the Dragon Tank. Just attack away; don't worry about using magic. In between these mini-fights, you can heal your party. The second form is the Guardian. Attack the two Bits, then attack the middle (in this case, Lavos). Heckran is next. Use a few magic attacks on him to win. For Zombor, use Water and Shadow attacks on the center, and Lightning and Fire attacks on the thing on top of Lavos.

For Masamune, simply have Crono use Slash when he's storing tornado energy. Then, keep attacking him with physical attacks or Techs, and you'll beat that attack mode. The next up is Nizbel. Use Lightning to lower his defense, then attack away, with magic attacks to make it faster. For Magus, use the same spell that represents his barrier, then when he risks casting a spell, use all of your best spells on him to win. Next is the BlackTyrano. Attack the thing on Lavos first with physical attacks. When the middle one's defense lowers, attack away.

Once you've beaten that attack form, you have to fight the Giga Gaia attack form. Attack all three parts at once with your best Dual and Triple Techs. Then, when you win, Lavos growls, and his "theme" plays. Recover all of your HP/MP, then fight it. This is the true battle against the shell. It will start the fight off using a "Destruction rains from the heavens" move, which hits the entire party. Heal if you need to. Lavos is sort of slow, and his attacks aren't that bad.

His only attack that is really not good is his starting one. He will also use Chaotic Zone, which might confuse your entire party. If this is the case, make sure they're healed as soon as possible. Use your best attacks on Lavos, and in a few attacks, you will win.

Lavos

Found: Day of Lavos - 1,999 A.D.

HP (Left Arm): 12000
Lv. (Left Arm): 50
Attack (Left Arm): 25
Defense (Left Arm): 127
Magic (Left Arm): 50
Magic Defense (Left Arm): 50
Speed (Left Arm): 16
Evasion (Left Arm): 20
Accuracy (Left Arm): 100%

Absorb (Left Arm): -
Weakness (Left Arm): -
Nullify (Left Arm): -
Charmed (Left Arm): -

HP (Lavos): 20000
Lv. (Lavos): 50
Attack (Lavos): 45
Defense (Lavos): 255
Magic (Lavos): 50
Magic Defense (Lavos): 100
Speed (Lavos): 16
Evasion (Lavos): 20
Accuracy (Lavos): 100%
Absorb (Lavos): -
Weakness (Lavos): -
Nullify (Lavos): -
Charmed (Lavos): -

HP (Right Arm): 8000
Lv. (Right Arm): 50
Attack (Right Arm): 25
Defense (Right Arm): 127
Magic (Right Arm): 50
Magic Defense (Right Arm): 50
Speed (Right Arm): 16
Evasion (Right Arm): 20
Accuracy (Right Arm): 100%
Absorb (Right Arm): -
Weakness (Right Arm): -
Nullify (Right Arm): -
Charmed (Right Arm): -

EXP Gained: 0
GP Obtained: 0
Tech Points Recieved: -
Item Obtained: -

Boss Strategy: This phase of Lavos will start off the battle by using a "Laser Beams: Doors of Doom" attack, which hits all party members, and will cause unbelievable damage if you're too low and/or don't have any good equipment on your characters. After he does this, heal if nessecary. Then, focus on both of his arms. The main body has its defense very, very high at the moment. Use the best Techs that you have, like Luminaire, Flare, Frog Flare, and that kind of stuff. Also use your best multi-targetting Dual Techs, and even Triple Techs will work.

His arms will attack by tossing two boomerang-like things at a single party member. Both of his arms will do this, one by one. He will also use a defense-disabling attack, but it barely hurts much at all. If you don't destroy the arms fast enough, he will engage the main body. It says "Engaging main body..." if this happens. Then, the main body's defense will be turned off. If you destroy both arms fast enough, however, he won't do this. He will use Obstacle, which will put Chaos on everyone, unless you have some anti-Chaos equipment on.

Right after he does Obstacle, the main body's defense is turned off. He follows an attack pattern. He uses Obstacle first, then

he uses Shadow Slay, which poisons your party and causes very minor damage. This gets rid of any Chaos status. Then, he uses Flame Battle, which is a fire attack that hits one party member. He then uses his ultimate attack, the Shadow Doom Blaze. It is a non-elemental attack that hits the entire party, and might cause a lot of damage! Heal as fast as possible after he does this.

After following that attack pattern, he will use Evil Emanation. This is not an attack, but rather, it increases his attack. He will then start from Obstacle again, and stop again after he uses Shadow Doom Blaze. He uses Evil Emanation again, after his ultimate attack. Keep your party healed, and use a MegaElixir if it becomes nessecary. Eventually, you'll win.

Lavos Core

Found: Day of Lavos - 1,999 A.D.

HP (Left Bit): 2000
Lv. (Left Bit): 50
Attack (Left Bit): 40
Defense (Left Bit): 127
Magic (Left Bit): 40
Magic Defense (Left Bit): 50
Speed (Left Bit): 16
Evasion (Left Bit): 20
Accuracy (Left Bit): 100%
Absorb (Left Bit): All Magic
Weakness (Left Bit): -
Nullify (Left Bit): -
Charmed (Left Bit): -

HP (Lavos Core): 10000
Lv. (Lavos Core): 50
Attack (Lavos Core): 100
Defense (Lavos Core): 127
Magic (Lavos Core): 21
Magic Defense (Lavos Core): 50
Speed (Lavos Core): 16
Evasion (Lavos Core): 20
Accuracy (Lavos Core): 100%
Absorb (Lavos Core): -
Weakness (Lavos Core): -
Nullify (Lavos Core): -
Charmed (Lavos Core): -

HP (Right Bit): 30000
Lv. (Right Bit): 50
Attack (Right Bit): 40
Defense (Right Bit): 255
Magic (Right Bit): 40
Magic Defense (Right Bit): 100
Speed (Right Bit): 16
Evasion (Right Bit): 20
Accuracy (Right Bit): 100%
Absorb (Right Bit): -

Weakness (Right Bit): -
Nullify (Right Bit): -
Charmed (Right Bit): -

EXP Gained: 0
GP Obtained: 0
Tech Points Recieved: -
Item Obtained: -

Boss Strategy: The Lavos Core (the one in the middle) is not the main target in this battle, surprisingly. The main target is the right bit, but its defense is at the maximum until the left bit or the Lavos Core is destroyed. The left bit absorbs every magic spell, but it has little HP. Focus all of your physical attacks on it, first. When it's destroyed, the right bit will lower its defense while the left bit is gone. However, after a few turns, the left bit, and/or the Lavos Core will get revived. Then, the right bit turns its defense back on.

While the right bit's defense is shut off, unleash your most powerful Single, Dual, and Triple Techs on the right bit. Heck, just use multi-targetting attacks. The left bit will sometimes heal the Lavos Core for exactly 1000 HP. Both bits will attack with either a bonk to a party member's head, or by creating a colorful ball-like thing, which barely even hurts. The left bit will also steal your MP occasionally. If you kill the core with the left bit alive, both the left and right bit will use a Dual Tech of some sorts each time you attack one of them.

This move will hurt a party member quite a bit. The Lavos Core will use "Time warp..." quite often. You can see an object in the background each time he does this. If he warps to the Leene Square, he'll use a "Spell: Random Status Effects" move, which hits everyone, and can inflict any status effect in the game on your party. In the ruins background, he'll use Dreamless, which is the ultimate magic attack that hits everyone. The grass-type background allows him to use Grand Stone, which is the ultimate attack. It hits everyone.

With the Mammon Machine background, it will use Invading Light, but only if both the left and right bit are alive. This inflicts Slow on everyone. And finally, with Magus's Castle, he'll use Evil Star, which reduces the entire party's HP by half. The core will also use a move called Crying Heavens, which hits one party member to deal Lightning-based damage. He can do this regardless of what place he warped to. He may also jump over to a member, and use a slap. This deals a lot of damage, possibly even killing that party member.

He may also use the disable defense status thing, which is weak. Keep killing the core and the left bit as they get revived, and after you give the right bit a good beating, it will eventually go down, along with the left bit and the core, if either of them are still alive. When you win, congratulations!

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VIII. Items

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In this section, I will list all of the items in the game, along with info about what they do and such.

Useable Items

Barrier

Found At: Magus's Lair, Mt. Woe

Dropped By: Blob, Gigasaur, Proto 4

Charmed From: Free Lancer, Hexapod, Mage, Red Scout

Bought At: -

Sells For: 2500 GP

Description: When used, the damage recieved from magic attacks is decreased by 1/3.

Extra Notes: -

Elixir

Found At: Arris Dome, Black Omen, Forest Maze, Geno Dome, Guardia Castle (1000 A.D.), Northern Ruins (600 A.D., 1000 A.D.), Ocean Palace, Sunken Desert

Dropped By: Goon, Lavos Spawn, Tubster

Charmed From: Debuggest, Defunct, Departed, Display, Leaper, Mega Mutant (Top), Proto 4, Reaper, Red Beast, Prominency (Son of Sun's flames)

Bought At: -

Sells For: 10000 GP

Description: Restores a single party member's HP/MP to full.

Extra Notes: Spekkio gives you 10 Elixirs on a certain form, after beating him.

Ether

Found At: Cathedral, Denadoro Mts., Factory, Guardia Castle (600 A.D., 1000 A.D.), Heckran Cave, Lab16, Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section)

Dropped By: Macabre, Meat Eater, Omnicrone, Poly

Charmed From: Gold Eaglet

Bought At: Algetty (800 GP), Choras Market (800 GP), Enhasa (800 GP), Kajar (800 GP), Last Village (800 GP), Medina Market (65335 GP, 597 GP)

Sells For: 400 GP

Description: Restores 10 MP to a single party member.

Extra Notes: Spekkio gives you 10 Ethers on a certain form, after beating him.

Fang

Found At: Hunting Range

Dropped By: Amphibite (grouped with Croaker and Rain Frog), Croaker (grouped with Amphibite and Rain Frog), Rain Frog (grouped with Amphibite and Croaker), Nu (Hunting Range)

Charmed From: -

Bought At: -

Sells For: -

Description: Item that can be used in the upper-right Ioka Hut. Use this with other prehistoric items to trade for certain items before and after defeating Magus, and after reviving Crono.

Extra Notes: -

Feather

Found At: Hunting Range

Dropped By: Amphibite (grouped with Croaker and Rain Frog), Anion (grouped with Ion), Avian Rex, Croaker (grouped with Amphibite and Rain Frog), Evilweevil, Nu (Hunting Range), Rain Frog (grouped with Amphibite and Croaker)

Charmed From: -

Bought At: -

Sells For: -

Description: Item that can be used in the upper-right Ioka Hut. Use this with other prehistoric items to trade for certain items before and after defeating Magus, and after reviving Crono.

Extra Notes: -

Full Ether

Found At: Bangor Dome, Geno Dome, Guardia Castle (1000 A.D.), Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section), Mt. Woe, Ozzie's Fort, Reptite Lair, Sunken Desert, Trann Dome, Tyrano Lair

Dropped By: Sentry

Charmed From: Macabre

Bought At: Black Omen (6000 GP)

Sells For: 3000 GP

Description: Restores 60 MP to a single party member.

Extra Notes: Spekkio gives you 5 Full Ethers on a certain form, after beating him.

Full Tonic

Found At: Geno Dome, Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section), Reptite Lair, Sunken Desert, Tyrano Lair

Dropped By: Proto 3

Charmed From: Mutant

Bought At: Algetty (700 GP), Black Omen (700 GP), Choras Market (700 GP), Enhasa (700 GP), Kajar (700 GP), Last Village (700 GP)

Sells For: 350 GP

Description: Restores 500 HP to a single party member.

Extra Notes: -

Heal

Found At: Cathedral, Forest Maze

Dropped By: Bellbird, Blue Eaglet

Charmed From: Bug

Bought At: Algetty (10 GP), Arris Dome (10 GP), Choras Market (10 GP), Dorino Market (10 GP), Enhasa (10 GP), Ioka Trading Hut (10 GP), Kajar (10 GP), Last Village (10 GP), Medina Market (8 GP), Melchior's Hut (10 GP), Millennial Fair (10 GP), Porre Market (10 GP), Trann Dome (10

GP), Truce Market (10 GP)

Sells For: 5 GP

Description: Recovers from negative status effects.

Horn

Found At: Hunting Range

Dropped By: Amphibite (grouped with Croaker and Rain Frog), Croaker (grouped with Amphibite and Rain Frog), Nu (Hunting Range), Rain Frog (grouped with Amphibite and Croaker), Runner

Charmed From: -

Bought At: -

Sells For: -

Description: Item that can be used in the upper-right Ioka Hut. Use this with other prehistoric items to trade for certain items before and after defeating Magus, and after reviving Crono.

Extra Notes: -

HyperEther

Found At: Geno Dome, Guardia Castle (1000 A.D., late in game), Northern Ruins (600 A.D., 1000 A.D.), Sunken Desert

Dropped By: Cybot, Sentry

Charmed From: Lizardactyl, Martello, Metal Mute, Synchrite

Bought At: Black Omen (10000 GP)

Sells For: 5000 GP

Description: Restores 99 MP to a single party member.

Extra Notes: -

Lapis

Found At: Geno Dome, Giant's Claw, Guardia Castle (1000 A.D.), Magus's Lair, Mt. Woe, Sunken Desert

Dropped By: Defunct, Hexapod, Jinn, Mage

Charmed From: Departed, Scouter, Terrasaur, Volcano

Bought At: -

Sells For: 250 GP

Description: Restores 200 HP to the entire party.

Extra Notes: -

Magic Tab

Found At: Blackbird, Denadoro Mts. (talk to the Kilwala four times), Dorino Residence (trade the Naga-ette Bromide for this), Enhasa (fight and defeat the Nu in the secret room), Geno Dome, Kajar (scratch the Nu's back in one of the back rooms), Keeper's Dome (after getting Epoch), Last Village (stand there for awhile to make the Nu move), Magus's Lair (Flea's room, after beating her), Medina Elder's House, Mt. Woe, Hero's Grave, Ocean Palace (take the elevator down, then back up, and search the left wall), Ozzie's Fort, Trann Dome

Dropped By: -

Charmed From: Alien (x4), Azala, Golem, Golem Twins

Bought At: -

Sells For: 5 GP

Description: Increases a party member's Magic by 1. The effect is permanent.

Extra Notes: Spekkio gives you a various amount of these after defeating each

of his forms.

MegaElixir

Found At: Black Omen, Geno Dome, Guardia Castle (1000 A.D., late in the game)
Dropped By: Yakra XIII, Zeal
Charmed From: Fossil Ape, Magus (North Cape), Mammon Machine, Ruminator, Yakra XIII, Zeal (x2), Zeal (Transformed; Head)
Bought At: -
Sells For: 25000 GP
Description: Restores 999 HP and 99 MP to the entire party.
Extra Notes: You get 10 MegaElixirs if you defeat Spekkio at Level 99 (**).

Mid Ether

Found At: Arris Dome, Cathedral, Dactyl Nest, Denadoro Mts., Factory, Fiona's Villa, Forest Maze, Forest Ruins, Heckran Cave, Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section), Magus's Lair, Reptite Lair, Truce Market (talk to Fritz if you saved him in Guardia Castle), Tyrano Lair
Dropped By: Rubble, Sir Krawlie, Sorcerer, Turret
Charmed From: Octo Pod, Rubble, Stone Imp, Turret
Bought At: Choras Market (2000 GP)
Sells For: 1000 GP
Description: Restores 30 MP to a single party member.
Extra Notes: -

Mid Tonic

Found At: Cursed Woods, Dactyl Nest, Denadoro Mts., Factory, Forest Maze, Guardia Castle (1000 A.D., lower dungeons), Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section)
Dropped By: Reptite (Purple), Rolypoly
Charmed From: T'pole
Bought At: Algetty (100 GP), Arris Dome (100 GP), Choras Market (100 GP), Dorino Market (100 GP), Enhasa (100 GP), Ioka Trading Hut (100 GP), Kajar (100 GP), Last Village (100 GP), Medina Market (65535 GP, 75 GP), Porre Market (600 A.D., 100 GP), Trann Dome (100 GP), Truce Market (1000 A.D., 100 GP)
Sells For: 50 GP
Description: Restores 200 HP to a single party member.
Extra Notes: -

Petal

Found At: Hunting Range
Dropped By: Anion (grouped with Ion), Fly Trap, Ion (grouped with Anion), Kilwala, Nu (Hunting Range), Reptite, Shist, Shitake
Charmed From: -
Bought At: -
Sells For: -
Description: Item that can be used in the upper-right Ioka Hut. Use this with other prehistoric items to trade for certain items before and after defeating Magus, and after reviving Crono.
Extra Notes: -

Power Meal

Found At: Dorino Inn (Marle must be in the party, must not have a Power Meal in your inventory, must spend the night in the inn)

Dropped By: -

Charmed From: Cybot, Dalton, Dalton Plus, Gato

Bought At: -

Sells For: 1 GP

Description: Randomly recovers HP or MP, or both. May also randomly cure a status effect.

Extra Notes: -

Power Tab

Found At: Arris Dome, Cathedral, Death Peak, Geno Dome, Giant's Claw, Guardia Castle (600 A.D.; the cook gives you this), Guardia Forest (600 A.D., 1000 A.D.), Hero's Grave, Lab 32 (make a certain score in the race with Johnny; see the Mini-Games section), Porre Market (1000 A.D.), Proto Dome (examine the floor near the last step going to the Gate), Sun Keep (600 A.D.), Sunken Desert (600 A.D., after Retinite), Terra Cave (beast nest area)

Dropped By: -

Charmed From: BlackTyrano, Tubster

Bought At: -

Sells For: 5 GP

Description: Increases a party member's Power by 1. The effect is permanent.

Extra Notes: Spekkio gives you 1 Power Tab if defeated on his second-to-last form, and he gives you 10 Power Tabs if defeated at Level 99 (**).

Revive

Found At: Cathedral, Denadoro Mts., Forest Maze, Magus's Lair, Tyrano Lair

Dropped By: Gnasher

Charmed From: Cave Bat

Bought At: Algetty (250 GP), Arris Dome (250 GP), Choras Market (250 GP), Dorino Market (250 GP), Enhasa (250 GP), Kajar (250 GP), Last Village (250 GP), Medina Market (150 GP), Melchior's Hut (250 GP), Millennial Fair (250 GP), Porre Market (250 GP), Trann Dome (250 GP), Truce Market (250 GP)

Sells For: 100 GP

Description: Revives a fallen party member, restoring 50 HP.

Extra Notes: -

Shelter

Found At: Cathedral, Cursed Woods, Denadoro Mts., Factory, Forest Maze, Guardia Castle, Guardia Forest (600 A.D.), Magus's Lair, Mt. Woe, Truce Mayor's Manor

Dropped By: -

Charmed From: -

Bought At: Algetty (150 GP), Arris Dome (150 GP), Choras Market (150 GP), Dorino Market (150 GP), Enhasa (150 GP), Kajar (150 GP), Last Village (150 GP), Medina Market (112 GP), Melchior's Hut (150 GP), Millennial Fair (150 GP), Porre Market (150 GP), Trann Dome (150 GP), Truce Market (150 GP)

Sells For: 75 GP

Description: Restores all HP/MP to the entire party. Can only be used while on the overworld, or while standing in a Save Point.

Extra Notes: -

Shield

Found At: Mt. Woe

Dropped By: Alien

Charmed From: Barghest, Blue Scout, Debuggest, Jinn Bottle, Leaper, Mohavor

Bought At: -

Sells For: 2500 GP

Description: When used, the damage recieved from physical attacks is decreased by 1/3.

Extra Notes: -

Speed Tab

Found At: Black Omen, Denadoro Mts., Enhasa (fight and defeat the six Nu's in the secret room), Geno Dome, Guardia Forest (600 A.D.), Kajar, Medina Elder's House, West Cape

Dropped By: -

Charmed From: Giga Gaia (Body), Mud Imp, Panel (x13), Retinite (Core)

Bought At: -

Sells For: 5 GP

Description: Increases a party member's Speed by 1. The effect is permanent.

Extra Notes: Spekkio gives you 1 Speed Tab if defeated on his second-to-last form, and he gives you 10 Speed Tabs if defeated at Level 99 (**).

Tonic

Found At: Cathedral, Guardia Castle (600 A.D.), Ioka Hut (talk to the guy after you lose the Gate Key), Truce Canyon, Truce Mayor's Manor, Tyrano Lair

Dropped By: Green Imp, Guard, Hetake, Proto 2, Roly, Yodu De

Charmed From: -

Bought At: Algetty (10 GP), Arris Dome (10 GP), Choras Market (10 GP), Dorino Market (10 GP), Enhasa (10 GP), Ioka Trading Hut (10 GP), Kajar (10 GP), Last Village (10 GP), Medina Market (8 GP), Melchior's Hut (10 GP), Millennial Fair (10 GP), Porre Market (10 GP), Trann Dome (10 GP), Truce Market (10 GP)

Sells For: 5 GP

Description: Restores 50 HP to a single party member.

Extra Notes: -

Key Items

Bent Hilt

Found At: Denadoro Mts.

Description: This is a broken part of the legendary sword, the Masamune. You get this after defeating Masa and Mune in Denadoro Mountains.

Bent Sword

Found At: Cursed Woods

Description: Another broken piece of the Masamune. After you get the hilt, and talk to Frog with it in your possession, you'll be able to open a pot containing this.

Bike Key

Found At: Arris Dome

Description: After you go down to the lower levels of Arris Dome, and defeat the Guardian, you discover about Lavos. When you return back to the upper levels, Doan gives this to you. It's used on the jetbike that Johnny stands next to.

C. Trigger

Found At: End of Time

Description: Near the end of the story, after you get Magus as a party member or you kill him, you get this (the Chrono Trigger) egg after you talk to Gaspar, the Guru of Time. It is a required key item in order to revive Crono.

Clone

Found At: Crono's House

Description: Once Crono dies, and you get the Chrono Trigger, you have to play Norstein Bekkler's "mimic-the-clone" game to get a clone of Crono. It is then delivered to Crono's house, and it is required in order to revive Crono.

Dreamstone

Found At: Meeting Site

Description: This stone is given to you by Ayla, in the year 65,000,000 B.C. The Masamune was made out of this stone, and you have to have it in order to repair the sword.

Gate Key

Found At: Truce Canyon

Description: After Crono and Marle go through the first Gate, and are sent to 600 A.D., Lucca creates this device. She shows it when the party goes back through Truce Canyon. When used near a Gate, it opens it up, so you can then use Gates as you please.

Jerky

Found At: Guardia Castle (600 A.D.), Snail Stop (600 A.D.)

Description: One jerky is required to get in order to advance further with the story. The cook gives this to you before the battle on the Zenan Bridge. You have to give it to one of Guardia's soldiers. Another

type of jerky is used in a certain side quest.

Moon Stone

Found At: Sun Palace

Description: When your party finds this stone after defeating the Son of Sun, they find out that it is drained of all its power, since all of it was used up. The party then takes it to the Sun Keep, and places it in the infinite sunlight, to let it recharge in aeons to come. Once recharged, it becomes the Sun Stone once more.

Naga-ette Bromide

Found At: Cathedral

Description: This item is hidden in a drawer in the Cathedral. When you take it, some enemies attack you. If you give it to a man in Dorino, he opens his locked drawer, giving you a Magic Tab in return.

