

Chrono Cross FAQ/Walkthrough

by Gbness

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CHRONO CROSS
An FAQ/Walkthrough
For the Sony Playstation
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-!NOTE!-

This guide, as you will soon see, is pretty big. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "IV. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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~~~~ ~~~ ~~~ I. Introduction ~~~ ~~~ ~~~  
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This is both the shortest and the longest guide that I've ever done. For one thing, it really blows when you start a guide in one month and then finish it five months afterwards, but those are just the days of an FAQer's life, and there isn't really anything you can do about it.

Chrono Cross itself is quite obviously the sequel to the legendary SNES title Chrono Trigger, both games of which are fantastic, although Chrono Trigger is obviously the more important one, and arguably the better one. All the same, Chrono Cross has a magnificent atmosphere, terrific graphics, and one of the best soundtracks I've ever heard, aside from the battle theme. Plus the element system is something new, and although the overall battle system is very similar to Xenogears, it's something you don't see in every RPG.

As for me, myself, and I, I'm just Richard Beast, a 17 year old geek who does nothing all day except sleep and play video games. However, the better side of him decided that he ought to do something with video gaming, so that's why he writes guides. That, and to get out of a slump of boredom. And that is really all that there is to know about someone so everyday as me, so... let's move on, shall we?

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~~~~ ~~~ ~~~ II. Legal Disclaimer ~~~ ~~~ ~~~  
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on

permission if it's not one of the four abovesites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

~ ~ ~ ~ ~ III. Contact Rules ~ ~ ~ ~ ~

First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Wild Arms guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat kmodo", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

~ ~ ~ ~ ~ IV. Basics ~ ~ ~ ~ ~

Chrono Cross is not the most overly complicated game in the world. The Element grid and such may seem very complicated at first glance, but it'll really just become second nature as soon as you understand how it works. But eh well, here are main game controls:

D-Pad - walk (in battles, to select characters)
L. Stick - walk
R. Stick - nothing
X - select
O - cancel/run
Square - items menu
Triangle - menu
L1 - scroll left (in things such as Element Grids)
R1 - scroll right (in things such as Element Grids)
Start - pause
Select - change character order

As for battles, those are what some people find the most confusing, so here you go with my AWESOME explanations. You have four choices in battles: attack, elements, defend, or run away. All are self-explanatory except elements, in which are magic spells. You will never hear me refer to "spells" in the walkthrough, so just for the record, they're called "Elements". Not the smartest name in the world, but they'll work.

On an interesting side note, you can run away from ANY battle. Even boss battles, although for most of them you'll just have to fight the battle again without any chance to do anything. But anyway, when you attack, you're given four choices: a Weak Attack, a Strong Attack, a Fierce Attack, or you can skip right to Elements. You're given 7 stamina points, and your turn ends when all of them are up. Weak Attacks consume 1, Strong Attacks consume 2, Fierce Attacks consume 3, and Elements consume 7. Of course you can always reduce your stamina to 1 and then use an Element to get to -6.

These attacks have varying hit percentages, so it's not a good idea to start every battle by using Fierce Attacks. Instead, generally the best strategy is to use one of each: weak, strong, fierce, element. That's it for physical attacks... now we're on to elements. The FIRST thing to know about elements is that there are six innate colors: blue, which pertains to water/ice; green, which pertains to plants/wind; yellow, which pertains to earth/thunder; red, which pertains to fire/lava; white, which pertains to light/space; and black, which pertains to gravity/hell.

Every character and every element has one of these six innate colors. And of course, blue opposes red, green opposes yellow, and white opposes black, and vice versa. But of course, if you use the same colored element as an enemy's innate, it'll do reduced damage. Each element also has two status effects to go with it, which can sometimes be caused by having an element used on them, but do NOT worry. Status effects aren't NEARLY as annoying in this game as they are in most. So don't worry about them at all.

There are several kinds of elements: spells, consummables, techs, traps, and summons. Spells can be used in any battle once, consummables can be used once, then they're done, and as for techs... each character (except Sprigg) has three of them, which are learned in general progress (for future reference, defeating bosses nets you "Star Levels"). For a lot of the lv. 7 (i.e. best) techs, however, you'll need to find them/earn them yourself. Trap elements can be set so that if an enemy uses a certain element, it's yours. Very, very useful. And as for summons, they are extremely powerful elements that can only be used when the "Field Effect" is all of the color of that summon.

What is the "Field Effect", you ask? You see, it consists of three layers. If the same color element is used three times, the entire field effect will be that color. So to use a summon like RedWolf, for an example, you would have to first use three red elements (or your enemy can use them if you're lucky!),

and then the summon itself. So don't entirely rely on summons, they're just there for the power and downright pride and such. And that brings me to the last point: the Element Grid.

The Element Grid is fairly simple. You collect elements in the game by finding them in chests, buying them, etc., and can allocate them on the grid. The grid, however, has eight levels. Only three are accessible at first, but as you gain more Star Levels, it becomes larger and eventually spans eight levels. Every element has a level, consisting of two numbers. Let's use an element with the level "6/2", for an example. It's a Lv. 6 element which would go in a Lv. 6 space normally, but you can put it on, as a minimum, a Lv. 4 space because $6 - 2 = 4$. The same is true for something like 5/3; $5 - 3 = 2$. If you put an element on a lower level or a higher level space, though, it'll be weaker or stronger. So choose THAT wisely.

Lastly, there are plenty of really strong elements that can only go on a certain innate character's Element Grid. As an example, the element UltraNova, which is EXTREMELY powerful, is a white 6/2 element that can only go on a white elemental like Serge's Element Grid. So 1/7 through 5/3 are for anyone, 6/2 through 8/1 are for specific innate only. That's pretty much it for this game's basics... just one final note. Star Levels will increase your stats, and after you gain them, you can fight enemies to randomly increase them to some extent, but after a while they'll stop increasing until you gain another Star Level. That's Chrono Cross for ya in a nutshell... have fun.

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                ~~~ ~~~ ~~~ V. Characters ~~~ ~~~ ~~~
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Yep, this is a listing of each and every single one of the characters in the whole game. Should be fairly self explanatory.

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~~~ SERGE ~~~~~

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"You're not dead or anything, are you? Has anybody called you back from the great beyond? Hmmm... for some reason, I just can't read your future."

| | | |
|-----------------|--|------------------------|
| Age: 17 | | HP: Above Average |
| Weapon: Swallow | | Strength: High |
| Innate: White | | Magic: Above Average |
| Height: 5'7" | | Defense: Average |
| Weight: 128 lbs | | Magic Defense: Average |

Lv. 3: Dash&Slash - A main line of power through the course of the game; one of the best Lv. 3s in the game. Automatically learned at 3 stars.

Lv. 5: Luminaire - You likely won't use it much, but look, Chrono Trigger rebirth here, yo, even if it's White. Automatically learned at 15 stars.

Lv. 7: FlyingArrow - Another one of the strongest single hitters in the whole game, albeit one of the weirdest. Automatically learned at 35 stars.

I think you'll easily know where to get Serge, thank ye very much.

Serge, overall, is probably one of the best characters in the whole game. A quick look at his stats may suggest otherwise, but he's honestly one of the strongest fighters in the game, even if his stats are fairly average. Plus, Dash & Slash is awesome and combine that with Glenn for X-Strike, and you've got something really good.

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~~~ KID ~~~~~

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"In your eyes, I percieve... both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

Age: 16 || HP: Low
Weapon: Dagger || Strength: Average
Innate: Red || Magic: Average
Height: 5'5" || Defense: Below Average
Weight: 99 lbs || Magic Defense: Below Average

Lv. 3: Pilfer - Basically an act of theft against an enemy, which will more often than not result in an item in your pocket. Automatically learned at 3 stars.

Lv. 5: Red Pin - Extremely powerful skill for the short amount of time that you'll use it. Very good stuff here. Automatically learned at 15 stars.

Lv. 7: Hot Shot - Something else that's very good, but you won't use altogether that much. Procure this at Lucca's burning house, and in the very first room, examine the device on the right and type in this code: L1, Triangle, R1, Triangle. Closest thing you can get to "Lara", and this is your reward.

Kid will first want to join in Cape Howl, but to get Leena there, you'll have to turn her down. However, if you refuse her at Cape Howl, she'll want to join at Termina. Or failing that, she'll get "poisoned", and you can choose not to save her and never return to look after her, and the main heroine of the story will never join you. Sad, huh.

On first look at her stats, you'd think Kid wouldn't be too great of a fighter, but that only applies to really late in the game, when everything's maxed out. As you go through the game, Kid will be a great source of power, although she's still outmatched by Zappa. She's much stronger than she appears, and for the first part of the game, THE best red elemental magic user, hands down.

~~~ LYNX ~~~~~

"You're not dead or anything, are you? Has anybody called you back from the great beyond? Hmmm... for some reason, I just can't read your future."

Age: ??                   || HP: Above Average  
Weapon: Scythe         || Strength: High  
Innate: Black           || Magic: Above Average  
Height: 6'1"            || Defense: Average  
Weight: 154 lbs         || Magic Defense: Average

Lv. 3: GlideHook - Not as good as Feral Cats, but great all the same, as a leap and slash attack. Appropriately similar to Dash & Slash. Automatically learned at 3 stars.

Lv. 5: FeralCats - Pretty much one of the "cutest" types of skills, even in the context that it's used. Very similar to Luminaire overall, but maybe not quite that powerful. Automatically learned at 15 stars.

Lv. 7: ForeverZero - IMMENSELY powerful tech, perhaps one of the best in the whole game, which plummets the whole enemy party for massive black elemental damage. Use this on a white elemental, and kiss 'em goodbye. Learned at 35 stars.

I am not going to spoil when, where, how, or why you get Lynx in your party. Trust me when I say you'd rather learn on your own, although if you really have to know, read into the walkthrough.

Lynx is very much similar to Serge, although the big S is probably a bit more useful in the long run. Good stats, similar to Serge's, and plus, ForeverZero is

plain awesome to the maximum.

~~~ GUILE ~~~~~

"Hahah...! Sir Guile, the deadline has already passed!"

Age: 26 || HP: Above Average
Weapon: Staff || Strength: Low
Innate: Black || Magic: High
Height: 6'2" || Defense: Below Average
Weight: 154 lbs || Magic Defense: High

Lv. 3: WandaIn - One of the best Lv. 3 techs in the entire game, Guile will put his rod right through an enemy body. And I'll tell you right now that that will seriously hurt. Automatically learned at 3 stars.

Lv. 5: WandaSwords - Another extremely damaging tech, this will be very, very useful when you make your trip through Fort Dragonia. Automatically learned at 15 stars.

Lv. 7: LightninRod - I never really used this, mainly because when you have it, it will be after the death-defying plot twisting events. It's powerful, but kind of meh compared to what WandaIn and WandaSwords were. Automatically learned at 35 stars.

When you arrive at Termina for the first time and are ready to try and get to Viper Manor, talk to the man in white robes in the bar. That is Guile, and he is one of the three guides.

Guile is a very good character with great magic capabilities (some of the highest magic power in the game), and the EXTREMELY powerful WandaIn tech. The only handicap he has is his lackluster Element Grid, and you can look past that in the early parts of the game.

~~~ NORRIS ~~~~~

"You work to be more honest more straight... this world is distorted and crooked. Trying to force your honesty on this crooked world may break you. Beware of that."

Age: 26                   || HP: Below Average  
Weapon: Gun             || Strength: Above Average  
Innate: Yellow          || Magic: Below Average  
Height: 5'10"           || Defense: Below Average  
Weight: 137 lbs         || Magic Defense: Average

Lv. 3: SpiralRay - A decent attack that does a decent amount of damage. Still, at the time you get it you'll already have Sunshower, plus there aren't that many green elementals around.

Lv. 5: Sunshower - This is very useful in the El Nido Triangle as lv. 5 tech, in dishing out damage to a whole enemy party. And yes, you'll already have it, same with SpiralRay.

Lv. 7: TopShot - EXTREMELY powerful, practical instant death against green elementals... collect it by talking to Another Norris with Home Norris in Viper Manor.

Going to Viper Manor's dungeon shortly after you get Lynx in the party, talk to Norris inside the room on the right side of the hallway, and he'll join you. Can't miss him.

Norris is one of the better characters in the game, and also PROBABLY the best yellow elemental, with Zoah coming in as a very close second. He's fast, and

stronger than you might think for your average Porre soldier. His stats aren't great, but TopShot is excellent, so...

~~~ NIKKI ~~~~~

"The reading states that you are a bridge that connects to the other side. Indeed. Two shores, that are separated by an unstoppable stream... it is your role to connect them."

Age: 19 || HP: Low
Weapon: Guitar || Strength: Average
Innate: Blue || Magic: High
Height: 6'0" || Defense: Low
Weight: 115 lbs || Magic Defense: Below Average

Lv. 3: GrandFinale - One of, in my opinion, the weakest and least useful lv. 3 techs in the whole game, to some enemies barely scratching them. Oh well, it has its uses, plus he looks like Hendrix. Automatically learned at 3 stars.

Lv. 5: ChillOut - Not one of the best techs in the whole game, barely being learned in "time", if you know what I mean. He literally freezes enemies, though. Automatically learned at 19 stars.

Lv. 7: LimeLight - It hits the whole party for a decent sum of damage, plus he gets to ROCK ON while doing it! To get it, talk to Home Nikki with Another Nikki, and... rock on.

When you have a choice of one of the three paths that lead into Viper Manor, pick Nikki's path by talking to Miki and agreeing to find Nikki in the Shadow Forest. He'll join you inside the underwater cave.

Nikki is far from one of my favorite characters in the game, but he isn't that bad. His strength is solid, plus he's a great magic user. And I'd take him any day of the week over Pierre, although that isn't exactly saying very much. Oh well, he has his uses.

~~~ VIPER ~~~~~

"You will continue to be the rightful lord that you are... this is no fortune reading, it is my opinion as one who has lived longer than you."

Age: 57                   || HP: Above Average  
Weapon: Sword           || Strength: High  
Innate: Yellow           || Magic: Low  
Height: 6'7"             || Defense: Below Average  
Weight: 216 lbs         || Magic Defense: Low

Lv. 3: G-Force - I consider this tech to be incredibly outdated when you get it, but it STILL manages to be powerful when you use it. So just use it against one enemy and be quiet.

Lv. 5: AirForce - Another tech which doesn't look great on the outside but is good on the inside, hitting the whole enemy party. So just use it against several enemies and be quiet.

Lv. 7: FlagBearer - One of the least useful lv. 7 techs in the entire game, but that's just because I can't dig healing techs. To get it, head to Home Termina, into the bar, and into the secret room. Examine the flag in there... inspiring.

Viper is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss him.

One of the overly better yellow elementals, Viper isn't a character whom I use



a whole lot, mainly because of his lackluster lv. 7 tech, but he's still fairly powerful. Strong physical attacks, solid HP, and good defense... he's not a born mage, though, plus he's got the typical "lower level" element grid.

~~ RIDDEL ~~~~~

"Deep devotion often makes the impossible possible. I suggest that you keep holding on to your purity."

|                 |  |                     |
|-----------------|--|---------------------|
| Age: 24         |  | HP: Very Low        |
| Weapon: Staff   |  | Strength: Very Low  |
| Innate: White   |  | Magic: Very High    |
| Height: 5'7"    |  | Defense: Very Low   |
| Weight: 104 lbs |  | Magic Defense: High |

Lv. 3: SnakeEyes - A healing tech which restores HP and cures status effects, AND hits the party. Not exactly my thing, but what more can you ask for if you're using Riddel in the first place?

Lv. 5: SnakeSkin - HiRes and StrongMinded in one nifty little package, to one character. Not bad, not bad at all... well, for me it is, but like I said, if you don't like this stuff, why the hell are you using Riddel?

Lv. 7: SnakeFangs - Now this isn't worth it, since you have to defeat friggin' Dario to get it... it has a 50% chance of recharging Elements. I mean, it's decent, but come on...

Riddel is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss her.

Based on looking at the stats, Riddel's uses clearly lean in a very forced direction. She has the highest magic stat in the whole game, but is very weak physically. Personally for me though, she'd be one of the best characters in the game if she had at least one attacking tech, but she doesn't. Oh well, stick HolyLight, UltraNova, and Saints on her and just destroy everything.

~~ KARSH ~~~~~

"The reading says: A change in fashion will blossom a new love."

|                 |  |                        |
|-----------------|--|------------------------|
| Age: 27         |  | HP: High               |
| Weapon: Axe     |  | Strength: High         |
| Innate: Green   |  | Magic: Average         |
| Height: 5'11"   |  | Defense: Above Average |
| Weight: 159 lbs |  | Magic Defense: Average |

Lv. 3: DragonRider - A very basic attack, dealing out damage to a single character with a green element. And it's fairly powerful, too.

Lv. 5: AxialAxe - Tossing the axe all over the place, this pretty much mops up a whole enemy party. The perfect tech to use against a multitude of yellow elementals.

Lv. 7: Axiomatic - A very powerful tech which pretty much screams berserking through a single target. To get it, just beat Solt and Peppor in the Isle of the Damned, Another World.

Karsh is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss him.

Probably one of the best characters in the game, Karsh is the very, very close second best green elemental in the game, with only Glenn topping him. But

putting that aside, his techs are fantastic, and all of stats are decent or above decent, especially his strength, which is some of the highest in the game.

~~~ ZOAH ~~~~~

"I sense deep sadness beneath that mask of yours... in the near future, you, too, shall find your sanctuary of peace."

Age: 28 || HP: Very High
Weapon: Glove || Strength: High
Innate: Yellow || Magic: Low
Height: 6'3" || Defense: High
Weight: 203 lbs || Magic Defense: Low

- Lv. 3: DragonRider - A very basic attack, dealing out damage to a single character with a yellow element. And it's fairly powerful, too.
- Lv. 5: SweepAttack - A pounding attack which pretty much smashes through one enemy. I prefer AxialAxe, though, since it hits the whole party. Oh well, this is still great stuff.
- Lv. 7: Toss&Spike - Not really that much of a step over SweepAttack, but still really, really powerful. To get it, take Zoah to Viper Manor, put him in the front of your party, and open the chest in his room.

Zoah is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss him.

Not quite as good as Karsh, but there isn't quite as much competition as far as yellow elementals go. Zoah is strong, powerful, full of brawn... anything you want to call him, but really has the same strength as Karsh but lower magic power. He's still great, though.

~~~ MARCY ~~~~~

"The reading says, your wish will come true if you purge of your likes and dislikes."

Age: 9                    || HP: Low  
Weapon: Glove            || Strength: Above Average  
Innate: Blue             || Magic: Above Average  
Height: 4'9"             || Defense: Below Average  
Weight: 84 lbs           || Magic Defense: Average

- Lv. 3: Cat'sCradle - Surprisingly powerful for what it is. You would think a bunch of strings poking through an enemy wouldn't be very strong, but trust me it is.
- Lv. 5: StringPhone - Just like the others, automatically learned, blah blah blah. This one looks fairly cool, though... more stringy crap, but ice on them, slamming the enemies.
- Lv. 7: WebSurfer - Not one of the best Lv. 7 techs, but it looks cool for a water tech. Plus it hits all enemies, which is always a good thing. Automatically learned at 40 stars.

Marcy is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss her.

Do NOT be fooled by Marcy's appearance, she's a lot more powerful than you might think. For one thing, she has more magic power than Karsh or Zoah, so she

can hold her own there, although her strength isn't as high. Plus her techs aren't half bad, so she takes the cake as (one of) the best blue elementals, along with Fargo and Orlha.

~~~ KORCHA ~~~~~

"Your fortune reads that it is a hopeless love... I'm sorry, but you've got to give up."

| | | |
|-----------------|--|------------------------|
| Age: 16 | | HP: Below Average |
| Weapon: Lure | | Strength: Average |
| Innate: Blue | | Magic: Below Average |
| Height: 5'6" | | Defense: Below Average |
| Weight: 123 lbs | | Magic Defense: Low |

Lv. 3: Headbutt - Nothing at all special, and nothing really more than something which is there because you have to have a Lv. 3 tech. Automatically learned at 3 stars.

Lv. 5: Hook&Sink - Not anything special at all, like before. Still, gotta have a Lv. 5 tech, right? Plus the animation sucks, too. Automatically learned at 15 stars.

Lv. 7: BigCatch - Another very crappy tech, but if you want to get it... examine the mermaid display in Termina, then talk to the person nearby, and then talk to the mermaid whom you saw Korcha talking to before Viper Manor.

You have a choice between Korcha, Razzly, and Mel, or Macha, Glenn, and Doc, for whether you choose to save Kid or not. Korcha will join automatically if you do save her.

Korcha's stats aren't great, at either average or below average, and especially start faltering around the end of the game. And if that weren't enough, his techs are mediocre at the very best. So he's NOT a character whom I get a lot of use out of.

~~~ LUCCIA ~~~~~

"You shall always be under the watchful eye of your former master..."

|                |  |                              |
|----------------|--|------------------------------|
| Age: 28        |  | HP: Low                      |
| Weapon: Lure   |  | Strength: Low                |
| Innate: Black  |  | Magic: Low                   |
| Height: 5'9"   |  | Defense: Below Average       |
| Weight: 97 lbs |  | Magic Defense: Below Average |

Lv. 3: Pin-UpGirl - A decent tech which looks cool. Automatically learned at 3 stars.

Lv. 5: Mix&Match - Another decent tech, nothing special, but it does cause a status effect or two while she's at it. Automatically learned at 19 stars.

Lv. 7: TestAmeba - I don't think I've even ever used it, but you can put her in your party and talk to the amoeba thingy in the Viper Manor sewers.

For Luccia, talk to her a couple of times in Viper Manor when you're first there, then return there before Fort Dragonia, and she'll join you. Always a good thing... but meet her on the terrace, then in her lab.

Luccia isn't one of the better characters of the game, which you might be able to see if you look at her stats. Still, she gets a quick Lv. 6 space, which might be useful in your first trip to Fort Dragonia.

~~~ POSHUL ~~~~~

"Beware of fat and of over-eating...Well, I guess that goes without saying."

Age: ? || HP: High
Weapon: Glove || Strength: High
Innate: Yellow || Magic: Low
Height: 3'8" || Defense: High
Weight: 26 lbs || Magic Defense: Very Low

Lv. 3: K-9Ball - Another tech I don't use much, although it is canine, which ROCKS! It'll do a decent amount of damage for what it is. Automatically learned at 3 stars.

Lv. 5: DoggyDunnit - Pretty much the same as K-9Ball, except hitting the whole enemy party with a collection of wind. Automatically learned at 15 stars.

Lv. 7: Unleashed - Now... this one is really hella cool with a huge belly flop. Get it by talking to Home Leena with Serge after he gets his body back.

Collect a Heckran Bone in Arni Village, and then give it to Poshul. And just to give you an idea, you can do this at any time during the game, but the beginning of the game is obviously the best time to do so.

Poshul isn't too bad, and is much better than some people take her for, but don't use her if you expect raw destruction coming everywhere. She's got high HP and high strength, plus good defense, but her techs aren't the best in the world, plus the magic is kinda eh. But she has her uses, and for one thing, she's MUCH better than Mojo.

~~~ RAZZLY ~~~~~

"Conflict can occur anywhere...The only way to be rid of conflict is to remove its roots. Nothing will be resolved by just glancing at the surface."

Age: ? || HP: Low  
Weapon: Staff || Strength: Low  
Innate: Green || Magic: High  
Height: 3'7" || Defense: Low  
Weight: 11 lbs || Magic Defense: High

Lv. 3: RazStar - A star basically falls on an enemy for HUGE damage. Use this against a yellow elemental and kiss 'em goodbye. Automatically learned at 3 stars.

Lv. 5: RazHeart - An incredibly useless tech which I have absolutely no need for, Razzly restores some HP and increases her defense. WHO GIVES A \*\*\*\*? Automatically learned at 15 stars.

Lv. 7: RazFlower - I've never even used this on its own, but it can be used together with Serge and Leena for the awesome Delta Attack. Anyway, don't bring Razzly to fight the Hydra, spent time fighting dwarves, Rosetta dies, and after Chronopolis, take Razzly to Home Water Dragon Isle.

Razzly is one of the three characters whom you can recruit if you choose to save Kid, but for this one, you'll have to fight the optional Pentapus in Hydra Marshes.

You've got some good magic power here, plus Serge, Leena, and Razzly have the powerful Delta Attack skill... however, her Lv. 7 skill is atrociously difficult to obtain, and what's more, she is just not the strongest mage you've got anywhere. Still, for the time you get her, RazStar is absolutely magnificent, so...

~~~ ZAPPA ~~~~~

"You shall encounter the two things you seek... but be careful, for one of them is what you seek only in appearance."

Age: 52 || HP: Average
Weapon: Axe || Strength: High
Innate: Red || Magic: Low
Height: 5'8" || Defense: High
Weight: 181 lbs || Magic Defense: Very Low

Lv. 3: HammerBlow - Very powerful, the usual greatness you'd expect, blah blah blah. Automatically learned at 3 stars.

Lv. 5: HammerThrow - I used this in Home Water Dragon Isle when I went to get the Water Dragon, and it really helps against groups. Automatically learned at 19 stars.

Lv. 7: BallsOfIron - Geez, that was a terrible name. It hits one enemy for a LOT of damage. Automatically learned at 40 stars.

Talk to Zappa when you're in his smithy in Home Termina, and he'll join you. See, fairly easy, right?

Zappa is NOT my favorite red elemental, simply because of his extremely poor magic defense, plus his magic skill in the first place isn't great. And he doesn't even have a very high amount of HP, but his strength is really the best of all the red elementals, if you look at it. His techs are really good, too.

~~~ ORCHA ~~~~~

"Do not think your inner evil will just fade away... remember that the evil is secreted away inside everyone."

Age: 44                   || HP: Average  
Weapon: Pan             || Strength: Above Average  
Innate: Red             || Magic: Average  
Height: 5'7"            || Defense: High  
Weight: 203 lbs         || Magic Defense: Low

Lv. 3: SpiceOfLife - A rather decent technique that heals the party for some of their HP. Automatically learned at 3 stars.

Lv. 5: MysteryMenu - Now that is the way to take care of an enemy. Rather damaging to say the least, automatically learned at 15.

Lv. 7: DinnerGuest - Dinner guest is right. Most damaging thing Orcha's got and is learned by talking to his brother in Arni Village in Home.

When you're in Another Viper Manor for the second time, fight Hell's Cook, that is, right after Pentapus. And after that, Orcha will join you to make up for that mishap.

Orcha is kind of similar to Zappa, but I would just sooner use Zappa if I need that kind of raw power, because Orcha really doesn't have THAT much more magic power, and what's more, he really sacrifices the strength for magic, when it really doesn't work. And plus his lv. 3 tech is a healing skill, which doesn't abide well by me.

~~~ RADIUS ~~~~~

"The many lines laid before you, shall all merge into one..."

Age: 62 || HP: Low
Weapon: Staff || Strength: Below Average
Innate: Green || Magic: Below Average
Height: 5'8" || Defense: High
Weight: 119 lbs || Magic Defense: Above Average

Lv. 3: LongShot
Lv. 5: QuickDraw
Lv. 7: VitalEnergy

After you get Lynx, head to Home Arni Village and speak with Marge, and then Radius will come in and fight you. Just finish that incredibly easy battle and you're done.

For the time you get him, Radius works really well, but he's not someone I use in the later parts of the game, although he's surprisingly defensive for an old man. However, his HP is low and his strength is below average, and his magic powers are not what you'd expect from someone like him. Still, he and Viper have the dual tech, VitalEnergy.

~~ FARGO ~~~~~

"Take away the mirror of falsity and reflect your image on the mirror of truth. You will then regain your true self."

Age: 40 || HP: High
Weapon: Sword || Strength: High
Innate: Blue || Magic: Low
Height: 6'0" || Defense: High
Weight: 163 lbs || Magic Defense: Below Average

Lv. 3: Pillage - Best thing you'll ever use, Fargo steals an item. It's why you bring Fargo into battle against all the dragons.
Lv. 5: CannonBalls - Nothing better than an attack that blasts the whole party with cannon balls. Automatically learned at 15 stars.
Lv. 7: Invincible - A sword combo with Japanese letters surrounding it, that does some badass damage to one enemy. Learned before going to Marbule to fight the Lagoonates.

Fargo is one of the FIVE people who join you (six counting either Zoah or Karsh from Termina) in the S.S. Invincible / Hermit's Hideaway scenario. It's fairly hard to miss him.

You'll use Fargo to the point where you get sick of him against the Dragon Gods, because stealing the elemental plates will help you quite a bit, especially against Dario. What's more, Fargo's stats are for the most part, pretty good, especially in the physical department. Still, I'd rather use Orlha over Fargo, but that's just me.

~~ MACHA ~~~~~

"It reads that, as a mother, you should set an example for your children."

Age: 38 || HP: Below Average
Weapon: Pan || Strength: Average
Innate: Red || Magic: Above Average
Height: 5'6" || Defense: Very High
Weight: 150 lbs || Magic Defense: Above Average

Lv. 3: BottomsUp

Lv. 5: Folding
Lv. 7: DirtyDishes

Macha is one of the three people you can recruit if you choose not to save Kid. To get her, just say that there's nothing you can do, then head to Korcha's house. She'll join you right after, in Termina.

Macha is another person whom I don't like to use very much, although her defense is a lot higher than most characters. She has her uses, but her techs aren't too great, in my personal view, and she's overshadowed by Glenn... plain and simple.

~~~ GLENN ~~~~~

"If I were to equate you to something, you would be the moon. Yes, the moon. The moon only shines when there is a sun to reflect. The moon does not glow with its own light... but remember this! The moon's light is a guidepost to those that search in the darkness of the night. A time will come when you will carry out such a role... sometime in the near future."

|                 |  |                        |
|-----------------|--|------------------------|
| Age: 20         |  | HP: High               |
| Weapon: Sword   |  | Strength: High         |
| Innate: Green   |  | Magic: Below Average   |
| Height: 5'9"    |  | Defense: High          |
| Weight: 141 lbs |  | Magic Defense: Average |

Lv. 3: Dash&Gash  
Lv. 5: SonicSword  
Lv. 7: Dive&Drive

Glenn is one of the three people you can recruit if you choose not to save Kid. To get him, head to Termina after Macha takes Korcha's boat, and he'll ask Macha if he can borrow the boat. And he'll join you on that note.

For the time you get him, Glenn is still awesome then, and plus Serge and Glenn have X-Strike, which is magnificent. But if you can get two Elranzers, by beating Dario and then going to Termina after Chronopolis, then Glenn will just kill everything effortlessly. There's nothing in Glenn that falters; he's arguably the best character in the game.

~~~ LEENA ~~~~~

"It says, you will not find a boyfriend for a long time. Fortunetelling is such a merciless thing..."

| | | |
|----------------|--|------------------------------|
| Age: 16 | | HP: Low |
| Weapon: Pan | | Strength: Below Average |
| Innate: Blue | | Magic: High |
| Height: 5'5" | | Defense: Below Average |
| Weight: 93 lbs | | Magic Defense: Above Average |

Lv. 3: MaidenHand
Lv. 5: MaidenHeart
Lv. 7: MaidenFaith

Leena can ONLY be recruited if you choose not to take Kid in your party in Cape Howl. Reject Kid three times, and then Another Leena will join you in the morning, along with Poshul if she didn't join you in Home World.

The character who Leena is most compared with is Riddel, and between those

two I'd rather use Riddel, because although Leena has a (weak) attacking tech whereas Riddel does not, Leena doesn't have as high of a magic stat, plus it really helps that Riddel is white elemental. Still, Leena is very useful for casting FrogPrince and is the best blue elemental before Fort Dragonia.

~~~ MIKI ~~~~~

"You shall broaden your horizons in the open world."

Age: 19                   || HP: Below Average  
Weapon: Glove           || Strength: Below Average  
Innate: Red               || Magic: High  
Height: 5'7"             || Defense: Above Average  
Weight: 95 lbs           || Magic Defense: High

Lv. 3: HeadBopper  
Lv. 5: SexyWink  
Lv. 7: DanceOnAir

There's a very small amount of time which you can do this, but anyway, after you're done with Marbule and the Lagoonates, head into the S.S. Zelbess and talk with her.

Miki is fairly decent, I suppose. She's one of those magic type characters, in that her physical stats aren't great. Except her defense which isn't bad, but her real strength is magic, in which she rivals Leena and Riddel, plus she's got good magic defense as well. I've never really cared for her techs though, so she's another mixed bag. Not the worst red elemental by any means.

~~~ HARLE ~~~~~

"In your eyes, I percieve... both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

Age: 18 || HP: Above Average
Weapon: Pin || Strength: High
Innate: Black || Magic: High
Height: ?? || Defense: Above Average
Weight: ?? || Magic Defense: High

Lv. 3: Moon Beams - Moon Beams has a cool looking animation, and blasts the enemy party nice and good. Automatic at 3 stars.
Lv. 5: Moonshine - I'm digging the name of this. Whatever, it increases magic defense for everyone. Automatic at 19 stars.
Lv. 7: Lunairetic - A lunar eclipse, which does crazy godlike damage to the party, and is learned extremely early at 25 stars.

Harle will join you in the Dimensional Vortex. I will not say anything more about that, but Harle WILL leave your party after the second Viper Manor trip. Don't ask why, just take that as something to keep in mind.

When you get Harle in the Dimensional Vortex, she is an absolute goddess. No kidding, her physical attacks and magic alike are both strong, and her techs are ridiculously powerful. Even her Moonshine, which increases the magic defense of the party. All you need to watch out for is her defense (against the Dead Sea boss especially), and the fact she does indeed leave eventually.

~~~ JANICE ~~~~~



"It's very rare to see a demi-human like you living such a cheerful life. Keep on living as cheerfully as you are now, and fortune will follow."

Age: 22                   || HP: Below Average  
Weapon: Carrot           || Strength: Above Average  
Innate: Red               || Magic: Low  
Height: 5'7"             || Defense: Average  
Weight: 104 lbs          || Magic Defense: High

Lv. 3: BeatIt  
Lv. 5: 24 Carrots  
Lv. 7: What'sUpDoc

To recruit Janice, you have to use Sprigg's Doppelgangs to beat her monsters in the match on the S.S. Zelbess. That effectively makes her one of the most difficult characters to recruit in the game.

Janice is relatively decent. I dunno, I don't use her that much, there's something against a half rabbit chick with a big carrot smashing enemies with it that kind of turns me off. Her stats aren't that impressive, though they aren't too bad. And once again, the match against her is really hard, so I guess when you get her, you've earned her.

~~~ DRAGGY ~~~~~

"Seek coexistence with other species."

Age: 0 || HP: High
Weapon: Glove || Strength: Above Average
Innate: Red || Magic: Below Average
Height: 2'2" || Defense: High
Weight: 265 lbs || Magic Defense: Average

Lv. 3: CoughDrop - A very puny looking attack, I'm not going to deny that. Some decent damage though. Automatic at 3 stars.
Lv. 5: CoughMix - A complete extension of last attack, that damages the whole party. Kudos for that. Automatically learned at 15 stars.
Lv. 7: BigBreath - Disco inferno on the whole party, baby. This is learned by taking Draggy to the place where you got the egg (Another Fossil Valley) and talking to the dragon skull.

Draggy joins you on the second trip to Fort Dragonia. You have to have gotten the egg in Fossil Valley way back in the beginning of the game, then when you're in Fort Dragonia in the Home world, take the elevator after the boss down and put the egg there, and Draggy will hatch.

As a red elemental, Draggy is just about the best one out there, believe it or not. Well, some people tend to prefer Kid, but Draggy kicks ass. His techs are all very strong, and contrary to what his size might have you believe, all his physical stats are great. He isn't the best character for magic, but you can't have everything perfect now, can you. Great character.

~~~ STARKY ~~~~~

"My word! You are fated to make a grave choice. Whatever will be selected will be decided from the actions of those around you."

Age: Unknown            || HP: Low  
Weapon: Glove           || Strength: Below Average  
Innate: Red              || Magic: Average

Height: 2'2"           || Defense: Low  
Weight: 265 lbs       || Magic Defense: Above Average

Lv. 3: StarLight  
Lv. 5: StarBurst  
Lv. 7: MeteorZap

After you get the starfish in the El Nido Triangle in the Home World, go to the Sky Dragon Isle, and you will be attacked by MegaStarky. Beat that big guy and talk to the little alien left from that... and you've got a new party member.

I suppose Starky can definitely be considered... decent. His stats aren't the best in the world though. Not too much HP, not too much defense, his gun attacks are quite feeble, and he isn't the best caster in the world. Then again besides Serge you don't get that many options for white innates, so he's not too bad at all, plus his techs are quite decent.

~~~ SPRIGG ~~~~~

".....! It's been a long time, Lady Sprigg. Have you been well?"

Age: 224 || HP: Very Low
Weapon: Staff || Strength: Low
Innate: Green || Magic: High
Height: 4'4" || Defense: Low
Weight: 86 lbs || Magic Defense: Below Average

Lv. 5: DoppelGang - Sprigg is allowed to morph into one of a variety of monsters which allow for one empty spot at the beginning, but after that, to learn more you need the Forgot-me-not pot that's in Chronopolis, much later in the game. That being said, later in the game this ability has unlimited potential, but early on suffice yourself with the Lagoonates, which are extremely powerful. Automatic.

Sprigg is an old woman who's been living in the Dimensional Vortex for god knows how long, and when you go through there yourself, she'll join to help you out from your dilemma. No, I don't understand her either.

Sprigg is an incredibly mixed bag. First of all her stats are incredibly weak: she has one of the smallest HP counts in the whole game, her strength and defense are both bad, only thing that can save her is her magic stat, which is barely applicable because of her Element Grid, which is by far the smallest in the game. That being said, she only has one tech and it's the best in the whole game: DoppelGang.

~~~ MOJO ~~~~~

"There is someone... No, a thatch of straw that is most dear to you in this vicinity..."

Age: Unknown         || HP: Average  
Weapon: Glove        || Strength: Low  
Innate: Black         || Magic: Low  
Height: 6'3"          || Defense: Low  
Weight: 20 lbs        || Magic Defense: High

Lv. 3: VoodooDance - Mojo dancing around an enemy laughing hysterically, how can you go wrong. Automatic at 3 stars.  
Lv. 5: Cartwheel - Strikes down all enemies through an equally demented tech.

Automatic at 19 stars.

Lv. 7: HoodooGooroo - Yeah, that's the name, and man does this look painful. Go to the fisherman in Home, then go back to the same place in Another World, then talk to the cats in this order: lower left, right, upper left.

To recruit Mojo, you need to talk to the fisherman in Arni Village in Home as soon as possible to get the Shark Tooth, then show it to the same guy in Another who is a cult fanatic. Then the doll he worships, Mojo, joins you. How wonderful.

Mojo is a rather subpar character if I'm being completely honest. He has two stats really going in his favor: his evasion and his magic defense, the former of which is some of the best in the game, but he has extremely low defense, as well as strength and magic, especially in the early game which is when you'd really use him anyway.

~~~ GROBYC ~~~~~

"I'm sorry, but I cannot read your fortune."

Age: 26 || HP: Very High
Weapon: Glove || Strength: High
Innate: Black || Magic: Below Average
Height: 6'8" || Defense: High
Weight: 301 lbs || Magic Defense: Low

Lv. 3: RocketFist - Blasts one character down for very, very strong damage. Automatically learned at 3 stars.

Lv. 5: HairCutter - Grobyc lights his hair on fire, jumps in the air, and blasts the enemies. Badassery learned at 19 stars.

Lv. 7: DarkBurst - This one is found in Chronopolis inside a coffin, which you need to examine with Grobyc in front. Hits one enemy for nuclear death.

Grobyc is a cyborg (well yeah his name is only an anagram of cyborg) used as a special Porre weapon who takes orders from the strong and talks-like-this. Get it? He automatically joins in Viper Manor the second time through.

One of the best characters in the game by far, you'll never want to take Grobyc out of your party when he joins you. He's got the perfect mix of stuff, in that his techs will either damage one or all enemies, plus his strength is one of the highest in the game. His HP is absolutely crazy, and though his magic isn't the best, that's not why you use him: it's because his fist blows on. Plus he has a double tech with Norris which is particularly good.

~~~ PIERRE ~~~~~

"There are such things as major comebacks in this world... It's all about luck and having everything turn around when things are at their worst. You have that potential in you."

Age: 23 || HP: Below Average  
Weapon: Sword || Strength: Low  
Innate: Blue || Magic: Low  
Height: 5'11" || Defense: Low  
Weight: 130 lbs || Magic Defense: Low

Lv. 3: MedalSome - Obviously the only thing he's got available to use in Viper Manor, this is a pathetic waste of a tech space that only

heals Pierre's HP. Barely, I might add.

Lv. 5: FoiledAgain - An attack that actually is, well, an attack. Does very little damage. Automatic at 15 stars.

Lv. 7: CyrusPunch - Another waste of an attack that only WORKS if you have the hero equipment. Learned from giving Pierre the prop sword from the Tower of Geddon in the Dead Sea.

Pierre is a self-proclaimed hero who is convinced that he's a rose and that everyone else is thorns. You can pick him in Termina as your guide to Viper Manor. I can't fathom why you'd want to, though.

Pierre is one of the worst characters in the game, and it's obvious that the hero thing is all a joke. His base stats are absolutely pathetic, especially that strength... even the mage Guile is a lot better than that. His max stats are okay I suppose, but to make him even usable, you have to equip him with all the hero equipment. Even then, he's not going to be very good.

~~~ ORLHA ~~~~~

"There are such things as major comebacks in this world... It's all about luck and having everything turn around when things are at their worst. You have that potential in you."

Age: 23 || HP: Average
Weapon: Glove || Strength: Very High
Innate: Blue || Magic: Average
Height: 5'5" || Defense: High
Weight: 119 lbs || Magic Defense: Average

Lv. 3: MultiPunch - Orlha in a rather simple fashion smashes the crap out of one enemy. Automatic at 3 stars.

Lv. 5: PunchDrunk - In one of the most classy attack animations ever, Orlha slaughters one enemy. Zing. Automatic at 15 stars.

Lv. 7: SisterHoods - Even better damage to one enemy, with a double attack of sorts. Kudos on that. Talk to Doc in Home Guldove with Orlha for this.

To recruit Orlha, you have to defeat her in Guldove during the dragon quest, then she'll give you her brooch. When Lynx gets his body back, show her the brooch in Guldove and she'll join you.

Orlha quite literally kicks ass. Of all the blue innates, I suppose Marcy can compare... or Fargo. That's about it. Orlha's HP is solid, plus her magic isn't bad at all, but that's not why you use her. It's because of her absolutely incredible strength, which is one of the game's best. That and with her defense, plus her techs which hit one target for amazing damage, you can't go wrong with Orlha.

~~~ PIP ~~~~~

"You should seek the uncharted potential that lies within you..."

Age: ?? || HP: Varies  
Weapon: Glove || Strength: Varies  
Innate: White || Magic: Varies  
Height: ?? || Defense: Varies  
Weight: ?? || Magic Defense: Varies

Lv. 3: Pounce - A single quick, standard little attack on an enemy that is relatively simple. Automatically learned at 3 stars.

- Lv. 5: Soothe - An awesome technique that restores HP and stamina to your party. Automatically learned at 15 stars.
- Lv. 7: Varies - This could be anything, it depends on what you turn Pip into. No matter what, you'll get it roughly around 35 stars.

For Pip, the last listed character in the game, when you go to Viper Manor for the first time and get trapped in Luccia's room, open his cage. Then you'll meet him again on the S.S. Invincible. Invite him to join.

The single weirdest character in the game. Pip starts out as a standard little squirrel that has fairly average attacks, and is a decent white elemental, but here's the thing: have Pip use a ton of white, blue, and green elements, and he'll turn into an Angel. Have him use a ton of black, red, and yellow elements and he'll turn into a Devil. Continue to do so and he'll turn into an Archangel or an Archdevil respectively.

However, if you choose to combine the two extremes, Pip will turn into a Holy Beast, which is an incredibly kickass character. And of course, Angels tend to have higher magic stats while Devils are more favorable physically. I tend to prefer the Holy Beast, just because he has the perfect mix of everything. If you do choose to evolve Pip though, you can't go wrong any way you slice it.

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~ ~ ~ ~ ~ VI. Walkthrough (Part 1) ~ ~ ~ ~ ~  
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Just a note on things before the walkthrough in itself begins. Due to the size of the game itself, the guide has been split into three parts. Part 1 is the very beginning up to a certain spoilerific part of the game (you'll know when it happens), Part 2 is that part up to disc 2, and Part 3 consists of all of disc 2. With that, let's GET IT ON!~

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~ ~ ~ ~ ~ VIa. Within a Dream ~ ~ ~ ~ ~  
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The game chooses an awfully good place to begin... in a dungeon that's merely a figment of imagination. Or so you, as of now, believe. But yes, Serge must have high self-esteem.

--- Dream Dungeon ~ ~ Home World -----

An elevator rises, carrying three people on it... Serge, Kid, and a random person. That's right, Chrono Cross does that to you, but the person tends to be named Leena, Poshul, Fargo, or Korcha. Either way, that person can usually hold his or her own, plus you've got two physical powerhouses in Serge and Kid... after some rambling in the form of the latter's speech, you're faced with an immediate fork. The left merely leads to a balcony, so take a right.

In this next room, which is the founding center of the area, head up the stairs on the left to work your way around the area. There's a Cybot here, which can later be interpreted as something really hard, but I'll say now that this is a good opportunity to become familiar with the overall system that this game revolves around. As of now, Serge and Kid are much stronger than they will be for quite awhile, so you might as well take advantage of that.

Moving on, work your way around the room, heading to the upper portion of the room, and up into the upper-left room. Ignore the stairs on the right, because that's a different story for a different day (or a few minutes,

actually, but please bear with my literary concepts), and just head up into the room there. Inside, deactivate the crystal in front of you. Now that "day" has come. The hours turned into seconds, eh? Right, I'll stop this barrage of nonsense now.

Head into the previous room, and go up the stairs and to the left, onto the central platform. You'll then be taken to the roof of the fort, where Kid will remark at where you've come. Notice Serge is a silent protagonist yet? Oh, SPOILERS WITHOUT WARNING. My bad; just follow the path and enter the room there... you don't really get to enter, because after a very confusing cutscene, you wake up.

--- Arni Village ~~ Home World -----

WHOOOPS. What a dream. When Serge comes to, you'll find that Kid and whomever else was with you is gone, and Serge only has 50 HP and three element slots. So with that, once you've come to, feel free to walk around and enjoy the sunshine, or lack thereof. The first thing that you'll want to do is examine over near the bed to collect 200 G, and then examine the side of the room over to the left to pick up a Tablet. And with that, you can shoo on out.

Inside, you'll meet Serge's mother Marge, who has a character portrait but isn't going to join you. So DON'T FLOOD MY MAILBOX! Okay, head over to the right to get out of this house, and outside you'll have plenty of places to go other than talking to Leena at the pier. Start by heading to the left, and you'll find a guy standing in front of a large sawfish. Talk to him, and after he's done babbling about life, tell him that he's probably right, and he'll give you a Komodo Scale. And yes, it does have very little value.

Head over to the screen on the left, and you can talk to old man Radius to the north, and he'll train you. Actually, he'll kick your ass, but he will give you some relatively decent instruction in the method of battling. After you're done with him, head to the house on the right, examine the pot to the right of the house itself, and you'll find an AquaBeam inside of it. Now head on into the house, and follow the lower path down to the bottom of the room and examine the picture there to collect a Cure element.

That having been done, return to the center of the village (the first screen of the village itself in which you entered), and talk to the boy at the upper right, using Square to show him the Komodo Scale. He'll want the scale, and you get a choice. Give it to him for free, and he'll give you an Uplift element, and a hint about a talking dog named Poshul. You'll completely pass up the chance, and not even get money, if you charge him, so don't do that. Once you do that, head into the house just above him.

Follow the bridges over to the right, and head down the stairs into the basement, where you'll find a lone fisherman there. Talk to him, and he'll go into a really long babble and end by giving you a Shark Tooth. With that, leave this house and head to the house on the side of the last one, which is actually a restaurant. How convenient. Head over to the right and examine the barrel four times. I know, it seems pretty pointless since it is just a barrel, but after the fourth time it'll give you an Uplift element. Awesome to the max. Now head through the door on the right.

In here, examine the back door and open the chest there to get an Ivory Helmet inside, and examine the bed at the upper part of the room for a Heckran Bone. Very important! Now leave the restaurant and head to the area on the left part of Arni Village, where Radius and his house were. Find the pink dog around the back, and show her the Heckran Bone, and I'm serious when I tell you that she (the dog) joins your party. That makes two party

members, and a useful ally for heading to Lizard Rock in a bit, so make sure you get the dog hereby known as Poshul and give her some elements.

| Items:   | Price: | Innate: | Level: |
|----------|--------|---------|--------|
| Tablet   | 10 G   | Red     | 1/0    |
| Cure     | 100 G  | Blue    | 1/7    |
| Fireball | 50 G   | Red     | 1/7    |
| AquaBeam | 50 G   | Blue    | 1/7    |
| Medicine | 15 G   | Blue    | 2/0    |
| Antidote | 15 G   | Green   | 2/0    |

| Items:       | Price: | Type:     |
|--------------|--------|-----------|
| Ivory Dagger | 40 G   | Weapon    |
| Ivory Glove  | 40 G   | Weapon    |
| Ivory Vest   | 40 G   | Armor     |
| Ivory Mail   | 60 G   | Armor     |
| Ivory Helmet | 40 G   | Accessory |

And those are the items which can be purchased here. Anyway, that's pretty much it for this place. Make sure that you talk with Leena on the pier before you start running any place, and once you've done that, make sure you've got most or all of the elements around here, to equip on Serge and Poshul, and then supposing that you're ready, head out through the southeast part of town, and then you're on the world map for the first time. Aren't you just SO excited?