Pendant

Found At: Leene Square

Description: When Crono first meets Marle in the Millennial Fair, Marle drops this after he accidentally bumps into her. He returns the pendant to her, and they become friends soon after. This pendant has some special power, and was created using the same stone that created the Masamune. This pendant reacted to the Telepod, causing Marle to be sent through a Gate. Later in the game, you power up this pendant, and you can use it to open sealed chests and doors.

PrismShard

Found At: Guardia Castle (1000 A.D.)

Description: You can only obtain this key item through the Rainbow Shell side quest. It is a piece of the Rainbow Shell, and is used to prove the King's innocence. This spoils the Chancellor's plan, and he reveals himself as Yakra XIII.

Race Log

Found At: Lab 32

Description: This key item is not required to get, by any means, but it keeps track of your records in the races with Johnny. This is required if you want to get prizes from the races. You find it in a chest.

Rainbow Shell

Found At: Giant's Claw

Description: You only find this key item in a certain side quest. Once you get to the end of the Giant's Claw, you'll find this shell. It is used for the rest of the side quest, and the people of Guardia take it as a heirloom.

Ruby Knife

Found At: Terra Cave

Description: Melchior gives this to you in 12,000 B.C., and it has to be used to stop the Mammon Machine. When Crono throws this knife into the machine, it turns into the Masamune. It does not stop the machine, however, and Lavos awakens after that.

Seed

Found At: Arris Dome, Zeal Palace, Commons

Description: You have to get this in the Arris Dome, and give it to Doan and the others, so they can plant it with hope. Also, you have to tell the girl in Zeal Palace or the Commons to plant this seed to start the Sunken Desert side quest.

Sun Stone

Found At: Sun Keep

Description: After you do all of the stuff in the Sun Stone side quest, you find the Moon Stone recharged in the Sun Keep. It is then the Sun Stone, which can be used to make certain things, including Lucca's ultimate weapon, the WonderShot. It has other powers, too.

Toma's Pop

Found At: Choras Cafe

Description: Though it is not required, you can get this key item in the Rainbow Shell side quest. Toma wants your party to pour this drink on his grave if he never returns. When you do, his ghost appears, and he shows you where the Giant's Claw is located.

Tools

Found: Choras (600 A.D.)

Description: In order to start the Cyrus ghost side quest, you have to visit several places in the town of Choras. You eventually get the tools that belong to a certain carpenter. It's required that you give them back to him so he can repair the northern ruins.

Yakra Key

Found: Guardia Castle (1000 A.D.)

Description: After defeating Yakra XIII in Guardia Castle, Yakra drops this key as he loses the battle. You don't have to get it, but if you do, it can be used to open the only locked chest in the castle, which frees the real Chancellor. If you free him, it will slightly change the game's original ending.

In this section, I will list all of the weapons in the game, along with info about them and such.

Aeon Blade

Type: Sword

Found At: -

Bought At: Ioka Trading Hut (3 Fangs, 3 Horns, after battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +70

Stat Increase: 39

Critical Hit Rate: 10%

Effects: -

Sells For: 6250 GP

Extra Notes: -

Air Gun

Type: Gun

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +5

Stat Increase: 4

Critical Hit Rate: 20%

Effects: -

Sells For: 150 GP

Extra Notes: Lucca starts with this weapon equipped.

AlloyBlade

Type: Sword

Found At: -

Bought At: Zeal Palace (21000 GP)

Charmed From: Bantam Imp

Dropped By: -

Equippable By: Crono

Attack: +110

Stat Increase: 61

Critical Hit Rate: 10%

Effects: -

Sells For: 10500 GP

Extra Notes: -

Auto Gun

Type: Gun

Found At: -

Bought At: Trann Dome (1200 GP)

Charmed From: -

Dropped By: -

Equippable By: Lucca
Attack: +15
Stat Increase: 10
Critical Hit Rate: 20%
Effects: -
Sells For: 600 GP
Extra Notes: -

Big Hand
Type: Arm
Found At: -
Bought At: Zeal Palace (18000 GP)
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +105
Stat Increase: 59
Critical Hit Rate: 10%
Effects: -
Sells For: 9000 GP
Extra Notes: -

Bolt Sword
Type: Sword
Found At: Factory, Sewer Access
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +25
Stat Increase: 14
Critical Hit Rate: 10%
Effects: -
Sells For: 2500 GP
Extra Notes: -

BraveSword
Type: Broadsword
Found At: Death Peak
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Frog
Attack: +135
Stat Increase: 75
Critical Hit Rate: 23%
Effects: -
Sells For: 16000 GP
Extra Notes: Despite what the game says, this sword does not inflict 200% on enemies. It has been tested.

Bronze Bow

Type: Bow
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +3
Stat Increase: 2
Critical Hit Rate: 20%
Effects: -
Sells For: 40 GP
Extra Notes: Marle starts with this weapon equipped.

BronzeEdge
Type: Broadsword
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Frog
Attack: +6
Stat Increase: 4
Critical Hit Rate: 23%
Effects: -
Sells For: 175 GP
Extra Notes: -

BronzeFist
Type: Fist
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: -
Attack: -
Stat Increase: -
Critical Hit Rate: 10%
Effects: -
Sells For: -
Extra Notes: Ayla gets this new fist from Level 96 to 99 (**). When she is one of those levels, win a battle with her in your party to get this.

CometArrow
Type: Bow
Found At: -
Bought At: Algetty (7800 GP)
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +80
Stat Increase: 54
Critical Hit Rate: 20%
Effects: -
Sells For: 3900 GP

Extra Notes: -

Crisis Arm

Type: Arm

Found At: Geno Dome

Bought At: -

Charmed From: -

Dropped By: MotherBrain

Equippable By: Robo

Attack: +1

Stat Increase: 1

Critical Hit Rate: 5%

Effects: -

Sells For: 1 GP

Extra Notes: This weapon causes lots of damage if Robo has 10 HP or less.

Dark Saber

Type: Sword

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +50

Stat Increase: 28

Critical Hit Rate: 10%

Effects: -

Sells For: 4350 GP

Extra Notes: This weapon is not obtainable through any normal means of the game, and can only be obtained through hacking save states, or by using a certain save state. In the Mystic Mts., if you disable the first layer on an emulator in the area you drop in from the Gate, you can see a chest that probably contains this sword, but you cannot open it.

DarkScythe

Type: Scythe

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Magus

Attack: +120

Stat Increase: 67

Critical Hit Rate: 10%

Effects: -

Sells For: 10000 GP

Extra Notes: Magus starts with this weapon equipped.

Dart Gun

Type: Gun

Found At: -

Bought At: Truce Market (600 A.D., 800 GP)

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +7

Stat Increase: 5

Critical Hit Rate: 20%

Effects: -

Sells For: 400 GP

Extra Notes: -

Demon Edge

Type: Sword

Found At: -

Bought At: Medina Market (12684 GP), Algetty (17000 GP)

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +90

Stat Increase: 50

Critical Hit Rate: 10%

Effects: Deals 1.5x damage to all magic enemies

Sells For: 8500 GP

Extra Notes: -

Demon Hit

Type: Broadsword

Found At: Ocean Palace

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Frog

Attack: +120

Stat Increase: 67

Critical Hit Rate: 23%

Effects: Deals 200% damage to all magic enemies

Sells For: 13000 GP

Extra Notes: -

DoomFinger

Type: Arm

Found At: Magus's Lair

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Robo

Attack: +50

Stat Increase: 28

Critical Hit Rate: 10%

Effects: -

Sells For: 4900 GP

Extra Notes: -

DoomSickle

Type: Scythe

Found At: Ozzie's Fort

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Magus

Attack: +160

Stat Increase: 89

Critical Hit Rate: 10%

Effects: Deals 100% damage if the entire party is alive, 200% if one ally is down, and 300% if two allies are down

Sells For: 1 GP

Extra Notes: This is Magus's ultimate weapon.

Dream Bow

Type: Bow

Found At: -

Bought At: Ioka Trading Hut (3 Petals, 3 Horns, after battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Marle

Attack: +60

Stat Increase: 40

Critical Hit Rate: 20%

Effects: -

Sells For: 2900 GP

Extra Notes: -

Dream Gun

Type: Gun

Found At: -

Bought At: Ioka Trading Hut (3 Petals, 3 Fangs, after battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +60

Stat Increase: 40

Critical Hit Rate: 20%

Effects: -

Sells For: 3700 GP

Extra Notes: -

Fist

Type: Fist

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: -

Attack: -

Stat Increase: -

Critical Hit Rate: 20% (Fist Type #1), 25% (Fist Type #2) 30% (Fist Type #3)

Effects: -

Sells For: -

Extra Notes: At Level 1-23, Ayla has her normal fist. At Level 24-47, it gets stronger than before. At Level 48-71, it gets to its strongest point before upgrading to an Iron Fist.

FlashBlade

Type: Broadsword

Found At: -

Bought At: Algetty (18000 GP)

Charmed From: -

Dropped By: -

Equippable By: Frog

Attack: +90

Stat Increase: 50

Critical Hit Rate: 23%

Effects: -

Sells For: 9000 GP

Extra Notes: -

Fleaver

Type: Sword

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: -

Stat Increase: -

Critical Hit Rate: -

Effects: -

Sells For: -

Extra Notes: This weapon does not exist in the game, period. It is a misprint found in the instruction manual of the game. It was supposed to be the Slasher.

Flint Edge

Type: Sword

Found At: -

Bought At: Ioka Trading Hut (3 Fangs, 3 Horns, before battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +40

Stat Increase: 22

Critical Hit Rate: 10%

Effects: -

Sells For: 3250 GP

Extra Notes: -

Giga Arm

Type: Arm

Found At: Death Peak
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +135
Stat Increase: 75
Critical Hit Rate: 10%
Effects: -
Sells For: 12000 GP
Extra Notes: -

Graedus
Type: Gun
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Lucca
Attack: +60
Stat Increase: 40
Critical Hit Rate: 20%
Effects: Has a chance of cutting an enemy's HP in half
Sells For: 6000 GP
Extra Notes: This weapon is not obtainable through any normal means of the game, and can only be obtained through hacking save states, or by using a certain save state.

Hammer Arm
Type: Arm
Found At: Factory
Bought At: Melchior's Hut (3500 GP)
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +25
Stat Increase: 14
Critical Hit Rate: 10%
Effects: -
Sells For: 1750 GP
Extra Notes: -

Hurricane
Type: Scythe
Found At: -
Bought At: Last Village (35000 GP)
Charmed From: -
Dropped By: -
Equippable By: Magus
Attack: +135
Stat Increase: 75
Critical Hit Rate: 10%
Effects: -
Sells For: 17500 GP

Extra Notes: -

Iron Blade

Type: Crono

Found At: -

Bought At: Leene Square (350 GP), Medina Market (262 GP), Truce Market (600 A.D., 350 GP)

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +7

Stat Increase: 4

Critical Hit Rate: 10%

Effects: -

Sells For: 175 GP

Extra Notes: -

Iron Bow

Type: Bow

Found At: -

Bought At: Porre Market (1000 A.D, 850 GP), Truce Market (1000 A.D. 850 GP)

Charmed From: -

Dropped By: -

Equippable By: Marle

Attack: +15

Stat Increase: 10

Critical Hit Rate: 20%

Effects: -

Sells For: 425 GP

Extra Notes: -

Iron Fist

Type: Fist

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: -

Attack: -

Stat Increase: -

Critical Hit Rate: 35%

Effect: May cause "Chaos"

Sells For: -

Extra Notes: Ayla gets this new fist from Level 72 to 96. When she is one of those levels, win a battle with her in your party to get this.

Iron Sword

Type: Broadsword

Found At: Cathedral

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Frog
Attack: +10
Stat Increase: 6
Critical Hit Rate: 23%
Effects: -
Sells For: 550 GP
Extra Notes: -

Kaiser Arm
Type: Arm
Found At: Ocean Palace
Bought At: Last Village (21000 GP)
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +120
Stat Increase: 67
Critical Hit Rate: 10%
Effects: -
Sells For: 10500 GP
Extra Notes: -

Kali Blade
Type: Sword
Found At: Northern Ruins (600 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +150
Stat Increase: 84
Critical Hit Rate: 20%
Effects: -
Sells For: 17500 GP
Extra Notes: -

Lode Bow
Type: Bow
Found At: Lab 16
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +20
Stat Increase: 14
Critical Hit Rate: 20%
Effects: -
Sells For: 850 GP
Extra Notes: -

Lode Sword
Type: Sword

Found At: Guardia Castle (1000 A.D.), Lab 16
Bought At: Leene Square (4000 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +20
Stat Increase: 11
Critical Hit Rate: 10%
Effects: -
Sells For: 2000 GP
Extra Notes: -

Magma Hand
Type: Arm
Found At: -
Bought At: Ioka Trading Hut (3 Petals, 3 Feathers, after battle with Magus)
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +70
Stat Increase: 39
Critical Hit Rate: 10%
Effects: -
Sells For: 5600 GP
Extra Notes: -

Masamune (1)
Type: Broadsword
Found At: Melchior's Hut (it's repaired there, where you obtain it)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Frog
Attack: +75
Stat Increase: 42
Critical Hit Rate: 23%
Effects: Lowers Magus's Magic Defense
Sells For: -
Extra Notes: This weapon can be upgraded in the Northern Ruins, when you meet
Cyrus in the Cyrus ghost side quest.

Masamune (2)
Type: Broadsword
Found At: Northern Ruins (it's upgraded in the room where Cryus's grave is)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Frog
Attack: +200
Stat Increase: 111
Critical Hit Rate: 23%
Effects: Drains the Mammon Machine's HP
Sells For: -
Extra Notes: The upgraded version of the Masamune is required in order to get

Megablast

Type: Gun
Found At: -
Bought At: Algetty (9800 GP)
Charmed From: -
Dropped By: -
Equippable By: Lucca
Attack: +80
Stat Increase: 54
Critical Hit Rate: 20%
Effects: -
Sells For: 4900 GP
Extra Notes: -

MegatonArm

Type: Arm
Found At: -
Bought At: Algetty (15000 GP)
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +90
Stat Increase: 50
Critical Hit Rate: 10%
Effects: -
Sells For: 7500 GP
Extra Notes: -

MirageHand

Type: Arm
Found At: Denadoro Mts.
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Robo
Attack: +30
Stat Increase: 17
Critical Hit Rate: 10%
Effects: -
Sells For: 2750 GP
Extra Notes: -

Mop

Type: Sword
Found At: -
Bought At: -
Charmed From: Nu
Dropped By: -
Equippable By: Crono
Attack: +1

Stat Increase: 1

Critical Hit Rate: 10%

Effects: -

Sells For: 1 GP

Extra Notes: This is the most useless weapon in the game. Other than getting it for completion purposes, it serves no real purpose.

Pearl Edge

Type: Broadsword

Found At: -

Bought At: Zeal Palace (22000 GP)

Charmed From: Man Eater

Dropped By: -

Equippable By: Frog

Attack: +105

Stat Increase: 59

Critical Hit Rate: 23%

Effects: Deals 150% damage to all magic enemies

Sells For: 11000 GP

Extra Notes: -

PicoMagnum

Type: Gun

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +20

Stat Increase: 14

Critical Hit Rate: 20%

Effects: -

Sells For: 900 GP

Extra Notes: This weapon is not obtainable through any normal means of the game, and can only be obtained through hacking save states, or by using a certain save state.

Plasma Gun

Type: Gun

Found At: Factory

Bought At: Melchior's Hut (3200 GP)

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +25

Stat Increase: 17

Critical Hit Rate: 20%

Effects: May cause "Stop" on machine enemies

Sells For: 1600 GP

Extra Notes: -

Rainbow

Type: Sword

Found At: Guardia Castle (1000 A.D.; talk to Melchior after finishing the Sun Stone side quest and the Rainbow Shell side quest, and he'll forge this weapon)

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +220

Stat Increase: 122

Critical Hit Rate: 70%

Effects: -

Sells For: 30000 GP

Extra Notes: -

Red Katana

Type: Sword

Found At: -

Bought At: Melchior's Hut (4500 GP)

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +30

Stat Increase: 17

Critical Hit Rate: 10%

Effects: +2 Magic

Sells For: 2250 GP

Extra Notes: -

Robin Bow

Type: Bow

Found At: Factory

Bought At: Melchior's Hut (2850 GP)

Charmed From: -

Dropped By: -

Equippable By: Marle

Attack: +25

Stat Increase: 17

Critical Hit Rate: 20%

Effects: -

Sells For: 1425 GP

Extra Notes: -

Ruby Gun

Type: Gun

Found At: -

Bought At: Ioka Trading Hut (3 Petals, 3 Fangs, before battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +40

Stat Increase: 27

Critical Hit Rate: 20%

Effects: -

Sells For: 2900 GP

Extra Notes: -

Rune Blade

Type: Broadsword

Found At: Ocean Palace

Bought At: Last Village (24000 GP)

Charmed From: -

Dropped By: -

Equippable By: Frog

Attack: +120

Stat Increase: 67

Critical Hit Rate: 23%

Effects: -

Sells For: 12000 GP

Extra Notes: -

Sage Bow

Type: Bow

Found At: -

Bought At: Ioka Trading Hut (3 Petals, 3 Horns, before battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Marle

Attack: +40

Stat Increase: 24

Critical Hit Rate: 20%

Effects: -

Sells For: 2100 GP

Extra Notes: -

Shiva Edge

Type: Sword

Found At: Northern Ruins (1000 A.D.)

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +170

Stat Increase: 95

Critical Hit Rate: 7%

Effects: Deals 4x damage on a critical hit

Sells For: 20000 GP

Extra Notes: -

Shockwave

Type: Gun

Found At: Ocean Palace

Bought At: Last Village (11000 GP)

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +110
Stat Increase: 74
Critical Hit Rate: 20%
Effects: May cause "Chaos"
Sells For: 5500 GP
Extra Notes: -

Siren
Type: Bow
Found At: Northern Ruins (600 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +140
Stat Increase: 94
Critical Hit Rate: 40%
Effects: May cause "Stop"
Sells For: 14000 GP
Extra Notes: -

Slasher
Type: Sword
Found At: Magus's Lair
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +43
Stat Increase: 24
Critical Hit Rate: 10%
Effects: +2 Speed
Sells For: -
Extra Notes: Slash leaves this behind after you defeat him in Magus's Lair.

Slasher 2
Type: Sword
Found At: -
Bought At: -
Charmed From: Super Slash (during boss battle with the trio)
Dropped By: -
Equippable By: Crono
Attack: +155
Stat Increase: 86
Critical Hit Rate: 22%
Effects: -
Sells For: -
Extra Notes: -

SonicArrow
Type: Bow
Found At: Ocean Palace

Bought At: Last Village (10000 GP)
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +100
Stat Increase: 67
Critical Hit Rate: 20%
Effects: May cause "Slow"
Sells For: 5000 GP
Extra Notes: -

StarScythe
Type: Scythe
Found At: Death Peak
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Magus
Attack: +150
Stat Increase: 84
Critical Hit Rate: 10%
Effects: -
Sells For: 21000 GP
Extra Notes: -

Star Sword
Type: Sword
Found At: Ocean Palace
Bought At: Last Village (25000 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +125
Stat Increase: 70
Critical Hit Rate: 10%
Effects: -
Sells For: 12500 GP
Extra Notes: -

SteelSaber
Type: Sword
Found At: Cathedral
Bought At: Leene Square (800 GP), Medina Market (597 GP), Porre Market (1000
A.D., 800 GP), Truce Market (1000 A.D., 800 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +15
Stat Increase: 9
Critical Hit Rate: 10%
Effects: -
Sells For: 400 GP
Extra Notes: -

Stone Arm

Type: Arm

Found At: -

Bought At: Ioka Trading Hut (3 Petals, 3 Feathers, before battle with Magus)

Charmed From: -

Dropped By: -

Equippable By: Robo

Attack: +30

Stat Increase: 22

Critical Hit Rate: 10%

Effects: -

Sells For: 3750 GP

Extra Notes: -

Swallow

Type: Sword

Found At: Forest Ruins

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +145

Stat Increase: 81

Critical Hit Rate: 30%

Effects: +3 Speed

Sells For: 19000 GP

Extra Notes: -

Terra Arm

Type: Arm

Found At: -

Bought At: -

Charmed From: -

Dropped By: MotherBrain

Equippable By: Robo

Attack: +150

Stat Increase: 84

Critical Hit Rate: 10%

Effects: -

Sells For: 14000 GP

Extra Notes: -

Tin Arm

Type: Arm

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Robo

Attack: +20

Stat Increase: 11

Critical Hit Rate: 10%

Effects: -
Sells For: 500 GP
Extra Notes: Robo starts with this weapon equipped.

Valkerye
Type: Bow
Found At: Northern Ruins (1000 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Marle
Attack: +180
Stat Increase: 120
Critical Hit Rate: 40%
Effects: -
Sells For: 19000 GP
Extra Notes: This is Marle's ultimate weapon.

VedicBlade
Type: Sword
Found At: Death Peak
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono
Attack: +135
Stat Increase: 75
Critical Hit Rate: 10%
Effects: -
Sells For: 15000 GP
Extra Notes: -

Wolflobe Sword
Type: Sword (?)
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono (?)
Attack: -
Stat Increase: -
Critical Hit Rate: -
Effects: -
Sells For: -
Extra Notes: The Wolflobe Sword is really several fused together words that look like "Wolflobe". In any battle throughout the game, there is a very slight chance that you might get a scrambled up text when you win a fight or Charm an enemy. It's really four sword names fused. The swords are: Wood Sword, Iron Sword, Lode Sword, and Red Katana. This isn't an actual sword, so it has no stats.

WonderShot

Type: Gun

Found At: Lucca's House (complete the Sun Stone side quest to get this)

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Lucca

Attack: +250

Stat Increase: 167

Critical Hit Rate: 40%

Effects: The damage of this weapon varies

Sells For: 16000 GP

Extra Notes: This is Lucca's ultimate weapon.

Wood Sword

Type: Sword

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Crono

Attack: +3

Stat Increase: 2

Critical Hit Rate: 10%

Sells For: 50 GP

Extra Notes: Crono starts with this weapon equipped.

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X. Armors

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In this section, I will list all of the armors in the game, along with info about them and such.

Aeon Suit

Found At: Ocean Palace, Sunken Desert

Bought At: Last Village (9000 GP)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Defense: +75

Effects: -

Sells For: 4500 GP

Extra Notes: -

Black Mail

Found At: Porre Mayor's Manor

Bought At: -

Charmed From: Son of Sun

Dropped By: -

Equippable By: Everyone

Defense: +70
Effects: Absorbs "Shadow"
Sells For: 4100 GP
Extra Notes: -

Blue Mail
Found At: Truce Inn (1000 A.D.)
Bought At: -
Charmed From: MotherBrain
Dropped By: -
Equippable By: Everyone
Defense: +70
Effects: Absorbs "Water"
Sells For: 4100 GP
Extra Notes: -

Black Vest
Found At: Porre Elder's House
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +45
Effects: Absorbs "Shadow" damage by 50%
Sells For: 2900 GP
Extra Notes: -

Blue Vest
Found At: Truce Inn (600 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +45
Effects: Absorbs "Water" damage by 50%
Sells For: 2900 GP
Extra Notes: -

BronzeMail
Found At: Guardia Castle (600 A.D., 1000 A.D.)
Bought At: Porre Market (1000 A.D., 520 GP), Truce Market (1000 A.D. 520 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono, Frog, Magus, Robo
Defense: +16
Effects: -
Sells For: 268 GP
Extra Notes: Frog starts with this armor equipped.

Dark Mail

Found At: Magus's Lair
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono, Frog, Magus, Robo
Defense: +45
Effects: +5 Magic Defense
Sells For: 1900 GP
Extra Notes: -

Flash Mail
Found At: -
Bought At: Algetty (8500 GP), Medina Market (6342 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono, Frog, Magus, Robo
Defense: +65
Effects: -
Sells For: 4250 GP
Extra Notes: -

Gloom Cape
Found At: Ozzie's Fort
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Magus
Defense: +84
Effects: -
Sells For: 8200 GP
Extra Notes: -

Gold Suit
Found At: Denadoro Mts.
Bought At: Porre Market (600 A.D., 1300 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +39
Effects: -
Sells For: 650 GP
Extra Notes: -

Hide Tunic
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +5
Effects: -
Sells For: 40 GP

Extra Notes: Crono and Marle start with this armor equipped.

Iron Suit

Found At: -

Bought At: Trann Dome (800 GP)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Defense: +25

Effects: -

Sells For: 400 GP

Extra Notes: -

Karate Gi

Found At: -

Bought At: Leene Square (300 GP), Porre Market (1000 A.D., 300 GP), Truce
Market (600 A.D., 300 GP)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Defense: +10

Effects: -

Sells For: 150 gp

Extra Notes: Lucca starts with this armor equipped.

Lode Vest

Found At: Mt. Woe

Bought At: Zeal Palace (8500 GP)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Defense: +71

Effects: -

Sells For: 4250 GP

Extra Notes: -

Lumin Robe

Found At: Arris Dome

Bought At: Algetty (6500 GP), Medina Market (4850 GP)

Charmed From: -

Dropped By: -

Equippable By: Ayla, Lucca, Marle

Defense: +63

Effects: -

Sells For: 3250 GP

Extra Notes: -

MaidenSuit

Found At: Cathedral

Bought At: Truce Market (1000 A.D., 560 GP)

Charmed From: -
Dropped By: -
Equippable By: Ayla, Lucca, Marle
Defense: +18
Effects: -
Sells For: 280 GP
Extra Notes: -

Meso Mail
Found At: Dactyl Nest, Tyrano Lair
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +52
Effects: -
Sells For: 3000 GP
Extra Notes: -

Mist Robe
Found At: Magus's Lair
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Ayla, Lucca, Marle
Defense: +54
Effects: -
Sells For: 3400 GP
Extra Notes: -

Moon Armor
Found At: Northern Ruins (1000 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono, Frog, Magus, Robo
Defense: +85
Effects: +10 Magic Defense
Sells For: 6500 GP
Extra Notes: -

Nova Armor
Found At: Northern Ruins (600 A.D.)
Bought At: -
Charmed From: Goon
Dropped By: -
Equippable By: Crono, Frog, Magus, Robo
Defense: +82
Effects: Prevents all status effects
Sells For: 5500 GP
Extra Notes: -

PrismDress

Found At: Guardia Castle (1000 A.D., after completing Sun Stone side quest)

Bought At: -

Charmed From: Zeal (Transformed, left hand)

Dropped By: -

Equippable By: Ayla, Lucc, Marle

Defense: +99

Effects: Cuts the damage of all magic attacks by 1/3

Sells For: 4400 GP

Extra Notes: -

RavenArmor

Found At: -

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Magus

Defense: +76

Effects: -

Sells For: 7900 GP

Extra Notes: Magus starts with this armor equipped.

Red Mail

Found At: Guardia Castle (1000 A.D.)

Bought At: -

Charmed From: Rust Tyrano

Dropped By: -

Equippable By: Everyone

Defense: +70

Effects: Absorbs "Fire"

Sells For: 4100 GP

Extra Notes: -

Red Vest

Found At: Guardia Castle (600 A.D.)

Bought At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Defense: +45

Effects: Absorbs "Fire" by 50%

Sells For: 2900 GP

Extra Notes: -

Ruby Armor

Found At: -

Bought At: Ioka Trading Hut (10 Fangs, 10 Feathers, 10 Horns, 10 Petals (after Ocean Palace))

Charmed From: -

Dropped By: -

Equippable By: Everyone
Defense: +78
Effects: Cuts the damage of "Fire" attacks by 80%
Sells For: 7000 GP
Extra Notes: -

Ruby Vest
Found At: Reptite Lair
Bought At: Ioka Trading Hut (3 Fangs, 3 Feathers, before Ocean Palace)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +45
Effects: Cuts the damage of "Fire" attacks by 50%
Sells For: 1800 GP
Extra Notes: -

Taban Suit
Found At: Lucca's House (talk to Taban after obtaining the Epoch)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Lucca
Defense: +79
Effects: +3 Speed, cuts the damage of "Fire" attacks by 90%
Sells For: -
Extra Notes: -

Taban Vest
Found At: Lucca's House (talk to Taban after the first visit of 2300 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Lucca
Defense: +33
Effects: +2 Speed, cuts the damage of "Fire" attacks by 50%
Sells For: -
Extra Notes: -

Titan Vest
Found At: Factory
Bought At: Melchior's Hut (1200 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +32
Effects: -
Sells For: 600 GP
Extra Notes: -

White Mail

Found At: Porre Mayor's Manor
Bought At: -
Charmed From: Yakra XIII
Dropped By: -
Equippable By: Everyone
Defense: +70
Effects: Absorbs "Lightning"
Sells For: 4100 GP
Extra Notes: -

White Vest

Found At: Porre Elder's House (600 A.D.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +45
Effects: Absorbs "Lightning" damage by 50%
Sells For: 2900 GP
Extra Notes: -

ZodiacCape

Found At: Black Omen, Giant's Claw
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Ayla, Lucca, Marle
Defense: +80
Effects: +10 Magic Defense
Sells For: 5000 GP
Extra Notes: -

=====
XI. Head Gear
=====

In this section, I will list all of the head gear in the game, along with info about them and such.

Aeon Helm

Found At: Ocean Palace, Sunken Desert
Bought At: Last Village (7800 GP, after meeting Magus at the North Cape)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +33
Effects: -
Sells For: 3900 GP
Extra Notes: -

Beret
Found At: -
Bought At: Porre Market (600 A.D., 700 GP)
Charmed From: -
Dropped By: -
Equippable By: Marle, Lucca, Ayla
Defense: +17
Effects: -
Sells For: 350 GP
Extra Notes: -

BronzeHelm
Found At: -
Bought At: Leene Square (200 GP), Porre Market (1000 A.D., 200 GP) Truce Market
(600 A.D., 1000 A.D., 200 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +8
Effects: -
Sells For: 100 GP
Extra Notes: -

CeraTopper
Found At: Tyrano Lair
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +23
Effects: -
Sells For: 1250 GP
Extra Notes: -

Dark Helm
Found At: Death Peak
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono, Robo, Frog, Magus
Defense: +35
Effects: Cuts the damage of "Shadow" attacks by 50%
Sells For: 6000 GP
Extra Notes: -

Doom Helm
Found At: -
Bought At: -
Charmed From: -

Dropped By: -
Equippable By: Magus
Defense: +29
Effects: -
Sells For: 4740 GP
Extra Notes: Magus starts with this helmet equipped.

Gloom Helm
Found At: Ozzie's Fort
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Magus
Defense: +42
Effects: +1 Speed, prevents all status effects
Sells For: 6500 GP
Extra Notes: -

Glow Helm
Found At: -
Bought At: Algetty (2300 GP), Medina Market (1717 GP)
Charmed From: -
Dropped By: -
Equippable By: Crono, Robo, Frog, Magus
Defense: +25
Effects: -
Sells For: 1125 GP
Extra Notes: -

Gold Helm
Found At: Denadoro Mts., Zenan Bridge (600 A.D., talk to Guardia soldier and tell him you'll help during the Zenan Bridge invasion)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Crono, Robo, Frog, Magus
Defense: +18
Effects: -
Sells For: 600 GP
Extra Notes: -

Haste Helm
Found At: Black Omen
Bought At: -
Charmed From: Lavos Spawn (Mouth, Black Omen)
Dropped By: -
Equippable By: Everyone
Defense: +35
Effects: "Haste" is inflicted on the wearer
Sells For: 6000 GP
Extra Notes: -

Hide Cap
Found At: -
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +3
Effects: -
Sells For: 25 GP
Extra Notes: Crono starts with this equipped.

Iron Helm
Found At: -
Bought At: Arris Dome (500 GP), Trann Dome (500 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +14
Effects: -
Sells For: 250 GP
Extra Notes: -

Lode Helm
Found At: Mt. Woe
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +29
Effects: -
Sells For: 3250 GP
Extra Notes: -

Memory Cap
Found At: Death Peak, Sunken Desert
Bought At: Fiona's Shrine (20000 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +30
Effects: Prevents "Lock"
Sells For: 10000 GP
Extra Notes: -

MermaidCap
Found At: -
Bought At: -
Charmed From: Blue Beast
Dropped By: -
Equippable By: Everyone

Defense: +35
Effects: Cuts the damage of "Water" by 50%
Sells For: 8000 GP
Extra Notes: -

OzziePants

Found At: -
Bought At: -
Charmed From: Great Ozzie (battle with Great Ozzie, Flea Plus, and Super Slash)
Dropped By: -
Equippable By: Everyone
Defense: +45
Effects: "Chaos" is inflicted on the wearer
Sells For: -
Extra Notes: -

Prism Helm

Found At: Guardia Castle (1000 A.D., after finishing the Sun Stone side quest)
Bought At: -
Charmed From: Zeal (Transformed, right hand)
Dropped By: -
Equippable By: Everyone
Defense: +40
Effects: +9 Magic Defense, prevents all status effects
Sells For: 4400 GP
Extra Notes: -

R'bow Helm

Found At: -
Bought At: -
Charmed From: Beast
Dropped By: -
Equippable By: Everyone
Defense: +35
Effects: Cuts the damage of "Lightning" by 50%
Sells For: 8000 GP
Extra Notes: -

Rock Helm

Found At: Reptite Lair
Bought At: Ioka Trading Hut (3 Horns, 3 Feathers, before Ocean Palace)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +20
Effects: -
Sells For: 1000 GP
Extra Notes: Ayla starts with this helmet equipped.

Safe Helm

Found At: Forest Ruins
Bought At: -
Charmed From: Lavos Spawn (Shell, Black Omen)
Dropped By: -
Equippable By: Everyone
Defense: +38
Effects: Cuts the damage of physical attacks by 1/3
Sells For: 5000 GP
Extra Notes: -

Sight Cap
Found At: Giant's Claw, Ozzie's Fort
Bought At: Fiona's Shrine (20000 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +30
Effects: Prevents "Chaos"
Sells For: 10000 GP
Extra Notes: -

Taban Helm
Found At: Lucca's House (talk to Taban after first visit at 65,000,000 B.C.)
Bought At: -
Charmed From: -
Dropped By: -
Equippable By: Lucca
Defense: +24
Effects: +10 Magic Defense
Sells For: -
Extra Notes: -

Time Hat
Found At: Mt. Woe
Bought At: Fiona's Shrine (30000 GP)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Defense: +30
Effects: Prevents "Stop" and "Slow"
Sells For: 15000 GP
Extra Notes: -

Vigil Hat
Found At: Black Omen, Geno Dome
Bought At: Fiona's Shrine (50000 GP)
Charmed From: Mega Mutant (Bottom)
Dropped By: -
Equippable By: Everyone
Defense: +36
Effects: Prevents all status effects
Sells For: 25000 GP

Extra Notes: -

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XII. Accessories
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In this section, I will list all of the accessories in the game, along with information about them and such.

Amulet

Found At: North Cape (kill Magus and he'll drop it, or let him join you)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Prevents all status effects

Extra Notes: Magus starts with this accessory equipped.

Bandana

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: +1 Speed

Extra Notes: Crono starts with this accessory equipped.

Berserker

Found At: Lab 16, Mystic Mts.

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Raises attack power by 150%, reduces physical damage taken by 1/3,
character attacks at his/her own will

Extra Notes: -

Black Rock

Found At: Kajar (open the elemental books in this order: water, wind, fire;
enter the secret room revealed, and take the Poyoze Doll to get this)

Charmed From: -

Dropped By: -

Equippable By: Marle, Lucca, Magus

Effects: Invokes the Triple Tech "DarkEternal"

Extra Notes: -

Blue Rock

Found At: Giant's Claw

Charmed From: -

Dropped By: -
Equippable By: Lucca, Robo, Magus
Effects: Invokes the Triple Tech "OmegaFlare"
Extra Notes: -

Charm Top
Found At: Bangor Dome
Charmed From: -
Dropped By: -
Equippable By: Ayla
Effects: Powers up the "Charm" ability
Extra Notes: -

Dash Ring
Found At: Heckran Cave, Ozzie's Fort
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +3 Speed
Extra Notes: -

Defender
Found At: Cathedral
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +2 Stamina
Extra Notes: Robo starts with this equipped.

Flea Vest
Found At: -
Charmed From: Flea Plus (battle with trio, against Great Ozzie, Flea Plus, and Super Slash)
Dropped By: -
Equippable By: Everyone
Effects: +12 Magic Defense
Extra Notes: -

FrenzyBand
Found At: Giant's Claw
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: Party member has an 80% chance to counterattack
Extra Notes: -

Gold Erng
Found At: Arris Dome

Charmed From: Synchrite
Dropped By: -
Equippable By: Everyone
Effects: Increases a party member's max HP by 50%
Extra Notes: -

Gold Rock

Found At: Denadoro Mts.
Charmed From: -
Dropped By: -
Equippable By: Frog
Effects: Invokes the Triple Tech "GrandDream"
Extra Notes: To get this, complete the Cyrus ghost side quest, and have Frog as the leader of the party. With the Masamune equipped, head to Denadoro Mountains, and go to the rock-throwing Free Lancer. Let Frog get hit, and you'll catch the rock and get this.

Gold Stud

Found At: Trann Dome
Charmed From: Flyclops
Dropped By: -
Equippable By: Everyone
Effects: Cuts MP usage by 75%
Extra Notes: -

GreenDream

Found At: Fiona Forest (after Lucca goes back into 990 A.D., Robo gives this to her)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: Revives the wearer after death once per battle
Extra Notes: -

Hero's Medal

Found At: Tata's House
Charmed From: -
Dropped By: -
Equippable By: Frog
Effects: Increases the Masamune's critical hit rate to 50%
Extra Notes: -

Hit Ring

Found At: Arris Dome
Charmed From: Giga Mutant (Bottom)
Dropped By: -
Equippable By: Everyone
Effects: +10 Hit
Extra Notes: -

Magic Ring
Found At: Death Peak, Magic Cave
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +6 Magic
Extra Notes: -

MagicScarf
Found At: Heckran Cave, Magus's Lair
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +2 Magic
Extra Notes: -

Magic Seal
Found At: Black Omen
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +5 Magic, +5 Magic Defense
Extra Notes: -

MuscleRing
Found At: Sunken Desert
Charmed From: Incognito, TerraMutant (Top)
Dropped By: -
Equippable By: Everyone
Effects: +6 Stamina
Extra Notes: -

PowerGlove
Found At: Truce Canyon
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +2 Power
Extra Notes: -

Power Ring
Found At: Guardia Forest (1000 A.D.)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +6 Power
Extra Notes: -

PowerScarf

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: +4 Power

Extra Notes: Ayla starts with this accessory equipped.

Power Seal

Found At: Black Omen

Charmed From: TerraMutant (Bottom)

Dropped By: -

Equippable By: Everyone

Effects: +5 Power, +5 Stamina

Extra Notes: -

PrismSpecs

Found At: Guardia Castle (1000 A.D., after clearing the Sun Stone and the Rainbow Shell side quests, talk to Melchior in the basement)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Increases the damage of physical and magical attacks to 150% total

Extra Notes: -

Rage Band

Found At: Sewer Access

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Party member has a 50% chance to counterattack

Extra Notes: -

Relic

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Show's the enemy's current and maximum HP (not bosses)

Extra Notes: This accessory is not obtainable through any normal means of the game, and can only be obtained through hacking save states, or by using a certain save state, or a cheat device. This accessory has no in-game description.

Ribbon

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: +2 Hit

Extra Notes: Marle starts with this accessory equipped.

SeraphSong

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Recovers 5 MP every ten seconds

Extra Notes: This accessory is not obtainable through any normal means of the game, and can only be obtained through hacking save states, or by using a certain save state, or a cheat device.

SightScope

Found At: -

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Show's the enemy's current and maximum HP (not bosses)

Extra Notes: Lucca starts with this accessory equipped.

SilverErng

Found At: Denadoro Mts.

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Increases a party member's maximum HP by 25%

Extra Notes: -

SilverRock

Found At: Laruba Ruins (late in the game)

Charmed From: -

Dropped By: -

Equippable By: Robo, Frog, Ayla

Effects: Invokes the Triple Tech "Spin Strike"

Extra Notes: -

SilverStud

Found At: Denadoro Mts. (fall off of the left side of the waterfall, in the watery area)

Charmed From: -

Dropped By: -

Equippable By: Everyone

Effects: Cuts MP useage by 50%

Extra Notes: -

Speed Belt

Found At: Cathedral, Magus's Lair
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: +2 Speed
Extra Notes: -

Sun Shades

Found At: Lucca's House (gotten after completing the Sun Stone side quest)
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: Increases the damage of physical and magical attacks to 125% total
Extra Notes: -

Third Eye

Found At: Hunting Range (defeat the Nu, you only get it from him once)
Charmed From: Nizbel, Nizbel II
Dropped By: -
Equippable By: Everyone
Effects: Party member's evasion is doubled
Extra Notes: -

Wallet

Found At: Bangor Dome
Charmed From: -
Dropped By: -
Equippable By: Everyone
Effects: Turns EXP gained into money gained instead
Extra Notes: -

Wall Ring

Found At: Death Peak, Heckran Cave
Charmed From: Giga Mutant (Top)
Dropped By: -
Equippable By: Everyone
Effects: +10 Magic Defense
Extra Notes: -

White Rock

Found At: Black Omen
Charmed From: -
Dropped By: -
Equippable By: Marle, Lucca, Ayla
Effects: Invokes the Triple Tech "PoyozoDance"
Extra Notes: -

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XIII. Tab Locations
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Even though I put the locations of the tabs in the Walkthrough, I made a section that shows where to get each and every tab in the game. They will be listed below. Tabs are found in usually unobvious locations of certain areas, such as dead ends, and rooms that hold a single chest or something. You'll see a glimmering dot on the ground if you're near a tab. Examine that dot to pick it up. The dot will appear, then disappear for about a second and a half, then reappear again. Take note that I will list the tabs in the main areas of the game, but I will not list the tabs that Spekkio gives you.

Power Tabs

Power Tab #1

Location: Guardia Forest (1000 A.D.)

How To Find: From the entrance of the forest, head all the way right. There is a Power Tab somewhere at the dead end.

Power Tab #2

Location: Guardia Forest (600 A.D.)

How To Find: This tab is found in the same exact area as the above one, only in 600 A.D., and the shining dot is found at a different spot.

Power Tab #3

Location: Cathedral (600 A.D.)

How To Find: In the main room of the Cathedral, enter the northwestern door. In that room, there are two soldiers. Examine the bucket to obtain a Power Tab.

Power Tab #4

Location: Death Peak (2300 A.D.)

How To Find: You can get this during your first visit to the future. Run up the mountain as soon as you enter the area, and run to the east. There is a shining dot to the right. Get the Power Tab before you get blown away.

Power Tab #5

Location: Lab 32 (2300 A.D.)

How To Find: After getting the Race Log, talk to Johnny and he'll call out a new robot, which saves your racing scores. Then, race him, and get a score of 1500 or more. You'll get a Power Tab, but it can only be gotten once.

Power Tab #6

Location: Proto Dome (2300 A.D.)

How To Find: Without a guide, you'd probably never find this. After you go to the End of Time for the first time, warp back to Proto Dome, and examine the last step going up to the Gate. You'll then reveal a shining dot, which is a Power Tab!

Power Tab #7

Location: Guardia Castle (600 A.D.)

How To Find: During the main story of the game, you have to go and get a Jerky from the chef in Guardia Castle. After you talk to him, he gives a Power Tab to you as you're about to leave the castle.

Power Tab #8

Location: Porre Market (1000 A.D.)

How To Find: This tab is found on the west part of the ground in the market.

Power Tab #9

Location: Arris Dome (2300 A.D.)

How To Find: After you get Marle's pendant powered up at Zeal Palace, return to Arris Dome, and open the sealed door. Inside that room, there is a Power Tab.

Power Tab #10

Location: Terra Cave (12000 B.C.)

How To Find: When you enter the beast's nest (the area where you have to fight the Beast enemies), examine the lower-right corner to get it.

Power Tab #11

Location: Sunken Desert (600 A.D.)

How To Find: This only appears after you defeat the Retinite. After you beat him, return to the first room, and examine the western part of the sand to get another Power Tab.

Power Tab #12

Location: Geno Dome (2300 A.D.)

How To Find: In the room with the Save Point, just before you meet Atropos, examine the shining dot in the southeastern corner to get this.

Power Tab #13

Location: Sun Keep (600 A.D.)

How To Find: Walk up to the sunlight, and examine the shining dot just left of the sunlight for a Power Tab.

Power Tab #14

Location: Hero's Grave (1000 A.D.)

How To Find: After completing the Cyrus's ghost side quest, return to the present, and enter the Northern Ruins, which is now the Hero's Grave. Enter the eastern area, and examine the lower-left corner to find it.

Power Tab #15

Location: Giant's Claw (600 A.D.)

How To Find: In one of the rooms with a skull mouth, you'll find a Power Tab in the area behind the skull.

Power Tab #16

Location: Giant's Claw (600 A.D.)

How To Find: In the same area that you find the White Rock accessory in, there is a shining dot in the northeastern corner, which is a Power Tab.

Magic Tabs

Magic Tab #1

Location: Medina Elder's House (1000 A.D.)

How To Find: Head upstairs, and you'll see a shining dot in the corner of the room, which is a Magic Tab.

Magic Tab #2

Location: Dorino Residence (600 A.D.)

How To Find: If you have the Naga-ette Bromide (get it at the Cathedral), talk to the old man in the residence. Trade the Naga-ette Bromide for a Magic Tab that he'll give you.

Magic Tab #3

Location: Denadoro Mts. (600 A.D.)

How To Find: At one of the areas of the mountain, there is a Kilwala that is looking down the mountain. Speak to him four times, and he'll give you a Magic Tab.

Magic Tab #4

Location: Magus's Lair (600 A.D.)

How To Find: After the battle with Flea, examine the same spot she was standing in to get it.

Magic Tab #5

Location: Magus's Lair (600 A.D.)

How To Find: In the area where Ozzie has trap floors set for you, fall down one of the holes. In that basement area, examine the shining dot in the southeastern corner to find the next one.

Magic Tab #6

Location: Enhasa (12000 B.C.)

How To Find: Solve the elemental book puzzle (see the Walkthrough), then enter the secret area revealed. Win the battle against the six Nu's, and the Nu will then give the Magic Tab to you.

Magic Tab #7

Location: Kajar (12000 B.C.)