~~~~~  
VIb. Getting a Necklace
~~~~~

So, just to recap, Leena is demanding that her silent protagonist of a boyfriend go to Lizard Rock and get her some Komodo Scales, which he got from dragons that he killed himself. She's such a difficulty, as is any other woman. Oh wait, I never said that. Really, I didn't! Carrying on...

--- Cape Howl ~ Home World -----

This is quite probably the shortest trip that you'll make to any one place in the entire game. But all the same, on the world map, you've got three destinations. To the east is Hydra Marshes, in where there is absolutely nothing. To the southwest is Lizard Rock, which is your REAL next destination. However, there are a couple little miniscule things to pick up at Cape Howl, which is to the northwest. Just go to that peninsula looking spot, and prepare to leave quickly.

First of all, the little holes in the ground are geysers, and stepping on those will cause you to be hit by boiling water. I don't need to tell you that's bad... hopefully. Anyway, there's a Heal element just a little up the path and to the left, which is a slightly stronger version of Cure. And further up you'll find an irrelevant little Bone. And if you feel like it, you can go to the end of the area and to the peak, where Serge will carve "Serge and Leena forever...". What a romantic. Alright, that's it. Let's go to Lizard Rock now, shall we?

--- Lizard Rock ~ Home World -----

A very colorful and vibrant looking place, much like plenty of other places in the game. I'm just in a minority, but I think this place looks a lot

better than lots of places in PS2 games. Okay, but that's beside the point. There's a rock in the way as you enter, so just mash X when you come in, to drop it into the water. Then head down the path and over to the right a little bit, where you'll find an enemy called a Beach Bum, blocking access to a treasure chest. So that marks one of your first REAL battles in this game.

Naturally it's really easy, though. This place literally delivers no challenge at all, as the only enemies, Beach Bum, Sand Squirt, and Komodo Pup are so easy you don't even have to use Elements. Just mash X and you're done with them. However, behind the Beach Bum that blocked the path is a Fireball element, so that's not bad. But anyway, your main objective here is to find three Komodo Pups on the screen, chase them down, beat 'em and get the scales from 'em.

The first one is directly over to the left from here, but note that none of 'em will just run at you. This one will run up the cave set into the beach, so to stop this, push the rock on the left of the cave over to the right, and then move up, and into the water above. The Komodo Pup is here, so when it notices you, it'll run back into the cave and get stuck. So then you get to beat it, win an effortless battle, and collect your first Komodo Scale. And that is a good thing... only two more to go!

Head to the screen on the left, and then head down the path to find some steps leading into the water. Head into them and around, beating the mindless Beach Bum there, and opening the treasure chest to collect a Tablet. Now having done that, head up the hill on the upper side of the area, and take it over to the left to find the second Komodo Pup. This one will just run all over the place in a circle, so the only thing that you have to do is chase it all over the place, fight it, and beat it. That's two out of three.

To collect some more stuff, head over to where you found the Komodo Pup first standing, and head a little bit over to the left, and jump into the hole there. That'll take up into the "upwater" portions of the center of the area. There's a chest waiting right there, with a Bone in it, and if you try and go into the cave above, you'll get attacked by a Beach Bum pretty quickly, but if you take the path over on the left, there's a chest there containing an Ivory Helmet, an accessory which can be equipped on either Serge or Poshul for some defense/magic defense ups. Moving on.

Head back, jumping into that hole and moving up to the main path again, and then head to the southeastern exit of that screen. From here you'll find a Beach Bum down below, and beyond that, a rock. Push this rock into the water, and it'll bring up a treasure chest with a Silver Loupe in it... sweet. But as for getting the Komodo Pup, head up and jump to the green path above. Take it up to the next screen, and then head down. Here you'll be above the third to last screen. Go to the edge of this cliff, and when the Komodo Pup comes right around to the center, jump him. Fight him, and... whoa there!

---

|                      |                      |    |
|----------------------|----------------------|----|
| \\ Boss: Mama Komodo | Party: Serge, Poshul | \\ |
| ~~~~~                |                      |    |
| Attacks:             | HP - 160             |    |
| - SquirtGun          | Innate - Blue        |    |
| - Breath             | Difficulty - Easy    |    |
| - AquaBeam           |                      |    |
| ~~~~~                |                      |    |

This fight is just simply... not that hard. At all. The Mama Komodo consists of some occasional physical attacks, but those are just not that damaging. Her most powerful attack, Breath, will deal about 20 damage to both Serge and Poshul, but that's only dangerous if you're dangerously low



on HP to start with. Handle this fight with physical attacks, and when you finish that, pull off some Elements, preferably Fireball. Just don't let her turn the whole Element Field blue, and you don't run much danger of losing the fight, even if you don't have Poshul (shame on you).

~~~~~

And with that, you have collected your third Komodo Scale. So you can leave for Opassa Beach any time you want. The exit to this place is on the screen with the large circle, in which you chased the Komodo Pup around everywhere. But anyway, it's on the far upper left. You'll be back on that world map, and all you have to do is take a couple steps toward the southwest, and you're here at the REAL shortest stop in the game.

--- Opassa Beach ~~ Home World -----

When you arrive here, head over to the left and Leena will come in through Lizard Rock. Amazing that she as a girl would go through there, since girls tend to hate lizards, but anyway... she takes the Komodo Scales gratefully, and then starts talking about her and Serge's past. When you get a choice, say that you remember the day she's talking about, and then that you'll never forget this day. As she's about to tell you something, Serge starts hearing a voice calling him.

This doesn't seem to take Leena as any shock, as she isn't even in the next cutscene at all, but then Serge looks toward the ocean, remembers some things in his past, as well as a black panther, and then collapses as he is enveloped in green and black light. And when he wakes up, an old man finds him. Apparently Leena went back to the village... very odd. Something's completely weird about everything now, and that's also very evident if you go to the world map. Different music... oh well, to Lizard Rock.

~~~~~  
VIc. A Different World  
~~~~~

Serge was enveloped in green light, woke up when an old man found him, and Leena's gone. Poshul's still there, but something's just... different about this world. Especially the world map music... but oh well. Lizard Rock's the place.

--- Lizard Rock ~~ Another World -----

The first inconsistency that you'll notice here, is that red fish are swimming in the air. These are Opah Fish, and they're new enemies, which still aren't large threats, but they're much more dangerous than everything else here. If you have AquaBeam allocated to anyone, here's a good place to use it, since they're red elementals. But anyway, when you get to the eastern side of this screen, take the southeastern exit out. On this screen you'll even notice that there's a chest guarded by an Opah Fish, below.

So... inconsistencies everywhere. Told you that it's another world... after you're done with that battle, pick up the measly Bone in the chest there. Now take the path over to the right up, and on the first/last screen of this place, you'll find a Komodo Pup (!?) guarding an Ivory Helmet. That's pretty much the 'other' Lizard Rock, so take the northeast exit to step onto this different world map, and enter Arni Village. Like I keep saying, it's another world!

--- Arni Village ~~ Another World -----

Different music... you know what that means. And if you talk to everyone

here, no one will recognize you. Like I said, different world, different treasure. Head on over to the left, where Radius's house is, and examine the pot near the house again for a TurnRed element. Inside the house itself, head over to the picture frame and examine it for a Tablet. Also if you speak around, you'll find that Radius is no longer the chief... he's been replaced by some guy named Gonji. And Radius isn't even here, so...

Head back to the main screen of the village, and if you want you can enter Serge's house, which is the first house on the right. And as you can guess, Marge doesn't live here anymore. Feel free, however, to go to Serge's room, and for 100G a Komodo Pup will let you rest there. Such a weird world. And as you exit, the owner of the house and Poshul will have a bit of an argument, but eh well. It's just a different world. Exit the house and head in to Leena's house, which is the next house on the right.

There's not much in here, except Leena's grandmother, who doesn't know you, and a PhotonRay in the bucket near Poshul's doghouse. The next house, over to the right, was the fisherman's house in the Home World's Arni Village, but the fisherman is now a lunatic praying to a doll and three cat statues every day, and his family hates him. Also feel free to show him that Shark Tooth you got from the 'other' him, and he'll tell you a bit about his life, but it won't do anything... yet.

Over to the next and last house, which is the restaurant. The FIRST thing you want to do, is examine the pot over to the right, which was a barrel in the Home World. Speak to that piece o' crap four times, and it'll give you an IceLance. That's a very good Element (one of the best of all the 2/6s), and what's more, it's even your first 2/6. So allocate it immediately, since... well, it RAWKS. And in the other room, enter the closet to find a suitcase containing a Tablet. Here's at least one decent place in the whole village.

Time for the most depressing part of the place. Head to the pier and talk to Leena, who also doesn't recognize you, but she'll tell you about the boy who used to live next door, in which you can select either choice to that. His name was Serge, and he drowned 10 years ago, with Marge also passing away. Tell her "I'm Serge!!!" and she'll blow up at you, but she'll tell you that his grave is on Cape Howl, so... you're off to visit your own grave. Leave Arni Village and head northwest, and it's another Cape Howl.

--- Cape Howl ~~ Another World -----

A nice, sweet sunset to cap this place off. Head up the path and over to the left, where you'll find an ElectroJolt, which is another 2/6 element, which happens to be yellow, meaning Poshul can use it fairly well. Over to the right, climbing up the ladder, is another meager little Bone, so just keep that in and head up, fighting some Beach Bums if you want, but then heading towards the end of the cliff. I like to think of this as Serge wanting to commit suicide, but that's just because my mind is weird.

Three guys will come along, who are after Serge for some reason. Ironic that that is, because no one in this world knows who he is. They'll even kick Poshul into the water while they're at it... CRUELTY TO ANIMALS, I SAY! However, a mysterious girl will come along, who has a distinct Australian accent. And of course, you're not exactly gonna go with these guys, so... BOSS FIGHT!

- physical attack	Innate	-	Green	
- DragonRider	Difficulty	-	Easy	

~~~~~

|                   |        |   |        |  |
|-------------------|--------|---|--------|--|
| Attacks (Solt):   | HP     | - | 52     |  |
| - physical attack | Innate | - | Yellow |  |

~~~~~

Attacks (Peppor):	HP	-	60	
- physical attack	Innate	-	Yellow	

~~~~~

This is the easiest fight in the entire game. I'm serious, this is just so pitifully easy, it almost makes me want to weep. The fight will start soon with Solt saying that Serge is a white elemental, but no one has any black elements, so... that sucks for them. All that Solt and Peppor will do is physically attack for 2-3 damage apiece, and considering that Serge has 60+ HP and the Girl has 55 or so, that's not much. Plus, I forgot to mention the Girl.

She has Fireball and almost MagmaBomb, which is the 2/6 red element. It does about 20 damage each to Solt and Peppor, and 15 damage to Karsh. So that's not bad at all. What I would do is just have Serge and Kid both attack Solt, and use elements like IceLance or Fireball at Peppor. And very, very soon, you'll have both Solt and Peppor taken out. Karsh is stronger than both of them put together, but that doesn't say very much. His attacks are only worth 5-6 damage or so, and he has more HP, but he'll still go down very quickly. And that's another effortless Star Level.

~~~~~

And with that, the girl will complain about those guys a bit, and then introduce herself as Kid. Not your average name, but it'll work. She'll then offer to travel with you, but trust me, REFUSE. Not saying she's bad or anything, but if you refuse her now, then you can get her a little later, plus a new character which you would miss otherwise. So REFUSE TO GO WITH KID. Too bad, though, turning down girls. Poshul will regroup with you, and you'll automatically go back to what was Serge's house.

--- Arni Village ~~ Another World -----

Leena will meet you here, and immediately choose to go with you, because she feels a bit sorry for Serge, and wants to help him, since she's going to Termina anyway. See, she's nicer than she was in the Home World, I guess Serge himself was just a bad influence. Now you'll have to equip everyone with adequate Elements, though. I set 'em up like this.

Serge
 =====
 Level 1: PhotonRay, Tablet x5
 Level 2: Uplift, AquaBeam
 Level 3: PhotonRay

Poshul
 =====
 Level 1: Fireball, Cure
 Level 2: Uplift, Heal
 Level 3: ElectroJolt

Leena
 =====
 Level 1: TurnRed, AquaBeam
 Level 2: Fireball, Cure
 Level 3: IceLance

There's just one more thing to do here, though. Head over to the fisherman's house (where you got the Shark Tooth in the Home World and where a nutcase lives now), and show him the Shark Tooth again. He won't do anything, but then leave, and the doll, named Mojo, will suddenly come to life. I won't deny for a second that this doll is really goddamn dumb, but it won't stop it from joining you. Just ignore it, it's a black elemental which sucks. Carry on to the world map, and head a bit north to Fossil Valley.

Vid. A New Path Onward

Well, as the story stands just far, some Acacia dragoons named Karsh, Solt, and Peppor, have attacked Serge, but he and a girl named Kid resisted. And Leena, not Kid, has decided to help Serge. And we're on our way to Termina, through Fossil Valley.

--- Fossil Valley ~~ Another World -----

The Acacia dragoons at the entrance will let you through no problem, so don't worry about them. Pretty much the only enemies down here are the Bubba Dingo and the Mama Dingo, which are fairly easy, but note that if you kill a Bubba Dingo, the Mama Dingo will use Strengthen on herself, and might be a little dangerous. IceLance is a godsend against them, though. Follow the path over to the left, fighting a couple of them on the way, and then head up the hill to find a dragoon there.

Tell him that you're the people he sent for, and then climb up the ladder there. Apparently there's a really weird noise up here, and he wants it to stop. And believe him, the noise is a weird moaning. Talk to the soldier above, and then head just a bit north, and a skeleton head will jump at you and tell you to help him find his body. This game just gets weirder and weirder, so don't mind him. Offer to help him, and that's the noise taken care of, plus a weird item.

With the head now in your possession, head down and over across the path to the left. Ignore the skeletal path that's leading down, because we'll come back to that in a second. Head up from there, and if you want, fight the Drongo in the way, but don't blame me if you fight a Dodo too, because those are just downright evil. At the end of the path, you'll find a Bellflower, which you'll use soon, but just bear with me for now. Now head down to that skeletal path, which is a ladder.

A soldier will warn you not to go down there since there's a monster below, but eh well, that's life. Just continue going, and then you'll find a Dodo itself. This bird is VERY dangerous, and quite a tough enemy. Get hit by its Peck attack (70 damage or so), and you might be a goner. However, you can scratch by, by getting the Big Egg, and then it'll go ape crap on you, and probably fight you, but you can escape and quickly climb up the ladder. It is kind of nice to know that you've beaten the toughest enemy the game will throw at you for a while, though.

Now that we've pretty much wrapped this place up, head back up and then over to the right, and back down to the main area. Continue over to the left, making sure that your party has full HP, and you'll find Solt and Peppor at the exit. You don't REALLY think that these guys will be tough, having beaten that Dodo, do you? Well, I'll provide a boss strategy anyway.

~~~~~

Attacks (Solt):

- TurnBlack
- LoRes
- Sommersolt

HP - 52  
Innate - Yellow  
Difficulty - Easy

~~~~~

Attacks (Peppor):

- Strengthen
- Pepporbox
- CrossCut

HP - 60
Innate - Yellow
Difficulty - Easy

~~~~~

This fight starts similarly to the last one; Solt will use TurnBlack on Serge, but he forgot that it wasn't an attack, it's just something that makes him more susceptible to white elements, of which he has none. What a dumbass. However, I have to admit that this fight is harder than the last one. You might want to finish one or the other quickly, because they actually have some decent attacks.

Solt uses LoRes to decrease a character's defense, and Peppor uses Strengthen to increase his offense, so a character like Leena could very easily succumb. It makes matters worse that Peppor has a unique Tech called Pepporbox, which can do up to 60 damage on Leena. It's even worse when Solt is alive, and he uses CrossCut, which is particularly dangerous. Solt has his own attack, Sommersolt, but that's just pitiful. What I did was use TurnRed and IceLance on Solt, and concentrated virtually everything else on Peppor, and won quickly. Just keep your HP up and you'll win with relative ease.

~~~~~

That measly fight marks the beginning of the character techs, since it gives you the third star. Now Serge has the very powerful Dash&Slash, Poshul has the cute looking K9-Ball, and Leena the... sorta eh MaidenHand. Who cares about Mojo either way. But anyway, Termina's just to the northwest... don't bother going north to Viper Manor, or east to the woods.

--- Termina ~~ Another World -----

And when you enter this place, you'll find a knight talking to a woman who sells flowers, to some disappointment to the knight. And with that, the happy-happy theme starts. It kinda rubs me the wrong way, but oh well, maybe you'll be more lucky. Head up the stairs right at the entrance, and you'll meet none other than Kid there. She was apparently waiting for you, and after gawking at you a bit, she'll disappear.

Head up the stairs, and to the right you'll find Lisa's Element Shop. After she and Leena have a bit of a talk about her love interest in her "cousin", Serge, you'll get to buy some elements. Let's just hope you have some money handy...

Items:	Price:	Innate:	Level:
Tablet	10 G	Red	1/0
Medicine	15 G	Blue	2/0
Ointment	15 G	Red	2/0
Antidote	15 G	Green	2/0
Brace	15 G	Yellow	2/0
Cure	100 G	Blue	1/7
Heal	100 G	Green	2/6
Fireball	50 G	Red	1/7
MagmaBomb	80 G	Red	2/6

AquaBeam	50 G	Blue	1/7
IceLance	80 G	Blue	2/6
Bushwhacker	50 G	Green	1/7
AeroSaucer	80 G	Green	2/6
Uplift	50 G	Yellow	1/7
ElectroJolt	80 G	Yellow	2/6

Leave Lisa's Element Shop and head up the stairs, to hear some old guy talking about polishing Lord Viper's statue. Talk to him about it, and he'll tell you about the occurring festival, and how wonderful Viper Manor is. He'll mention how beautiful it is, yet how strong the guards are, and then Kid will overhear, and tell you that you have to sneak in there somehow, to find out why Karsh was after Serge and stuff. She offers to go with you again, and this time, ACCEPT!

Put Kid in your party now, along with Leena/Poshul, and she'll give you a Tele-Porter, so at save points you can switch your party members. As for Kid, she's got the Lv. 3 tech Pilfer, which steals an item from an enemy. But anyway, sneaking into Viper Manor requires a guide, and there are three to choose from. However, that guide will join you as a character, and there is no way to get the other two. So choose wisely. Here is how to recruit each:

Guile: Go into the bar, and speak with the man in the white robes to the far left. He's having a bet with the fortune teller, so he'll agree to come if you want him to.

Nikki: Head to the western part of Termina, past the bar, and to the far left. Up these pink stairs, head into the first door there and talk to the guy on the right. Miki will come in, and ask you to help find Nikki, which you can agree to.

Pierre: Go over to the far eastern part of Termina, past Lisa's Element Shop, and into the "Smithy" building there. Head over to the second screen, and talk to the man with the long blond hair, who happens to be Pierre. He's lost his Hero's Medal, so he can't get into Viper Manor, so to remedy this, head out through the southern exit, and talk to the boy in the backyard. Wow, that was hard... give the medal to Pierre and he'll help you.

In my opinion, Guile is awesome, Nikki is meh, and Pierre is absolutely horribly pathetic. I cannot stress enough that Guile will help you through the early portion of the game, but I'll cover all three paths to Viper Manor, mainly because I'm SO incredibly kind. However, I WILL assume that you use Guile from section VIh onward. So just make sure that you get Guile, cuz his tech WandaIn is magnificent.

With that done, head over to the left of Lord Viper's statue, and talk to the guy hiding there. Tell him that you understand him, and he'll give you the Tea for Three frame... decent. Now head over to the eastern part of Termina, and if you want, cross the street to the right to find some kids staring at a mermaid, but a guy named Korcha will come around and throw rocks at them, just cuz he's pissed. After seeing that, head up and into the smithy.

I strongly suggest forging a Copper Swallow for Serge, and possibly a Bronze Dagger for Kid if you have the materials, because trust me they will come in handy. There's nothing else here, so go back to that street and to the far east. In that next area, head down and an old man will tell you not to disturb the shrines. It's just old people and their "disturbances", I tell

ya. Take the path forward and around, then cross the water to find that knight from earlier, and a young woman.

The knight, whose name is Glenn, needs a bellflower for his prayer, so if you got one from Fossil Valley, he'll ask you for it. You can give it to him for free to be a chum, or ask for up to 99G. Might as well do that, in any case. After that, the lady, whose name is Riddel, will talk about how her father is in anguish, Karsh is after some ghost hunt, and some beastly guest has arrived at the manor. But anyway, it's pretty much time to go at this point. Of course, I do assume you have Guile, so this will be your stuff:

Serge

====

- Level 1: PhotonRay, Cure
- Level 2: Uplift, AquaBeam
- Level 3: PhotonRay, Dash&Slash

Kid

====

- Level 1: Uplift, Fireball
- Level 2: ElectroJolt, MagmaBomb
- Level 3: AeroSaucer, Pilfer

Guile

====

- Level 1: Bushwhacker
- Level 2: MagmaBomb
- Level 3: IceLance, WandaIn

When you're ready to go, head to where you met Glenn and Riddel, and follow where they went out, under the building, and to the left to meet Korcha. And it turns out, he'll take you to Viper Manor for 100 G. Pay him up, and we begin Guile's path into Viper Manor.

VIe. Guile's Path Inside

So... between Guile, Nikki, and Pierre, you chose Guile. So in other words, you have picked the right choice. His absolutely remarkable WandaIn tech will really, really help you. Plus you get good music.

--- Viper Manor Bluffs ~~ Another World -----

This music is pretty damn sweet. Might as well appreciate it while you're here. After a brief talk with Korcha, head over to the right, and across the water there. Climb up the ladder, and when you reach the next screen, an Acacia dragoon will see you coming and start dropping boulders down. So... as you go along these bluffs, you might want to avoid them. Also, a lot of ladders have water running beside them, and if you just climb into that, you will oftentimes get splashed off. So time climbing carefully.

When you come up, heading over to the right and start climbing the ladder, only to get attacked halfway by a Loch Nest. There are Gobledygooks pretty much all over the place in addition to that, so just keep a look out for enemies. After you're done climbing the ladder, you'll find a Heal element... old news, blah blah blah. Climb back down, and trust me, let the water take you down. You'll land on a spot right above where Korcha dropped you off, and you get a PhotonRay with it. So it's worth it. ;)

Climb down to the ground, and then start climbing up one huge ladder. When you reach the top o' that baby, there'll immediately be another short one to climb. Now head over to the right, and let the water flowing down the ladder give you a shower down below, where you'll get a Piece of Crap. Or if you want the scientific term, a Tablet, but hey, why get all technical? Climb back up to that ladder, then going all the way up, you'll find no less than three ladders. Ugh, just looking at ladders now makes my face hurt.

Head over to the ladder on the far left, and climb it up to find a Meteorite element at the top. It's a very good element; I personally replaced it with Serge's level 3 PhotonRay. Now climb all the way back down (OH MY POOR FACE) and note that the ladder on the right has nothing, so that at least takes the pain in my face down to a certain degree. So anyways, climb up the middle ladder, only to get jumped on by a Loch Nest on your way, and when you recap, climb up just a little bit to get on a walkway.

Now head over to the left, where you'll find a reaaaaalllly long ladder. Face pain = 96% at this point. But anyhow, to get up there, you need to time it exactly right. Get to a spot where the water is there but kind of thin, and as it wears down, start climbing up. And by the time the faucets have activated again, you'll just baaarely be above it. Keep climbing, getting jumped on by a Loch Nest on the way, and at the top, claim a very weird Element called the FreeFall Trap. Just wait until you find an enemy that uses FreeFall... that's really all you can do.

The only thing you can do here is climb ALLLL the way back down that massive ladder. Gah... now just return to the primary ladder, and to the ledge at the bottom. So now you have one ladder in the middle, which leads to a Loch Nest jumping at you, and a ladder on the right... don't worry, it's almost over. There are two walkwawys along the path of the ladder on the right, with the second being accessed by a different, tiny alternate ladder. Climbing all the way up gets you a grand, glorious dead end.

Now take the path over to the left a little, climbing up only to get attacked by two Acacia PVTs. Now for some strange reason in which I will never be able to comprehend, this is treated as a boss fight, and you'll get a Star Level afterwards. But it's still a cakewalk. Just ace through them with Elements, and then the private will get attacked by a beast. Might as well allocate some new elements, climb up, and fight it...

```
\\ Boss: KingMoaman / BlueMoaman / RedMoaman / Party: Serge, Kid, Guile \\
~~~~~
Attacks (KingMoaman):                HP - 245      ||
- physical attack                    Innate - Black  ||
- Gravitonne                         Difficulty - Medium ||
- TwinTurbo                          ||
~~~~~
Attacks (BlueMoaman):                HP - 145     ||
- physical attack                    Innate - Blue  ||
- Nimble                             Difficulty - Medium ||
- IceSword                           ||
~~~~~
Attacks (RedMoaman):                HP - 145     ||
- physical attack                    Innate - Red   ||
- Strengthen                         Difficulty - Medium ||
- FireSword                          ||
~~~~~
```

This is how all fights in Chrono Cross should be -- a good challenge, not that easy, not that hard. And it IS your first real challenge in this game,

as well. For starters, you've got three enemies, and they serve a relative danger. KingMoaman, the leader, can chain physical attacks up to three times against any one character, so that may add up to 40 damage or so. His Gravitonne is similar, with about 50 damage to one character. What you REALLY need to worry about is the absolutely lethal TwinTurbo, which can be used if all three members are alive. That is hella dangerous, and it'll deal 90-100 damage if used on Serge. So stay alert here.