How To Find: First, go to Zeal Palace, and talk to the Nu that walks left and right, in the main room. Scratch his back to discover his scratch point. Return to Kajar, and enter the northeastern room. Talk to the Nu that is just standing there with his back turned, and when you scratch his back, he drops a Magic Tab.

Magic Tab #8

Location: Trann Dome (2300 A.D.)

How To Find: After powering up Marle's pendant, head to Trann Dome, and open the sealed door in there. In that room, there is a shining dot which is another Magic Tab,

Magic Tab #9

Location: Keeper's Dome (2300 A.D.)

How To Find: Once you get the Epoch, return to the Keeper's Dome, and go to the room where Belthasar left all of those notes. Near the sealed door is a shining dot. Examine it for another tab.

Magic Tab #10

Location: Mt. Woe (12000 B.C.)

How To Find: In the area with the first Save Point, head northeast from the Save Point, and go up the chain bridge. By the Rubble and the two chests, there is a Magic Tab.

Magic Tab #11

Location: Ocean Palace (12000 B.C.)

How To Find: Take the elevator down, then take it back up again. Examine the northwestern part of the wall to find the tab.

Magic Tab #12

Location: Last Village (12000 B.C.)

How To Find: Talk to the Nu, and leave the "Buy?" sentence on for about one minute. Then, go to the buying screen, and exit it. Wait a few more seconds, and the Nu should move. Behind him is the Magic Tab. Please do not email me asking me another method of getting him to move, because I've tried all methods, and this is the only one that worked for me.

Magic Tab #13

Location: Blackbird (12000 B.C.)

How To Find: After getting all of your stuff back (including your items and money), go to the air ducts. Head all the way to the northeastern corner, and get the Magic Tab. This tab only appears after you've gotten your stuff back.

Magic Tab #14

Location: Ozzie's Fort (600 A.D.)

How To Find: In the room before the battle with Great Ozzie, Flea Plus, and Super Slash, head to the northeastern part of the room, and head down to enter a secret room. The tab is near the chests.

Magic Tab #15

Location: Geno Dome (2300 A.D.)

How To Find: Go to the room where you can reverse the direction that the conveyor belts move in. In that secret passage that leads to the switch controlling the belts, move up a bit while in the passage, and just tap A like mad. Hopefully you'll snag this well-hidden Magic Tab, eventually.

Magic Tab #16

Location: Geno Dome (2300 A.D.)

How To Find: Enter the room north of the area with the Save Point. Examine the shining dot in the hallway to find this.

Magic Tab #17

Location: Hero's Grave (1000 A.D.)

How To Find: After finishing the Cyrus's ghost side quest, return to Cyrus's grave in the present. Northwest of his grave is the tab.

Speed Tabs

Speed Tab #1

Location: Medina Elder's House (1000 A.D.)

How To Find: In the main room of the house, examine the table that the Imps are standing by. There's a tab on it.

Speed Tab #2

Location: Denadoro Mts. (600 A.D.)

How To Find: When you reach the last Save Point of the mountain, examine the dot in the lower-left corner to find this.

Speed Tab #3

Location: Kajar (12000 B.C.)

How To Find: At the northeastern part of the main room, there is a Speed Tab on the bookshelf. To get it, enter the room next to the bookshelf, and examine the southeastern wall.

Speed Tab #4

Location: Guardia Forest (600 A.D.)

How To Find: Go to the very end of the forest, then head all the way right. The sealed chest contains a Speed Tab, but you need to have Marle's pendant powered up to open it.

Speed Tab #5

Location: Black Omen

How To Find: In the room where you find the Power Seal, there is a Speed Tab at the lower-right corner of the room.

Speed Tab #6

Location: Black Omen

How To Find: In the room after the one where you find the Power Seal, head all the way left, and open the chest at the end to find a Speed Tab.

Speed Tab #7

Location: Black Omen

How To Find: To find the next Speed Tab, go to the room where you have to take certain paths in the maze-like area. One of the chests in that room contains another Speed Tab.

Speed Tab #8

Location: Black Omen

How To Find: To get the last Speed Tab in the Black Omen, head to the room where the TerraMutant is. Right before the boss battle, there is a chest that holds a Speed Tab.

Speed Tab #9

Location: Geno Dome (2300 A.D.)

How To Find: After you get the second Poyozo Doll, stand there for a few more seconds, and a shining dot will appear on the green circle. It's another tab.

Speed Tab #10

Location: West Cape (1000 A.D.)

How To Find: In the village of Choras, enter the West Cape, and examine behind Toma's grave to find the tab.

=====
XIV. Enemies
=====

In this section, I will list all of the enemies in the game, along with info about them and such.

Acid

Found: Factory (2300 A.D.)

Lv.: 10

HP: 10

Attack: 5

Defense: 255

Magic: 3

Magic Defense: 99

Speed: 13

Evasion: 8

Accuracy: 15%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: Barrier

EXP Gained: 33

GP Obtained: 20

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Alien

Found: Black Omen

Lv.: 46

HP: 1350

Attack: 24

Defense: 127

Magic: 25

Magic Defense: 50

Speed: 1

Evasion: 19

Accuracy: 44%

Absorb: -

Weakness: -
Nullify: -
Charmed: Magic Tab (x4)
EXP Gained: 804
GP Obtained: 1100
Tech Points Recieved: 8
Item Obtained: Shield
Extra Notes: -

Alkaline
Found: Factory (2300 A.D.)
Lv.: 8
HP: 9
Attack: 15
Defense: 250
Magic: 12
Magic Defense: 90
Speed: 12
Evasion: 8
Accuracy: 13%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: -
EXP Gained: 45
GP Obtained: 40
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Amphibite
Found: Hunting Range (65000000 B.C.)
Lv.: 16
HP: 100
Attack: 1
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 1
Evasion: 10
Accuracy: 20%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: 2 Horns
EXP Gained: 66
GP Obtained: 0
Tech Points Recieved: -
Item Obtained: 2 Fangs, 2 Feathers, 2 Horns
Extra Notes: -

Anion
Found: Hunting Range (65000000 B.C.)
Lv.: 17

HP: 152
Attack: 50
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 9
Evasion: 10
Accuracy: 20%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 72
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: 2 Feathers, 2 Petals
Extra Notes: -

Avian Chaos

Found: Guardia Forest (1000 A.D.)

Lv.: 6
HP: 45
Attack: 3
Defense: 127
Magic: 16
Magic Defense: 50
Speed: 4
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 4
GP Obtained: 18
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Avian Rex

Found: Dactyl Nest (6500000 B.C.)

Lv.: 24
HP: 327
Attack: 55
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 15
Evasion: 12
Accuracy: 26%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: -
EXP Gained: 129
GP Obtained: 0

Tech Points Recieved: 3
Item Obtained: Feather
Extra Notes: -

Bantam Imp

Found: Mt. Woe (12000 B.C.)

Lv.: 30

HP: 250

Attack: 32

Defense: 127

Magic: 12

Magic Defense: 50

Speed: 12

Evasion: 14

Accuracy: 31%

Absorb: -

Weakness: -

Nullify: -

Charmed: AlloyBlade

EXP Gained: 222

GP Obtained: 550

Tech Points Recieved: 6

Item Obtained: -

Extra Notes: After it loses all of its HP, it turns into a Stone Imp.

Barghest

Found: Ocean Palace (12000 B.C.)

Lv.: 33

HP: 450

Attack: 76

Defense: 127

Magic: 85

Magic Defense: 70

Speed: 10

Evasion: 15

Accuracy: 33%

Absorb: -

Weakness: -

Nullify: -

Charmed: Shield

EXP Gained: 376

GP Obtained: 400

Tech Points Recieved: 8

Item Obtained: -

Extra Notes: -

Base

Found: Northern Ruins (600 A.D.)

Lv.: 40

HP: 88

Attack: 1

Defense: 127

Magic: 115

Magic Defense: 99

Speed: 7
Evasion: 17
Accuracy: 39%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 377
GP Obtained: 650
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Basher

Found: Blackbird (12000 B.C.)
Lv.: 35
HP: 150
Attack: 60
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 5
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 377
GP Obtained: 0
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Beast

Found: Terra Cave (12000 B.C.)
Lv.: 30
HP: 830
Attack: 40
Defense: 170
Magic: 10
Magic Defense: 50
Speed: 10
Evasion: 14
Accuracy: 31%
Absorb: -
Weakness: -
Nullify: -
Charmed: R'bow Helm
EXP Gained: 204
GP Obtained: 450
Tech Points Recieved: 5
Item Obtained: -
Extra Notes: -

Beetle

Found: Guardia Forest (1000 A.D.)

Lv.: 1

HP: 12

Attack: 5

Defense: 127

Magic: 3

Magic Defense: 50

Speed: 7

Evasion: 6

Accuracy: 8%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 3

GP Obtained: 15

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Bellbird

Found: Denadoro Mts. (600 A.D.)

Lv.: 13

HP: 94

Attack: 8

Defense: 127

Magic: 7

Magic Defense: 50

Speed: 8

Evasion: 9

Accuracy: 17%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 27

GP Obtained: 100

Tech Points Recieved: 2

Item Obtained: Heal

Extra Notes: -

Blob

Found: Black Omen

Lv.: 45

HP: 1050

Attack: 25

Defense: 127

Magic: 25

Magic Defense: 50

Speed: 8

Evasion: 19

Accuracy: 43%

Absorb: -

Weakness: -

Nullify: -
Charmed: Magic Ring
EXP Gained: 753
GP Obtained: 1250
Tech Points Recieved: -
Item Obtained: Barrier
Extra Notes: -

Blue Eaglet
Found: Guardia Forest (600 A.D.)
Lv.: 2
HP: 16
Attack: 6
Defense: 127
Magic: 4
Magic Defense: 50
Speed: 9
Evasion: 6
Accuracy: 6%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 3
GP Obtained: 32
Tech Points Recieved: 1
Item Obtained: Heal
Extra Notes: -

Blue Imp
Found: Truce Canyon (600 A.D.)
Lv.: 1
HP: 13
Attack: 4
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 8
Evasion: 6
Accuracy: 8%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 2
GP Obtained: 12
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Blue Scout
Found: Ocean Palace (12000 B.C.)
Lv.: 32
HP: 300

Attack: 32
Defense: 220
Magic: 42
Magic Defense: 50
Speed: 10
Evasion: 15
Accuracy: 32%
Absorb: All Magic (except Water)
Weakness: Water
Nullify: -
Charmed: Shield
EXP Gained: 234
GP Obtained: 250
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Blue Shield
Found: Guardia Castle (1000 A.D.)
Lv.: 6
HP: 24
Attack: 8
Defense: 253
Magic: 3
Magic Defense: 100
Speed: 9
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: -
Nullify: Lightning
Charmed: -
EXP Gained: 11
GP Obtained: 45
Tech Points Recieved: 1
Item Obtained: Tonic
Extra Notes: When this enemy turns around, it is a Yodu De, and you can then
 damage it.

Boss Orb
Found: Black Omen
Lv.: 46
HP: 850
Attack: 22
Defense: 127
Magic: 150
Magic Defense: 50
Speed: 16
Evasion: 19
Accuracy: 44%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 0
GP Obtained: 750

Tech Points Recieved: -
Item Obtained: -
Extra Notes: -

Bug

Found: Arris Dome (2300 A.D.)
Lv.: 8
HP: 89
Attack: 8
Defense: 127
Magic: 5
Magic Defense: 50
Speed: 10
Evasion: 8
Accuracy: 13%
Absorb: -
Weakness: -
Nullify: -
Charmed: Heal
EXP Gained: 26
GP Obtained: 0
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Bugger

Found: Arris Dome (2300 A.D.), Proto Dome (2300 A.D.)
Lv.: 7
HP: 100
Attack: 10
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 15
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: -
EXP Gained: 18
GP Obtained: 45
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Byte

Found: Blackbird (12000 B.C.)
Lv.: 35
HP: 192
Attack: 40
Defense: 192
Magic: 6
Magic Defense: 50

Speed: 9
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 378
GP Obtained: 0
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Cave Ape

Found: Dactyl Nest (65000000 B.C.), Tyrano Lair (65000000 B.C.)
Lv.: 23
HP: 436
Attack: 50
Defense: 100
Magic: 10
Magic Defense: 90
Speed: 11
Evasion: 12
Accuracy: 25%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 123
GP Obtained: 0
Tech Points Recieved: 3
Item Obtained: Fang
Extra Notes: -

Cave Bat

Found: Heckran Cave (1000 A.D.)
Lv.: 12
HP: 108
Attack: 5
Defense: 255
Magic: 10
Magic Defense: 50
Speed: 13
Evasion: 10
Accuracy: 16%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: Revive
EXP Gained: 28
GP Obtained: 40
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Crater

Found: Lab 16 (2300 A.D.)

Lv.: 8

HP: 80

Attack: 15

Defense: 127

Magic: 5

Magic Defense: 25

Speed: 8

Evasion: 8

Accuracy: 13%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 15

GP Obtained: 35

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Croaker

Found: Hunting Range (65000000 B.C.)

Lv.: 16

HP: 100

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evasion: 10

Accuracy: 20%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: 2 Fangs

EXP Gained: 66

GP Obtained: 0

Tech Points Recieved: -

Item Obtained: 2 Fangs, 2 Feathers, 2 Horns

Extra Notes: -

Cybot

Found: Black Omen

Lv.: 49

HP: 1800

Attack: 32

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 12

Evasion: 20

Accuracy: 46%

Absorb: -

Weakness: Lightning

Nullify: -
Charmed: Power Meal
EXP Gained: 728
GP Obtained: 750
Tech Points Recieved: 16
Item Obtained: HyperEther
Extra Notes: -

Cyrus

Found: Northern Ruins (1000 A.D.)

Lv.: 40

HP: 2000

Attack: 50

Defense: 255

Magic: 50

Magic Defense: 100

Speed: 1

Evasion: 17

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: All Magic

Charmed: -

EXP Gained: 0

GP Obtained: 0

Tech Points Recieved: -

Item Obtained: -

Extra Notes: To beat Cyrus, use non-elemental Triple Techs. Nothing different happens if you do defeat him, though.

Debugger

Found: Factory (2300 A.D.)

Lv.: 9

HP: 120

Attack: 12

Defense: 127

Magic: 3

Magic Defense: 50

Speed: 11

Evasion: 8

Accuracy: 14%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: -

EXP Gained: 24

GP Obtained: 50

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Debuggest

Found: Geno Dome (2300 A.D.)

Lv.: 35

HP: 1024
Attack: 100
Defense: 127
Magic: 12
Magic Defense: 50
Speed: 6
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: Elixir
EXP Gained: 452
GP Obtained: 450
Tech Points Recieved: 8
Item Obtained: Shield
Extra Notes: -

Deceased

Found: Zenan Bridge (600 A.D.)
Lv.: 12
HP: 110
Attack: 17
Defense: 250
Magic: 10
Magic Defense: 50
Speed: 8
Evasion: 9
Accuracy: 16%
Absorb: Shadow
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 38
GP Obtained: 20
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Decendt

Found: Magus's Lair (600 A.D.)
Lv.: 6
HP: 67
Attack: 12
Defense: 127
Magic: 7
Magic Defense: 0
Speed: 11
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: Fire, Lightning
Nullify: -
Charmed: -
EXP Gained: 12
GP Obtained: 90

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Defunct

Found: Northern Ruins (600 A.D.)

Lv.: 20

HP: 1450

Attack: 255

Defense: 127

Magic: 40

Magic Defense: 50

Speed: 14

Evasion: 11

Accuracy: 23%

Absorb: -

Weakness: -

Nullify: -

Charmed: Elixir

EXP Gained: 474

GP Obtained: 500

Tech Points Recieved: 18

Item Obtained: Lapis

Extra Notes: -

Departed

Found: Northern Ruins (600 A.D.)

Lv.: 40

HP: 1650

Attack: 255

Defense: 192

Magic: 10

Magic Defense: 95

Speed: 14

Evasion: 17

Accuracy: 39%

Absorb: Shadow

Weakness: -

Nullify: -

Charmed: Elixir

EXP Gained: 555

GP Obtained: 500

Tech Points Recieved: -

Item Obtained: Lapis

Extra Notes: -

Diablos

Found: Cathedral (600 A.D.)

Lv.: 4

HP: 50

Attack: 6

Defense: 127

Magic: 2

Magic Defense: 50

Speed: 13
Evasion: 6
Accuracy: 10%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 10
GP Obtained: 60
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Egder
Found: Sewer Access (2300 A.D.)
Lv.: 15
HP: 160
Attack: 18
Defense: 150
Magic: 7
Magic Defense: 19
Speed: 10
Evasion: 10
Accuracy: 19%
Absorb: -
Weakness: All Maguc
Nullify: -
Charmed: -
EXP Gained: 18
GP Obtained: 0
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

EvilWeevil
Found: Reptite Lair (65000000 B.C.)
Lv.: 17
HP: 158
Attack: 27
Defense: 192
Magic: 7
Magic Defense: 25
Speed: 8
Evasion: 10
Accuracy: 20%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: Dream Gun
EXP Gained: 81
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: Feather
Extra Notes: -

Flea?

Found: Magus's Lair (600 A.D.)

Lv.: 0

HP: 20

Attack: 1

Defense: 127

Magic: 15

Magic Defense: 50

Speed: 1

Evasion: 1

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 0

GP Obtained: 0

Tech Points Recieved: -

Item Obtained: -

Extra Notes: -

Flunky

Found: Magus's Lair (600 A.D.)

Lv.: 22

HP: 390

Attack: 28

Defense: 127

Magic: 7

Magic Defense: 30

Speed: 10

Evasion: 12

Accuracy: 24%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -

EXP Gained: 127

GP Obtained: 170

Tech Points Recieved: 2

Item Obtained: -

Extra Notes: -

Flyclops

Found: Black Omen

Lv.: 47

HP: 900

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 8

Evasion: 19

Accuracy: 44%

Absorb: -

Weakness: -

Nullify: -
Charmed: -
EXP Gained: 575
GP Obtained: 0
Tech Points Recieved: 10
Item Obtained: -
Extra Notes: -

Fly Trap
Found: Reptite Lair (65000000 B.C.)
Lv.: 17
HP: 316
Attack: 10
Defense: 64
Magic: 5
Magic Defense: 50
Speed: 5
Evasion: 10
Accuracy: 20%
Absorb: -
Weakness: -
Nullify: -
Charmed: Dream Bow
EXP Gained: 86
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: Petal
Extra Notes: -

Fossil Ape
Found: Giant's Claw (600 A.D.)
Lv.: 35
HP: 1800
Attack: 180
Defense: 100
Magic: 10
Magic Defense: 80
Speed: 12
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: -
Nullify: -
Charmed: MegaElixir
EXP Gained: 533
GP Obtained: 450
Tech Points Recieved: 15
Item Obtained: Lapis
Extra Notes: -

Free Lancer
Found: Denadoro Mts. (600 A.D.)
Lv.: 14
HP: 110

Attack: 20
Defense: 127
Magic: 7
Magic Defense: 50
Speed: 8
Evasion: 9
Accuracy: 18%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 35
GP Obtained: 129
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Gargoyle
Found: Mt. Woe (12000 B.C.)
Lv.: 31
HP: 260
Attack: 60
Defense: 100
Magic: 12
Magic Defense: 50
Speed: 11
Evasion: 15
Accuracy: 32%
Absorb: -
Weakness: -
Nullify: -
Charmed: Big Hand
EXP Gained: 216
GP Obtained: 0
Tech Points Recieved: 6
Item Obtained: -
Extra Notes: -

Gato
Found: Leene Square (1000 A.D.)
Lv.: 1
HP: 76
Attack: 7
Defense: 127
Magic: 8
Magic Defense: 50
Speed: 8
Evasion: 6
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Charmed: Power Meal
EXP Gained: 10
GP Obtained: 0
Tech Points Recieved: 1

Item Obtained: -
Extra Notes: -

Gigasaur

Found: Giant's Claw (600 A.D.)

Lv.: 35

HP: 2250

Attack: 255

Defense: 255

Magic: 92

Magic Defense: 30

Speed: 10

Evasion: 16

Accuracy: 35%

Absorb: -

Weakness: -

Nullify: -

Charmed: Ruby Armor

EXP Gained: 584

GP Obtained: 450

Tech Points Recieved: 15

Item Obtained: Barrier

Extra Notes: Use Lightning spells to lower the Gigasaur's defense.

Gnasher

Found: Cathedral (600 A.D.), Guardia Castle (1000 A.D.)

Lv.: 3

HP: 90

Attack: 8

Defense: 127

Magic: 1

Magic Defense: 10

Speed: 7

Evasion: 7

Accuracy: 9%

Absorb: -

Weakness: Fire

Nullify: -

Charmed: -

EXP Gained: 8

GP Obtained: 70

Tech Points Recieved: 1

Item Obtained: Revive

Extra Notes: -

Gnawer

Found: Cursed Woods (600 A.D.)

Lv.: 13

HP: 210

Attack: 5

Defense: 127

Magic: 35

Magic Defense: 50

Speed: 11

Evasion: 9
Accuracy: 17%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 26
GP Obtained: 300
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Goblin

Found: Denadoro Mts. (600 A.D.)

Lv.: 14

HP: 146

Attack: 5

Defense: 0

Magic: 10

Magic Defense: 0

Speed: 15

Evasion: 9

Accuracy: 18%

Absorb: -

Weakness: Fire

Nullify: -

Charmed: -

EXP Gained: 32

GP Obtained: 80

Tech Points Recieved: 2

Item Obtained: -

Extra Notes: Use Fire spells to burn their hammers, turning them into Ogans.

Gold Eaglet

Found: Forest Maze (65000000 B.C.)

Lv.: 15

HP: 400

Attack: 21

Defense: 127

Magic: 7

Magic Defense: 50

Speed: 6

Evasion: 10

Accuracy: 19%

Absorb: -

Weakness:-

Nullify: -

Charmed: Ether

EXP Gained: 57

GP Obtained: 0

Tech Points Recieved: 2

Item Obtained: Feather

Extra Notes: -

Goon

Found: Black Omen

Lv.: 45

HP: 2800

Attack: 30

Defense: 127

Magic: 30

Magic Defense: 50

Speed: 12

Evasion: 19

Accuracy: 100%

Absorb: Lightning, Shadow

Weakness: -

Nullify: -

Charmed: Nova Armor

EXP Gained: 850

GP Obtained: 800

Tech Points Recieved: 15

Item Obtained: Elixir

Extra Notes: -

Green Imp

Found: Guardia Forest (600 A.D.), Truce Canyon (600 A.D.)

Lv.: 2

HP: 32

Attack: 4

Defense: 127

Magic: 1

Magic Defense: 50

Speed: 8

Evasion: 6

Accuracy: 8%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 4

GP Obtained: 24

Tech Points Recieved: 1

Item Obtained: Tonic

Extra Notes: -

Gremlin

Found: Magic Cave (600 A.D.)