As for the BlueMoaman and RedMoaman, they use Nimble and Strengthen respectively on KingMoaman, to increase his evasion/strength. But what your primary concern is, is that you knock one of them out as quickly as you can. BlueMoaman's IceSword is absolutely fatal if used on Kid, but I like to go for RedMoaman first, simply because IceLance is more powerful than MagmaBomb, plus you can use MagmaBomb whenever you want to damage both BlueMoaman and KingMoaman, as long as the RedMoaman is gone. So this is a fight to be won quickly.

Serge with either Dash&Slash or Meteorite on RedMoaman works very well, plus whomever has IceLance, as well as Guile's WandaIn. FireSword should really only do 30 damage or so to whomever it hits, so don't worry about it. When he's gone, concentrate all of Kid's efforts on BlueMoaman, especially strong Fireballs, or MagmaBomb. And soon enough you'll be left alone with KingMoaman, hopefully not having suffered through TwinTurbo. PhotonRay, Meteorite, Dash&Slash... use it all here. Just make sure you keep your HP above 50 or so if you possibly can, since KingMoaman can be very dangerous. Good luck here.

~~~~~

So... at the top, Kid will tell you to rest, and then you'll see a scenario showing you the full glamor of Viper Manor itself. And you've made it in... so skip over to section VIh and let's rock on.

~~~~~  
VI f. Nikki's Path Inside
~~~~~

So... between Guile, Nikki, and Pierre, you chose Nikki. Not the choice that I would make, but still, Nikki isn't half bad. Kind of weak, but he'll have his uses. And hey, at least you didn't choose Pierre. After you've talked with the man and Miki, enter Shadow Forest.

--- Shadow Forest ~ ~ Another World -----

Hardly scary... the music even adds to the fact that this place doesn't deserve such an intimidating title. Just head across this empty, barren pool to the next screen, and then head up the hill to find an AeroSaucer element at the top. You may have to fight some Bulbs on the way, but they set a new standard for pure, defined easiness. There's a fork almost immediately there, with up leading absolutely nowhere, so down is pretty much the only option available.

And there you'll find Nikki across the water, acting like a nutcase, and then jumping up and leaving. Follow the path to the left over and into the next screen, picking up the Uplift element on the way there. And in this next area, you'll find Nikki getting attacked by demons. Prolly cuz he pissed everyone off by singing, but eh well. Help him out, and the fight starts with them beating Nikki up a bit, but then you can join in and slaughter them with green elements. You even get a Star Level for that pushover of a fight.

But anyhow, Nikki doesn't even thank you for helping him; he just jumps into his underwater cave down below. Might as well follow... head around the path

to the left and over to the right, entering the cave. You'll meet him in there, and this time he'll actually speak to you properly, but he'll want to go to Viper Manor with you, because his sister's there. So after that, don't listen to his song, but hear, hear that you need to feed the big plant blocking the way to Viper Manor a monster, which has to be lured. Bleh. Before doing that though, head back in the cave.

Open the treasure chest to find an Aroma Pouch, and examine the notebook, and you'll find an Angry Scapula mixed up in there. That's part of that skeleton head's body, so it's a fairly important item. Hang on to that one. Now leave the cave, and prepare to do something REALLY annoying. Head into the water just to the right of the monster, and up over to the plant on the very far right. Examine it, and a seed will start following you. Now go back into the cave. \*yawn\*

Approach the teal looking monster at the upper side of the cave, but don't let it get too close to the seed. Keep moving at a reasonable pace so that the seed follows you, but doesn't get eaten by the monster. Then approach the large plant monster outside, and you'll have to fight it, none other than the Quadffid. It's just more easiness, slightly harder, but still a pushover. Once it's gone, head past it to get jumped on by none other than Solt and Peppor. Yep, these guys are back, along with a dragoon similar to Karsh, so he's at a bit of a higher level, if you know what I mean. Boss time.

| \\    | Boss: Zoah / Solt / Peppor | Party: Serge, Kid, Nikki | \\ |
|-------|----------------------------|--------------------------|----|
| ~~~~~ |                            |                          |    |
|       | Attacks (Zoah):            | HP - 200                 |    |
|       | - physical attack          | Innate - Yellow          |    |
|       | - DragonRider              | Difficulty - Easy        |    |
| ~~~~~ |                            |                          |    |
|       | Attacks (Solt):            | HP - 80                  |    |
|       | - LoRes                    | Innate - Yellow          |    |
|       | - HiRes                    | Difficulty - Easy        |    |
|       | - Sommersolt               |                          |    |
|       | - Golem                    |                          |    |
| ~~~~~ |                            |                          |    |
|       | Attacks (Peppor):          | HP - 90                  |    |
|       | - physical attack          | Innate - Yellow          |    |
|       | - Strengthen               | Difficulty - Easy        |    |
|       | - EagleEye                 |                          |    |
|       | - Pepporbox                |                          |    |
|       | - CrossCut                 |                          |    |

~~~~~  
 Well... if I had to give them something it would have to be that they're at the very least a LITTLE harder than they were before. That isn't saying much, though... this is a pushover much like all the rest of them. And it'll even start out with Solt about to use the super powerful Golem spell, but this field isn't yellow, and it's wasted at this point, so... you're good. As you can see by the attacks, things aren't much different.

Take one out at a time, preferably starting with Solt since he has the least HP, assaulting him with Dash&Slash, AeroSaucer, and GrandFinale. Hopefully you can take him out before he and Peppor pull off CrossCut again, but don't worry too much about that. Zoah isn't that bad, only doing some meager physical attacks and DragonRider, which is only about 30 damage at most. So in other words... easy fight.

~~~~~

And you even conclude with good music... coupled with Zoah letting you

through like the good, honorable dragoon that he is. I guess the music is your consolation prize for not picking Guile, but a congratulation prize for not picking Pierre. Pick up the Heal element on the way, and enter the tree. Inside, it's one long watery path which will hopefully be spent avoiding bugs. Pick up the MagmaBomb element in the treasure chest on your way through, though.

In the next area, head up the hill on the left and beat the Wraith there. Not your average enemy (and your first black elemental so far), but it's not that bad as long as you use Serge. When it's gone, push the rock below it into the hole there, and that'll stop the atrocious lot of bugs from littering the path. Walk forward, which is a bit slow due to the current, but you'll survive. And from there, rant to yourself about how you can't get the treasure chest above, and head in. You're inside a well... cya later.

~~~~~  
 VIg. Pierre's Path Inside
 ~~~~~

So... between Guile, Nikki, and Pierre, you chose Pierre. In my opinion that was a very bad choice. Why? Because Pierre is weak, an idiot, and barely serves any use in the long run. Not to mention his lv. 3 tech... oh well. Let's carry on. Just go right to Viper Manor.

--- Viper Manor ~~ Another World -----

Head up to the door, and Pierre will talk to the soldiers, only to get quickly dismissed as a street performer. To make things easier, when he returns to talk with you, think up a plan. Pierre runs at the gates looking nuts, and then the gates will open, and you get attacked, twice. Basically two fights, both are pushovers, the second one is treated as a boss fight, and drops two Meteorite elements. Make sure you get at least one equipped, since they seriously rock. Carry on, and you meet none other than...

| \\ Boss: Solt / Peppor / Ketchop | Party: Serge, Kid, Pierre | \\ |
|----------------------------------|---------------------------|----|
| ~~~~~                            |                           |    |
| Attacks (Solt):                  | HP - 80                   |    |
| - physical attack                | Innate - Yellow           |    |
| - LoRes                          | Difficulty - Easy         |    |
| ~~~~~                            |                           |    |
| Attacks (Peppor):                | HP - 90                   |    |
| - physical attack                | Innate - Yellow           |    |
| - Strengthen                     | Difficulty - Easy         |    |
| ~~~~~                            |                           |    |
| Attacks (Ketchop):               | HP - 260                  |    |
| - physical attack                | Innate - Yellow           |    |
| - FlameKnock                     | Difficulty - Easy         |    |
| ~~~~~                            |                           |    |

This time, Solt and Peppor are actually serious, but they bring along a friend who's even dumber than they are. Or even more of a goddamn idiot than Pierre, if that's at all possible. Of course, they demonstrate how stupid everyone is, when Ketchop attacks Serge for about 450 damage, and then after a few turns, Solt casts Revive on him, so that they can demonstrate how awesome Ketchop is. Wow... and I thought I was a moron.

Anyway, my recommendation is that you focus everything on Solt. Don't worry; for one thing, Ketchop is slow as molasses, and for another, his attacks only do 15-20 per hit; they're nothing to worry about. Meanwhile, focus everything you have on Solt, including elements like AeroSaucer, and then Ketchop will

use an attack called FlameKnock, in which he pounds Peppor into a ball, pulls Solt into a bat, and uses them to beat the crap out of one character... at the expense of Solt and Peppor themselves. Hopefully it isn't Serge... just heal up, and finish this pathetic mongrel off.

~~~~~

With that, Pierre will recommend that you rest until night. And you do that to conclude Pierre's path... oh well, enjoy going through Viper Manor with him.

~~~~~  
VIh. The Manor and the Poison  
~~~~~

Made it into Viper Manor, eh? With one of three guides, one of which is hopefully named Guile? Either way, you're about to traverse this place, so have fun.

--- Viper Manor ~~ Another World -----

Depending on which way you came in, you may be on one screen with a large building in front of you (Guile's path), a fork with the upper path going little to nowhere and the right going to that building (Nikki's path), or starting to get to that fork, far behind (Pierre's path). If you're on one of the latter two, fight some enemies if you want, since these are actually decent foes, or if you're on the former, which I will assume from hereon, head north and into the building.

Feel free to save, but otherwise follow the path and talk with the old guy on the right. As it seems, he wants you to feed the dragons, which isn't as dangerous as it sounds. All you have to do is get some food from the left (up to three at a time), and when a dragon starts moving, press X on it. Restock on the food over to the left if you want, and with 10 snacks fed to the dragons, you'll get the Knee Pad, and can examine the cupboard at the upper right for the Manor Key. Or keep on feeding the dragons... it's a tough task, but here are the rewards.

- 10 times: Knee Pad
- 20 times: Bronze Helmet
- 30 times: Bronze Mail
- 40 times: RecoverAll
- 100 times: Iron Vest

My only advice for feeding them one freaking hundred times is that you keep a good eye on the two dragons on the right. Start there and move to the left, or you'll have them all angry very quickly, and then it's pretty much impossible. But anyway, supposing you got what you came for (including the snazzy RecoverAll element), head outside and back up front to Viper Manor's doors themselves. After beating the guards, we're finally inside. That's always the first step, you have to understand.

Inside, head to the door right ahead, which Kid and Guile dismiss as a trick door at first, but yeah, there has to be some way to open it. Examine the strange thingamajig to the left, and fiddle with it to no avail except to be dropped into a hole. That's just wonderful, it was a trap. And you even land in a cage guarded by dragoons... there's no end to how wonderful it is. After Kid plays around with insults a bit, it's another easy battle. Move on, I say.

The three will disguise themselves as Acacia dragoons, so you can walk all

over the place without being seen... I just love disguises. Anyway, there's downstairs, which is fairly useless as all there is down there is a treasure chest that, much like pretty much any other chest here, is a fight with the Boxer Boys. You have to attack either Big Boxer or Lil Boxer, and if you choose correctly, you get a treasure, otherwise you have to fight. So... they're not really worth it.

Instead of heading into the basement, head to the right. Talk with the two guards in front of the treasure vault, and you'll ask you to say the password. Actually, the password is just standing there in silence, so don't answer any of them. And with that, enter and Kid will get all happy inside. First of all, ignore the treasure chest, and examine the displays above for a Bronze Sword, a Bronze Mail, and a Hero's Shield. And if you examine the vase, you'll get a bathroom joke of an enemy called a Potty to deal with, and after it's gone, a TurnRed element. Ehhh...

Examine the candle on the wall there, which is an obvious trap, but just grab it anyway, to collect a Silver Pendant. But anyway, inside you'll meet the scientific genius of Viper Manor, named Luccia, who will let you out only for you to become her guinea pigs... and she'll sic two Neo N-Bulbs after you. They're complete, absolute pushovers, but this too is treated as a boss fight for some sad reason. So polish that all off, and Luccia will just let you roam free.

But hey, at least you have a new Star Level now... might as well check your stats and new Element Grid slots. Before leaving, though, talk with the animal on the left twice, and open the cage quietly. Then speak with Luccia, and get out of here. The door immediately on the right here has an eyeball on it, so to avoid fighting an enemy, wait for the eyeball to close before entering. And inside is just another room filled with displays. Oh WOW, now THIS is unfamiliar!

Either way, examine the wall and take the Decor Shield, and then examine the statue above to give it a shield and get attacked by five Men-Of-War. These black elementals can actually add some damage up, so take them out one at a time, quickly. There's nothing else here, so get out of this room and head up the stairs on the right. From this next, inconsistent hall, you can enter the first room on the right if you want, although there's nothing in there except a treasure chest you can't open, and Zoah, whom you may have already met. It's interesting to ask him some questions, though.

Next door is Karsh's room, and he has some questions you can ask him, too, about things that are going on. Examine the chest above, and after seven different unique responses, he'll start counting how many times he tells you to stop. If you try and open it no less than 20 times, he gets so annoyed that he'll just give it to you. It contains a Dragoon Gauntlet, which is a pretty sweet accessory. And now, for easiest access, return to the hallway, and head to the far left to return back to the foyer, and just fall into the trap again to make things quick.

At this left-right fork, go to the left and enter the first room there. You'll also find Glenn there, talking about the code for the door you saw earlier. He'll leave, so just pick up the Dragoon's Honor at the upper part of the room, and to the left, examine the cupboard for a TurnGreen element. Exit the room through either door, and enter the room on the far left in the hallway. Talk to Glenn again, and when he moves, examine the wall to find out what the code is. It's random, so... just remember it.

Open the case on the left side of the room to find a Revive element. This is an absolutely CRUCIAL element, so stick it on Serge on whomever else in post

and in haste. With that in order, leave this room after saving if you wish, and head to the left. Now follow through this hallway and reach the Roborg at the end, this time choosing to bust it up. It's a decent opponent, but not one to make you cry for the end of the world. After it's done, you're back in the foyer.

Head over to the knob at the left of the door, and enter the code into it to get it to open. On another hand, if you fought the Roborg and it dropped an ElectroBolt element, allocate it immediately, since it's another 4/4 element. It also helps if you have IceBlast, which BlueMoaman might have dropped. Now head up the stairs behind that door, where you'll once again have a fork. Might as well head over to the left and cross the walkway into the library.

Move up either set of stairs and talk to the little girl there, whose name is Marcy. She'll pretty much explode in your face, but then a prophet will come down and start explaining some things. Serge went through an event in his life in which he had a 50-50 chance of death, and this put his soul in the line of fate: Another World, where you are now, is an alternate reality, where in Home World, Serge is alive and prosperous, and in Another World, Serge is a ghost. So you'll have to move on to discover some more things in this puzzle, but the girl Marcy won't let you. And yes, she IS a dragon.

\\ Boss: Marcy	Party: Serge, Kid, Guile	\\
~~~~~		
Attacks:	HP - 525	
- physical attack	Innate - Blue	
- Cat'sCradle	Difficulty - Semi-Easy	
- IceBlast		
- CurePlus		

~~~~~

Believe it or not, Marcy is actually a relatively dangerous enemy. She isn't the hardest enemy in the game, but she can actually rack up some decent damage with her quick, rather strong attacks. Don't be surprised at all if you end up dying here. But anyway, Marcy doesn't have as much HP as she looks like she does, so don't be overly scared about that. Pretty much your best strategy in this fight is to attack her with everything that you have in your arsenal.

Fireball, Meteorite, AeroSaucer, ElectroBolt, IceBlast, Dash&Slash, and WandaIn are all highly suggested here, as are Serge's physical attacks, since Marcy doesn't have a whole lot of physical defense. However, as the fight goes on, she'll use IceBlast on two characters. Not only is the damage very potent, but it may freeze your characters so they can't move. That's just absolutely wonderful. And when she gets really critical, she'll use CurePlus to heal about 50-60 HP, but don't worry about that. Just use everything you've got at all times, and before it runs out, she'll be gone. And she even drops another IceBlast... sweet.

~~~~~

The prophet will give you some advice after that battle, and you can be on your way. One thing to pick up before you leave, however, is a TurnWhite element which can be found by flicking the switch Marcy touched a minute ago, and opening the chest. With that done, return to the main room, and a harlequin will meet you there, to pretty much taunt you and flirt with Serge, plus tell Kid to shut up. After that enlightening conversation, examine the second pillar on the left, above.

Two Acacia SGTs will get pissed at you and attack... do I even need to start?

Take the elevator that comes down, and in the next room, just examine the door when the eyeball is down. Inside, you'll meet General Viper directly, who is then followed by the mysterious guest everyone is talking about. His name is Lynx, and Kid happens to recognize him as a murderer. So after some needless conversation... it's a boss fight. Yippee.

---

```
\\ Boss: Lynx                               Party: Serge, Kid, Guile \\
~~~~~
Attacks: HP - 820 ||
- Imbecile Innate - Black ||
- AntiWhite Difficulty - Medium ||
- HellSoul ||
- HellBound ||
```

This is another relatively "eh" fight, which may deliver some problems but really isn't that bad. For one thing though, Lynx has a lot of HP but as a black elemental, is extremely vulnerable. Use Serge's Dash&Slash as quickly as you possibly can, because Lynx will use AntiWhite on him to stop him from using white elements. However, my Serge's Fierce attack did 60+ damage to Lynx, so physical attacks are very powerful as well.

Lynx will spend a lot of turns (ironically), mindlessly casting Imbecile, which isn't gonna do much. However, HellSoul and HellBound have the chance of causing instant death, which is never good, especially if it's on the character who has Revive. Strong elements will work here as well, but just hope that Serge recovers from AntiWhite quickly, especially if he's the one with Revive. So overall this fight isn't too bad as long as you play it out correctly.

Turns out that that was just a shadow of Lynx. He'll come in, and then Serge will go nuts seeing things, while looking at the fake Frozen Flame. Then Riddel comes in, gets trapped by Kid, and then they run out only to be surrounded by Lord Viper and Karsh. Then they escape over to the right, with Lynx babbling his usual babblings (including talking about Chrono Trigger for whatever reason), and stabbing Kid. So... with that, Serge, Kid, and Guile jump into the water, to get taken back by Korcha. By the way, REMOVE Kid's elements. Trust me. Save, and then carry on.

--- Guldove ~~ Another World -----

When you wake up after that... highly exciting trip, Serge will be in a woman's house in a different town. She'll tell him his friends are outside, but you just know that by music like this, something bad is going to happen. Kid and Korcha talk to Serge outside, and just as Kid calls him a wuss for being knocked out like that, she collapses. Yep, something is seriously wrong with her. So with that, Serge, Guile, and Korcha take her to the village clinic.

According to Doc here, she has at most two days to live, and has been terribly poisoned. The only way to heal her is with Hydra Humour, and Hydras are NOW extinct. But there was a 50/50 chance of that happening *hint hint* and some people just made fortunes. So as it is, there's absolutely nothing you can do. Doc wants to be alone, but as Korcha chases after him, he gets stepped on by the harlequin from Viper Manor. After some hilarious moments with Korcha and Harle, she disappears and Kid wakes up.

Kid gives Serge the Astral Amulet, but then Korcha asks Serge what he intends to do. I will let you now that this choice is major. If you choose

that there's nothing you can do, Korcha gets pissed off and leaves, and you can recruit Macha, Glenn, and Doc. If you choose to save her, Korcha's happy with that, and you can recruit Korcha, Razzly, and Mel. I personally chose to save Kid, but I WILL cover both paths because I am such a very nice person.

~~~~~  
VII. Saving a Friend  
~~~~~

So you choose to save a friend whom you barely even know, eh? Very considerate of you, and although this path is much harder, it's worth it, since it's quite a bit more fun, plus you get some more Star Levels, and more easily, at that. Harder bosses though, but that just makes it better, right?

--- Guldove ~~ Another World -----

Supposing that you chose to save Kid, you'll get to keep the Astral Amulet that Kid gave you, and Korcha will go with you for a bit, recommending that you see the village shaman so that you at least get a vague clue of what to do next. Everyone goes outside, stopped a little bit by Korcha's sister Mel and her cat, Luna, but outside, Korcha will be waiting for you to be ready to go. With that, talk to the merchant right below you, who will sell you materials in exchange for elements (the numbers add up to levels).

- Eyeball - 12
- Humour - 10
- Feather - 22
- Scale - 20
- Fur - 16
- Leather - 18
- Fang - 28
- Carapace - 32
- Screw - 20
- Seed - 14

After doing whatever (lack of) trading you wish, he'll give you a Pelvic Bone, which fits that skeletal head's body, which you met in Fossil Valley. And yes, you might have gotten an Angry Scapula from Shadow Forest, if you took Nikki's path into Viper Manor. But I assume you didn't, so I'll cover that later. Moving on, head left screen, and enter the bar if you want. Doc is in there, expressing how powerless he is to the bartender, Orlha. And as it is, they're going to try and do something, because otherwise Doc would simply be running away. After that, head over to the ladder and enter the shop on the right. Elements galore.

Items:	Price:	Innate:	Level:
Tablet	10 G	Red	1/0
Medicine	15 G	Blue	2/0
Ointment	15 G	Red	2/0
Antidote	15 G	Green	2/0
Brace	15 G	Yellow	2/0
Bushwhacker	50 G	Green	1/7
AeroSaucer	80 G	Green	2/6
Uplift	50 G	Yellow	1/7
ElectroJolt	80 G	Yellow	2/6
PhotonRay	60 G	White	1/7
Meteorite	100 G	White	2/6
GravityBlow	60 G	Black	1/7



With that, head to see the shaman, going to the left from the element shop area, and entering the tower there. Inside, the chief Direa and shaman Steena tell you that it may be possible to save Kid if you can get to your world again, and to get back there again, you need to go to the Land of Genesis, or in other words, Opassa Beach. But anyway, that's it for this place. Return to the dock and talk to Korcha, and you're off to Termina.

--- Termina ~~ Another World -----

As soon as you enter Termina, a guy comes in and tells Korcha that he can't dock the boat there, but Korcha ends up bribing him. Not bad, and then he joins you. Might as well put him in your party, but as it is, you might as well equip everyone with Elements. I set it up as such (heed my words of wisdom in Elementdom!).

Serge

====-

Level 1: PhotonRay, Fireball, Bushwhacker, Revive  
Level 2: Meteorite, MagmaBomb, ElectroJolt, IceLance  
Level 3: RecoverAll, Dash&Slash  
Level 4: ElectroBolt

Guile

====-

Level 1: GravityBlow  
Level 2: AeroSaucer  
Level 3: MagmaBomb, WandaIn  
Level 4: IceBlast

Korcha

=====-

Level 1: AquaBeam, Fireball, PhotonRay, Cure  
Level 2: Heal, Uplift, HellSoul, AeroSaucer  
Level 3: IceLance, HeadButt  
Level 4: IceBlast

There's not really too much to explore here, unless you want to get some stuff from Zippa's and Zappa's smithy. Meanwhile, just leave Termina and go straight to Opassa Beach. I'm not even going to make a sub-divider for this; just head to the green light, and use the Astral Amulet there. You'll remerge in the Home World once again! Yaaayyy... you haven't been here for awhile. Head straight to the east, into Hydra Marshes.

--- Hydra Marshes ~~ Home World -----

Yeah, I know it's a shock that you really ARE in the Home World, so bear with me and be treated to the music. Talk to the guy in the way, and he'll just trust you and move out of the way. Take the path over to the right when he's done movin' it, and walk through the marshy water, following it down to find a Feather in a treasure chest. Eh... who cares. Take the path over to the left instead, and move it on up to find the mirage of a fairy heading to the left. Korcha will question your sanity, but let's keep going.

At the fork here, take a left, following the fairy. I would go to the right, but there's nothing there except a Bone, so it gets REJECTED from me! OH YEAH, BURN BABY BURN! Oh, excuse my lack of a grip. Going on from the left, everyone has to duck as a large insect starts flying out of nowhere. Geez, places like this make me sick. Move up this land, which seems to be shaped

like a large body (oh my poor head), and collect the Brace right above. Now fork it on over to the left.

Moving forward from here, a strange looking creature called a Beeba will come out of pretty much nowhere. These creatures are actually fairly tough to beat, since they can call friends, and they might be able to quickly add up damage. Finish them quickly, or you might end up regretting it. Green elements are totally rockin' here, so make full use of them. After that, the Beeba gets apologetic and gives you the Beeba Flute, so you can call a Wingapede with it, in a "wide open space". Not here though, so follow the path onward.

Head upward here, and talk to the Beeba there. Tell him you're as strong as Mr. Universe (SHAKIN' THE WORLD ALL NIGHT LONG, BABY), and it's another Beeba fight. Hopefully you got used to it. And trust me it's rewarding, because there's a Bushbasher element in the chest, which is one of the best 3/5 elements. What's more, you're even gonna fight a really tough yellow element soon, so you can't have enough green elements. But with that done, might as well head up the trunk just a little bit back.