Lv.: 18

HP: 110

Attack: 17

Defense: 250

Magic: 7

Magic Defense: 50

Speed: 17

Evasion: 11

Accuracy: 21%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -
EXP Gained: 51
GP Obtained: 70
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Grimalkin

Found: Magus's Lair (600 A.D.)
Lv.: 19
HP: 120
Attack: 35
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 11
Evasion: 11
Accuracy: 22%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 114
GP Obtained: 180
Tech Points Recieved: 3
Item Obtained: -
Extra Notes: -

Groupie

Found: Magus's Lair (600 A.D.)
Lv.: 23
HP: 390
Attack: 42
Defense: 127
Magic: 7
Magic Defense: 30
Speed: 9
Evasion: 12
Accuracy: 25%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 113
GP Obtained: 210
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Guard

Found: Guardia Castle (1000 A.D.)
Lv.: 6
HP: 60
Attack: 9

Defense: 127
Magic: 7
Magic Defense: 50
Speed: 8
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 10
GP Obtained: 70
Tech Points Recieved: 1
Item Obtained: Tonic
Extra Notes: -

Hench
Found: Cathedral (600 A.D.), Heckran Cave (1000 A.D.)
Lv.: 5
HP: 49
Attack: 10
Defense: 200
Magic: 0
Magic Defense: 10
Speed: 7
Evasion: 7
Accuracy: 11%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 11
GP Obtained: 135
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Hench (Purple)
Found: Magus's Lair (600 A.D.)
Lv.: 19
HP: 180
Attack: 33
Defense: 127
Magic: 4
Magic Defense: 50
Speed: 9
Evasion: 11
Accuracy: 22%
Absorb: -
Weakness: Fire
Nullify: -
Charmed: -
EXP Gained: 93
GP Obtained: 200
Tech Points Recieved: 2
Item Obtained: -

Extra Notes: -

Hetake

Found: Guardia Castle (1000 A.D.)

Lv.: 1

HP: 14

Attack: 4

Defense: 127

Magic: 2

Magic Defense: 50

Speed: 5

Evasion: 6

Accuracy: 8%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 3

GP Obtained: 16

Tech Points Recieved: 1

Item Obtained: Tonic

Extra Notes: -

Hexapod

Found: Sunken Desert (600 A.D.)

Lv.: 28

HP: 1000

Attack: 200

Defense: 192

Magic: 10

Magic Defense: 50

Speed: 9

Evasion: 14

Accuracy: 35%

Absorb: -

Weakness: Water, Shadow

Nullify: -

Charmed: Barrier

EXP Gained: 408

GP Obtained: 600

Tech Points Recieved: 15

Item Obtained: Lapis

Extra Notes: -

Imp Ace

Found: Truce Canyon (600 A.D.)

Lv.: 12

HP: 54

Attack: 15

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 9

Evasion: 9

Accuracy: 16%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 11
GP Obtained: 45
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Incognito

Found: Black Omen
Lv.: 45
HP: 110
Attack: 255
Defense: 253
Magic: 70
Magic Defense: 100
Speed: 14
Evasion: 19
Accuracy: 43%
Absorb: -
Weakness: -
Nullify: -
Charmed: MuscleRing
EXP Gained: 378
GP Obtained: 2000
Tech Points Recieved: 10
Item Obtained: -
Extra Notes: When this enemy turns around, it is a PeepingDoom, and you can then attack it.

Ion

Found: Hunting Range (65000000 B.C.)
Lv.: 17
HP: 152
Attack: 50
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 9
Evasion: 10
Accuracy: 20%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 72
GP Obtained: 0
Tech Points Recieved: 1
Item Obtained: 2 Feathers, 2 Petals
Extra Notes: -

Jinn

Found: Ocean Palace (12000 B.C.)

Lv.: 33

HP: 450

Attack: 76

Defense: 255

Magic: 85

Magic Defense: 100

Speed: 16

Evasion: 15

Accuracy: 33%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 303

GP Obtained: 400

Tech Points Recieved: 8

Item Obtained: Lapis

Extra Notes: If you don't kill the Barghest with this enemy, its shield will never break, and thus, you can't really hurt it.

Jinn Bottle

Found: Heckran Cave (1000 A.D.)

Lv.: 12

HP: 97

Attack: 17

Defense: 253

Magic: 5

Magic Defense: 50

Speed: 11

Evasion: 9

Accuracy: 16%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: Shield

EXP Gained: 34

GP Obtained: 50

Tech Points Recieved: 2

Item Obtained: -

Extra Notes: -

Juggler

Found: Magus's Lair (600 A.D.)

Lv.: 20

HP: 450

Attack: 10

Defense: 253

Magic: 10

Magic Defense: 50

Speed: 8

Evasion: 11

Accuracy: 23%

Absorb: -

Weakness: All Magic

Nullify: -
Charmed: -
EXP Gained: 128
GP Obtained: 220
Tech Points Recieved: 3
Item Obtained: -
Extra Notes: -

Kilwala
Found: Mystic Mts. (65000000 B.C.)
Lv.: 12
HP: 196
Attack: 20
Defense: 127
Magic: 10
Magic Defense: 80
Speed: 11
Evasion: 9
Accuracy: 17%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 42
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: Petal
Extra Notes: -

Krakker
Found: Death Peak (2300 A.D.)
Lv.: 36
HP: 500
Attack: 84
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 9
Evasion: 16
Accuracy: 36%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 378
GP Obtained: 300
Tech Points Recieved: -
Item Obtained: -
Extra Notes: -

Laser Guard
Found: Black Omen, Geno Dome (2300 A.D.)
Lv.: 30
HP: 400

Attack: 1
Defense: 100
Magic: 40
Magic Defense: 30
Speed: 10
Evasion: 14
Accuracy: 31%
Absorb: -
Weakness: -
Nullify: -
Charmed: Full Tonic
EXP Gained: 3
GP Obtained: 120
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Lasher
Found: Ocean Palace (12000 B.C.)
Lv.: 35
HP: 666
Attack: 110
Defense: 83
Magic: 10
Magic Defense: 50
Speed: 11
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 365
GP Obtained: 850
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Leaper
Found: Giant's Claw (600 A.D.)
Lv.: 35
HP: 800
Attack: 200
Defense: 192
Magic: 85
Magic Defense: 30
Speed: 13
Evasion: 16
Accuracy: 35%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: Elixir
EXP Gained: 412
GP Obtained: 360
Tech Points Recieved: 10

Item Obtained: Shield

Extra Notes: -

Lizardactyl

Found: Giant's Claw (600 A.D.)

Lv.: 38

HP: 950

Attack: 80

Defense: 127

Magic: 120

Magic Defense: 50

Speed: 12

Evasion: 17

Accuracy: 37%

Absorb: -

Weakness: -

Nullify: -

Charmed: HyperEther

EXP Gained: 444

GP Obtained: 0

Tech Points Recieved: 8

Item Obtained: -

Extra Notes: -

Macabre

Found: Death Peak (2300 A.D.)

Lv.: 37

HP: 582

Attack: 92

Defense: 127

Magic: 5

Magic Defense: 50

Speed: 10

Evasion: 16

Accuracy: 100%

Absorb: -

Weakness: Shadow

Nullify: -

Charmed: Full Ether

EXP Gained: 427

GP Obtained: 500

Tech Points Recieved: 2

Item Obtained: Ether

Extra Notes: -

Mad Bat

Found: Cathedral (600 A.D.)

Lv.: 4

HP: 18

Attack: 5

Defense: 127

Magic: 7

Magic Defense: 50

Speed: 10

Evasion: 14
Accuracy: 10%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 6
GP Obtained: 75
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Mage

Found: Ocean Palace (12000 B.C.)
Lv.: 34
HP: 480
Attack: 40
Defense: 127
Magic: 7
Magic Defense: 70
Speed: 7
Evasion: 15
Accuracy: 34%
Absorb: -
Weakness: -
Nullify: -
Charmed: Barrier
EXP Gained: 300
GP Obtained: 550
Tech Points Recieved: 8
Item Obtained: Lapis
Extra Notes: -

Man Eater

Found: Mt. Woe (12000 B.C.)
Lv.: 29
HP: 250
Attack: 70
Defense: 127
Magic: 12
Magic Defense: 65
Speed: 9
Evasion: 14
Accuracy: 30%
Absorb: -
Weakness: -
Nullify: -
Charmed: Pearl Edge
EXP Gained: 253
GP Obtained: 750
Tech Points Recieved: 6
Item Obtained: -
Extra Notes: -

Martello

Found: Black Omen

Lv.: 44

HP: 1245

Attack: 1

Defense: 127

Magic: 85

Magic Defense: 50

Speed: 1

Evasion: 18

Accuracy: 42%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: HyperEther

EXP Gained: 554

GP Obtained: 400

Tech Points Recieved: 10

Item Obtained: -

Extra Notes: -

Meat Eater

Found: Lab 16 (2300 A.D.)

Lv.: 7

HP: 75

Attack: 13

Defense: 127

Magic: 6

Magic Defense: 50

Speed: 6

Evasion: 10

Accuracy: 12%

Absorb: -

Weakness: Fire

Nullify: -

Charmed: -

EXP Gained: 19

GP Obtained: 60

Tech Points Recieved: 1

Item Obtained: Ether

Extra Notes: -

Megasaur

Found: Reptite Lair (65000000 B.C.)

Lv.: 18

HP: 830

Attack: 33

Defense: 230

Magic: 25

Magic Defense: 40

Speed: 8

Evasion: 11

Accuracy: 21%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: Aeon Blade

EXP Gained: 147

GP Obtained: 0

Tech Points Recieved: 2

Item Obtained: Fang

Extra Notes: Use Lightning spells to lower the Megasaur's defense.

Metal Mute

Found: Black Omen

Lv.: 48

HP: 1980

Attack: 20

Defense: 127

Magic: 13

Magic Defense: 50

Speed: 13

Evasion: 20

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Charmed: HyperEther

EXP Gained: 685

GP Obtained: 1100

Tech Points Recieved: 16

Item Obtained: -

Extra Notes: -

Mohavor

Found: Sunken Desert (600 A.D.)

Lv.: 28

HP: 400

Attack: 160

Defense: 100

Magic: 27

Magic Defense: 50

Speed: 8

Evasion: 50

Accuracy: 29%

Absorb: -

Weakness: Water, Shadow

Nullify: -

Charmed: Shield

EXP Gained: 348

GP Obtained: 550

Tech Points Recieved: 15

Item Obtained: -

Extra Notes: -

Mutant

Found: Lab 16 (2300 A.D.), Lab 32 (2300 A.D.)

Lv.: 10

HP: 300

Attack: 13

Defense: 127
Magic: 8
Magic Defense: 50
Speed: 12
Evasion: 8
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Charmed: Full Tonic
EXP Gained: 22
GP Obtained: 30
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Naga-ette

Found: Cathedral (600 A.D.) Guardia Castle (1000 A.D.)
Lv.: 3
HP: 60
Attack: 7
Defense: 180
Magic: 5
Magic Defense: 10
Speed: 9
Evasion: 6
Accuracy: 9%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 8
GP Obtained: 80
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Nereid

Found: Sewer Access (2300 A.D.)
Lv.: 12
HP: 138
Attack: 5
Defense: 150
Magic: 2
Magic Defense: 50
Speed: 8
Evasion: 9
Accuracy: 16%
Absorb: -
Weakness: Lightning, Shadow
Nullify: -
Charmed: -
EXP Gained: 22
GP Obtained: 100
Tech Points Recieved: 1
Item Obtained: -

Extra Notes: -

Nu

Found: Cursed Woods (600 A.D.), Hunting Range (65000000 B.C.), Enhasa (12000 B.C.)

Lv.: 1

HP: 1234

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evasion: 10

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Charmed: Mop

EXP Gained: 124

GP Obtained: 0

Tech Points Recieved: 30

Item Obtained: Third Eye (at Hunting Range, can only be gotten once)

Extra Notes: This enemy has a slight chance of appearing at the Cursed Woods.

Octo Blush

Found: Heckran Cave (1000 A.D.)

Lv.: 12

HP: 80

Attack: 16

Defense: 200

Magic: 7

Magic Defense: 30

Speed: 7

Evasion: 9

Accuracy: 16%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -

EXP Gained: 28

GP Obtained: 35

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Octopod

Found: Lab 16 (2300 A.D.)

Lv.: 7

HP: 130

Attack: 8

Defense: 77

Magic: 10

Magic Defense: 90

Speed: 8

Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: Mid Ether
EXP Gained: 12
GP Obtained: 10
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Ogan
Found: Denadoro Mts. (600 A.D.)
Lv.: 14
HP: 146
Attack: 35
Defense: 240
Magic: 10
Magic Defense: 75
Speed: 12
Evasion: 9
Accuracy: 18%
Absorb: -
Weakness: Fire
Nullify: -
Charmed: -
EXP Gained: 32
GP Obtained: 80
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Omicrone
Found: Guardia Castle (1000 A.D.), Magus's Lair (600 A.D.)
Lv.: 6
HP: 218
Attack: 42
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 11
Evasion: 7
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: All Magic
Charmed: -
EXP Gained: 22
GP Obtained: 55
Tech Points Recieved: 1
Item Obtained: Ether
Extra Notes: -

Outlaw

Found: Magus's Lair (600 A.D.)

Lv.: 21

HP: 182

Attack: 40

Defense: 127

Magic: 8

Magic Defense: 50

Speed: 10

Evasion: 12

Accuracy: 24%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 104

GP Obtained: 90

Tech Points Recieved: 3

Item Obtained: -

Extra Notes: -

Pahoehoe

Found: Dactyl Nest (65000000 B.C.)

Lv.: 23

HP: 250

Attack: 35

Defense: 135

Magic: 10

Magic Defense: 50

Speed: 16

Evasion: 12

Accuracy: 25%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: -

EXP Gained: 94

GP Obtained: 0

Tech Points Recieved: 3

Item Obtained: Petal

Extra Notes: The Shist enemy becomes a Pahoehoe after you attack it.

Panel

Found: Black Omen

Lv.: 48

HP: 1875

Attack: 255

Defense: 127

Magic: 45

Magic Defense: 50

Speed: 9

Evasion: 18

Accuracy: 42%

Absorb: -

Weakness: -

Nullify: -

Charmed: Speed Tab (x13)
EXP Gained: 800
GP Obtained: 500
Tech Points Recieved: 12
Item Obtained: -
Extra Notes: -

PeepingDoom
Found: Black Omen
Lv.: 14
HP: 1
Attack: 255
Defense: 127
Magic: 70
Magic Defense: 50
Speed: 14
Evasion: 19
Accuracy: 43%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 378
GP Obtained: 450
Tech Points Recieved: 10
Item Obtained: -
Extra Notes: You fight this monster when the Incognito enemy turns around.

Poly
Found: Truce Canyon (600 A.D.)
Lv.: 7
HP: 99
Attack: 11
Defense: 127
Magic: 1
Magic Defense: 30
Speed: 6
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 7
GP Obtained: 35
Tech Points Recieved: 2
Item Obtained: Ether
Extra Notes: -

Proto 2
Found: Arris Dome (2300 A.D.), Lab 32 (2300 A.D.)
Lv.: 9
HP: 128
Attack: 11

Defense: 127
Magic: 8
Magic Defense: 50
Speed: 10
Evasion: 8
Accuracy: 14%
Absorb: -
Weakness: Shadow
Nullify: -
Charmed: -
EXP Gained: 22
GP Obtained: 50
Tech Points Recieved: 1
Item Obtained: Tonic
Extra Notes: -

Proto 3
Found: Factory (2300 A.D.)
Lv.: 11
HP: 256
Attack: 14
Defense: 127
Magic: 12
Magic Defense: 50
Speed: 9
Evasion: 9
Accuracy: 16%
Absorb: -
Weakness: Shadow
Nullify: -
Charmed: -
EXP Gained: 33
GP Obtained: 600
Tech Points Recieved: 1
Item Obtained: Full Tonic
Extra Notes: -

Proto 4
Found: Geno Dome (2300 A.D.)
Lv.: 38
HP: 1024
Attack: 100
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 7
Evasion: 17
Accuracy: 37%
Absorb: -
Weakness: Lightning
Nullify: -
Charmed: Elixir
EXP Gained: 477
GP Obtained: 800
Tech Points Recieved: 8
Item Obtained: Barrier

Extra Notes: -

Rain Frog

Found: Hunting Range (65000000 B.C.)

Lv.: 16

HP: 100

Attack: 1

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 1

Evasion: 10

Accuracy: 100%

Absorb: -

Weakness: Lightning

Nullify: -

Charmed: 2 Feathers

EXP Gained: 66

GP Obtained: 0

Tech Points Recieved: -

Item Obtained: 2 Fangs, 2 Feathers, 2 Horns

Extra Notes: -

Rat

Found: Arris Dome (2300 A.D.), Sewer Access (2300 A.D.)

Lv.: 7

HP: 45

Attack: 10

Defense: 127

Magic: 0

Magic Defense: 0

Speed: 17

Evasion: 12

Accuracy: 12%

Absorb: -

Weakness: Shadow

Nullify: -

Charmed: -

EXP Gained: 18

GP Obtained: 0

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Reaper

Found: Northern Ruins (600 A.D.)

Lv.: 40

HP: 1450

Attack: 0

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 15

Evasion: 17

Accuracy: 0%
Absorb: Shadow
Weakness: Fire
Nullify: -
Charmed: Elixir
EXP Gained: 518
GP Obtained: 700
Tech Points Recieved: 18
Item Obtained: -
Extra Notes: -

Red Eaglet
Found: Forest Maze (65000000 B.C.)
Lv.: 17
HP: 400
Attack: 28
Defense: 170
Magic: 14
Magic Defense: 50
Speed: 15
Evasion: 10
Accuracy: 19%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 69
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: Feather
Extra Notes: -

Red Scout
Found: Ocean Palace (12000 B.C.)
Lv.: 32
HP: 300
Attack: 32
Defense: 220
Magic: 60
Magic Defense: 50
Speed: 9
Evasion: 15
Accuracy: 32%
Absorb: All Magic (except Fire)
Weakness: Fire
Nullify: -
Charmed: Barrier
EXP Gained: 234
GP Obtained: 250
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Reptite (Green)

Found: Mystic Mts. (65000000 B.C.), Reptite Lair (65000000 B.C.)
Lv.: 15
HP: 336
Attack: 20
Defense: 200
Magic: 7
Magic Defense: 30
Speed: 10
Evasion: 10
Accuracy: 19%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 72
GP Obtained: 0
Tech Points Recieved: 2
Item Obtained: Petal
Extra Notes: -

Reptite (Purple)
Found: Tyrano Lair (65000000 B.C.)
Lv.: 25
HP: 336
Attack: 40
Defense: 150
Magic: 10
Magic Defense: 50
Speed: 11
Evasion: 13
Accuracy: 27%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 123
GP Obtained: 0
Tech Points Recieved: 4
Item Obtained: Mid Tonic
Extra Notes: -

Roly
Found: Guardia Forest (600 A.D.), Truce Canyon (600 A.D.)
Lv.: 2
HP: 24
Attack: 5
Defense: 127
Magic: 1
Magic Defense: 50
Speed: 7
Evasion: 6
Accuracy: 8%
Absorb: -
Weakness: -
Nullify: -
Charmed: -

EXP Gained: 3
GP Obtained: 25
Tech Points Recieved: 1
Item Obtained: Tonic
Extra Notes: -

Roly Bomber

Found: Magus's Lair (600 A.D.)

Lv.: 1

HP: 99

Attack: 1

Defense: 127

Magic: 13

Magic Defense: 0

Speed: 1

Evasion: 6

Accuracy: 100%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -

EXP Gained: 72

GP Obtained: 100

Tech Points Recieved: 3

Item Obtained: -

Extra Notes: If you don't kill it fast enough, it will self-destruct.

Rolypoly

Found: Heckran Cave (1000 A.D.)

Lv.: 9

HP: 50

Attack: 14

Defense: 230

Magic: 1

Magic Defense: 50

Speed: 10

Evasion: 8

Accuracy: 14%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -

EXP Gained: 31

GP Obtained: 50

Tech Points Recieved: 1

Item Obtained: Mid Tonic

Extra Notes: -

Roly Rider

Found: Guardia Forest (600 A.D.), Truce Canyon (600 A.D.)

Lv.: 2

HP: 30

Attack: 6

Defense: 127

Magic: 1
Magic Defense: 50
Speed: 7
Evasion: 6
Accuracy: 8%
Absorb: -
Weakness: -
Nullify: -
Charmed: -
EXP Gained: 5
GP Obtained: 40
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Rubble
Found: Mt. Woe
Lv.: 30
HP: 500
Attack: 1
Defense: 140
Magic: 10
Magic Defense: 100
Speed: 16
Evasion: 75
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Charmed: Mid Ether
EXP Gained: 1000
GP Obtained: 0
Tech Points Recieved: 100
Item Obtained: Mid Ether
Extra Notes: The Rubble will use Lock All at the start of the fight, so you
cannot use items and techs, and have to rely on physical attacks.

Ruminator
Found: Black Omen
Lv.: 40
HP: 1500
Attack: 50
Defense: 127
Magic: 10
Magic Defense: 50
Speed: 13
Evasion: 17
Accuracy: 39%
Absorb: -
Weakness: -
Nullify: -
Charmed: MegaElixir
EXP Gained: 400
GP Obtained: 15
Tech Points Recieved: 18
Item Obtained: -

Extra Notes: -

Runner

Found: Mystic Mts. (65000000 B.C.), Reptite Lair (65000000 B.C.)

Lv.: 15

HP: 160

Attack: 27

Defense: 200

Magic: 10

Magic Defense: 30

Speed: 9

Evasion: 10

Accuracy: 19%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 48

GP Obtained: 0

Tech Points Recieved: 2

Item Obtained: Horn

Extra Notes: -

Save Point

Found: Magus's Lair (600 A.D.)

Lv.: 1

HP: 10

Attack: 1

Defense: 253

Magic: 10

Magic Defense: 50

Speed: 10

Evasion: 1

Accuracy: 100%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 144

GP Obtained: 100

Tech Points Recieved: 2

Item Obtained: -

Extra Notes: All credit goes to capefeather, of the GameFAQs message boards,
for giving me the stats of this enemy.

Scouter

Found: Ocean Palace (12000 B.C.)

Lv.: 30

HP: 300

Attack: 32

Defense: 220

Magic: 20

Magic Defense: 50

Speed: 8

Evasion: 14
Accuracy: 31%
Absorb: All Magic (except Lightning)
Weakness: Lightning
Nullify: -
Charmed: Lapis
EXP Gained: 234
GP Obtained: 250
Tech Points Recieved: 8
Item Obtained: -
Extra Notes: -

Sentry

Found: Northern Ruins (600 A.D.)
Lv.: 40
HP: 1280
Attack: 1
Defense: 127
Magic: 185
Magic Defense: 50
Speed: 10
Evasion: 17
Accuracy: 39%
Absorb: -
Weakness: Fire
Nullify: Physical attacks
Charmed: HyperEther
EXP Gained: 467
GP Obtained: 400
Tech Points Recieved: 8
Item Obtained: Full Ether
Extra Notes: -

Shadow

Found: Arris Dome (2300 A.D.), Lab 16 (2300 A.D.), Lab 32 (2300 A.D.), Magus's
Lair (2300 A.D.)
Lv.: 7
HP: 1
Attack: 8
Defense: 160
Magic: 5
Magic Defense: 50
Speed: 10
Evasion: 7
Accuracy: 12%
Absorb: -
Weakness: All Magic
Nullify: Physical attacks
Charmed: -
EXP Gained: 14
GP Obtained: 50
Tech Points Recieved: 1
Item Obtained: -
Extra Notes: -

Shist

Found: Dactyl Nest (65000000 B.C.)