Follow the path over to the right, and you come to that wide open space. Use the Beeba Flute from the items, and then Wingapede comes along and attacks you. Ouch... not nice. It doesn't help that it's a green elemental, but hey, it's a very easy fight anyways. Just hope that you have ElectroBolt on someone, ready to be used. It'll die very quickly, let's just hope you don't get poisoned or anything. With that gone, the footing on the ground is very bad. Korcha doesn't recommend stepping on it... says WHO?!

Step on the cracks on the ground, to fall right onto a squishy monster's head. Of course it's too stupid to notice and goes back to sleep... to awaken it, just examine the cage below. And then, naturally, you'll have to fight this monster, named Pentapus. It's a blue elemental that's a lot harder than you might think from a squishy bitch, but just keep your HP above 80 at all times, and you'll survive. Plus it drops the blue 3/5 element AquaBall, so that helps. Examine the cage after you're done, and the fairy inside it, named Razzly, will join your party.

I suggest replacing Korcha with Razzly, because you will really want to have a green elemental for the next two boss fights. Climb up the ladder there, and you'll remerge in Hydra Marshes themselves. Yeah, that took awhile. =P Jump into the marshy water, and head up to collect an AeroSaucer element there. And from here, take the path at the northwest to arrive at a pond with some bushy plant beasts, and nothing else. Just carry on to the east... bah.

At the fork on this screen, head south and follow the path along, beating up some midgets if you can't be bothered doing anything else. Pick an Antidote on the way, but don't bother going further on to the right, cuz that's just dull for now. Instead, take the upper path and keep going to the right, and you'll really meet the dwarves. In another damn boss fight, no less.

---

\\	Boss: Hi-Ho Dwarves	Party: Serge, Guile, Razzly	\\
~~~~~			
Attacks:	HP	- 90 each	
- ElectroJolt	Innate	- Yellow	
- Hi-HoChorus	Difficulty	- Semi-Hard	
- Hi-HoWarCry			

---

How hard do you think against six dwarves is going to be? Actually, it's a lot harder than you might think. At the start of this fight, they're very

likely to pull of Hi-HoChorus, which requires five dwarves alive, and deals about 40 damage to Serge and Guile, or 80+ damage to Razzly. Very deadly, plus they use it a LOT. So your first and foremost task is to get rid of two dwarves, which HOPEFULLY shouldn't take more than one turn from each of your characters.

Serge with Dash&Slash plus physical attacks, Guile with WandaIn and some add-ups, and Razzly's easy green elemental Raz-Star, you'll have some dead dwarves pretty fast. Just make sure you use RecoverAll after sustaining that kind of punishment, and carry this fight on carefully, one dwarf at a time. 90 HP is nothing at this point anyways.

~~~~~

And with that fight having been won, the Dwarf Chieftain will move over to the right. I will say one thing before the next boss, though. If you fight it with Razzly in your party, you will never be able to obtain her Lv. 7 tech. I personally didn't care much, but you may very well be different than me. So... choose wisely and carry on to the right, where you will meet the Hydra.

---

|                   |                             |    |
|-------------------|-----------------------------|----|
| \\ Boss: Hydra    | Party: Serge, Guile, Razzly | \\ |
| ~~~~~             |                             |    |
| Attacks:          | HP - 700                    |    |
| - physical attack | Innate - Yellow             |    |
| - PutridBreath    | Difficulty - Medium         |    |
| - SpiritsUp       |                             |    |
| - SpiritsDown     |                             |    |

~~~~~

The Hydra is thought by many to be one of the harder fights in the game, but in my opinion it's kind of tame compared to some other things. I mean, PutridBreath is quite an annoyance, but besides that it doesn't really have all that much except strong physical attacks. It does, however, ABSORB yellow elements, so don't even think about using that. Razzly may be in a lot of danger here, so make sure Serge is ready with Revive, and that she gets in Raz-Star as quickly as possible, for a good 100+ damage.

As the fight wears on, it may get slightly tougher, but you want to keep everyone, especially Razzly's, HP above 70-80 or thereabouts, because the Hydra's physical attack chain might be able to scratch that off of you. AeroSaucer, Bushbasher, and RazStar are all great here, so just don't get overwhelmed by the Hydra at the last moments, and you'll pull through victorious.

~~~~~

With that, the dwarf will get pissed and leave. Examine the Hydra after he's done rambling, and not only will you get the Hydra Humour, but Razzly will notice that it's pregnant and there will be more Hydras. That's a tad bit more important than you might think. You'll be taken automatically to the entrance when you're done, so just head through the screen, go back to Opassa Beach, to Another World, and then to Termina.

--- Termina ~~ Another World -----

I cover this brief thing here just so it's closer to viewer eyesight from section VIj. But oh well, head to Termina, and east to the shrines that the old man talked about earlier. Over there is a large muscleman named Greco, mourning his son's death. He'll return to his house after giving some words to you, so enter his house, and he'll be intrigued by your story and want to go with you. So that makes another party member... sweet. Return to the docks

once more, and let's head on over to Guldove.

--- Guldove ~~ Another World -----

Korcha will rush right into the clinic as soon as you enter, but there's one thing to (more conveniently) get right now. Head into the bar on the screen to the west, and talk with the Hi-Ho Dwarf there. Nah, they aren't as bad in this world as they are in the Home World. Speak to him twice, and you get a Green Tinker... let's deal with that later, m'kay? Head to the clinic and give Doc the Hydra Humour, and that'll be all set until nightfall, when Doc tells Serge that Kid wants to talk to him.

Go into the adjacent room where Kid is, and she'll remark about how Serge has become "bloody handsome". I can't fathom what Kid and Harle find attractive about Serge, but I digress. After that, Serge and Korcha explain the thing about the parallel worlds to Doc, and while Kid is sleeping, Korcha's sister Mel comes in and steals her elements. What a stupid brat. But anyhow, in the next morning Kid asks Serge what he's going to do, and he gets another one of his flashbacks, this one from Viper Manor, seeing Lynx jumping at him, declaring him the "Chrono Trigger".

But with that, Kid realizes her Elements are gone, and as they decide to talk to the nurse, Mel runs away, challenging Kid to catch her for her elements. No one wants to chase her (Kid in particular wants to go after Lynx) but persuade everyone that you need to look for Mel. So with that, start by going to the bar and talking to Orlha, who will tell you that Mel hasn't been by. With that done, head to Sheena's and Direa's tower and talk with the guard, who also says Mel hasn't been by.

Head to the screen near the element shop, and Mel will show up and run away. Then just head to the screen with the residential tower, and a kid will block the exit so that Mel is trapped inside and gets cornered. So you get your Elements back after a scolding, but you can't quite recruit her yet. Instead, just meet Korcha at the dock to go back to Termina. Yes, this section STILL isn't over. ;)

--- Termina ~~ Another World -----

When you get out of the boat, head to the main area and down the stairs to the entrance, to find Glenn talking with the flower seller about Fort Dragonia and the Porre army from the east. As Kid talks to Serge, Glenn gets suspicious and draws his sword, much to the flower seller's disgust, cuz his brother would never do that. So Glenn decides to mind his own business, but advises you go to an island northeast of here, where an old hermit lives. Any guesses who THAT is?

But anyway, now the only thing you have to do is find a boat, so that you can pretty much get your freedom around the world. So... talk to Korcha again, and he'll want Kid to be his wife. This is pretty damn funny, especially if you have Serge tell her to just do it, in which she kicks him in the nuts. Funny, funny. But anyway, now you got your boat... so explore da open world now, baby. Sail da seven seas. Whatever. And yeah, might as well have Korcha go with you.

~~~~~  
VIj. Leaving a Friend  
~~~~~

So... you chose to abandon a friend without even trying to help her, eh? You are SUCH a kind person. Really. But either way, you're left in Guldove, but

don't ask me what to buy here. Refer back to section VIIi, covering Guldove, and let's, errr... move on.

--- Guldove ~~ Another World -----

With that choice of yours made, step out of the clinic, and do the stuff that you'd normally do, like swing around town, get the Pelvic Bone that I mention in section VIIi, buy equipment, elements, blah blah blah. Then exit the screen through the left, and feel free to enter the bar right above. Doc is in there, expressing how powerless he is to the bartender, Orlha. And as it is, they're going to try and do something, because otherwise Doc would simply be running away.

Outside the bar, climb the ladder over to the left, and enter the element shop for some stuff if you want. Continue to the right and enter the house there, which just happens to be Korcha's house, where Serge woke up. Tell him that you need to borrow his boat, then he pretty much loses it. But then his mom, Macha, comes in and scolds him. Even after getting lectured and hearing the story again, Korcha refuses to lend you his boat, but then Macha just takes it, and says she'll meet you at the dock.

So that's that. Macha also recommends you go to the village shaman, so since that can be interesting, you might as well do that. Head back to the element shop, and head left this place, then entering the building on the left. In there you'll meet the shaman, Steena, and chief Direa, who recommends Serge go to the Land of Genesis, or in other words, Opassa Beach. Well anyway, that is it for Guldove. Return to the clinic, and meet Macha on the right. Enjoy the sight seeing on your way back to Termina.

--- Termina ~~ Another World -----

As soon as you enter Termina, a guy comes in and tells Macha that she can't dock the boat there, but she virtually causes an earthquake telling him to cut the crap. So he pretty much gives in to that. And now you're free to do whatever you want in Termina, starting by going to the entrance, where you met Glenn and the flower seller the first time you entered. They're back again, this time with Glenn breaking military regulations, and going to Fort Dragonia to stop the Porre army from the east. This guy rocks, I tell ya.

Head back to the dock and speak with Macha, and tell her that you're going to straighten things out. She then right along and gives you Korcha's boat, but then Glenn comes in and says he needs to borrow a boat. So then he talks to Serge, and you have the choice of letting him join. To hell, LET HIM JOIN. I'll let you know right now, he's probably the third best character in the whole game. Macha gets worried about you too, and she joins as well. That's sweet... now you're off to see Radius. Yeah, he has a new occupation. Get in the boat, and sail away to Hermit's Hideaway, a little northeast of the continent. And that wraps up leaving Kid, you shameful ingrate.

~~~~~  
VIk. Shiver Me Timbers  
~~~~~

Everything from here on out assumes that you chose to save Kid, and have Korcha and Razzly, not Macha and Glenn. It won't make a huge difference either way, but just bear with me with the assumptions. Anyway, there are a couple things to do before going to the hermit's hideout. Start by going to the pinkish island at the southeast (NOT the northeast) of the world. Head into it, it's Marbule.

--- Marbule ~~ Another World -----

There's only one thing to do in this shop, and that's to go to the Element Shop. Don't bother talking with anyone here much, since they all pretty much hate your guts. And as... strange as it might seem, the Element Shop is the pink guy above. But anyway, I'm not going to list them since you're gonna be here later looking for Elements, so just note they have all the TurnColors, as well as the stat changes (i.e. Strengthen, Weaken), and that is it for this place. Now go to Hydra Marshes... trust me.

--- Hydra Marshes ~~ Another World -----

With that Green Tinkler you have in possession, head to the far north from the entrance, and start by collecting the Tablet there. On the next screen, pick up a Bushwhacker element to the left, fighting enemies as you go, but note that the marshy water here is poisonous. Yeah, as you can guess, Hydra Marshes in Another World really suck. Head up the path right ahead, and use the Green Tinkler on the tilted plant. That's another part of this place that just sucks, but anyhow, move up and collect the Seed on your way. To the left you go.

In this rather uneventful screen, all there is is a Carapace and that's it. MOVING ON. In the next area, which is where you fought the dwarves earlier, take the lower path down and collect the Copper on the way, and on the next screen, take the second path to the right, entering the hole and examining things to find another bone, the Good Backbone. Skelly's pretty happy 'bout that. Might as well also take the other path and find the Tablet there. But anyway, return to the previous screen.

This time, head to the upper right, and to where you fought the Hydra. Some goblins seem to be after a chest, and as we all know, goblins are EVIL! STAB 'EM AND LET 'EM DIE! KILL 'EM! KILL EVERYTHING! Oops, sorry, power rush. Either way, they're laughably easy. Upheaval, ElectroBolt... just pull those out and they're as good as dead. After they're dead, open the chest, which contains a Life Sparkle. But anyway, that's all for this place, so get the hell out and go to Viper Manor.

--- Viper Manor ~~ Another World -----

As for security, the place is guarded by a single Roborg. Bust it up as you always did, it's an easy enemy. Right ahead of that is a TurnYellow element, supposing that you didn't choose Pierre. Anyway, just head forward and enter Viper Manor; there's no one in there anyhow. Head to the second floor and take the elevator up to the upper floor, and take a right to go to the roof terrace, where you'll find Luccia. Talk to her, and then use that Life Sparkle you just got on the NeoFio flower.

And guess what NeoFio does when you give her life? ...That's right, she joins your party. Just another meaningless character, although she's not really that bad. Climb up the ladder and collect the Sight Scope there, and then go to Luccia's lab, by going to the main hall, across the hall to the right, and entering the second room on the right. Talk to Luccia and give her the offer you knew would come up, and she joins you too. Bah. Well, that's it. Leave Viper Manor, and at last go to that island northeast of here, which happens to be smoking.

--- Hermit's Hideaway ~~ Another World -----

And guess who happens to be here, waiting for you? It's Harle, and yes, she did burn this place under Lynx's orders. And what's more, she wants to have a tussle with Serge. So it's a "boss" fight, but since she dies in about

three hits, I'm not going to provide a strategy. However, she does drop the very useful PhotonBeam element, which is a 3/5 element I would definitely equip on Serge.

Harle gives her standard kiss goodbye, and disappears. That's when old man Radius shows up. Of course Serge doesn't talk about it, but he's easily recognizable from Arni Village. After he talks, enter the tree trunk via the ladder, and he'll talk about his past with Glenn's father Garai, and the blacksmith Zappa. Naturally he would warn about Lynx's strength, but we won't go there. Our next destination is the seas themselves. Beforehand, though, allocate some elements. I picked 'em as such.

Serge

====

Level 1: Revive, AquaBeam, Uplift, PhotonRay  
Level 2: Meteorite, AeroSaucer, ElectroJolt, Heal  
Level 3: RecoverAll, Upheaval, Dash&Slash  
Level 4: PhotonBeam, IceBlast

Kid

===

Level 1: Uplift, Bushwhacker, GravityBlow, Fireball  
Level 2: Fireball, HellSoul, MagmaBomb, AeroSaucer  
Level 3: MagmaBomb, RecoverAll, Pilfer  
Level 4: Strengthen, ElectroBolt

Leena

====

Level 1: AquaBeam, TurnRed, PhotonRay, Cure  
Level 2: IceLance, AeroSaucer, MagmaBomb, GravityBlow  
Level 3: AquaBall, Bushbasher, MaidenHand  
Level 4: IceBlast, Upheaval

With that, head a bit south of Hermit's Hideaway, and choose to enter the fog.

--- S.S. Invincible ~~ Another World -----

And thus the group encounters the ghost ship, and decides to get on. I don't suppose that's the best of choices, because as soon as they do set foot on it, some pirates surrounded them, making way for Captain Fargo. You may or may not recognize him from the Dream Dungeon at the very beginning of the game, since he was a common ally, but he's here now as an enemy. He asks you to state your intention, as he thinks you're with Lynx, and decides you're pretty much risking your life. As such, he sics some Men-Of-War at you to test you. Beat 'em up with Dash&Slash and PhotonBeam and move on.

That was just to "loosen you up", he says, as he lets big bird Polly attack you. This bird is a red elemental, and it's not the easiest opponent you've ever faced, if you know what I mean. Her Flap is a good 60 damage or so, but she's kinda slow, plus if you have two IceBlasts, that will REALLY make this an easy fight. So just wiz your way through that, and she'll even drop a MagmaBurst, which is a 4/4 red element. Nice... however, you don't get a space between that and your final fight, which is against none other than Fargo.

Although Fargo REALLY doesn't look like it, he's a blue elemental. He does use Strengthen, however, but he's not too much to worry about. I personally cast Strengthen on Serge, myself, and kicked his ass no problem. Then after Fargo's done, it appears your group suddenly got affected by tranquilizers,

and will collapse, and them landlubbers are gonna get stuck in the hold. And for some reason, Serge dreams of the mystical black panther that you've been seeing a lot of.

A pirate outside looks out to sea, and then suddenly the ship gets attacked by dead monsters. And into your very room, a skeleton will come in and attack. Don't worry though, easy (and last!) battle. With that, head out and speak with the pirate right at the foot of the door, and enter the room directly on your left, taking care of the Crossbones there. With it gone, get the AquaBall in the chest, and make sure that you got MagmaBurst on Kid or whomever else, since as an Element, it rocks. Also examine the door at the far right before you're done... you need a key.

Having done that, ignore the door on the left cuz it's locked. Don't you just hate locked doors in RPGs? Blah. Head to the very, very far left of the room, probably fighting two Wraiths along the way because this game is fond of those almost random encounters that we all hate so much, and open the chest at the end for the long sought-after FirePillar element. 3/5, and very obviously red elemental. The door there is ALSO locked, so... screw this place. Just head a little over to the right and climb the ladder. And for future reference, I detest this place, so bear with me.

On the second floor, head directly to the right and enter that room, to find a wounded guy and a Wraith guarding the treasure chest. Blah blah blah, just beat the Wraith and claim a Panacea inside. And with that, open the vent in the wall. Somehow, Serge can squeeze through a tiny little thing like that, but you'll revamp in the neighboring room. There's a Capsule on the right, which is QUITE OBVIOUSLY guarded by a Wraith. And you can also help the pirate below out, but you won't get anything out of it. And of course, there is no use in doing anything without rewards, in RPGs especially. ;)

Exit this room through the southern exit, then head to the right and talk with the guy there. He'll call for the guy on key duty, and then you'll end up getting "the key". Not just A key, but THE key. So that means all the way back down the ladder, and to the far right of the first floor hallway... ugh. It'd be easier if the battles weren't long and annoying, but I suppose you want me to shut up about that. Enter the room on the right when you're down there, and a dark head called a Dead Beat charges at you. This place just gets weirder and weirder as it goes, I tell ya.

After those pitifully easy enemies are gotten rid of, head to the right, and through the southern exit. If you talk to the pirate out here, do NOT taste his drink, or you'll get poisoned. Self-explanatory, no? Head over to the left, avoiding the openings as Wraiths will just come out of them, and move over to the ladder on the far side. That's another that just irks me, ladders. But just follow the path over to the left, and enter the room there. Full of Dead Beats, as you can guess.

Just head over to the left as you go up, and talk to the squirrel that you see there. Recognize it? It's Pip, from Viper Manor, in Luccia's lab. It'll run over to the left, so keep following it and talking to it, likely fighting a Wraith or two in the time being. Pip will then run down, and into a small hiding place on the right. There's a Dead Beat moving around in a square here, so if you don't want to fight it, don't just run right into it. Talk to Pip, and then he runs into the bottom-left corner.

Over to the left and up the slanted path, you'll find the Gravitonne element, which is a 3/5 black element. And officially you've (hopefully) completed the collection of them. =) But anyways, talk to Pip, and agree to broaden his view of the world, and he'll join you. Don't, errr... put him in your party



yet, though. Head up the stairs on the right, and on the next screen, open the chest for another PhotonBeam... sweet. Head out, and you get a Record of Fate on the right which may quite possibly be worth using.

Now head up the ladder and then up the stairs to reach the deck itself, once again. Some pirates are struggling with the Wraiths, as usual, and after a rather mediocre fight, you're ordered to help Fargo, who's also fighting Wraiths, but actually beats them, delivering one of the best lines in the whole game, "Get yer stinkin' ghostly hands OFF ME!!". Always a classic. Take the wheel with an "Aye aye, cap'n!", and then the master of these dead nuisances emerges for a fight.

---

|                    |                          |    |
|--------------------|--------------------------|----|
| \\ Boss: Dead Head | Party: Serge, Kid, Leena | \\ |
| ~~~~~              |                          |    |
| Attacks:           | HP - 700                 |    |
| - Diminish         | Innate - Black           |    |
| - Death'sOdor      | Difficulty - Semi-Easy   |    |
| - Death'sBreath    |                          |    |
| - Imbecile         |                          |    |

~~~~~

This is one of the most annoying fights in the game, not a hard one, but one that poses some trouble. It starts out as a bunch of Dead Beats, but they merge together to form Dead Head, which is the REAL boss. Try and use PhotonBeam, or another strong Element on the first turn, because he'll start by using Diminish, which halves the damage of all elements, from friend or foe. Hence this being annoying fight. However, that leaves room for some physical attacks, with Serge's in particular being extremely useful.

Dead Head isn't really that damaging of an enemy; his physical attacks can (very rarely) do up to 90 damage, but besides that, he's not that much to worry about. Death'sBreath is absolutely nothing to worry about, and as for Death'sOdor, that's just annoying but not damaging. So yeah, play through this fight by using physical attacks and not magic, and soon it'll all be over, ending this blasted ship as well.

~~~~~

The sea will return to normal after that, and you're free to roam the seas as you wish, once more. Fargo will warn you before you go, however, that the fires of Mount Pyre, before Fort Dragonia, are extremely hot and you may wish to neutralize them. And to do that, you'll have to see the Water Dragon, which might be dead. Well THAT is just wonderful, but it's all the fault of humans, as always. With that, let's move on.