Lv.: 23

HP: 250

Attack: 35

Defense: 180

Magic: 10

Magic Defense: 60

Speed: 1

Evasion: 12

Accuracy: 25%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 94

GP Obtained: 0

Tech Points Recieved: 3

Item Obtained: -

Extra Notes: -

Shitake

Found: Reptite Lair (65000000 B.C.)

Lv.: 17

HP: 158

Attack: 27

Defense: 127

Magic: 7

Magic Defense: 0

Speed: 5

Evasion: 10

Accuracy: 20%

Absorb: -

Weakness: All Magic

Nullify: -

Charmed: -

EXP Gained: 111

GP Obtained: 0

Tech Points Recieved: 2

Item Obtained: Petal

Extra Notes: -

Side Kick

Found: Black Omen

Lv.: 45

HP: 1250

Attack: 50

Defense: 127

Magic: 15

Magic Defense: 100

Speed: 16

Evasion: 80

Accuracy: 43%

Absorb: -

Weakness: -

Nullify: -
Charmed: -
EXP Gained: 500
GP Obtained: 0
Tech Points Recieved: 100
Item Obtained: -
Extra Notes: -

Sorcerer

Found: Magus's Lair (600 A.D.)
Lv.: 20
HP: 220
Attack: 10
Defense: 127
Magic: 8
Magic Defense: 0
Speed: 10
Evasion: 11
Accuracy: 23%
Absorb: Lightning, Shadow, Water
Weakness: Fire
Nullify: -
Charmed: -
EXP Gained: 111
GP Obtained: 220
Tech Points Recieved: 3
Item Obtained: Mid Ether
Extra Notes: -

Stone Imp

Found: Mt. Woe (12000 B.C.)
Lv.: 28
HP: 300
Attack: 63
Defense: 127
Magic: 13
Magic Defense: 50
Speed: 13
Evasion: 14
Accuracy: 29%
Absorb: -
Weakness: -
Nullify: -
Charmed: Mid Ether
EXP Gained: 126
GP Obtained: 300
Tech Points Recieved: 12
Item Obtained: -
Extra Notes: -

Synchrite

Found: Black Omen
Lv.: 47
HP: 2250

Attack: 22
Defense: 127
Magic: 8
Magic Defense: 50
Speed: 12
Evasion: 19
Accuracy: 100%
Absorb: -
Weakness: -
Nullify: -
Charmed: Gold Erng
EXP Gained: 755
GP Obtained: 900
Tech Points Recieved: 1
Item Obtained: HyperEther
Extra Notes: -

Tempurite
Found: Heckran Cave (1000 A.D.)
Lv.: 12
HP: 88
Attack: 20
Defense: 255
Magic: 10
Magic Defense: 50
Speed: 7
Evasion: 9
Accuracy: 16%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 32
GP Obtained: 45
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Terrasaur
Found: Tyrano Lair (6500000 B.C.)
Lv.: 26
HP: 1090
Attack: 70
Defense: 230
Magic: 15
Magic Defense: 30
Speed: 9
Evasion: 13
Accuracy: 28%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: Lapis
EXP Gained: 253
GP Obtained: 0
Tech Points Recieved: 4

Item Obtained: -
Extra Notes: -

Thrasher

Found: Ocean Palace (12000 B.C.)

Lv.: 35

HP: 666

Attack: 80

Defense: 83

Magic: 100

Magic Defense: 70

Speed: 10

Evasion: 16

Accuracy: 35%

Absorb: -

Weakness: -

Nullify: -

Charmed: -

EXP Gained: 318

GP Obtained: 250

Tech Points Recieved: 8

Item Obtained: -

Extra Notes: -

T'pole

Found: Cursed Woods (600 A.D.)

Lv.: 15

HP: 150

Attack: 12

Defense: 192

Magic: 10

Magic Defense: 0

Speed: 10

Evasion: 10

Accuracy: 19%

Absorb: -

Weakness: -

Nullify: -

Charmed: Mid Tonic

EXP Gained: 26

GP Obtained: 30

Tech Points Recieved: 1

Item Obtained: -

Extra Notes: -

Tubster

Found: Black Omen

Lv.: 48

HP: 2150

Attack: 128

Defense: 127

Magic: 250

Magic Defense: 50

Speed: 12

Evasion: 20
Accuracy: 100%
Absorb: Shadow
Weakness: Fire
Nullify: -
Charmed: Power Tab
EXP Gained: 850
GP Obtained: 800
Tech Points Recieved: 20
Item Obtained: Elixir
Extra Notes: -

Turret

Found: Blackbird (12000 B.C.)
Lv.: 20
HP: 700
Attack: 1
Defense: 140
Magic: 10
Magic Defense: 30
Speed: 16
Evasion: 82
Accuracy: 23%
Absorb: -
Weakness: -
Nullify: -
Charmed: Mid Ether
EXP Gained: 1500
GP Obtained: 0
Tech Points Recieved: 100
Item Obtained: Mid Ether
Extra Notes: The Turret will use Lock All at the start of the fight, so you
cannot use items and techs, and have to rely on physical attacks.

Vamp

Found: Magic Cave (600 A.D.), Magus's Lair (600 A.D.)
Lv.: 19
HP: 120
Attack: 12
Defense: 127
Magic: 7
Magic Defense: 30
Speed: 11
Evasion: 13
Accuracy: 22%
Absorb: -
Weakness: All Magic
Nullify: -
Charmed: -
EXP Gained: 65
GP Obtained: 70
Tech Points Recieved: 2
Item Obtained: -
Extra Notes: -

Volcano

Found: Tyrano Lair (65000000 B.C.)

Lv.: 24

HP: 257

Attack: 25

Defense: 127

Magic: 10

Magic Defense: 50

Speed: 8

Evasion: 12

Accuracy: 26%

Absorb: Fire, Lightning

Weakness: Water

Nullify: Shadow

Charmed: Lapis

EXP Gained: 222

GP Obtained: 0

Tech Points Recieved: 7

Item Obtained: -

Extra Notes: -

Winged Ape

Found: Forest Maze (65000000 B.C.), Reptite Lair (65000000 B.C.)

Lv.: 18

HP: 450

Attack: 31

Defense: 127

Magic: 10

Magic Defense: 90

Speed: 11

Evasion: 11

Accuracy: 21%

Absorb: -

Weakness: -

Nullify: -

Charmed: Ruby Vest

EXP Gained: 123

GP Obtained: 0

Tech Points Recieved: 2

Item Obtained: Fang

Extra Notes: -

Yodu De

Found: Guardia Castle (1000 A.D.)

Lv.: 6

HP: 24

Attack: 8

Defense: 0

Magic: 3

Magic Defense: 0

Speed: 4

Evasion: 7

Accuracy: 12%

Absorb: -

Weakness: -

Nullify: Lightning

Charmed: -

EXP Gained: 11

GP Obtained: 45

Tech Points Recieved: -

Item Obtained: Tonic

Extra Notes: You fight this monster when the Blue Shield enemy turns around.

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XV. Shops

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In this section, I will list all of the shops in the game, along with the prices in each shop and such.

Leene Square (1000 A.D.)

Items Sold (Item Shop):

Tonic - 10 GP

Heal - 10 GP

Revive - 200 GP

Shelter - 150 GP

Items Sold (Weapon Shop):

Iron Blade - 350 GP

Lode Sword - 4000 GP

Itmes Sold (Armor Shop):

Karate Gi - 300 GP

BronzeHelm - 200 GP

Truce Market (600 A.D.)

Items Sold:

Iron Blade - 350 GP

Dart Gun - 800 GP
Karate Gi - 300 GP
BronzeHelm - 200 GP
Tonic - 10 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP

Truce Market (1000 A.D.), before Crono's trial

Items Sold:

SteelSaber - 800 GP
Iron Bow - 850 GP
BronzeMail - 520 GP
MaidenSuit - 560 GP
BronzeHelm - 200 GP
Tonic - 10 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP

Trann Dome (2300 A.D.)

Items Sold:

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

Arris Dome (2300 A.D.)

Items Sold:

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

Medina Market (1000 A.D.), before Ozzie's Fort

Items Sold:

Iron Blade - 65000 GP
SteelSaber - 65000 GP
Demon Edge - 65000 GP
Lumin Robe - 65000 GP
Flash Mail - 65000 GP
Glow Helm - 65000 GP
Tonic - 2140 GP
Mid Tonic - 21400 GP
Full Tonic - 65000 GP
Heal - 2140 GP
Revive - 42800 GP
Shelter - 32100 GP
Ether - 65000 GP

Medina Market (1000 A.D.), after Ozzie's Fort

Items Sold:

Iron Blade - 262 GP
SteelSaber - 597 GP
Demon Edge - 12684 GP
Lumin Robe - 4850 GP
Flash Mail - 6342 GP
Glow Helm - 1717 GP
Tonic - 8 GP
Mid Tonic - 75 GP
Full Tonic - 523 GP
Heal - 8 GP

Revive - 150 GP
Shelter - 112 GP
Ether - 597 GP

Melchior's Hut (1000 A.D.)

Items Sold:

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

Truce Market (1000 A.D.), after Crono's trial

Items Sold:

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

Dorino Market (600 A.D.)

Items Sold:

Tonic - 10 GP
Mid Tonic - 100 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP

Porre Market (600 A.D.)

Items Sold:

Gold Suit - 1300 GP
Beret - 700 GP
Tonic - 10 GP
Mid Tonic - 100 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP

Ioka Trading Hut (65000000 B.C.), before Magus's Lair

Items Sold (Weapon Shop):

Flint Edge - 3 Fangs, 3 Horns
Rock Helm - 3 Feathers, 3 Horns
Ruby Gun - 3 Fangs, 3 Petals
Ruby Vest - 3 Fangs, 3 Feathers
Sage Bow - 3 Horns, 3 Petals
Stone Arm - 3 Feathers, 3 Petals

Items Sold (Item Shop, any time):

Tonic - 10 GP
Mid Tonic - 100 GP
Heal - 10 GP

Ioka Trading Hut (65000000 B.C.), after Magus's Lair

Items Sold:

Aeon Blade - 3 Fangs, 3 Horns
Dream Bow - 3 Horns, 3 Petals
Dream Gun - 3 Fangs, 3 Petals
Magma Hand - 3 Feathers, 3 Petals
Rock Helm - 3 Feathers, 3 Horns
Ruby Vest - 3 Fangs, 3 Feathers

Ioka Trading Hut (6500000 B.C.), after getting the Chrono Trigger

Items Sold:

Ruby Armor - 10 Fangs, 10 Horns, 10 Feathers, 10 Petals

Enhasa (12000 B.C.)

Items Sold:

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

Kajar (12000 B.C.), before getting Epoch

Items Sold:

Tonic - 10 GP
Mid Tonic - 100 GP

Full Tonic - 700 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP
Ether - 800 GP

Kajar (12000 B.C.), after getting Epoch

Items Sold:

AlloyBlade - 21000 GP
Big Hand - 18000 GP
Pearl Edge - 22000 GP
Lode Vest - 8500 GP
Lode Helm - 6500 GP

Terra Cave (12000 B.C.)

Items Sold:

Demon Edge - 17000 GP
CometArrow - 7800 GP
Megablast - 9800 GP
MegatonArm - 15000 GP
FlashBlade - 18000 GP
Lumin Robe - 6500 GP
Flash Mail - 8500 GP
Glow Helm - 2300 GP
Tonic - 10 GP
Mid Tonic - 100 GP
Full Tonic - 700 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP
Ether - 800 GP

Last Village (12000 B.C.), before North Cape

Items Sold:

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

Last Village (12000 B.C.), after North Cape

Items Sold:

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

Fiona's Shrine (1000 A.D)

Items Sold:

Sight Cap - 20000 GP
Memory Cap - 20000 GP
Time Hat - 30000 GP
Vigil Hat - 50000 GP

Porre Market (1000 A.D.)

Items Sold:

Steelsaber - 800 GP
Iron Bow - 850 GP
Dart Gun - 800 GP
Karate Gi - 300 GP
BronzeMail - 520 GP
BronzeHelm - 200 GP
Tonic - 10 GP
Heal - 10 GP
Revive - 200 GP
Shelter - 150 GP

Choras Market (600 A.D.)

Items Sold:

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

Choras Inn (1000 A.D.)

Items Sold:

Tonic - 10 GP
Mid Tonic - 100 GP
Full Tonic - 700 GP
Ether - 800 GP
Mid Ether - 2000 GP
Heal - 10 GP

Revive - 200 GP
Shelter - 150 GP

Black Omen

Items Sold:

Mid Tonic - 100 GP
Full Tonic - 700 GP
Mid Ether - 2000 GP
Full Ether - 6000 GP
HyperEther - 10000 GP

=====
XVI. Techs
=====

In this section, I will list all of the techniques (and spells, too) in the game, along with information about who can use them and such. Also, take note that in the menu, the game tells you that Spin Kick, a Dual Tech, consumes 4 MP from Robo, and that he needs Laser Spin. This is an error, however; he needs Laser Spin, and it consumes 2 MP. I list it as such, too. A similar error is in the menu for Spin Strike, a Triple Tech. It says that Ayla needs Tail Spin, which consumes 10 MP, but she needs Dino Tail, which consumes 15 MP. I also listed that as such.

Single Techs

Crono

Cyclone
MP Used: 2
Range: Hits all enemies nearby
Description: This attack is useful for the beginning of the game. Crono will spin around at all of the enemies in range with his sword, dealing a decent amount of damage to all enemies.

Slash
MP Used: 2
Range: Hits all enemies lined up

Description: Crono uses his sword to send a wavy slash, hitting all enemies in range. When the Masamune boss stores up tornado energy, use this to neutralize the energy, disabling his ultimate attack.

*Lightning

MP Used: 2

Range: Hits a single enemy

Description: This is Crono's first spell. *Lightning simply hits one enemy, dealing a good bit of damage, especially to enemies in the Heckran Cave, where magic is pretty much required.

Spincut

MP Used: 4

Range: Hits a single enemy

Description: When this is used, Crono will jump in the air, and slice the enemy with his sword. He doesn't spin, so I don't know why the tech has the word "spin" in it.

*Lightning2

MP Used: 8

Range: Hits all enemies

Description: This spell is basically the same thing as *Lightning, only it hits all enemies, dealing Lightning-based damage.

*Life

MP Used: 10

Range: One fallen ally

Description: Revives a fallen ally, restoring minor amounts of HP.

Confuse

MP Used: 12

Range: Hits a single enemy

Description: Crono will spin around the enemy, dealing 4x the amount of damage to one enemy. It may also cause Chaos.

*Luminaire

MP Used: 20

Range: Hits all enemies

Description: This is Crono's ultimate Single Tech. A big, light blue explosion is created, dealing ultimate damage to all enemies. This is by far one of the best spells in the game.

Marle

Aura

MP Used: 1

Range: One ally

Description: This tech is used to heal a single party member. It restores a decent amount of HP.

Provoke

MP Used: 1

Range: Hits a single enemy

Description: Marle does certain movements in an attempt to confuse an enemy.

*Ice

MP Used: 2

Range: Hits a single enemy

Description: Marle summons up a line of ice, and when it touches the enemy, the enemy is frozen in a block of ice, dealing some damage.

*Cure

MP Used: 2

Range: One ally

Description: This is basically another version of Aura. Marle summons up some energy to cure an ally.

*Haste

MP Used: 6

Range: One fallen ally

Description: When this is used, Marle will increase the speed of a party member by 1/2. Their command meter will go up 2x as fast.

*Ice 2

MP Used: 8

Range: Hits all enemies

Description: This spell hits all enemies on the field, dealing good Ice-based damage.

*Cure 2

MP Used: 5

Range: One ally

Description: An upgraded version of Cure. This spell heals a party member up by a lot.

*Life 2

MP Used: 15

Range: One fallen ally

Description: Revives a fallen ally, restoring their HP to full.

Lucca

Flame Toss

MP Used: 1

Range: Hits all enemies lined up

Description: Lucca shoots a line of flames towards an enemy. It can hit more than one enemy if you attack a line of them.

Hypno Wave

MP Used: 1

Range: Hits all enemies

Description: Lucca creates a green, wavy circle around all enemies. It has a chance to put the enemy to sleep.

*Fire

MP Used: 2

Range: Hits a single enemy

Description: Lucca's first magic spell. She will cast flames onto an enemy's body, dealing some damage.

Napalm

MP Used: 3

Range: Hits all enemies near Lucca

Description: When used, Lucca throws a bomb at all of the enemies within range, dealing a lot of damage.

*Protect

MP Used: 6

Range: One ally

Description: This raises the defense of a party member by 1/2.

*Fire 2

MP Used: 8

Range: Hits all enemies

Description: Lucca creates a ring of fire around all enemies, dealing decent Fire-based damage.

Mega Bomb

MP Used: 15

Range: Hits all enemies lined up

Description: This is basically an upgraded version of Napalm. Lucca throws a bomb at all enemies in range, to deal lots of damage.

*Flare

MP Used: 20

Range: Hits all enemies

Description: The ultimate Fire attack. Lucca summons up some fire to build up, then unleashes it in a huge explosion, dealing ultimate damage to all enemies.

Frog

Slurp

MP Used: 1

Range: One ally

Description: When this is used, Frog uses his tongue to heal a single party member's HP.

Slurp Cut

MP Used: 2

Range: Hits a single enemy

Description: When used, Frog uses his tongue on an enemy, then slurps them in front of him. Then, he slices the enemy with his sword.

*Water

MP Used: 2

Range: Hits a single enemy

Description: The most basic Water attack. Frog summons a big bubble that draws towards the enemy, then it pops upon contact, dealing some damage.

*Heal

MP Used: 2

Range: Entire party

Description: Frog will use some energy to heal the entire party. The higher his level and Magic Power is, the more HP he will recover.

Leap Slash

MP Used: 4

Range: Hits a single enemy

Description: This is kind of like an upgraded version of the Slurp Cut. Frog raises his sword, then jumps down at an enemy with a vertical

slice from his sword. This causes decent damage.

*Water 2

MP Used: 8

Range: Hits all enemies

Description: Frog summons up a big waterwave, which comes down and hits all enemies in the battle, causing Water-based damage.

*Cure 2

MP Used: 5

Range: One ally

Description: An upgraded version of Slurp (a much better one, I might add). Frog cures one party member, restoring lots of HP.

Frog Squash

MP Used: 15

Range: Hits all enemies

Description: When used, Frog summons up a gigantic frog to smash all enemies. The lower Frog's HP is, the more damage this will deal.

Robo

RocketPunch

MP Used: 1

Range: Hits a single enemy

Description: Robo extends his arm out to one enemy, dealing a minor amount of HP to the foe.

Cure Beam

MP Used: 2

Range: One ally

Description: Robo uses a green laser beam on a party member, restoring that party member's HP by a small amount.

Laser Spin

MP Used: 3

Range: Hits all enemies

Description: Robo creates two shadowy lasers that circle around him, affecting all foes on the field. This deals Shadow-based damage.

Robo Tackle

MP Used: 4

Range: Hits a single enemy

Description: Robo dashes towards the selected enemy, hurting it, and dealing a decent amount of damage.

Heal Beam

MP Used: 3

Range: Entire party

Description: Robo creates a huge energy wave that touches all party members, restoring a lot of their HP.

Uzzi Punch

MP Used: 12

Range: Hits a single enemy

Description: Robo uses his arm to punch an enemy rapidly, at a very fast speed, dealing tons of damage.

Area Bomb

MP Used: 15

Range: Hits all enemies near Robo

Description: Robo explodes around all enemies in range of the attack, dealing a lot of damage to enemies.

Shock

MP Used: 17

Range: Hits all enemies

Description: Robo's best tech, by far. He jumps in the middle of the area, and creates a lot of electricution bolts around the area, damaging all enemies in the battle.

Ayla

Kiss

MP Used: 1

Range: One ally

Description: Ayla "kisses" a party member, recovering a single party member's HP by a small amount.

Rollo Kick

MP Used: 2

Range: Hits a single enemy

Description: When used, Ayla will roll towards an enemy, then kick it, dealing decent damage.

Cat Attack

MP Used: 3

Range: Hits a single enemy

Description: Ayla rushes to the opponent, and then slices the foe with her claws, dealing some good damage.

Rock Throw

MP Used: 4

Range: Hits a single enemy

Description: Ayla tosses rocks at a single enemy.

Charm

MP Used: 4

Range: Hits a single enemy

Description: This is a good tech if you like stealing. Ayla blows a kiss, and a heart goes towards the foe, stealing an item they may have. It does not always work, however, and might say "It was the thought that counted", giving you no item.

Tail Spin

MP Used: 10

Range: Hits all enemies near Ayla

Description: Ayla spins around, creating a tornado. This hits all enemies in range of the attack.

Dino Tail

MP Used: 15

Range: Hits all enemies

Description: Ayla summons a gigantic prehistoric tail, which hits all enemies in the battle. The lower HP Ayla has, the greater damage this attack will deal.

Triple Kick

MP Used: 20

Range: Hits a single enemy

Description: Ayla jumps over to an enemy, and kicks it three times, dealing a lot of damage.

Magus

*Lightning2

MP Used: 8

Range: Hits all enemies

Description: Magus jumps into the middle of the area, and causes a few streaks of lightning to appear, hitting every enemy.

*Ice 2

MP Used: 8

Range: Hits all enemies

Description: This spell hits all enemies on the field, dealing good Ice-based damage.

*Fire 2

MP Used: 8

Range: Hits all enemies

Description: Magus creates a ring of fire around all enemies, dealing decent Fire-based damage.

*Dark Bomb

MP Used: 8

Range: Hits all enemies near the originally targetted one

Description: Magus summons up a big, dark explosion, hitting all enemies in range of the attack.

*Magic Wall

MP Used: 8

Range: One ally

Description: Magus raises the Magic Defense of the character it is used on.

*Dark Mist

MP Used: 10

Range: Hits all enemies

Description: Magus creates a misty shadow attack that hits all enemies in the battle, dealing decent damage.

*Black Hole

MP Used: 15

Range: Hits all enemies near Magus

Description: Magus summons a dark circle of energy, which has a chance to send any nearby enemies into the circle, taking them out of the battle.

*DarkMatter

MP Used: 20

Range: Hits all enemies

Description: Magus summons a big, triangular-shaped piece of dark energy, which hits all enemies, and deals ultimate Shadow-based damage.

Dual Techs

Crono & Marle

Aura Whirl

MP Used (Crono): 2

MP Used (Marle): 1

Techs Required (Crono): Cyclone

Techs Required (Marle): Aura

Range: Entire party

Description: Marle uses her Aura ability, and Crono uses his sword to spread the energy to the whole party, healing everyone.

Ice Sword

MP Used (Crono): 4

MP Used (Marle): 2

Techs Required (Crono): Spincut

Techs Required (Marle): *Ice

Range: Hits a single enemy

Description: Crono jumps in the air, and Marle uses *Ice to ice up his sword. Crono then attacks the enemy from the air, dealing Ice damage.

Ice Sword 2

MP Used (Crono): 12

MP Used (Marle): 8

Techs Required (Crono): Confuse

Techs Required (Marle): *Ice 2

Range: Hits all enemies near Crono and Marle

Description: This Dual Tech occurs basically the same way as Ice Sword does, only it hits more enemies and deals more damage.

Crono & Lucca

Fire Whirl

MP Used (Crono): 2

MP Used (Lucca): 1

Techs Required (Crono): Cyclone

Techs Required (Lucca): Flame Toss

Range: Hits all enemies near Crono and Lucca

Description: Crono jumps towards an enemy, and Lucca uses Flame Toss to fire up his sword. Crono then uses Cyclone with his sword on fire to hurt all enemies in range, dealing Fire-based damage.

Fire Sword

MP Used (Crono): 4

MP Used (Lucca): 2

Techs Required (Crono): Spincut

Techs Required (Lucca): *Fire

Range: Hits a single enemy

Description: As Crono jumps into the air, Lucca casts *Fire onto Crono's body, and he lands down on the enemy with his sword pointed, engulfing an enemy in flames.

FireSword 2

MP Used (Crono): 12

MP Used (Lucca): 8

Techs Required (Crono): Confuse

Techs Required (Lucca): *Fire 2

Range: Hits all enemies near Crono and Lucca

Description: This is basically the same thing as Fire Sword, but Crono goes down on all enemies within range of the big circle of fire, which deals tons of damage.

Crono & Frog

X Strike

MP Used (Crono): 2

MP Used (Frog): 2

Techs Required (Crono): Slash

Techs Required (Frog): Slurp Cut

Range: Hits a single enemy

Description: Crono and Frog both dash towards an enemy, and it shows red marks below their feet as they dash. It usually doesn't make the form of an X, though. This deals a lot of damage, and is quite useful.

SwordStream

MP Used (Crono): 4

MP Used (Frog): 2

Techs Required (Crono): Spincut

Techs Required (Frog): *Water

Range: Hits a single enemy

Description: Crono jumps up in the air, and Frog uses *Water to create a pillar of water, as Crono comes down and hits the enemy for Water damage.

Spire

MP Used (Crono): 8

MP Used (Frog): 4

Techs Required (Crono): *Lightning2

Techs Required (Frog): Leap Slash

Range: Hits a single enemy

Description: Crono creates a lightning storm, as Frog leaps high into the air, and drives his sword into the foe's head. Lightning then strikes the top of the hilt, and Frog takes the sword out, causing the sword to deal Lightning-based damage.

Crono & Robo

Rocket Roll

MP Used (Crono): 3

MP Used (Robo): 4

Techs Required (Crono): Cyclone

Techs Required (Robo): Laser Spin

Range: Hits all enemies

Description: Robo picks up Crono, and creates a wave of Shadow energy, as Crono uses his sword to spread the energy, hitting all enemies.

Max Cyclone

MP Used (Crono): 4

MP Used (Robo): 3

Techs Required (Crono): Spincut

Techs Required (Robo): Laser Spin

Range: Hits all enemies around Robo

Description: Robo picks up Crono, and Robo spins him around, as Crono uses his sword to hit enemies in range.

Super Volt

MP Used (Crono): 8

MP Used (Robo): 17

Techs Required (Crono): *Lightning2

Techs Required (Robo): Shock

Range: Hits all enemies

Description: Crono and Robo jump on the left and right side of the screen, and Robo uses Shock, then Crono uses *Lightning2. With these powers combined, all enemies get hurt a lot.

Crono & Ayla

Drill Kick

MP Used (Crono): 2

MP Used (Ayla): 2

Techs Required (Crono): Cyclone

Techs Required (Ayla): Rollo Kick

Range: Hits a single enemy

Description: Crono takes out his sword, and Ayla stands on it. Then, Crono uses Cyclone to spin Ayla around, as she jumps towards an enemy and kicks it.

Volt Bite

MP Used (Crono): 2

MP Used (Ayla): 3

Techs Required (Crono): *Lightning

Techs Required (Ayla): Cat Attack

Range: Hits a single enemy

Description: Crono uses *Lightning on Ayla, making her body shine gold, with the power of lightning. Then, she jumps towards an enemy and attacks it, electrifying the enemy, and dealing a lot of damage.

Falcon Hit

MP Used (Crono): 4

MP Used (Ayla): 4

Techs Required (Crono): Spincut

Techs Required (Ayla): Rock Throw

Range: Hits all enemies horizontally from the originally targetted enemy

Description: Crono gets thrown up in the air by Ayla, then he dashes in a horizontal line towards enemies, with his sword pointed. This deals decent damage.

Marle & Lucca

Antipode

MP Used (Marle): 2

MP Used (Lucca): 2

Techs Required (Marle): *Ice

Techs Required (Lucca): *Fire

Range: Hits a single enemy

Description: Marle uses *Ice to freeze an enemy, then Lucca uses *Fire to melt the ice, and to deal a decent amount of damage.

Antipode 2

MP Used (Marle): 8

MP Used (Lucca): 8

Techs Required (Marle): *Ice 2

Techs Required (Lucca): *Fire 2

Range: Hits all enemies nearby

Description: Marle uses *Ice 2 to freeze any enemies in range, then Lucca melts the ice again, using *Fire 2, to deal better damage to all enemies in range.

Antipode 3

MP Used (Marle): 8

MP Used (Lucca): 20

Techs Required (Marle): *Ice 2

Techs Required (Lucca): *Flare

Range: Hits all enemies

Description: Marle uses *Ice 2 to freeze all enemies, then Lucca uses *Flare to melt the ice off of every enemy, and deal ultimate damage.

Marle & Frog

Ice Water

MP Used (Marle): 2

MP Used (Frog): 2

Techs Required (Marle): *Ice

Techs Required (Frog): *Water

Range: Hits all enemies

Description: Frog uses *Water to create a bubble, and Marle uses *Ice to put ice in the bubble. Then, the bubble pops, and the icicles spread, hitting all enemies.

Glacier

MP Used (Marle): 8

MP Used (Frog): 8

Techs Required (Marle): *Ice 2

Techs Required (Frog): *Water 2

Range: Hits a single enemy

Description: Frog uses *Water to create a giant pillar of water, then Marle uses *Ice to smash giant icicles onto the enemy.

Double Cure

MP Used (Marle): 5

MP Used (Frog): 5

Techs Required (Marle): *Cure 2

Techs Required (Frog): *Cure 2

Range: Entire party

Description: Marle and Frog both use *Cure 2 at the same time, healing the entire party, and recovering any negative status effects.

Marle & Robo

Aura Beam

MP Used (Marle): 1

MP Used (Robo): 2

Techs Required (Marle): Aura

Techs Required (Robo): Cure Beam

Range: Entire party

Description: Marle uses Aura, while Robo uses Cure Beam. Both of these spells cause the entire party to get healed.

Ice Tackle

MP Used (Marle): 2

MP Used (Robo): 4

Techs Required (Marle): *Ice

Techs Required (Robo): Robo Tackle

Range: Hits a single enemy

Description: Marle uses *Ice to freeze Robo, then Robo dashes towards an enemy to deal Ice-based damage.

Cure Touch

MP Used (Marle): 5

MP Used (Robo): 3

Techs Required (Marle): *Cure 2

Techs Required (Robo): Heal Beam

Range: Entire party

Description: Marle uses *Cure 2, while Robo uses Heal Beam. Both of these spells cause the entire party to get healed quite a bit.

Marle & Ayla

Twin Charm

MP Used (Marle): 1

MP Used (Ayla): 4

Techs Required (Marle): Provoke

Techs Required (Ayla): Charm

Range: Hits a single enemy

Description: Marle uses Provoke, and Ayla uses Charm at the same time. This does the same thing as Charm (steals from an enemy), but the success rate is increased.

Ice Toss

MP Used (Marle): 2

MP Used (Ayla): 4

Techs Required (Marle): *Ice

Techs Required (Ayla): Rock Throw

Range: Hits all enemies nearby

Description: Marle uses *Ice on Ayla, creating icicles. Ayla then throws them at nearby enemies to cause damage.

Cube Toss

MP Used (Marle): 8

MP Used (Ayla): 4

Techs Required (Marle): *Ice 2

Techs Required (Ayla): Rock Throw

Range: Hits all enemies nearby

Description: Marle creates a gigantic icicle, and Ayla then throws it at any enemies. A pillar of water rises up, and causes damage.

Lucca & Frog

Red Pin

MP Used (Lucca): 2

MP Used (Frog): 4

Techs Required (Lucca): *Fire

Techs Required (Frog): Leap Slash

Range: Hits a single enemy

Description: Lucca uses *Fire, and Frog leaps into the air. He comes down with his sword in the fire, causing Fire-based damage to one enemy.

Line Bomb

MP Used (Lucca): 15

MP Used (Frog): 4

Techs Required (Lucca): Mega Bomb

Techs Required (Frog): Leap Slash

Range: Hits all enemies horizontally from the originally targetted enemy

Description: Lucca uses Mega Bomb to cause some explosions, while Frog jumps through the air in a horizontal line, with his sword pointed. His sword goes through the explosions, causing a lot of damage.

Frog Flare

MP Used (Lucca): 20

MP Used (Frog): 15

Techs Required (Lucca): *Flare

Techs Required (Frog): Frog Squash

Range: Hits all enemies

Description: Lucca uses *Flare, and Frog uses Frog Squash. Lucca's *Flare makes the giant frog get on fire, burning all enemies. The lower Frog's HP is, the more damage will be dealt.

Lucca & Robo

Fire Punch

MP Used (Lucca): 2

MP Used (Robo): 4

Techs Required (Lucca): *Fire

Techs Required (Robo): RocketPunch

Range: Hits all enemies nearby

Description: Lucca uses *Fire to put Robo on fire, then Robo uses his arm to punch the enemy, engulfing it in fire.

Fire Tackle

MP Used (Lucca): 8

MP Used (Robo): 4

Techs Required (Lucca): *Fire 2

Techs Required (Robo): Robo Tackle

Range: Hits all enemies nearby

Description: Lucca uses *Fire to put Robo on fire, then Robo dashes to an enemy to deal Fire-based damage.

Double Bomb

MP Used (Lucca): 15

MP Used (Robo): 14

Techs Required (Lucca): Mega Bomb

Techs Required (Robo): Area Bomb

Range: Hits all enemies near Robo

Description: Lucca and Robo both use bomb attacks at enemies near Robo, causing an explosion and dealing decent damage.

Lucca & Ayla

Flame Kick

MP Used (Lucca): 2

MP Used (Ayla): 2

Techs Required (Lucca): *Fire

Techs Required (Ayla): Rollo Kick

Range: Hits a single enemy

Description: Lucca uses *Fire to engulf Ayla in fire, then she jumps at an enemy, and kicks it, to deal Fire-based damage.

Fire Whirl

MP Used (Lucca): 8

MP Used (Ayla): 10

Techs Required (Lucca): *Fire 2

Techs Required (Ayla): Tail Spin

Range: Hits all enemies

Description: Ayla spins around, then Lucca uses *Fire in the twisters, which causes the fire to spread, dealing a lot of damage.

Blaze Kick

MP Used (Lucca): 8

MP Used (Ayla): 20

Techs Required (Lucca): *Fire 2

Techs Required (Ayla): Triple Kick

Range: Hits a single enemy

Description: Lucca uses *Fire to engulf Ayla in fire, then she jumps at an enemy, and kicks it, to deal incredible Fire-based damage.

Frog & Robo

Blade Toss

MP Used (Frog): 2

MP Used (Robo): 3

Techs Required (Frog): Slurp Cut

Techs Required (Robo): Laser Spin

Range: Hits all enemies nearby

Description: Robo picks up Frog and throws him, then Frog uses his sword to damage all enemies within range.

Bubble Snap

MP Used (Frog): 4

MP Used (Robo): 2

Techs Required (Frog): *Water

Techs Required (Robo): Robo Tackle

Range: Hits a single enemy

Description: Frog uses *Water to capture Robo in a bubble, and when the bubble floats over to the selected enemy, it pops, and Robo lands on it.

Cure Wave

MP Used (Frog): 5

MP Used (Robo): 3

Techs Required (Frog): *Cure 2

Techs Required (Robo): Heal Beam

Range: Entire party

Description: Frog and Robo both use their healing spells at the same time, causing the entire party to get healed by a lot.

Frog & Ayla

Slurp Kiss

MP Used (Frog): 1

MP Used (Ayla): 1

Techs Required (Frog): Slurp

Techs Required (Ayla): Kiss

Range: Entire party

Description: Frog and Ayla use their healing spells to heal the whole party by a small amount, and also to recover any negative status effects.

Bubble Hit

MP Used (Frog): 2

MP Used (Ayla): 2

Techs Required (Frog): *Water

Techs Required (Ayla): Rollo Kick

Range: Hits a single enemy

Description: Frog puts Ayla in a bubble, then when the bubble floats over to the enemy, it pops, and Ayla attacks the enemy.

Drop Kick

MP Used (Frog): 4

MP Used (Ayla): 20

Techs Required (Frog): Leap Slash

Techs Required (Ayla): Triple Kick

Range: Hits a single enemy

Description: Both Frog and Ayla leap into the air, then Ayla kicks the enemy twice, and Frog attacks the enemy with his sword, dealing lots of damage to the enemy.

Robo & Ayla

Boogie

MP Used (Robo): 4

MP Used (Ayla): 4

Techs Required (Robo): Robo Tackle

Techs Required (Ayla): Charm

Range: Hits all enemies

Description: Robo creates a green spotlight to shine on the ground, and Ayla jumps into it, as they spin around. This can cause the enemies to have Stop on them for awhile, but it doesn't always work.

Spin Kick

MP Used (Robo): 2

MP Used (Ayla): 2

Techs Required (Robo): Laser Spin

Techs Required (Ayla): Rollo Kick

Range: Hits a single enemy

Description: Robo throws Ayla towards the enemy, then Ayla does a spin kick to it, causing decent damage.

Beast Toss

MP Used (Robo): 12

MP Used (Ayla): 4

Techs Required (Robo): Uzzi Punch

Techs Required (Ayla): Rock Throw

Range: Hits a single enemy

Description: Robo and Ayla throw the enemy towards each other, back and forth. After about the fourth time, Ayla throws the enemy directly up, and when it lands, lots of damage is caused.

Triple Techs

Some Triple Techs are learnt the same way Dual Techs are, while others require certain accessories. As you probably guessed, Triple Techs are performed by all three of your party members at once. At times, they can be more useful than Dual Techs are. Also, to use a rock-enabled Triple Tech, equip the rock on one of the party members required to use it, then it will be available for use in a battle. However, unequipping the accessory disables the Triple Tech.

Regular Triple Techs

3D Attack

Party Required: Crono, Frog, Ayla

MP Used (Crono): 2

MP Used (Frog): 2

MP Used (Ayla): 20

Techs Required (Crono): Cyclone

Techs Required (Frog): Slurp Cut

Techs Required (Ayla): Triple Kick

Range: Hits a single enemy

Description: Ayla jumps into the air, while Crono and Frog use X Strike. Ayla then comes down onto the enemy, kicking it, and dealing some good damage to a foe.

Arc Impulse

Party Required: Crono, Marle, Frog

MP Used (Crono): 4

MP Used (Marle): 8

MP Used (Frog): 4

Techs Required (Crono): Spincut

Techs Required (Marle): *Ice 2

Techs Required (Frog): Leap Slash

Range: Hits a single enemy

Description: Marle readies *Ice, then shoots it at Crono's sword. It then powers it up, and Crono and Frog get their swords ready, and they both slice the enemy at the same time, causing lots of damage.

Delta Force

Party Required: Crono, Marle, Lucca

MP Used (Crono): 8

MP Used (Marle): 8

MP Used (Lucca): 8

Techs Required (Crono): *Lightning2

Techs Required (Marle): *Ice 2

Techs Required (Lucca): *Fire 2

Range: Hits all enemies

Description: Crono, Marle, and Lucca all float into the air, using their own respective level two spells. This causes a three-force delta attack, creating a big barrier, which causes enemies to get hurt a decent amount.

Delta Storm

Party Required: Crono, Lucca, Frog

MP Used (Crono): 8

MP Used (Lucca): 8

MP Used (Frog): 8

Techs Required (Crono): *Lightning2

Techs Required (Lucca): *Fire 2

Techs Required (Frog): *Water 2

Range: Hits all enemies

Description: All three party members float into the air, and a triangular shaped piece of energy appears, which damages all enemies by quite a lot.

Final Kick

Party Required: Crono, Marle, Ayla

MP Used (Crono): 8

MP Used (Marle): 8

MP Used (Ayla): 20

Techs Required (Crono): *Lightning2

Techs Required (Marle): *Ice 2

Techs Required (Ayla): Triple Kick

Range: Hits a single enemy

Description: Ayla jumps into the air, and Crono and Marle use their spells to create a big ball of energy. Ayla kicks the enemy three times after entering the ball, causing massive damage.

Fire Zone

Party Required: Crono, Lucca, Robo

MP Used (Crono): 4

MP Used (Lucca): 8

MP Used (Robo): 3

Techs Required (Crono): Spincut

Techs Required (Lucca): *Fire 2

Techs Required (Robo): Laser Spin

Range: Hits all enemies near Robo

Description: Robo grabs Crono and spins him around, while he has his sword drawn. Lucca then uses fire on them both, causing Crono to hurt all enemies within range with fire.

GatlingKick

Party Required: Crono, Lucca, Ayla

MP Used (Crono): 8

MP Used (Lucca): 8

MP Used (Ayla): 20

Techs Required (Crono): *Lightning2

Techs Required (Lucca): *Fire 2

Techs Required (Ayla): Triple Kick

Range: Hits a single enemy

Description: Crono and Lucca use their spells after Ayla leaps into the air, creating a big ball of energy. Then Ayla spins around one enemy, as the big ball of energy comes down, and Ayla uses it to cause lots of damage to one enemy.

Lifeline

Party Required: Crono, Marle, Robo

MP Used (Crono): 2

MP Used (Marle): 15

MP Used (Robo): 3

Techs Required (Crono): Cyclone

Techs Required (Marle): *Life 2

Techs Required (Robo): Laser Spin

Range: Entire party

Description: Crono, Marle, and Robo all use their respective techs to summon up three angels. These put a Reraise effect on the whole party, so if they die, they immediately get revived!

Triple Raid

Party Required: Crono, Frog, Robo

MP Used (Crono): 2

MP Used (Frog): 2

MP Used (Robo): 4

Techs Required (Crono): Cyclone

Techs Required (Frog): Slurp Cut

Techs Required (Robo): Robo Tackle

Range: Hits a single enemy

Description: Crono and Frog use X Strike, while Robo uses Robo Tackle. They all dash towards the same enemy, causing lots of damage.

Twister

Party Required: Crono, Robo, Ayla

MP Used (Crono): 2

MP Used (Robo): 3

MP Used (Ayla): 10

Techs Required (Crono): Cyclone

Techs Required (Robo): Laser Spin

Techs Required (Ayla): Tail Spin

Range: Hits all enemies

Description: All three party members jump on each others heads, then they spin around together, creating two tornadoes that hits all enemies.

Rock-Enabled Triple Techs

Grand Dream

Party Required: Marle, Frog, Robo

MP Used (Marle): 15

MP Used (Frog): 15

MP Used (Robo): 2

Techs Required (Marle): *Life 2

Techs Required (Frog): Frog Squash

Techs Required (Robo): Cure Beam

Accessory Required: Gold Rock (keep the upgraded Masamune equipped)

Range: Hits all enemies

Description: Marle spins around Frog, and he holds up the Masamune, as Robo uses his lasers. All of this causes a yellow beam to emit from the Masamune, causing some Masamune beasts to appear, dealing damage to all enemies.

DarkEternal

Party Required: Marle, Lucca, Magus

MP Used (Marle): 8

MP Used (Lucca): 8

MP Used (Magus): 20

Techs Required (Marle): *Ice 2

Techs Required (Lucca): *Fire 2

Techs Required (Magus): *Dark Matter

Accessory Required: Black Rock

Range: Hits all enemies

Description: Marle and Lucca circle around Magus, and he creates a huge wall of energy that looks similar to Dark Matter. This causes all enemies in the battle to get damaged massively.

Omega Flare

Party Required: Lucca, Robo, Magus

MP Used (Lucca): 20

MP Used (Robo): 3

MP Used (Magus): 8

Techs Required (Lucca): *Flare

Techs Required (Robo): Laser Spin

Techs Required (Magus): *Dark Bomb

Accessory Required: Blue Rock

Range: Hits all enemies

Description: All three party members spin around using their techs, as a huge laser comes down with orange rings at the bottom, dealing very high damage to all enemies.

PoyozoDance

Party Required: Marle, Lucca, Ayla

MP Used (Marle): 1

MP Used (Lucca): 1

MP Used (Ayla): 10

Techs Required (Marle): Provoke

Techs Required (Lucca): Hypno Wave

Techs Required (Ayla): Tail Spin

Accessory Required: White Rock

Range: Hits all enemies

Description: Marle, Lucca, and Ayla teleport around the area, as a Poyozo Doll teleports around the area with them. Some traingular shaped objects are present, too, causing the enemies to be damaged, and possibly have Chaos inflicted on them.

Spin Strike

Party Required: Frog, Robo, Ayla

MP Used (Frog): 4

MP Used (Robo): 4

MP Used (Ayla): 15

Techs Required (Frog): Leap Slash

Techs Required (Robo): Robo Tackle

Techs Required (Ayla): Dino Tail

Accessory Required: SilverRock

Range: Hits a single enemy

Description: Robo and Ayla spin around the selected enemy, as Frog leaps in the air and strikes with his sword quite a few times, at a very fast pace, causing damage to be dealt. The lower Frog's HP is, the higher damage will be dealt.

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XVII. Spekkio
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In this section, I will list Spekkio's several forms, along with what level you need to be to fight a new form. I'll also provide a strategy for each one. I do not recommend taking on any of Spekkio's later forms (like the Omnicrone, for an example) until you're one level below the required amount for the next form. This makes fighting him much easier. However, if you have a party of Level 30, for an example, but bring a Level 99 (**) party member as the leader, you will not fight the Omnicrone form, but rather, the Nu form. And if you have a party leader at Level 30, but your others are much higher, you'll fight the Omnicrone form instead of any other form.

You can beat a form Spekkio has more than once, but he only gives you all of

the prizes when you beat him once, on each form. I will also list all of the prizes you get from each form in this section. With all of that explained, here is the list of Spekkio's forms, among other things.

Croaker Spekkio

HP: 350

Level Required: 1-9

Prizes: Magic Tab

Strategy: This form is seriously a joke. This form will probably only be fought on a Low-Level Game, or if you're seriously underleveled. Anyway, just unleash your new magic on him. Heal your party if it becomes nessecary, and you'll win.

Kilwala Spekkio

HP: 800

Level Required: 10-19

Prizes: Magic Tab, 5 Ethers

Strategy: This is the form you are most likely to meet when you first visit the End of Time. He's a little harder than before, but do the same thing in the strategy described above. Heal your party if/when you need to, and eventually you'll defeat him.

Goblin Spekkio

HP: 2200

Level Required: 20-29

Prizes: Magic Tab, 5 Mid Ethers

Strategy: Again, this is basically the same as the previous two forms. Heal if ever nessecary, and unleash your best techs on him. You'll beat him soon.

Omicrone Spekkio

HP: 4800

Level Required: 30-39

Prizes: Magic Tab, 5 Full Ethers

Strategy: Get ready for some nasty attacks thrown out by Spekkio. Make sure you have a lot of positive status effects on throughout the battle, and defenitely heal when nessecary. Use your best Dual/Triple Techs on him, and keep up the pace until you win.