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VII. Neutralizing Fire

~~~~~

Before you can actually get into Fort Dragonia, you'll have to freeze the flames that defend it, as well as, you know, prepare for it. Since as everyone keeps prattling on about, Lynx and Viper are no pushovers. There are some things to do first, however. Start by going to Marbule again.

--- Marbule ~~ Another World -----

A new shop has opened up at the upper part of this area. There's the guy in pink, who sells pretty much all Trap elements, and the guy in the pool, who sells color changes, and stat changing elements. Here is the shop list, at long last! The first one is the pink, second is the pool.

| Items:             | Price: | Innate: | Level: |
|--------------------|--------|---------|--------|
| Inferno (Trap)     | 300 G  | Red     | 5/0    |
| Volcano (Trap)     | 400 G  | Red     | 6/0    |
| RedWolf (Trap)     | 500 G  | Red     | 7/0    |
| Deluge (Trap)      | 300 G  | Blue    | 5/0    |
| Iceberg (Trap)     | 400 G  | Blue    | 6/0    |
| FrogPrince (Trap)  | 500 G  | Blue    | 7/0    |
| Earthquake (Trap)  | 300 G  | Yellow  | 5/0    |
| ThundaStorm (Trap) | 400 G  | Yellow  | 6/0    |
| Golem (Trap)       | 500 G  | Yellow  | 7/0    |
| Carnivore (Trap)   | 300 G  | Green   | 5/0    |
| Tornado (Trap)     | 400 G  | Green   | 6/0    |
| Sonja (Trap)       | 500 G  | Green   | 7/0    |
| FreeFall (Trap)    | 300 G  | Black   | 5/0    |
| BlackHole (Trap)   | 400 G  | Black   | 6/0    |
| MotherShip (Trap)  | 500 G  | Black   | 7/0    |
| HolyLight (Trap)   | 300 G  | White   | 5/0    |
| UltraNova (Trap)   | 400 G  | White   | 6/0    |
| Unicorn (Trap)     | 500 G  | White   | 7/0    |
| Magnify            | 1670 G | White   | 6/2    |
| Diminish           | 1670 G | Black   | 6/2    |

| Items:       | Price: | Innate: | Level: |
|--------------|--------|---------|--------|
| Capsule      | 25 G   | Yellow  | 3/0    |
| Medicine     | 15 G   | Blue    | 2/0    |
| Ointment     | 15 G   | Red     | 2/0    |
| Antidote     | 15 G   | Green   | 2/0    |
| Brace        | 15 G   | Yellow  | 2/0    |
| TurnBlue     | 75 G   | Blue    | 1/7    |
| TurnRed      | 75 G   | Red     | 1/7    |
| TurnGreen    | 75 G   | Green   | 1/7    |
| TurnYellow   | 75 G   | Yellow  | 1/7    |
| TurnWhite    | 75 G   | White   | 1/7    |
| TurnBlack    | 75 G   | Black   | 1/7    |
| Strengthen   | 430 G  | Red     | 4/4    |
| Weaken       | 430 G  | Red     | 4/4    |
| Nimble       | 430 G  | Blue    | 4/4    |
| Numble       | 430 G  | Blue    | 4/4    |
| HiRes        | 430 G  | Yellow  | 4/4    |
| LoRes        | 430 G  | Yellow  | 4/4    |
| EagleEye     | 430 G  | Green   | 4/4    |
| BatEye       | 430 G  | Green   | 4/4    |
| Genius       | 430 G  | Black   | 4/4    |
| Imbecile     | 430 G  | Black   | 4/4    |
| StrongMinded | 430 G  | White   | 4/4    |
| WeakMinded   | 430 G  | White   | 4/4    |

I strongly suggest buying traps for Inferno, Volcano, Iceberg, HolyLight, and UltraNova, also optionally Earthquake, Deluge, FreeFall, and Carnivore. And that is REALLY that. But anyway, now it's time at long last to assemble Skelly, the skeleton we've been having spare pieces of for awhile. Here are the individual pieces of him. If you haven't gotten the Angry Scapula, do so now, referring to the Shadow Forest section for Nikki's path to Viper Manor.

Heavy Skull - Fossil Valley  
 Angry Scapula - Shadow Forest  
 Pelvic Bone - Guldove  
 Good Backbone - Hydra Marshes

Sturdy Ribs - Water Dragon Isle  
Mixed Bones - Isle of the Damned

As for the Sturdy Ribs and Mixed Bones, we will get those momentarily. And thus we're off to Water Dragon Isle, which is an island to the south of the central continent.

--- Water Dragon Isle ~~ Another World -----

Just for the first reference, if you're looking for the Sturdy Ribs, climb up the ladder in the middle, head to the right, and talk to the guy there. Everything else here is, well... eh.

There isn't really that much to see here. All the water in this entire place, which was at one time beautiful (see the Home World later if you don't believe me), has dried out. So it's pretty much a big ruin. Still, there are a couple things to get. Head over to the upper left and climb up the ladder right under the treasure chest, to find Iron there. And if you head over to the right, climb the ladders up there and fight the Scorpiod, you'll get another Iron. So... yeah.

Head forward and up the ladder in the middle, and you'll come to the center of Water Dragon Isle, where the "other" Razzly's friends all are. And to either side are two Irons (oh the irony), but if you talk to the fairies, they'll tell you the dragon isn't here. There's nothing here anymore since the water dried up, so... return to Opassa Beach, use the Astral Amulet, and go to the other Water Dragon Isle... right? ;)

--- Arni Village ~~ Home World -----

Very little to do here... head to the pier as soon as you come in, and if you have Leena in your party, have fun having Another Leena talk to Home Leena. Instead though, talk with the fisherman and pay him 100G to have him take you to Water Dragon Isle, which is quite a bit more beautiful in this world, as I stated earlier.

--- Water Dragon Isle ~~ Home World -----

The fisherman will give some commentary as you enter, stating the fairies who usually dance around the pond aren't here. Wonder why that is... but anyway, jump on the lily pad in front of you to go to the platform to the upper-right, then at the "fork", jump on the upper lily pad. From the next platform, take the lower lily pad, then the only other one, to get to some actual land. Is it just me or does this place feel like a platformer? Just up ahead, climb the ladder and collect an AquaBall.

Return to that "fork" I mentioned earlier by just taking all those lily pads back (zzzz), and then taking the upper lily pad, to immediately reach another fork. Yay, how fun is this. Take the lower of the next two lily pads, then another lily pad to another patch of land (I'm only sleeping), and follow the ladder up, and then down to find an IceBlast. This brings me to a note, that chests tend to be in the same places in the Home World and Another World, but they just have different items in them.

Now go all the way back to that left fork (wake me up when December ends), and take the upper lily pad to FINALLY reach a good long line of land. Might as well save up and/or switch party members, since it all gets exciting here. Move on to the next screen, and you'll see that the Hi-Ho Dwarves are attacking this place, like the damn hypocrites that they are. Feel free to beat them up, though, since they're very easy enemies. With that, head up

the middle ladder and a bit forward, and you will have to repeat the evils of the past! Oh noes.

---

|                        |                           |    |
|------------------------|---------------------------|----|
| \\ Boss: Hi-Ho Dwarves | Party: Serge, Kid, NeoFio | \\ |
| ~~~~~                  |                           |    |
| Attacks:               | HP - 200 each             |    |
| - ElectroJolt          | Innate - Yellow           |    |
| - Hi-HoChorus          | Difficulty - Easy         |    |
| - Hi-HoWarCry          |                           |    |

~~~~~

These guys are so easy this time around, I'm reluctant to consider them to be bosses. First of all, they still have Hi-HoChorus, but it only did 30 damage to Serge and Kid, and 60-70 to NeoFio. Speaking of NeoFio, she is very useful in this battle for her level 3 tech, PopPopPop, will do about 50-60 damage to all of them. Plus the full strength of Serge (that is, attacking until stamina is at 1, and then unleashing Dash&Slash or PhotonBeam) is enough to down one dwarf. Multi-hit attacks like MagmaBomb and Gravitonne are also great here. But trust me, this won't last long.

~~~~~

That idiot Dwarf Chieftain still isn't down for the count, though. He and his allies jump down to the water below, but that doesn't seem like a viable option for you... unless ya like breaking limbs. =) Oh well, just head up, and there will be two openings going out above you. The lower one leads to nothing, so take the upper one to find a Magic Ring. Then climb down the ladder below, beatin' up some midget (oh sorry, I mean vertically challenged people), and to the next screen below.

From here, slaughter some dwarf to the left, and save if necessary, then head down the ladder and into the waterfall. Yep, there is tunnel in there, which has a Hi-Ho Dwarf in there obviously, but once it's gone, you'll find a Scaley Dress in it. Yeah, naturally a Hi-Ho Dwarf would be guarding an item such as that! The Hi-Ho Dwarves at the end will greet you with a certain... friend, if you want to call it that.

---

|                     |                           |    |
|---------------------|---------------------------|----|
| \\ Boss: Hi-Ho Tank | Party: Serge, Kid, NeoFio | \\ |
| ~~~~~               |                           |    |
| Attacks:            | HP - 1000                 |    |
| - physical attack   | Innate - Yellow           |    |
| - HiRes             | Difficulty - Medium       |    |
| - ElementShot       |                           |    |

~~~~~

This tank is accompanied by two Dwarves, but they're just normal enemies, so... who cares about them? Still, the Hi-Ho Tank itself is a moderately powerful opponent. All the same, start the fight by having Serge and Kid attack the dwarves, if not outright knocking them out, and then have NeoFio use PopPopPop. The reason you want the Dwarves gone, is because as the fight wears on, they'll just repair the Hi-Ho Tank. And that be bad, yo. Nothing worse than fighting a boss that heals itself!

But anyway, the Hi-Ho Tank is a seriously dangerous enemy, and its Element Shot can do up to 100 damage on a single character. I strongly suggest using HiRes itself if you have it. Its physical attack will dish about 40 or 50 damage to the party, and as for HiRes, that makes attacking it itself a difficulty. What I did was use WeakMinded on it, kept my HP as high as possible (after all the tank is pretty slow), and use Bushbasher and what ever other strong Element that I had, since don't worry, it won't use StrongMinded or anything. It's a good challenge, but not the hardest in the

game.

~~~~~

This ends much more sadly than you might think it would. If Razzly was in your party, Kid will tell them that the Hydra was pregnant, and they'll go back to the forest, but either way, they'll mourn about how they've sinned. Plus the music adds a complete atmosphere to this. It only gets worse if you examine the fairy on the right and it's dead, but trust me if it is dead, that's good because you'll get Razzly's level 7 tech skill, much, much later in the game.

Enter the cave on the right when you're done around here, and talk to the Water Dragon there. He'll give you the Ice Breath, and the \*FrogPrince summon. So anyway, that is totally awesome. After some background talking, the fairies will all blame the humans for the dwarves attacking, but Razzly refuses to go back yet. Rosetta, if she was alive, will give Razzly a Wisp Cape, though. With that done, return to the fisherman using the lily pads, go back to Another World, and to the island east of Hermit's Hideaway.

--- Isle of the Damned ~~ Another World -----

I don't advise sticking around here for a while... it's kind of evident that there are bones scattered all over the place. Still, the last part of Skelly's body, the Mixed Bones, are here. Head up the path in front of you, and when you reach a fork going up or right, first head up and examine the cave at the far right for an Eyeball (no joke), and then go back up, and to the left. Enter the cave and examine around to find the Mixed Bones, and... Skelly's just off! Might as well start looking for him in Termina.

--- Termina ~~ Another World -----

We're here for two purposes: to find Skelly, and to get better weapons and armor. You should have Iron at this point, especially if you looked all around Another Water Dragon Isle, and with that you can very easily forge new weapons at Zappa's Smithy. Anyways, start by heading into the house all the way up the stairs and to the right, and talk to the old woman, who happens to be Skelly's grandma. Skelly will then come in, and after your average luvvy-duvvy scene, exit the house.

Enter the house again and talk to Skelly, and ya got a skeleton in ya party, ya mama. Don't put him in yet, though. But anyways, head to Zappa's Smithy, and try and forge at the Steel Swallow, Iron Dagger, Ladle Fe26, and Iron Rod. If you don't have all the necessary materials (excluding Iron), just disassemble old, useless stuff. The Ivory/Bone stuff, anyone? But anyway, Mount Pyre, your next destination, is a "point of no return". You can go to Guldove right now, head to the lower floor of the residence, and talk to Mel, and she'll join you. Also check the Element Shop, heh heh heh... but with that, you're off to Mount Pyre.

~~~~~  
VIm. Through Flames and Beyond  
~~~~~

Before you start waltzing into Mount Pyre, be sure that you're ready. It'll be an annoyance going all the way back to get stuff, because some big stuff will happen in Mount Pyre / Fort Dragonia. You'll want at LEAST traps for Inferno, Volcano, Iceberg, FreeFall, and HolyLight, plus the \*FrogPrince. And that's not to mention decent elements. It also won't help to have an adequate supply (20+) of Capsules. But when you think you're ready, enter Mount Pyre.

Let me ALSO give my recommended elements for all your characters! That is of course assuming you're willing to risk putting Leena in your party through this place, of course.

Serge

=====

- Level 1: Revive, Fireball, AquaBeam, Uplift, PhotonRay
- Level 2: Meteorite, AeroSaucer, ElectroJolt, Heal
- Level 3: RecoverAll, Upheaval, Dash&Slash
- Level 4: WeakMinded, ElectroBolt, IceBlast
- Level 5: MeteorShower

Leena

=====

- Level 1: Cure, GravityBlow, Uplift, PhotonRay, AquaBeam
- Level 2: IceLance, AeroSaucer, ElectroJolt, MagmaBomb
- Level 3: AquaBall, Bushbasher, MaidenHand
- Level 4: ElectroBolt, IceBlast, MagmaBurst
- Level 5: \*FrogPrince

Guile

=====

- Level 1: GravityBlow
- Level 2: Meteorite
- Level 3: Upheaval, WandaIn
- Level 4: Gravitonne, RecoverAll
- Level 5: IceBlast

The very first thing you want to do is walk up to the fire and use the Ice Breath that you got from the Water Dragon on it, because otherwise you'll lose 10 HP a second in that lava. Argh, my feet hurt just thinking about it. However, you can wade through the fire and collect a MagmaBurst on the left, which you can't get if you freeze the fire, but I personally didn't. Keep going up, and take a left for a Tablet there. But otherwise head up the path going to the right, and you'll get greeted by two... friends.

---

|                    |                     |                            |    |
|--------------------|---------------------|----------------------------|----|
| \\                 | Boss: Solt / Peppor | Party: Serge, Leena, Guile | \\ |
| ~~~~~              |                     |                            |    |
| Attacks (Solt):    |                     | HP - 150                   |    |
| - physical attack  |                     | Innate - Yellow            |    |
| - BlackHole (Trap) |                     | Difficulty - Easy          |    |
| ~~~~~              |                     |                            |    |
| Attacks (Peppor):  |                     | HP - 180                   |    |
| - physical attack  |                     | Innate - Yellow            |    |
| - BlackHole        |                     | Difficulty - Easy          |    |
| ~~~~~              |                     |                            |    |

One of the most pathetically easy fights in the entire game (as is any other fight with Solt and Peppor), but this one REALLY takes the cake. For one thing, they start off by arguing, and Solt talking about how his element was stolen. He starts by using a BlackHole trap, and then Peppor uses BlackHole, only to get it stolen by Solt, and then... they can't use it. =) Peppor gets so pissed he starts attacking Solt, which is always nice. Anyway, this fight is so easy, do you really need a strategy? Hint: IceBlast, PhotonBeam, MeteorShower, Gravitonne, WandaIn. Enjoy.

~~~~~

With that done, Solt and Peppor run away like the cowards that they are,



Attacks (Karsh):	HP	-	370	
- physical attack	Innate	-	Green	
- DragonRider	Difficulty	-	Semi-Easy	
- Axial Axe				

~~~~~

|                   |            |   |           |  |
|-------------------|------------|---|-----------|--|
| Attacks (Zoah):   | HP         | - | 436       |  |
| - physical attack | Innate     | - | Yellow    |  |
| - DragonRider     | Difficulty | - | Semi-Easy |  |
| - Gyronimo        |            |   |           |  |

~~~~~

Attacks (Marcy):	HP	-	300	
- physical attack	Innate	-	Blue	
- Cat'sCradle	Difficulty	-	Semi-Easy	
- StringPhone				

~~~~~

This fight is surprisingly easy for what it is. I mean, take Karsh's signature attack, Axial Axe. That's only about 50 damage to the party. Zoah's Gyronimo is only about 50-60 damage to one character, and Marcy is nothing really to worry about. And as for either Dragon Rider, they're only worth 30-40 damage. The only question to start this fight off with is who to attack, and I would recommend Karsh.

Why Karsh? Because for one thing, he's the most potentially damaging, with his Axial Axe doing 50 to the party while Zoah can only do that or a little more to one character. Plus his HP isn't as high as Zoah's, so focus your efforts on him, with ElectroBolt, Dash&Slash, WandaIn, etc. You can also use multi-hit spells. My Guile used Gravitonne on the enemies and it did 100 damage to all of them. And don't even get me started about MeteorShower. Regardless, this fight is not too bad -- just take Karsh out, then Marcy, then Zoah.

~~~~~

As you exit Mount Pyre, Harle will appear and tell Serge not to die, as well as advising him not to go to Fort Dragonia. Obviously he won't listen to that, however. Exit Mount Pyre, and then you'll see all those scenes from the very, very beginning of the game. It flashes out to Fort Dragonia, with Serge not seeming to know what he's doing, Kid wounded, and SOMEONE wielding a bloody dagger. A dagger just like Kid wields. Hmmm... suicide? It's all coming to together... or not. Head into Fort Dragonia at last.

--- Fort Dragonia ~~ Another World -----

You've finally arrived at Fort Dragonia, the center of the world, the heart of Lynx and Viper. Might as well examine the reception at the entrance, which says to "give the crystals to their original owners". I'll get back to ya on that one. Head into the room in front of you, and then down the long hallway there, and you'll arrive in a circular room with four black lines leading up to a center. There's also a Record of Fate in here if you need it. Welcome to Fort Dragonia. There are four doors, so... pick one!

For starters, each door has a crystal somewhere inside it, of a certain color. And the colors in each room go from left to right as follows: yellow, blue, green, red. Just to make things easy for ya, pick the red room first cuz it's the easiest. It'll be a long hallway, which will take you to a straight path that leads to one door, but there are four doors below. Hmmm. Head into the door, which is the only place you can go, and you'll find a gargoyle that's facing to the left, which is apparently north. There IS a way this works, though.

After you're told which way it faces, you'll get an option of to face it



north, west, east, or south. But these directions don't always hold true for themselves. Right now it's facing left, so north is straight in front of it, i.e. to what you see as the left, and west is to its left, i.e. what you see as the lower one. But it'll change the way it's facing after you change its direction and get dropped in a hole. So to avoid making things confusing, I will refer to them as the left/right/up/down holes.

The left hole, i.e. the north, will lead to nothing except a crystal brimming with energy, so ignore that for now. And the upper hole doesn't lead to anything either, so pick the lower one for now. Here you're treated to four sweet treasure chests, containing a FirePillar, a MagmaBurst, a Flame Charm, and a Volcano Trap. Hmmm... fiery! Exit through the left after you're done, and you'll fall out of one of those four doors that I mentioned earlier. Return by following the path, climbing up the ladder, and then just simply continuing to the right. See, I TOLD you it was easy!

Now the only hole left is the one on the right, so if the lower hole was the last one you picked, select to the west. And you'll then be dropped right in front of the red crystal. This place look familiar at all to you, yet? Cuz trust me it will soon. Deactivate the crystal, and then one of six lines will be highlighted, in a room far, far away. Congratulations, you're 1/6 of the way through Fort Dragonia! Whoo-hoo. So with that, time to get out. Head to the far lower right, then climb back up the ladder and to the left, following the hall to return to the main chamber.

That's one out of four rooms, so which one next? I chose the green room, or in other words, the upper-right room. It's another hallway, which leads to practically, one big maze. In the initial room, however, start by heading into the room right in front of you, where you will come to a fairly long path which is split by a staircase on the left, about halfway through. Take that when you reach it, and you'll come to an up-down fork. See what I told you about this being a maze? Head down at that fork to come to yet ANOTHER fork... which each one containing a treasure chest. ;)

I should also note that this place is absolutely filled with Cybots, which can be potentially very long and annoying enemies to beat. However, Serge's new Luminaire skill, as well as Guile's WandaSwords, will instantly put any enemy in their place. But anyway, open the chests for a Bushbasher element and a HealAll (very good element, this one), and then return to that last fork and head up. This is basically one extremely long path which leads to an Antidote, so... that's that. Return back to where the path split, and back up to the path where the staircase cut through.

Take the path down and back to the previous room, where pretty much the only way to go is to the left, down the stairs and following a massively long path. See, I told you this place was easy. Well actually I didn't, but... it is the thought that counts, RIGHT? Okay. Follow that extremely long path until you reach an up-down fork. Head down first, and follow yet another very long path around to find a Tornado Trap element. Like that was worth it. Return to the fork and head up, will ya?

Follow the path, and then you'll come to the lower part of the first room. And there's yet ANOTHER up-down fork. Gyah. Take the lower stairs, and you will FINALLY find the AeroSaucer element! 4/4 green, yo., so that completes all the 4/4s. Head back to the last room and take the upper stairs, taking care to try and avoid the Cybot, if you don't want to fight it. From there, it's one tremendously long path to the upper parts of the place. You'll find a switch there that makes stairs as a shortcut, though. Damn nifty. Follow this long path past two screens, to find the green crystal... guarded. Bah.

\\ Boss: Taurusoid Party: Serge, Leena, Guile \\

~~~~~

|             |                        |  |
|-------------|------------------------|--|
| Attacks:    | HP - 1200              |  |
| - BodyPress | Innate - Green         |  |
| - BackDrop  | Difficulty - Semi-Easy |  |
| - ChokeSlam |                        |  |
| - HealAll   |                        |  |

~~~~~

Although Taurusoid is huge, looking like an upgraded Cybot, and has the most HP of any boss yet, it's not that hard. It has fairly powerful attacks; its man-handling techniques will very easily take off 80-100 HP, but it's so slow, it'll never really be able to make full use of them. It does have some defensive things going in its favor, though. For one thing, physical attacks are nigh on useless in this fight, because Taurusoid has a huge amount of defense. So... bad idea.

For another thing, Taurusoid counters all yellow elements with HealAll. That will bring back about 70 HP, so unless you're guaranteed the yellow elements will do substantially more damage than that, you're best off sticking with other colors. MagmaBurst, IceBlast, MeteorShower, AquaBall, PhotonBeam, FirePillar... such techs like that are highly suggested. But two things to note: a. for the love of god, do NOT let the whole field effect turn green; and b. Taurusoid does NOT use Tornado. Read my text: he DOES NOT USE TORNADO. Some guides say he does, but he DOESN'T. So don't try to trap it.

~~~~~

That's your first of six boss fights of six different elements in this place. So... have fun. With Taurusoid dead, deactivate the crystal to see that room activating some more, and now it's time to head back. Take those stairs you just opened down, and just follow the path through two screens back to the main chamber. Ugh, long paths are starting to make my head spin. But anyway, at this point I would suggest you replace Leena with Kid, because she'll be a bit more useful in the long run here. Also, you need someone with a Lv. 6 space and an Iceberg trap. I personally chose Greco.

Which of the two doors next, now? I suggest the one on the upper-left. Take the path all the way over to the room itself, and your only option, pretty much, is to take a curved path around an elevated floor. Why Serge can't jump up there is beyond my knowledge, but anyway, follow the path to find two treasure chests. They aren't really treasure chests though, they just move a strip of ground left or right. Just examine one of them and follow the path created until you reach two other chests.

Open the closed chest and leave the other one open, and then head to the left to find yet two more chests! Repetition galore, in the green room it was exceptionally long paths. Okay, rant over. Make sure the one on the right here is open and the one on the left is closed, and follow the path created to reach a room with a Sea Charm. Blue elemental does mean water, after all. From there, return to the upper left side of the room and have both of the chests closed, and on the upper right side, have the left one open and the right one closed.

Follow the path created, and in that room... you'll find a Dragoon, and there's absolutely nothing else! Oh well, you can steal a Silver Pendant from it, which isn't a half bad accessory. Now, as for getting that blue crystal, on the right side have the chest on the left closed and the one on the right open, and on the left side, the one on the left closed and the one on the right open. See what I told you, repetition! Follow the path and flick the switch to create stairs down, and enter through the door to find

the blue crystal... guarded by a big blob. Not much of a guardian...

---

|                       |                          |    |
|-----------------------|--------------------------|----|
| \\ Boss: GiantGloop   | Party: Serge, Kid, Greco | \\ |
| ~~~~~                 |                          |    |
| Attacks:              | HP - 800                 |    |
| - GoeyGoo - IceLance  | Innate - Blue            |    |
| - TakeIn - IceBlast   | Difficulty - Easy        |    |
| - BlueField - Iceberg |                          |    |

---

See why I brought Kid yet? It's a blue elemental, and an extremely easy one at that. First of all, the GiantGloop DOES use Iceberg. So the first thing you want to do is have Greco build his power level up to 6 and use that Iceberg Trap. At some point in the progress (generally after the field turns blue), GiantGloop will use Iceberg, and then that very element is YOURS! No one in THIS party can use it, though, so it's not that much of a use... right now, anyway.

After you get the Iceberg element, you can just ace right through this fight. I mean, it's EXTREMELY easy. Iceberg itself can do 120-150 damage to your whole party potentially, but you don't have to worry about that anymore. Plus the rare IceBlast is only 80-90 damage to one character anyway, so with weak attacks like that, you have absolutely nothing to worry about. Just do NOT let the entire field turn blue, and get those red elements going (with two red elementals, that should be easy). Kid's RedPin is exceptionally strong, so you won't have a problem here.

OH YEAH MAN! We're one half of the way through this place after you put the blue crystal down... and now we only have one room on the first floor to finish. Might as well return and go through the yellow room on the far left, but please do return Guile into the party, since he owns Greco by a landslide. Anyway, when you enter the yellow room, head over to the left, and you reach an up-down fork!

Yeah, it's green room rebirth. Just take the upper path and then head up, and notice that the crystal is in the center, but this place is just one big maze, so it'll be a little harder than that. Plus you need to lower that ground. So take the path you reach up to the right, then go around it, up the stairs, and follow the path up and enter the room on the left. I already hate this room.

Inside, examine the machine and it'll talk about the order of head, body, and tail, and how this order will open up new paths. This refers to the order of your characters. So in my example, with my characters being (in this order): Serge, Kid, and Guile, Serge is the head, Kid is the body, and Guile is the tail. Leave the order of your characters as it is, then head outside and cross the path a little bit below that's opened. There's just a measly little switch there that opens some stairs. Who cares.

Switch your characters' order by pressing Select twice, and make the order Guile, Serge, Kid, or in other words, tail, head, body. Then go back into that room and confirm that, then head all the way back to the entrance of the room, with the goddamn stairs. Just follow the path that has opened, and you'll find an ElectroBolt there. WHO CARES?! Now head over to the left side of the room with the door, and follow the path up to touch the blue panel. Touch it twice, and configure your party so that the order is Kid, Guile, Serge.

Confirm this in the room, and then a path has opened to give you an Earth

Charm, very close to the entrance. WHO GIVES A FLYING CRAP?! And finally, configure the party order with the panel and use Select to make your order Guile, Kid, Serge, confirm this, and head all the way back to the beginning of the room, up the stairs, and down to find a panel. And once you press this, that big platform with the yellow crystal on it will be lowered! Yay, I actually care this time!

After a flash out of the usual room, you'll see the main chamber becoming active. There's a big elevator there, so might as well take it. Before going up there, though, give a HolyLight Trap to Serge or whomever else, because you are going to face a boss that uses it. So, with that... just enter that room to take the elevator up, and on the second floor, examine the panel to get attacked out of absolutely nowhere.

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\\ Boss: SunOfAGun Party: Serge, Kid, Guile \\
~~~~~
Attacks:                                         HP - 365                ||
- ModeChange - MeteorShower                    Innate - White         ||
- KissyWissy - AntiBlack                       Difficulty - Easy      ||
- PhotonBeam - HolyLight                       ||
```

Please resist the urge to laugh at this boss's pitiful 365 HP, because trust me it's much harder than that. And also feel free to compare it to SonOfASun from Chrono Trigger, except this boss is easier than that, at least. But for one thing, SunOfAGun has a LOT of defense. All the same, that didn't stop me from using WandaSwords and doing 300+ damage, but don't be in a hurry to finish this fight, because SunOfAGun DOES use HolyLight. More on that in a second.

SunOfAGun has four different moods. The angry one is the only one that's worth worrying about it, because it'll use a combo of PhotonBeam and then MeteorShower, then ModeChange. However, in the sad mood it'll use the dreaded AntiBlack and HolyLight. Make SURE you trap this, because anyone can use it, especially Serge. And it's incredibly powerful, which is always a plus. So with that, make sure that you get HolyLight before anything else, and then finish him off quickly with Guile's techs.

Now that that fight is over, note that you now have Level 6 spaces! Greatness. However, I'm very selective of what you include there, because the next fight has a LOT of elements to trap (yeah, you're only done with half of the bosses in this place). Set it up this way: Serge has MeteorShower and Luminaire in his Lv. 5 spaces, and HolyLight in his Lv. 6 space. Kid has an Inferno Trap and RedPin in her Lv. 5s, and a Volcano trap in her Lv. 6. And as for Guile, he has a FreeFall Trap and WandaSwords in his Lv. 5s, and IceBlast for his Lv. 6.

So anyway, I recommend going back to save right now, because it's your last chance. When you're ready, hop on the elevator to get an up-down option. There's nothing downstairs, so head upstairs. And if you were having a brain hemorrhage or what not before this point, you'll finally recognize what this place really is: it's the Dream Dungeon from waaay back at the beginning of the game. And hey, you're about as strong now as you were then, so that's good. Do I really need to guide you through this place?

Eh, I will just because I'm nice. There's a left-right fork as soon as you step out. Head to the right, and on the next screen, follow the path a little to fork over to the right and get a Capsule there. From there, head to the left and pretty much follow the path until you reach a staircase, and

I'm fairly sure that the Dragoon battle here is unavoidable. Who cares, though, you've got that new HolyLight element to test... enjoy the show. After that, head up the stairs to the next screen.

On this screen, there's an immediate fork of forward and downstairs. Go downstairs just for the treasures, and at the fork there, take a left for a MeteorShower element, and to the right and through the door there for an Angel Charm. Head back two screens, to the narrow pathway that we all so much remember from the Dream Dungeon. There are two stairs that go to the right along this way, so take the second set for a Daemon Charm, but otherwise just keep going to the black crystal. Boss time.

---

|       |                            |                          |    |
|-------|----------------------------|--------------------------|----|
| \\    | Boss: Bunyip               | Party: Serge, Kid, Guile | \\ |
| ~~~~~ |                            |                          |    |
|       | Attacks (Bunyip A):        | HP - 400                 |    |
| -     | physical attack - Inferno  | Innate - Red             |    |
| -     | MagmaBomb - Volcano        | Difficulty - Easy        |    |
| -     | FirePillar                 |                          |    |
| ~~~~~ |                            |                          |    |
|       | Attacks (Bunyip B):        | HP - 1200                |    |
| -     | physical attack - FreeFall | Innate - Black           |    |
| -     | GravityBlow - DevilThunda  | Difficulty - Medium      |    |
| -     | Gravitonne                 |                          |    |

~~~~~  
This fight starts against a red elemental? What the hell? Don't be fooled, this boss has two forms. The first one is a very weak creature with only 400 HP and very weak magic. His MagmaBomb, for one, will do about 10 damage to the party. It does have a pattern, however, and it involves Inferno and Volcano, so DON'T kill him right away. He'll use MagmaBomb, then Inferno (trap trap trap), then some physical attacks, then FirePillar, then Volcano. So get those babies trapped and in your inventory. Kid will make use of them later.

When you've got those trapped, beat up on this frog looking menace a bit, and it'll start puking out a monster that takes over itself. It's a second form, buddy! It's much stronger, but hey, if you lose this after doing so well against SunOfAGun, you deserve to be shot. Just set the FreeFall trap, and believe me that he'll use it very quickly. And after that... all you really to worry about is Bunyip's DevilThunda, which does about 100 damage to the party, and more to Serge. But other than that... all you need to do here is actually use Serge. MeteorShower, Luminaire, HolyLight...

~~~~~  
Toggle down the black crystal, then head back to the previous room, around, and up the path to the mystery elevator leading to the skywalk. Here's where we finally get to fill in the gaps of what happened in the Dream Dungeon, long ago. Just make sure Serge has HolyLight, Kid has Inferno and Volcano, Guile has FreeFall, and you're ready for one of the best plot twists ever. Enter through those doors, see the usual scenes with Kid wounded, and then... boss fight.

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|       |                  |                          |    |
|-------|------------------|--------------------------|----|
| \\    | Boss: Gen. Viper | Party: Serge, Kid, Guile | \\ |
| ~~~~~ |                  |                          |    |
|       | Attacks:         | HP - 820                 |    |
| -     | physical attack  | Innate - Yellow          |    |
| -     | G-Force          | Difficulty - Easy        |    |
| -     | AirForce         |                          |    |

~~~~~

This is one of the most alarmingly easy boss fights in the entire game. For one thing, Viper's attacks don't exactly do much damage, plus he's slow, and his HP is a little low for the time. What's more, you have such strong spells as AeroBlaster, FreeFall, and Volcano, and he even thinks he has a fight here? Sure, his attacks will do 60 damage or so, but there's really nothing at all to worry about here. Feel free to steal a Stamina Ring while you're at it, but this fight is a joke.

~~~~~

Apparently that was just a "warm up" fight. As Viper is about to give you his all, Lynx kills him in an unexpected turn. Yeah, as if we didn't know Lynx was just using him. But anyway, Viper's dead or at least close to dead at this point. And now you'll have to fight him as well. No surprise there.

|              |              |                          |    |
|--------------|--------------|--------------------------|----|
| \\           | Boss: Lynx   | Party: Serge, Kid, Guile | \\ |
| ~~~~~        |              |                          |    |
| Attacks:     |              | HP - 1000                |    |
| - GlideHook  |              | Innate - Black           |    |
| - PhotonBeam | Difficulty - | Medium                   |    |
| - IceBlast   |              |                          |    |

~~~~~

You would think this would be a really easy fight that you could just breeze through, what with those new Elements, but don't get too cocky for this. Lynx's chain of physical attacks can easily deal out about 100 damage, plus his elements are strong, and GlideHook really hurts. So it's a fight that you can't get too cocky fighting. My recommendation is that you set one character aside for healing, and cure after all of his attacks, and meanwhile the two characters are smashing away at him. 1000 HP isn't really that much, so he'll succumb to your wrath fairly fast.

~~~~~

Here's where the climax of awesomeness ensues within the game. Lynx talks about how in that event 10 years ago, when half of Serge died, part of Lynx died, and he starts talking like he's Serge. That's when one of the more stunning FMVs in the game takes place, and Serge stares into the Frozen Flame, with it reflecting Lynx, and with that, Serge starts grabbing his head in pain, collapses, as Lynx seems to be standing there looking on, and as Serge gets up, he looks just plain evil.

Now here's where it gets REALLY shocking. Kid asks Serge if he's okay, and guess what? Serge actually talks! Yep, believe it or not, Serge is talking at this point. And he seems to be really obsessed with killing Lynx. So then you fight the single most awesome battle in the entire game, in my opinion. I won't write it down here as a boss fight because it's impossible, but you are Lynx, fighting your own party. He has the same elements that Serge had, except Dash&Slash / Luminaire have been replaced with GlideHook and FeralCats.

After that fight is done, Lynx is collapsed and Serge wants Kid to finish him off. But Kid just sees something wrong with this, and then Serge really blows it, talking about avenging Lucca. Yeah, the same Lucca from Chrono Trigger. Never once did Kid mention this, so that's where it's all revealed. Serge then stabs Kid fatally, and yeah, Lynx DID switch bodies with Serge. So ever since that FMV, Serge has been Lynx, and vice versa. And it ends so beautifully, with Lynx blasting Guile, and telling Serge to come to the Dead Sea, darker than the depths of hell... BEST. PLOT TWIST. EVER.

=====

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This is the second part of the walkthrough, and generally where I would add in notes. And I will do that. Serge's body has been switched with Lynx's, and he's been taken into a Dimensional Vortex, as Lynx. From here on in the walkthrough, when I say Lynx, I'm referring to the character you're controlling. And if I say Serge, that's the real Lynx, the evil Lynx, who is right now in Serge's body. With that, carry on.

~~~~~

VIIa. The Dimensional Vortex

~~~~~

And the second part of the game, too, chooses a great place to begin! You're Lynx, waking up alone in a completely dead world called the Dimensional Vortex. That evil Serge, leaving you to suffer in this way, alone...

--- Dimensional Vortex ~~ Home World -----

On one note, you will not be back to Another World for a VERY long time. You've already explored that world to the fullest at this point, while for the time being, you haven't even TOUCHED the Home World, except for a tiny piece of the continent, which is like... a third of the world. But anyway, you're Lynx now. Get used to it, and don't be confused. Your name is LYNX, not SERGE. Get it? Okay. And by the way, you're alone and your characters have deserted you.

Don't think it's a glitch when you enter a world that completely consists of weird colors. That's just the Dimensional Vortex, which is a depressing and very dreary world. But that's just the way life goes... and on yet ANOTHER note, your Elements have all been unequipped. Don't worry about those yet, though, since you're going to get some new characters very soon. And now we'll FINALLY start the walkthrough for this extremely long and depressing journey of the game.

You'll start off waking up, right in the middle of a path. I guess Serge going berserk like that with the Dragon Tear really shook Lynx up. Anyway, follow the path over to the left, and climb up the tree ladder there. Up there, follow the path over to the right and walk on the tree branch, and out of the house there (why is there a house in a world like this?), an old woman with a blue face will run out and grab a berry. Quickly dash into the house while the door is open.

The old woman, whose name is Sprigg, will greet you inside, talking about how depressing life here is, and how limitless life is, and whatever other rubbish. After a talk, you'll get to rest, which isn't needed, but hey, take the opportunity. When you come to, you may wish to go down the ladder on the right and save, since you haven't since, wow, a year ago when you fought Bunyip!

Try and exit the house, and Sprigg will stop you, deciding to go with you. You can't get into the tower there on your own, plus she thinks if she does, she'll find a way out of here. So she joins your party, but don't start putting Elements on yet. Leave the house when you're done, and head up the path on the right, entering the tree trunk while you're at it. Follow that invisible path, then head right up the path and around the tower to find a rock. Wow, that's REALLY exciting.

Push the rock off the cliff, and it'll land a bit below. Head down the path

and enter the other tree trunk there, to emerge over to the left. Push the rock further down the cliff, and it'll land right on another rock. Too much trouble for one chest? Oh contraire, head back down and around to open it, cuz it contains a Revive element. Do I need to reiterate on how important these are? I hope not. When you're done there, head back up and enter the tower.

Guess who you meet in there? That's right, Harle. She knows that you became Lynx in that shenanigan, but will say that no one will believe you're Serge, and thus, you're Lynx and can't change. Fate has written it that way and it will stay that way, unless it's rewritten. However, Serge will start walking by above, towards reality. And now you need to follow him into reality. You will see him walking into the door on the left, so since there are four doors here, might as well head left.

Pay close attention to Serge below or above, and to the door that he'll enter. Messing up here will make things really long getting out, so follow Serge and where he's going, and after three doors or so, Harle will get bored and join you, so that you can get back to reality. NOW you can get those Elements allocated. Here's the way I set them up.

Lynx

====

Level 1: GravityBlow, Fireball, AquaBeam, Revive, Bushwhacker,  
PhotonRay, Cure

Level 2: IceLance, MagmaBomb, ElectroJolt, AeroSaucer, Meteorite, Heal

Level 3: RecoverAll, Gravitonne, CurePlus, GlideHook

Level 4: MeteorShower, MagmaBurst, IceBlast

Level 5: Inferno, HolyLight, FeralCats

Level 6: FreeFall

Sprigg

====

Level 5: Bushbasher, Doppelgang

Level 6: HealAll

Harle

====

Level 1: GravityBlow, Revive, AquaBeam, Fireball, PhotonRay

Level 2: IceLance, MagmaBomb, AeroSaucer, ElectroJolt, Meteorite

Level 3: Gravitonne, FirePillar, PhotonBeam, MoonBeams

Level 4: ElectroBolt, Strengthen, AeroBlaster

Level 5: MagmaBurst, MeteorShower, MoonShine

Level 6: IceBlast

There are a couple notes to make though. For one thing, Lynx is a BLACK elemental. NOT a white elemental. He's black, so get used to it ya damn racist. ;) And on another note, Sprigg doesn't have much of an Element Grid, but Doppelgang is awesome. That's all. After you're done there, take either path down below, and flick the switch to make another path appear. And just for the record, this place is totally messed up and unrealistic, since you're moving straight yet going down. An optical illusion.

Follow the path to the right to get a Mythril, then head to the far, far left, following the path for a Pendragon Sigil C. Now head all the way back up to that switch and flick it, so that a path is revealed to the left. Move around the stairs and take the incredibly small path for a Mythril, and then just take that path over to the right, moving to the hole at the far side. Then illusion fades back to reality...



--- Hydra Marshes ~~ Home World -----

Ahhh, the nice old Home World. Once again, you will be here for a VERY long time. But anyway, Sprigg and Harle will talk a bit as you come in, with Harle recommending that you go to the place "Where Angels Lose Their Way" again. Opassa Beach, obviously. Try going there again, but you can't use the Astral Amulet to go to Another World and stop Serge, because now you're just an unwanted piece. So with that, Sprigg recommends that you go explain what's going on to your mother. Might as well. To Arni Village we go.

~~~~~  
VIIb. A New Journey
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So just to recap, Serge has turned into Lynx and vice versa, for the enemy's own goals. The "good" Lynx has found friends with Sprigg and Harle, and now has a new journey, with new characters, to embark on. And we start at Arni.

--- Arni Village ~~ Home World -----

What you'll come in to find is exactly what you can come to expect: someone freaking out. Obviously, no one here in this village believes that you're Serge, and pretty much everyone will either treat you like an evil freak of nature, or a stray cat, and promptly tell you to get the hell out of the village. Heh, nerve. But anyway, enter Serge's house (the one on the far left) and talk to Marge, who actually does believe you, and will talk about Serge's father Wazuki, and him going to the Sea of Eden with his friend Miguel. That's when Radius comes in, wanting to put you to death, despite Harle's comments. A boss fight, in that case.

|       |                   |                            |    |
|-------|-------------------|----------------------------|----|
| \\    | Boss: Radius      | Party: Lynx, Sprigg, Harle | \\ |
| ~~~~~ |                   |                            |    |
|       | Attacks:          | HP - 750                   |    |
|       | - physical attack | Innate - Green             |    |
|       | - PhotonBeam      | Difficulty - Easy          |    |
|       | - Inferno         |                            |    |
| ~~~~~ |                   |                            |    |

This is the easiest battle you've fought in quite a while, so enjoy it while it lasts, since this kind of starts a chain of really easy boss battles. But anyway, Radius is fairly good when he's on your side, but as an enemy, he's pathetic. His physical attacks are about 20-30 damage apiece, and even his strongest spell, Inferno, is only about 100 damage to your party. If you want to end this fight REALLY quickly, just have Sprigg Doppelgang into a Lagoonate, and pulverize Radius with physical attacks. Elements are recommended for this fight, though, since Radius has very high evasion. But anyway, if you lose this fight, turn your game off.

Radius does not sense any malice in your attacks, and is very intrigued by the story about the other world, and how General Viper is alive and well in that world (in this world, he, Karsh, Zoah, and Marcy are all dead). And he'll join you on that fair note. I recommend switching him for Sprigg, because Radius is just a little more... normal, to use, plus his Element Grid is bigger. Allocate it as you will, I ain't gonna make a recommendation. When you're done, head to Fossil Valley.

--- Fossil Valley ~~ Home World -----

Having worked on it since the very, very beginning of the game, the Porre

officers here are FINALLY done, and they get scared of Lynx at first sight of him anyway, running the hell away. So anyway, it's Fossil Valley, as it always was in Another World, except there is new treasure to collect. Take the usual path ahead, and when you can go up, do so. Climb up the ladder and head to the far upper part of the area to find the Infrared Vision frame. Too many frames, too little treasure.

Go back down and head over to the left, going to the very far end of the path to find a Mythril. As you can guess, silver is prevalent in this world compared to copper/iron in Another World. The only other thing to get is in the Dodo nest, by climbing down the ladder at the lower part of the area, and collecting a Mythril. The Dodos here aren't too bad, so don't worry about them. With those three items in hand, leave for Termina, which looks quite a bit... different on the map.

--- Termina ~~ Home World -----

And it doesn't just look different on the map... in this world it's a military town, completely ruled over by the Porre army. In fact that's already happened in Another World too, but here's the first time you'll notice it. A soldier will get ticked off at Lynx when you enter, which brings Harle to the fact that humans are always looking for someone to blame. But anyway, I suggest visiting Lisa's Element Shop, since it has a hell of a lot more stuff.

| Items:      | Price: | Innate: | Level: |
|-------------|--------|---------|--------|
| Tablet      | 10 G   | Red     | 1/0    |
| Capsule     | 25 G   | Yellow  | 3/0    |
| Medicine    | 15 G   | Blue    | 2/0    |
| Ointment    | 15 G   | Red     | 2/0    |
| Antidote    | 15 G   | Green   | 2/0    |
| Brace       | 15 G   | Yellow  | 2/0    |
| WhiteOut    | 40 G   | White   | 1/0    |
| BlackOut    | 15 G   | Black   | 1/0    |
| CurePlus    | 220 G  | Blue    | 3/5    |
| HealAll     | 300 G  | Green   | 4/4    |
| Fireball    | 50 G   | Red     | 1/7    |
| MagmaBomb   | 80 G   | Red     | 2/6    |
| FirePillar  | 100 G  | Red     | 3/5    |
| MagmaBurst  | 240 G  | Red     | 4/4    |
| AquaBeam    | 50 G   | Blue    | 1/7    |
| IceLance    | 80 G   | Blue    | 2/6    |
| AquaBall    | 100 G  | Blue    | 3/5    |
| IceBlast    | 240 G  | Blue    | 4/4    |
| Bushwhacker | 50 G   | Green   | 1/7    |
| AeroSaucer  | 80 G   | Green   | 2/6    |
| Bushbasher  | 100 G  | Green   | 3/5    |
| AeroBlaster | 240 G  | Green   | 4/4    |
| Uplift      | 50 G   | Yellow  | 1/7    |
| ElectroJolt | 80 G   | Yellow  | 2/6    |
| Upheaval    | 100 G  | Yellow  | 3/5    |
| ElectroBolt | 240 G  | Yellow  | 4/4    |

I especially recommend stocking up on stuff like AeroBlaster, in which you probably only have one of. But anyway, when you're done being money happy, leave and head to the eastern part of town. Continue up to the area with Zappa's Smithy... which, speaking of that place, seems to be out of business. Enter, and talk to Zappa twice, and you'll hear that it IS out of business. Still, Zappa will want to go with you, and he'll also give you the

Smith Spirit, so you can visit a smithery anytime. Plus, a new character.

That's all worth doing here, so head into the house over to the north, which was two stories in Another Termina, one story in Home Termina. Talk to Gogh, then head into the room on the right and talk to Van in there, twice. After a really long scene (yeah, Van and Gogh are poor in this world), Van will join you. Talk about random. But anyway, that's all there is here. Talk to the soldier near the bar, at the center of town, and you'll need General Norris's permission to continue. As for him, he's in Viper Manor.

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VIIc. Another Band of Companions  
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Now of course, the thing we need to do is get some more characters. Right now we have Lynx, Radius, Harle, Sprigg, Zappa, and Van... compared to the multitude we had before Fort Dragonia. And of course, we've got to find Norris, so... whatever.

--- Viper Manor ~~ Home World -----

Yet another place looks great in Another World yet terrible in Home World... in fact, in Home World that place is in complete ruins. And it's all the Porre army's fault. AND you're on your way to talk with one of their generals. Enter the main area, and Radius will look at it as it is. Even Harle is opposed to this plan, so... there you go for that. Head down when you're done gawking, and enter the well that you came out of if you took Nikki's path in here, seemingly ages ago.

Inside, you can actually move up to the left, but you'll come back to that. Head to the screen downward, where you'll find a kid standing next to a Wraith. What an idiot. Apparently his dad's stuck in there, though, so just finish the Wraith off with one hit, and the kid's dad will be freed, and will even give you a Mushroom for it! How... wonderful. There's one thing you can do with it, though. You'll recognize this place if you've been through Nikki's path, but if not... eh, who cares.

Leave this area through the lower exit, and keep going down through the water for three screens, until you reach some REAL LAND! Oh yeah, man. Now head to the right, and enter the cave in the waterfall. Inside, you'll find a guy who's doing some major barbecue. But anyway, talk to him and give him the Mushroom, and he'll turn into a mushroom himself. Heh... that is super bad. And he'll even join you afterwards... I have to say, these allies are just getting weirder and weirder.

After this guy, whose new name is appropriately Funguy, joins you, open the chest above for a Forest Charm. Now head all the way back into the tree and through the water, to the area directly under Viper Manor, which was the first screen after you went into the well. Head to the upper left past the Porre soldier, and you're in the ALMIGHTY EVIL DUNGEONS OF VIPER MANOR! Wow, that is so AWESOME.

Follow through in this passage, and head over to the left, up the stairs, and follow that path all the way across until you reach a Mythril Helmet. Told you silver rocks. But anyway, there's a barrel just a little bit back. Find it and push it into the water. Then it'll drift along and form half a path. So in other words, you need to find the other barrel. But let's get back to that. Head ALL the way around to the entrance of this dungeon, and go up.

Go around the land here, and move over to the upper left, up the stairs. There you'll be in the basement of Viper Manor, which is a huge pile of rubble and an overall mess. Enter through the door on the right, and then head all the way through this hallway, and to the far right. Open the door there, and you'll meet none other than General Norris! BOSS FIGHT! ...Just kidding. Norris will greet Lynx upon entrance, noticing that he's a bit different than before.

After some chit-chat about the Dead Sea / Sea of Eden, Norris will do none other than join your party. And since he's, in my opinion, the best yellow elemental in the game and one of the game's better characters, I would personally put him in my party. As for the barrels and stuff... who cares, we'll be back later. You'll automatically be taken to Termina, where you can get on the military boat on the left. Whoo-hoo, let's explore da seven seas already, yo! Your destination is the three stones creating a triangle, towards the southern part of the area.

--- El Nido Triangle ~~ Home World -----

Upon entering this place, you'll still be in your boat, so to advance into this very... marine place, enter the large blue circle towards the back. And then you'll be underwater... how three people like Lynx, Norris, and Harle can breathe underwater is beyond my knowledge. As for this place in itself, it really isn't anything more than one linear path with a couple forks here and there. An example can be found by simply moving ahead a bit: it's an immediate left-right fork. Nothing to the left, so move over to the right.

Red elements work exceptionally well here, since this is almost purely an underwater place. Just keep going over to the right, and you'll find yet another left-right fork! Yay... head right this time, for a Mythril. That being collected, take a left this time and head down the ladder. When you emerge down here, it'll be the last fork here, and it's also the end of this place! Yay.

Both are exceptionally long paths leading to items. The lower path will lead to a Mythril, and the upper path will lead to the Star Fragment, which is actually what you came here for. With this Star Fragment, you can now head to Sky Dragon Isle, which is the island to the west that looks like it has claws.

--- Sky Dragon Isle ~~ Home World -----

First of all, make sure that someone has an UltraNova Trap on a Lv. 6 space before going in here. ;) With that done, cross the path over to the left, and head up the stairs above. If you talk around, everyone will tell you about an alien stealing people's Star Fragments and taking people's lives. Might as well take this alien out. When you reach the top of the stairs there, you'll see something run away, but chose open the chest above, which is empty, and a HUGE alien will attack you!

---

|                                |                            |    |
|--------------------------------|----------------------------|----|
| \\ Boss: MegaStarky            | Party: Lynx, Norris, Harle | \\ |
| ~~~~~                          |                            |    |
| Attacks:                       | HP - 2800                  |    |
| - physical attack - Raydiation | Innate - White             |    |
| - Meteorite - RecoverAll       | Difficulty - Easy          |    |
| - MeteorShower - UltraNova     |                            |    |

---

Enter a perfectly easy boss fight that doesn't even give a star, but is

just against an enemy with weak attacks but a MASSIVE amount of HP! 2800 HP, that tramples Taurusoid more than twice. However, MegaStarky is the first of a long line of bosses that are White elemental. As such, Lynx and Harle are extremely powerful in this battle, but don't get too aggressive until you've set an UltraNova trap.