Masamune Spekkio

HP: 10000

Level Required: 40-98

Prizes: Magic Tab, Power Tab, Speed Tab, 10 Elixirs

Strategy: Now Spekkio takes on the form of a blue version of Masa & Mune, and he's a bit hard, too. He uses magic attacks that will hurt quite a lot, plus he might inflict Chaos on your party. Be careful. Use the best Single Techs, like Luminaire, Flare, and DarkMatter, if you have Magus with you. If you can't beat him, just level up a bit and come back later. Keep your party healed, and you should be able to get out

of this battle alive.

Nu Spekkio

HP: 20000

Level Required: **

Prizes: 10 Magic Tabs, 10 Power Tabs, 10 Speed Tabs, 10 MegaElixirs

Strategy: Oooh, look at those prizes. Now THAT is what I call a reward. This time, Spekkio takes on the form of a red-pinkish Nu. He has some new attacks. Namely, the ultimate Single Tech attacks! He will use stuff like Luminaire and Flare quite often, and it hurts a lot. Dish out all you have at Spekkio at this point, and use any MegaElixirs if you need to, or if you have any. Spekkio also has Hallation, which causes the entire party's HP to drop to 1. You'll definitely be needing a MegaElixir after this, or else he'll finish you off.

He also has Salt, which he'll use on a party member. This ability heals you, rather than causing damage or inflicting a status effect. Don't ask me why he uses a healing ability on his enemies. Make sure your party is healed always, and you'll live through this battle. If you have equipment that absorbs his attacks, then be sure to equip it all, because you'll definitely need it. And also, physical attacks do NOT work on Spekkio this time: they all miss, so stick to your most powerful magic attacks.

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XVIII. Mini-Games
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In this section, I will list all of the mini-games in the game, along with information about how you play them and such.

Leene Square Games

Bell-Ringing Game

Found: Leene Square (1000 A.D.)

Silver Points Recieved: 1

Description: This particular game is found at the very first area of the square, on the western side. Examine the bell-ringing thing to start the mini-game. You'll automatically move up and down. When you get to the lowest point before you start moving up, press A to hit the bell. If you hit A at the right position, the bell will ring, and you'll earn one Silver Point. Meh...it's a boring game, and the prize sucks.

The Racing Game

Found: Leene Square (1000 A.D.)

Silver Points Recieved: 20

Description: In the first area of the square, all the way to the right, there is a man. I'll bet you have seen those four racers run around the area a lot. This is the race. When they reach the finish line, they'll stop. Talk to the man from there, and bet on one of the racers. If the racer you betted on wins, you'll receive 20 Silver Points! If you want a minor hint, talk to the old man nearby. He is often wrong about which racer is gonna win, though.

The Soda-Guzzling Contest

Found: Leene Square (1000 A.D.)

Silver Points Received: 5

Description: This mini-game can be played at the second area of the square, on the eastern side. Speak with the guy standing by the table, and he will challenge you to a soda-guzzling contest. Tap A repeatedly, as fast as you possibly can. If you manage to fill the table up with soda cans, you win. This game can be hard to play, but it is definitely possible.

The Dance Studio

Found: Leene Square (1000 A.D.)

Silver Points Received: -

Description: You can play this mini-game by going to the second area, then by going east, and heading all the way north. In that area, there are some dancers. If you talk to one of them, you can dance. It does not do anything, however, and you get nothing for doing it. This can also be done during Ayla's party in 65,000,000 B.C.

Battling Gato

Found: Leene Square (1000 A.D.)

Silver Points Received: 15

Description: This is, by far, the most fun mini-game in the square, and the quickest way to earn Silver Points fast. You can find him at the same place as the dance studio, only at the west side instead of the east. Talk to him to battle him. At Level 1, he hurts a little bit, but he's pathetically easy. Attack him a few times to win. He gives you 10 EXP and 1 Tech Point for winning, along with quite a few Silver Points. Convenient, no?

The Tent of Horrors

The Tent of Horrors can be found at Leene Square, in the first area. Head all the way to the northeastern part of the area to find a lone tent. Head inside, and speak with the floating clown face thing, who's laugh resembles that of Kefka, from Final Fantasy III (VI in Japan). You can play three of his games for a certain amount of Silver Points, which will be listed below.

The "Find the Person" Game

Found: Leene Square (1000 A.D.)

Price: 10 Silver Points

Prize: Poyozo Doll (for lead character), Cat food (every other time)

Description: Three soldiers that look exactly the same will walk around, and make themselves get mixed up. You have to find one of them, so be sure to keep an eye on the person you have to find. You'll be told who you have to find before the game starts. If you win, you get a Poyozo Doll the first time, but cat food every other time.

The Clone Game

Found: Leene Square (1000 A.D.)

Price: 40 Silver Points

Prize: Clone of lead character, Cat food (every other time)

Description: The object of this game is to mimic the moves of your clone. Press the correct button to mimic each of the clone's moves. The button you have to press to mimic each move is given to you before the game starts. Late in the game, you have to come back here to win a Crono clone. If you win the game, you get a clone of that party member, and they are placed in several rooms, which is listed in the Secrets section.

The "Save your Friend" Game

Found: Leene Square (1000 A.D.)

Price: 80 Silver Points

Prize: A cat (you can get up to 11 max), Cat food (every other time)

Description: This game is pretty hard. You have to have at least two party members to play this game. Your other party member will be in the air, below a flame. As the game goes on, the party member will be drawn closer to the flame. Three Kilwalas will come out, and you have to push them back in. Examine the objects on the ground to push that particular Kilwala. There will be a big glimmering dot to the left, and if you examine it, you'll raise the party member up a bit. Hold B to run as you do this. If you get touched by a Kilwala, or if your friend gets burned, you lose! Good luck!

Lab 32 Game

Jet Bike Racing

Found: Lab 32 (2300 A.D.)

Prizes: 777 Score = 10 Mid Ethers, 1300+ Score = 5 Mid Tonics (the game tells you that you got 5 Mid Ethers, but it's really 5 Mid Tonics), 1500+ Score = Power Tab (you can only get this once), 2000+ Score = 5 Ethers, 2300+ Score = 5 Full Ethers (the game tells you that you got 5 Ethers, but it's really 5 Full Ethers), any matching number in 3 or 4 digits, like 444 or 2222, earns you either an Ether, a Mid Ether, or a Full Tonic

Description: There are two modes for this game. To play the second mode, you

have to get the Race Log in Lab 32, but you have to race Johnny at least once before you can go and get it. Then, when you get the Race Log, speak with Johnny, and he'll call out another robot. You can talk to it to change your mode of racing. This robot also keeps your racing scores, so if you want to get prizes, you need the Race Log first. I'll explain the default mode first. Your bike moves left and right, but you have to move up and down. This is the only way to control your bike.

If you bump into Johnny, your jet bike will be knocked back a bit, and you'll lose points if this happens. You might also be bumped forward a bit. You also have three boosts. At the bottom-right part of the screen, you will see three "B" icons, which are boosts. Press B to use a boost. The red meter by the boost icons will empty itself after you use a boost, and you cannot use another one until it fills up again. You only have three boosts total. At the top-left part of the screen, you can see how fast you're moving, along with how much more feet you need to reach the end.

I recommend saving your boosts for the very end of the race. At the bottom of the screen, you can see the finish line and the two jet bikes. This also shows how close you are to finishing the race. Mode #2 is slightly different. You can use L & R to change the view, and use A and X to zoom in and out. However, you cannot use boosts! Depending on the score you got, you get certain prizes which are listed above.

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XIX. Endings
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In this game, there are several endings that you can get throughout the game. To get them, you have to warp to Lavos and defeat him at certain points. But it's virtually impossible to do this in a regular New Game file, because you would be too low to defeat Lavos, plus you wouldn't have good enough equipment. With New Game +, you can load from a save on another file, and start with all of your characters equipment, levels, techs, and everything. To get New Game +, defeat Lavos after beating the Black Omen. I will list all of the endings below, along with information about how you get them. There are a total of 13 endings in the game.

Beyond Time

How To Obtain: Defeat Lavos after you revive Crono at Death Peak, or after reviving Crono and beating the Black Omen, and you'll get this.

Description: This is the normal ending, although it has several "varations" of it. A soldier of Guardia will wake up Crono, and tells him that his stay of execution has been cancelled. If you have the clones and the Poyozo Dolls won at the Millennial Fair, then you'll see them in Crono's room during this ending. Then, Crono is taken to the throne room of Guardia Castle. If you rescued the Chancellor after the Rainbow Shell side quest, he will be in this ending. You will see several people you've met in the past, like Doan.

They all tell everyone how you helped them, and then King Guardia

realizes that Crono and his friends saved the future. Then, Crono and Marle are taken to the Millennial Fair, to enjoy the last night of the Moonlight Parade. You can move around after a short scene. Feel free to talk to everyone around you. If you saved Lara in the Sunken Desert side quest, she'll be standing up. If not, she'll be sitting. After talking to everyone, make your way to the Telepod area at the northern side of the square.

Your whole party that you've met throughout the game is here, with the last Gate open. It has grown weak, and is about to close. If you got Magus as a party member, he'll be there too. If not, he won't be there, since he's dead (obviously). Everyone says their goodbyes as they go through the Gate (although Magus doesn't say a word, and just leaves). And if Magus is dead, instead of Frog being in this ending, it will be Glenn instead! Depending on how many cats you had during the game, they will all go through the Gate, with Crono's mom following it/them through it.

However, if you warped to Lavos via the Epoch (in other words, if you crashed into Lavos), then your cats won't leave. After all of your party members leave, head to where Leene's Bell is. Talk to King Guardia, and he'll latch on Nadia's Bell. Then, if you used the Epoch to reach Lavos, Marle grabs onto balloons, and Crono jumps on with her. If not, they'll use the Epoch to fly away, as the credits roll.

Reunion

How To Obtain: Defeat Lavos after Crono dies at the Ocean Palace, after leaving 12,000 B.C., but do not revive him.

Description: Your whole party appears at the End of Time, sleeping. Marle is awake, so talk to Gaspar, then everyone else wakes up. Marle still wants to try and save Crono. However, your other party members do not seem to care about him anymore, so they run off. Marle goes, as well, but then Gaspar just remembers that he forgot to give them the Chrono Trigger! Once you're at the Moonlight Parade, head to the Telepod area. Talk to Lucca, and then the Gate by the Telepods opens. Then, your entire party appears! Gaspar is here, as well.

He tells everyone how they can revive Crono, and they suddenly get interested in reviving him again. So they all head off to try and revive Crono, but Marle's father calls her out. She ignores him, though, and goes to find Crono. If you crashed into Lavos via the Epoch, then she'll help the King, and grab onto some balloons. Then, she is seen on the summit of Death Peak, where she sees Crono, and reaches out for him. The ending is over at this point.

The Dream Project

How To Obtain: Either defeat Lavos at the Ocean Palace, or use New Game +, and run to the Telepod room. Examine the dot on the eastern telepod to warp through a weird-looking Gate. Defeat Lavos from there. The ending can be obtained both ways.

Description: This ending is awesome. Your party members that you defeated Lavos with awaken at the End of Time. Talk to Gaspar, and you'll learn that there are the game developers spread throughout the area, and you have to talk to most of them. There are some beyond the

steps leading to where the Epoch is in the normal game. All of the pillars of lights take you to different areas of the game, where you can talk to all of the NPCs, which are game developers. If you go behind all of the pillars of light, you can jump to an area with a statue of Magus.

After you talk to a majority of the developers, go back and talk to Gaspar. He'll open Spekkio's room. Go inside, and you'll meet three more developers. These people are known as the Dream Team. Then, credits roll at a very fast pace, and the ending ends.

The Successor of Guardia

How To Obtain: In a New Game +, after defeating Yakra and returning to the year 1,000, use the eastern Telepod to warp to Lavos. Defeat him with Crono and Marle to get the ending.

Description: Just like the first two endings, you go to Leene Square again. If you talk to everyone, you'll find out that Marle talks like a frog somewhat...talk to the two guards in this area, and you'll be taken to Guardia Castle. You are shown an album of 600 A.D., which shows that Frog and Marle got married. This explains why Marle has a froggish voice. You'll see the pictures of the wedding while the credits roll.

Good Night

How To Obtain: Once you visit the End of Time for the first time, warp to Lavos and defeat him. You can also defeat him after you beat Heckran to get it.

Description: This ending sucks. Seriously, it's boring. You see a Nu sleeping throughout the entire ending, and a Kilwala sometimes. A frog will try and harrass the snoozing Nu and Kilwala throughout the ending, and eventually, this boring ending ends.

Legendary Hero

How To Obtain: Once you hear of Tata being a hero, go and defeat Lavos, but do not visit him again, because you'll then find out that he really isn't the hero.

Description: In this ending, you'll see Robo by Leene's Bell, in some strange area. Atropos then appears, as they bump into each other. Then, you see them both sitting somewhere at Denadoro Mountains. After that, you'll see Tata in Guardia Castle. He goes to Magus's lair, and finds Crono, Marle, and Lucca. They all laugh at him, and then a battle begins, as the ending ends here.

The Unknown Past

How To Obtain: After obtaining the Hero Medal, warp to Lavos and defeat him to get this ending.

Description: You first see Ozzie, Flea, Slash, and Magus at the North Cape. Then, you see an army of soldiers at Guardia Castle, then you see Frog leave his hideout at the Cursed Woods. A few more things are shown before this ending is over.

People of the Times

How To Obtain: Once you defeat Nizbel, and leave 65,000,000 B.C., warp to Lavos and defeat him to get this.

Description: During this ending, you see pictures of various people from the game, as the credits roll the entire time. Nothing amazingly good, although it's still cool.

The Oath

How To Obtain: After Frog rejoins your party, but before going to Magus's Lair, warp to Lavos and defeat him.

Description: In this ending, you see everyone in Lucca's house, as Lucca tries to repair Robo. Frog has a thought on his mind, and then heads off to Magus's castle by himself. He defeats Ozzie, Flea, and Slash, then he battles Magus himself, as the screen fades. Then, the credits roll, as you hear them battle it out to the death. At the end, you see someone standing on top of Magus's castle. It isn't known who it is, so go ahead and choose the winner yourself!

Dino Age

How To Obtain: After defeating Magus in his lair, warp to Lavos and defeat him to get the ending.

Description: Everyone's a Reptite! It's the age of the Reptite's now; they've taken over the world! This ending is kinda funny.

What the Prophet Seeks

How To Obtain: After you defeat the Black Tyrano and Azala, warp to Lavos and defeat him, but before going to 12,000 B.C.

Description: This ending has one of the most quoted lines in video game history at the end: "If history is to change, let it change! If the world is to be destroyed, so be it! If my fate is to be destroyed...I must simply laugh!". This ending features Frog at the Cathedral, by a Magus statue in the hidden room. Then, you see several people from the kingdom of Zeal, including Ozzie, Flea, and Slash, along with Janus and Alfador. This ending ends with the Prophet going on a search for Lavos at the Ocean Palace.

A Slideshow?

How To Obtain: Defeat Lavos after you see Schala open up the sealed door in Zeal Palace, with her pendant. Do not power up your pendant, or you will not be able to leave the palace.

Description: I like this ending. It's my favorite one. At the beginning, it says "The End", but Marle and Lucca want to have a slideshow, where they admire other characters throughout the game. It's sort of funny. However, at the end, Crono steps in, and does something unexpected...he actually talks! I quote his first line: "What ARE you two doing?! I thought you said something about a nice little slideshow!". After a few more words, this ending is over.

Day of Lavos

How To Obtain: Fight against Lavos at any point in the game, and lose. Just remove everyone's equipment for a much faster death.

Description: Not much of an ending, mind you, but I consider it one anyway. If you lose to Lavos at any point in the game, you'll witness a scene with a director and some soldiers. Then, you witness Lavos use his amazing power to destroy every town, every building, every person, and just...everything. "But...the future refused to change".

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XX. Secrets
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In this section, I will list all of the secrets in the game, along with info about them and such.

Secret #1 - Raising Cats

Yes, you can raise your very own kittens in this game! In a way. At the Leene Square, play the third game in the Tent of Horrors, which costs 80 Silver Points. Then, if you win, you'll win a cat. You can win up to 11 altogether. The last cat you get is a purple one, and no, it's not Alfador. Simply because it would make no sense for it to be Alfador. Win cat food so you can keep your cats healthy. If you don't have cat food often, some of them may run away, so keep Crono's cat food bowl filled with cat food often! This is really the only way to "raise" kittens in this game.

Secret #2 - Character Clones

In the Tent of Horrors at the Millennial Fair, play the 40 Silver Point game, which is the clone game. At first, all you get is a Crono clone. However, if you put someone else as the lead party member after that, you can win a clone of that character. Each clone has a different location, which I will list below this paragraph. Press A in front of a clone to make it have a different expression/position, with the exception of the Crono clone. However, if you get the Crono clone twice, you can mess around with it the second time, like you can with every other clone.

Crono Clone - Crono's clone is found in his house, upstairs in his bedroom.

Marle Clone - Found in Guardia Castle (1000 A.D.), in the easternmost room from the throne room.

Lucca Clone - This one is simply found in her house, in the back bedroom.

Frog Clone - Frog's clone is located in the Cursed Woods, inside his hideout, by the table.

Robo Clone - Robo's is found in the Proto Dome, by the door at the end of the first room.

Ayla Clone - Ayla's clone is found in the Chief's Hut.

Magus Clone - Magus's clone is found at the summit of the North Cape, which is located at 12,000 B.C. after it gets destroyed.

Secret #3 - Unused Enemies

This isn't really a secret, but I didn't really have a place to put it (aside from the Enemies section). There are five enemies that are unused in the game, but still have stats. They were probably intended to be used at one point, but Square probably decided to use them as NPCs instead of enemies. These enemies are: Bull Frog, Frog King, Johnny, Octobino, Octorider, Ogre, and Omicrone. Notice that the Omicrone is missing an "n". And yes, you CAN fight these monsters, but only via a Game Genie. I don't know the codes to fight them, though. Feel free to email me if you know.

Secret #4 - Unused Areas

Just like the enemies, there are also some unused areas in the game, that were probably intended to be used at one point in development. These areas are as follows: Ayla's Tent, Breakwave Pt., Chanting Mt., Eternal Repose, Exoskeleton, Gobb's House, Robot Village. I can't think of where any of these areas would be used, aside from Ayla's Tent, which might have been just a rename of her current place, Chief's Hut. There are no Game Genie codes to access the areas.

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XXI. Frequently Asked Questions

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In this section, I will list the most commonly asked questions regarding this game. Before emailing me with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: Help! Why can't I see anything in the domes in 2300 A.D.?

A: It's your emulator. Either get a different one, change some of the settings, or press "3" to disable the third layer. You can disable layers on emulators such as ZSNES or SNES9x. If that doesn't work, then your only solution is to get a different emulator, or buy the game. This problem only happens on an emulator. Please do not email me if these solutions do not work, because these are the only ones I know of. However, feel free to email me if you know of another method to get rid of the mass fog.

Q: Who is the Entity spoken of in the Sunken Desert side quest?

A: Regardless of what rumors you hear, it's not Alfador, it's not Lavos, it's not anybody. The Entity is actually the earth itself. This has been proven, pretty much, by a lot of Chrono Trigger veterans.

Q: Help! I beat the game, and New Game + isn't available! What's wrong?

A: The problem is that you didn't beat the Black Omen. Since it is considered the final level of the game, you have to clear it, then defeat Lavos. When you see "The End" appear onscreen, just reset the game, and New Game + will be available.

Q: How do I find the Hunting Range in 65000000 B.C.?

A: It's hard to spot at first, but it's just east of the Dactyl Nest.

Q: I can't input the password in the Arris Dome. Why?

A: Like I said earlier, you're using an emulator if you're experiencing this problem. The solution is to map the L, R, and perhaps the A button to one key, then press those keys (or that one key, if you mapped all three) in front of the console to make it work. By mapping, I mean changing the controls to different keys. You can do this on pretty much any emulator. The reason you can't work the password is because certain keyboards can't have three keys activated at once.

Q: How do I get the Nu to move in the Last Village shop?

A: Here is how I did it: talk to him, and leave it on the "Buy?" sentence for a few seconds (about five or so). Then, enter the shop screen, and exit it. From there, just stop talking to the Nu, and stand there for about another minute. He should randomly walk out. It worked for me. Others say to just enter the area and stand there, and if he doesn't move, exit and re-enter the area and try again. These are really the only solutions, although if you found another one, feel free to email me.

Q: I've done what Spekkio said for hours! Why won't he teach me magic?!

A: So many people have problems with this. Start from the southeastern part of the wall, and run around the whole room. Make sure you run to each corner, and that you're touching the walls at all times. Count it as you would laps in racing. Once you start at the southeastern corner, and run around back to the southwestern corner, consider that one lap. Do this three times total, then speak with Spekkio. This should end your problem.

Q: Who is the "one close to me" that Gaspar talks about, that I need to save?

A: The answer is unknown, though I personally think it is Queen Zeal, and I'll tell you exactly why. For one, it has nothing to do with the side quests, because this is the only message during Gaspar's side quest talk that says "GASPAR:" by his sentence. The side quest messages do not have "GASPAR:"

next to them. Queen Zeal is consumed by Lavos, and she's far from a normal person. When you beat the Black Omen, and return to the End of Time, Gaspar no longer mentions the one close to you. But rather, he tells you that the poor woman can finally rest in peace (he's obviously referring to Zeal).

And regardless of what anybody tells you, the Black Omen isn't a side quest. It advances onto a new chapter of the story, plus it unlocks New Game +, which defeating Lavos at any other time does not do. That is why I think he is referring to Zeal, and I think it makes perfect sense. Please do not email me with other false rumors about who this person is.

Q: How come Frog doesn't turn back into a human? I killed Magus!

A: Magus says that if he dies, the curse will be broken, but when he dies, the curse is...uh, not broken. However, if you fight Lavos and defeat him right after killing Magus, the curse on Frog is lifted during the ending. And no, Glenn is not a party member in this game. Only Frog is.

Q: How do I get Magus as a party member?

A: Keep advancing with the storyline. When you reach the North Cape, at 12,000 B.C., you'll meet Magus (after you get past the Blackbird, that is). He will tell you a story about his past and such, then he'll ask if you wish to fight him. Refuse his offer, and attempt to leave. He'll then decide to join you, to help you revive Crono.

Q: What's the password to save Lara?

A: The password is: L, A, R, A. It'd probably actually be easy to figure out on your own, honestly.

Q: What's the "9999 damage point strike" the Developers ending referred to?

A: It refers to Ayla's BronzeFist, which she gets at Level 96-99 (**). With that fist, she will hurt 9999 any time she gets a critical hit. On any enemy, and any boss in the game.

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XXII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed

up on as soon as possible.

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XXIII. Credits
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Credits go to you for reading this guide.

Credits go to me for taking the time to write this guide.

Credits go to Squaresoft for making such a wonderful and fun game.

Credits go to the Chrono Compendium for all of their stats information on the enemies and bosses. Thanks!

Credits go to Phoenix 1911 for his awesome FAQ. His is the only guide that I've seen that tells you stuff like the super-hidden Power Tab in the Proto Dome. Awesome guide, man!

Credits go to capefeather for giving me the stats of the save point enemy. Thanks!

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XXIV. Copyrights
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