Lynx and Harle will also take more damage, obviously, but it's nothing to really concern yourself with. MegaStarky's Raydiation attack barely does any damage, but it can cause Anti-White, so make sure you get the UltraNova trap in as quickly as possible. MegaStarky also only really uses it at critical HP, so meanwhile, Lynx's GlideHook attack will totally slaughter Starky, as will FreeFall. And if you're paranoid, with Harle's MoonShine to raise your M. Def, this fight is really impossible to lose.

~~~~~

And of course, Starky will get the Star Fragment after that, having shrunk into a tiny little alien. Chase him down and catch him with the X button here. He will run around quite a bit in corners, but just follow him and you'll catch him. The reason he was collecting fragments was because his ship crashed and was reduced to fragments, but hey, maybe in Another World it's intact, so he joins your party, naturally. He's surprisingly good, but don't put him in yet.

--- Marbule ~~ Home World -----

But anyway, the last thing that you might want to do before moving on is going to Marbule, mainly because the music has been remixed and is even better (oh trust me, there's another remix and it is absolutely godly). In this village, though, it's deserted because the Black Dragon in Another World is dreaming of Lagoonate monsters all over Home World's Marbule, which are still illusions but... scare people. However, there is one thing to do here.

Talk to the Great Explorer Toma, who's on the eastern side of the village, and ask him questions. He'll tell you that you can rest on the hut, that the Sage of Marbule around the S.S. Zelbess knows where the only entrance to the Dead Sea, Death's Door, is, and that the Lagoonate mirages are called "The Black Nightmare", which can possibly be awakened by a song. A song similar to this one, I presume?

And if you ask Toma what's new, he'll tell you that you can hear a woman crying at night. Might as well experiment... head to the hut by the entrance and examine the bed to rest, and during the night, Lynx will hear voices. Choose to head outside, and move over to the bridge to find a mermaid jumping into the water. Toma will then come along, asking Lynx what he's doing, and telling him to head to the S.S. Zelbess in the morning to see Captain Fargo. Heh heh heh... ignore the mermaid, and be off.

~~~~~  
VIId. Ye Landlubbers  
~~~~~

I think it's obvious where we're going based on the divider name? Yep, to the S.S. Invincible. But actually, because in the Home World, Fargo is a complete wuss, it's called the S.S. Zelbess. Oh but trust me, it gets MUCH better a little later in the game.

--- S.S. Zelbess ~~ Home World -----

You'll find this ship right around Hermit's Hideaway, so get in there and

have a good time, ya? The first thing that you'll probably notice, is that it isn't a pirate ship in this world. In fact, it's anything but... it almost completely centers around Nikki. Let's get started on this, though... when you dock, head to the right and up the ladders to reach the main ship, and then to the right to actually enter. See, the design is pretty much, exactly the same.

Inside, enter the first door you come across, and head to the upper part of the room to find that rockin' dancer, Miki. Tell her that you're Nikki fans, and she'll tell you who she is, but convince Lynx that she's not "all about looks". Wow, you're telling this to a demi-human. Heh. But anyway, leave the room after that, and head to the far left. There are two rooms here which were both inaccessible in Another World, but you can get in them now. Head to the lower one for now.

In this room is what's really hot in this world -- a game in which you stop a compass to land on North, West, East, or South, and get points for which one you land on. Talk to the guy behind the counter to play, since you can get prizes for it. But anyway, for starters: land on North to double your points, land on West to lose 50, East to win 50, and South to lose it all. There's a very easy trick, though: mash Start to pause it until the pointer is a little bit ahead of South, then press X immediately afterwards to land on North. And here are your prizes for it.

500-950 - Bone
1000-4950 - Iron
5000-9950 - Mythril
10,000 - Rainbow Shell (then Denadorite)

With that done, head outside, and into the room with the skull marking above it, which happens to be the captain's room. Inside, Fargo and the mermaid, Irene, are squabbling with each other. Apparently, Fargo was in love with Irene's sister, Zelbess, but then she died, and Fargo just lost everything. Now he's a complete moron, trapping the Sage of Marbule as well as the demi-humans here, and it's all his fault that Marbule is the way it is now. Also, as a side note, Marcy is dead in this world, but is Nikki's sister. Just in case you didn't know.

After they're done, speak with Fargo if you wish, then leave the room and head downstairs via the ladder on the right. Time to have some REAL fun. Enter the first door on the right and head to the front, where a magician named Sneff will come in, performing a show. A volunteer named Jill comes forward, only to become lighter than air, then become a chair. Hahaha. Then a man named Jack thinks that Sneff and Jill just planned this out, so Sneff turns him into a cat. Funny.

Now that the show's done, leave the room and enter the one two doors on the right, where an old man will want to get through. A very suspicious looking character, overall... ask him about the sage of Marbule, and then let him through. Outside, though, he'll want to get through to the eastern part of the ship, which is the ultimate championship, the Grand Slam! Yep, this place NEEDED to have a coliseum of sorts, right? And yeah, the guy is quite obviously the sage of Marbule, whom you're looking for.

The guy will let you into the Grand Slam if you get the captain's permission, so you're off to talk to Fargo. Head upstairs and back into his room, and he won't grant you permission, but since that wouldn't be fun, he challenges you to the casino game downstairs. Might as well... head in there, and when you get in, Sneff lands the cursor on South, blows up in Fargo's face, and leaves. As you can see, Fargo just imprisons people on this ship, pretty

much. But anyway, time for a game.

No matter what you do here, Fargo will ALWAYS land on north, west, or east. So don't even try to win this game, since it's impossible. Just land on south, and... hey, you lost your boat. That's just wonderful, but you get the impression that this is rigged, right? Yeah, Fargo is also a swindler and a cheater in the Home World, too. So, with that loss in hand... head down the ladder, and to the left into the inn. That's when a cat moves up a ladder in the inn, which is right below the casino... hmmm.

Norris brings up the idea of being able to move around freely like a cat, and guess who just might be able to give you that ability? You guessed it. Head back to Sneff's show room, and when he asks Lynx to come up as a volunteer, do it! He'll turn you into a cat and want to change you back, but run away when he does. Now you have a party COMPLETELY consisting of cats! At least Lynx was a cat to begin with. Head into the inn on the left, and climb up the ladder.

Inside, you'll find Fargo playing a game with Sneff, with the cursor hitting south for Sneff. He wants to buy cat food? Weird. But it's very obvious that Fargo is cheating with the magnet handle in here, so when the innkeeper moves out of the way, grab the Handle there. How a cat can carry around a handle like that, or at least unsuspectingly, is beyond my knowledge. But that's good. Return to the inn, and in the main hallway, go up the ladder and up to the second floor.

Enter the hole on the right... yay, you're in the kitchen. Catnip, anyone? There's another cat in here, whom you can talk to for a Monster Mouth frame. Hah, he's so Fargo. Open the box above for a Frypan Ag47. As you can tell by the "Ag", that's another awesome silver item. Speaking of Fargo, head into his room and talk to him, and he'll be thinking about the "three people who arrived on a Porre boat", obviously referring to Lynx and the others. Then he gets nostalgic about Zelbess again... like the idiot he is.

But now that you've done that, it's about time to turn back into one cat and two humans, correct? Head into Sneff's room again, and through the hole on the right. Talk to Sneff in there, and yes, he will change you back. Now that you're human again, and also Fargo's trick is out, enter his room to find him and Nikki arguing. And that's just when Nikki realizes he's his father... I guess he's ashamed.

Talk to Fargo and challenge him again, then head down to the casino to get it on. Of course, he'll lose on the first try, and he'll give you permission to go to the Grand Slam, AND your boat back. =) So head downstairs and over to the eastern part of the hallway to enter. In here you get the usual good music, plus a chance to get a new character as well as have some fun with a very unusual coliseum. Head up, first of all.

Speak with the man at the far upper-right, and you'll get the opportunity to duke it out between three monsters that you've Doppelganged, and three of your enemy, Janice's, monsters. So with that in mind, you have to pick very wisely. The Lagoonate is the obvious powerful one, but NOT recommended for just any old, regular battle. You have to choose wisely here, and with that in your mind, let's GET IT ON!

>> Fight 1: Gloop, Taurminator, Beeba
>> My Party: Gobbledygook, SnibGoblin, Wraith

This fight isn't exactly an easy one to win, so you'll have to stay on your toes for this. First of all, the Taurminator is extremely deadly,

the Beeba is weak but fast, and the Gloop does NOTHING until both of them are gone. So with that in mind, you want the Wraith to attack first and use HellSoul on it. Don't use HellBound by getting your power level up to lv. 6, or it'll probably just start off by using Charge!, and if that's the case, you can run away unless it hits the Gobbledygook and you're lucky and HellSoul / HellBound instantly knock it out during the next turn.

So assuming that you're lucky enough to knock the Taurinator out with HellSoul, take out the Gloop next. It won't do anything, even when it's being attacked, until the Beeba is gone. And trust me, the Gloop is MUCH more dangerous than the Beeba, which will only do 15-30 damage per turn, whereas the Gloop will do about 60 damage. So take out the Gloop, then finish off the Beeba with HellBound, AeroBlaster, or the like. Also, do NOT heal the Wraith. Just saying. You'll get a Stamina Belt for that absolutely glorious victory.

>> Fight 2: Spearfisher, Cybot, Gobbledygook
>> My Party: Lagoonate, Crossbones, SnobGoblin

This is the hardest of the three fights by a longshot. The Cybot is slow, but when it attacks, be ready to feel the blow. Its BeatenEarth attack can do up to 250 damage, so you're lucky the Lagoonate has 450 HP. The Spearfisher is also a serious threat, although it spends too much of its time using Nimble and stuff like that. But when it actually attacks, that can be very, very dangerous. And as for the Gobbledygook, it DOES attack, but it barely scratches you. So concentrate on the Cybot of anything.

The Cybot has a LOT of HP, so expect this to last awhile. However, the Lagoonate has pitch perfect accuracy, so you can use Fierce attacks to your heart's content, doing about 100 damage apiece. Still, use its Just4Kicks skill to really see some damage being done. Also, if you're lucky, you might have the Crossbones use HellBound on the Lagoonate and instantly eliminate it, so that's another option. The SnobGoblin's Bushbasher element is also quite a strong option. But anyway, if you can knock out the Cybot, you've practically won the battle. Just keep the Lagoonate alive at all costs, and you get a Resistance Belt. YES!

>> Fight 3: Cuscus, Cassowary, Airframe
>> My Party: CatBurglar, TotalChaos, Bulb

When you're done playing at the Grand Slam, head back, and out through any of the three doors there. And outside you'll find our good friend the Sage of Marbule, entering back in. Now you get to chase him in and out of these doors, and it's all good fun, heh heh heh... just follow him into any door, outside or inside, that he enters, and talk to him. Ask him where the Dead Sea is, and suddenly he'll go out blaming humans for everything. And Lynx IS a demi-human, for the record. At the choice, select "Of course!", and...

| | | | |
|-------------------|-----------------------|----------------------------|----|
| \\ | Boss: Sage of Marbule | Party: Lynx, Norris, Harle | \\ |
| ~~~~~ | | | |
| Attacks: | | HP - 1500 | |
| - physical attack | - PhotonBeam | Innate - White | |
| - TurnBlack | - Gravitonne | Difficulty - Easy | |
| - TurnWhite | - WeakMinded | | |

Here's another one of those really easy fights I mentioned, but this one DOES provide the means of you getting damaged fairly badly. The Sage's

favorite attack is to cast TurnBlack on someone and then PhotonBeam, which does all in all, about 150-160 damage. Still, considering Lynx's and Harle's powers, his 1500 HP isn't really that much to worry about, and you also have the bonus of not having to hold back because you have to trap something. He doesn't use any particularly strong Elements, so no traps here.

So anyway, you may take a bit of damage here, but the Sage isn't fast enough to quickly and easily pull off several of these. If you're really worried, have Harle use MoonShine on the party to reduce 150 from PhotonBeam to around 100, and then just have Lynx slaughter the Sage with GlideHook, FeralCats, and FreeFall. Not a very hard battle to win.

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The Sage senses that you have a purpose in the Dead Sea, and gives you a Fiddler Crab, which can be used at some point in an entrance that goes in there. Then Nikki comes in, asking the Sage to teach him the song of Marbule, only to be dismissed as selfish. After they talk about what pain and suffering Fargo is going through, Nikki invites you on his ship, so might as well come.

Head all the way back to the first area of the Zelbess, which is only upstairs and to the right, and then head to the far left, going up the ladder there. Hop on the gondola there, and then you'll probably recognize yourself as being in Nikki's ship from way back in Another Termina. Enter the first room there, and the plan is that Nikki and the demi-humans will play the song, and Lynx and crew will exterminate the monsters on Marbule. Of course, this won't happen for awhile, but when it does... ooh, sweet.

Irenes will offer to join your party for this, so agree to that. She's decent enough stat-wise (not tech-wise), but don't put her in your party right now. Now head into the casino and find Sneff there, who's apparently on a winning streak this time. =D Heh, probably just because of you uncovering Fargo's secrets. Anyway, he now has enough money to pay off his debt, so after that scene, head into the dressing room to the right of Sneff's bar.

Inside, Sneff will be ready to leave, but can't exactly depart from his family until these guys go on a diet, and the fake Solt and Peppor (heh, they're clowns in Home World and dragoons in Another World) are funny. But still, Sneff joins your party, which is good. So with that, you're FINALLY done with the S.S. Zelbess. Return all the way to your boat, and approach the Dead Sea, to the east. Use the Fiddler Crab there, and an entrance will break right into it. TIME TO GO INTO THE DEAD SEA, YA!

--- Death's Door ~ Home World -----

Radius will be waiting for you, preparing the epic journey into the Dead Sea. Might as well save over to the right, since you're only starting into the sea of despair and destruction... head forward, and you'll find that the evil sword, the Masamune, is blocking your path. Sephiroth's gaze over it lingers on, I see... and it's impossible to continue without the Einlanzer, which is in the Isle of the Damned. However, you need one thing first, which is in Hermit's Hideaway.

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VIIe. The Cursed Sword
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To give you a reminder as to what is going on, you're heading into Death's Door but can't without going mad, because of the Masamune. So you need the Einlanzer

from Garai, in the Isle of the Damned. But you need to go to Hermit's Hideaway first, so... vamoose.

--- Hermit's Hideaway ~~ Home World -----

Apparently Radius has been "waiting forever". In a game sense, that took about fifteen seconds, so he's more impatient than my mom. But anyway, he'll mention how this used to be a training ground for him and Dario/Glenn's father Garai. Then there's a flashback of Radius and Garai dueling. Hardly a fair fight, just by looking at the two. Then another flashback of Radius getting the Masamune, about to go mad... but I digress. Wait here for a minute, and Radius will come out with Garai's Keepsake. Now off to the island to the east, the Isle of the Damned.

--- Isle of the Damned ~~ Home World -----

Just to make one note before we enter, the enemies here are fairly tough, but the black elementals are easily finished off with stuff like HolyLight. The problem is, there's a white elemental boss at the end of this place, and believe me he's tough. So to balance things out, I recommend bringing a party of Lynx, Starky, and Harle. Allocate elements as such:

Lynx

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Level 1: GravityBlow, Fireball, AquaBeam, Revive, Bushwhacker,  
PhotonRay, Cure, Uplift  
Level 2: IceLance, MagmaBomb, ElectroJolt, AeroSaucer, Meteorite, Heal  
Level 3: RecoverAll, Gravitonne, CurePlus, GlideHook  
Level 4: MeteorShower, MagmaBurst, IceBlast, HellBound  
Level 5: Inferno, (empty), FeralCats  
Level 6: FreeFall

Starky

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Level 1: PhotonRay, Fireball, AquaBeam, Uplift, Bushwhacker  
Level 2: MagmaBomb, IceLance, Meteorite, ElectroJolt, AeroSaucer  
Level 3: PhotonBeam, FirePillar, AquaBall, StarLight  
Level 4: MeteorShower, ElectroBolt, HealAll  
Level 5: HolyLight, AeroBlaster, StarBurst  
Level 6: UltraNova, IceBlast

Harle

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Level 1: GravityBlow, Revive, AquaBeam, Fireball, PhotonRay  
Level 2: IceLance, MagmaBomb, AeroSaucer, ElectroJolt, HellSoul  
Level 3: Gravitonne, FirePillar, PhotonBeam, MoonBeams  
Level 4: ElectroBolt, Strengthen, AeroBlaster  
Level 5: MagmaBurst, MeteorShower, MoonShine  
Level 6: IceBlast, AeroBlaster

Ready to go to that Dead Sea at last, eh? We're almost there; we'll be there just after this (major) stop. But this isn't exactly an easy place: the enemies here are some of the hardest in the entire game. But oh well, you WILL survive. Just keep both Lynx and Harle in your party, and head up the path in front of you. Keep going up what looks like ladders, and at the top, when you come to a fork, take a right and go all around the area to meet a Will O' Wisp at the end. Fight it, beat it. IT EXPLODES, MAMA!

From here on, Will O' Wisps will appear all over the place, and you can lead them to places that are sealed off, beat them there, and have them explode

to release that seal. Here's a good example: the wall on the left blows up. And you can do the same to the far upper-left for an Earthquake element (allocate to Lynx, posthaste). Did I ever mention that UltraNova's hidden meaning is really "total annihilation"? With that in mind, head to the first unsealed door.

In here, you'll find many pathways sealed by ice, and those can be crossed through by using Garai's Keepsake. However, don't just walk through any passage, because they all lead to different parts of this place. Geez, what a crappy place. Start by heading to the far upper right, and when you emerge at the lower part of this area, head up and a little to the right, and down the path which is directly under the bone bridge above. After going under that, you'll be at the far upper left. Just follow the path to the next area... that wasn't so bad, right?

This next area is relatively tame, too. Get the Will O' Wisp to start following you over to the left, and keep going until you reach a left-right fork. Head right here, and then go down the ladder, leading it to the wall down there. Fight it there, and you'll get an Inferno element from behind the wall! YIPPEE! And in fact I got another Inferno from that very battle, so that makes you a pyromaniac. But anyway, head back up and to the left, into the open passage.

Head forward here and examine the tombstone there, which tells Lynx, Starky, and Harle to rest in peace. What the hell? But anyway, Radius shows up, and you'll see what really happened. Totally overcome by the Masamune, he approached Garai and sliced him to death, jealous of him because he was the better swordsman. And of course he lost his sanity, but he blamed himself for it. And then as that incident is recalled, Garai rises from the dead and refuses to let Radius have the Einlanzer. Brute force calls here.

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|                   |                            |    |
|-------------------|----------------------------|----|
| \\ Boss: Garai    | Party: Lynx, Starky, Harle | \\ |
| ~~~~~             |                            |    |
| Attacks:          | HP - 1987                  |    |
| - physical attack | Innate - White             |    |
| - TripleCut       | Difficulty - Hard          |    |
| - WillBreaker     |                            |    |

~~~~~  
Believe it or not, I deem a fight in this game as being hard. In fact, this is thought by many to be the toughest fight in the entire game. I wouldn't go that far, but still, this fight is much harder than anything you've fought so far with Lynx. There is one thing that makes this fight easier, however -- Garai can only attack one character at a time. You never have to worry about him pulling off some badass attack that slices the whole party up, but his arsenal is already devastating enough.

First of all, his physical attacks can do as little as 50, or as much as 140 damage. You're lucky if you get by 100 damage or less from ANYTHING that Garai does... but wait until TripleCut comes along. That's an easy 220 damage or so to a single character, and as for WillBreaker... 300+. Lynx might POSSIBLY be able to withstand this kind of stuff at full HP, but anything less than that and he'll just be swept away. There is a reason Starky is here, and that's to balance this stuff.

Don't bother using MoonShine, since everything Garai does is purely physical. However, Harle can use Strengthen on Lynx, so that his Weak attacks do 35 or so damage per hit, and his Fierce attacks are 100+. But what you do need to worry about is healing. HealAll should be used wisely, since it's worth 170+ HP to your party, and RecoverAll slightly less.

CurePlus, Heal, etc. will also help a whole lot. There's really not that much to say about this fight, but just DON'T overlook healing. If you can't win, run away and put more healing elements on your characters. If you need to, heal after Garai does anything. While in the mean time, Lynx is very powerful here, and GlideHook / FreeFall will speak for themselves.

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Supposing that you were lucky enough to make it through that battle, Garai will disappear and Lynx will pick up the Einlanzer. Awesome... Radius will leave, wanting to be alone, and you get the thrill of taking a long trek, backtracking through the Isle of the Damned. Oh well, trust me that it gets much better. Head to Death's Door and walk up to the Masamune, and then head forward, into the living nightmare of the destruction of the future, the Dead Sea / Sea of Eden, which you've been waiting to enter for ages.

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VIIf. The Dead Sea

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I'm in the minority thinking this, but in my opinion, the entire Dead Sea is really damn frickin' amazing. Graphically, atmospherically, the whole place is one big awesome place, topping even Fort Dragonia. And it's even a world map, which just adds to how brilliant this place is. But anyway, Starky and Harle will remark about this place being a living nightmare, and Lynx is free to roam around the Dead Sea's world map as he chooses. Head upward for an AntiRed element, then to the right to enter the southern part of the Highway Ruins.

--- Highway Ruins ~~ Dead Sea -----

Name something that you think of when you look at this place. It might be Chrono Trigger, 2300 AD. In fact, this whole place screams Chrono Trigger reminiscence, as you'll see soon. But anyway, there are stairs to go up right at the entrance, or you can go behind the stairs, further into this gem of a place. Start by going behind them, taking the path to another screen. I know things can be kinda hard to see around here, but just bear with me.

Continue forward until you reach a ladder, and then climb up and head around to the left, to find a Screw. Then head over to the right, down the stairs, and then follow the road up to find Mythril there. Now follow the road down, back to the previous screen, and marvel at this graphic excellence. Such a pity that it's such a great futuristic place, yet so tragic overall. Keep following the path down, reaching a piece of loose ground with a FreeFall element in a chest, which, ironically, will collapse and drop your party to the entrance. Get that FreeFall baby equipped on Harle immediately.

Now it's time to head them juicy stairs, yo. Head up and through the pipe looking thingy, moving over to the far right and heading down for a Capsule. Then head up on the road marked "70", and just follow that path a little bit upward to run into a guardian in the form of a boss who looks EXACTLY like Johnny from Chrono Trigger, who is coincidentally from 2300 AD. Anyway.

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|                     |                            |    |
|---------------------|----------------------------|----|
| \\ Boss: Highwayman | Party: Lynx, Starky, Harle | \\ |
| ~~~~~               |                            |    |
| Attacks:            | HP - 2000                  |    |
| - physical attack   | Innate - Black             |    |
| - ExhaustGas        | Difficulty - Semi-Easy     |    |
| - Rampage           |                            |    |
| ~~~~~               |                            |    |

Don't go entering this battle expecting to do a whole lot of damage with Lynx's and Harle's beautiful attacks in which you've been using to such excellent effects up 'til now, since Highwayman is a black elemental, despite what it looks like. There is a reason I kept Starky here, and that is for PhotonBeam, HolyLight, UltraNova, and his techs. What's more, it's very easy to turn the whole field effect white here, since Highwayman will spend most of the time attacking. And trust me, those kinds of elements in a purely white field are not something easy to withstand.

Highwayman has two, extremely annoying techs: Exhaust Gas, which causes darkness on the whole party, reducing their hit rates to 30% through 50%, and Rampage, which is an immensely powerful tech on one character, doing up to 500 damage on a character like Starky. All the same, keep your power levels high if you feel ExhaustGas might be coming up, and meanwhile, use Starky for the aforementioned techs, and Lynx and Harle for whatever white elements they have, plus stuff like Earthquake or Inferno.

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With that annoying nuisance out of the way, note the Element Grids. Some characters, such as Starky, now have Lv. 7 spaces, and Harle already has her Lv. 7 tech, Lunairetic. And it's really damn powerful, if you want to experiment with it. After that, exit to the north, and on the world map of the Dead Sea (yes, this IS a world map), use the TelePorter to put Norris in your party in place of Starky, and re-allocate Elements.

I'm not going to re-recommend allocations, but I suggest having LoRes ready. Back on the world map, head down at the first opportunity for an AntiBlue element, then to the far left for an AntiYellow. And when you're done hanging around, enter through the northern part of the City Ruins. Yeah, the Sea of Eden was thriving, the Dead Sea is all ruins.

--- City Ruins ~~ Dead Sea -----

Now this place reminds of Death Peak from Chrono Trigger. =P Head over to the right as soon as you come in for a Resistance Belt, and then a little bit down for a left-right fork. Head left here, and over to the ladder on the tower. Climb up and enter, to find a computer terminal right ahead. Now this just screams 2300 AD Chrono Trigger here, but examine it, and Norris will be able to use it. You'll gather some information about Lavos (that's right, Lavos), and then the power supply goes out on a bad note.

Leave this tower, and head to the right this time, for a pair of Kung-fu Shoes. That is so rockin', man! Continue further down, for another left-right fork. There's nothing to the right, so take a left and fight some enemies if you want, since they're real pushovers, but collect the Stamina Ring there, and leave the ruins through the south. Back on the world map, head to the very far south for an AntiGreen element, then back up and to the right to find that shadow you saw at the beginning, the core, the center of the Dead Sea... the Tower of Geddon.

--- Tower of Geddon ~~ Dead Sea -----

This entire place reminds me of the Ocean Palace from 12000 BC, Chrono Trigger. See, told you it just screams Chrono Trigger all over the place. =) Enter, and take either set of stairs up. Two sets of stairs up, head over to the left, and take that path all around the room to find a Feather there. Now head to the top of the stairs, and once again, head all over the room, this time to the right, to get a mediocre Mythril there. I've got better ways to waste my time.

Head back to the top of the stairs, and through the exit on the left. When you come in, Lynx will sense something above, in the form of a girl who looks EXACTLY like Marle from Chrono Trigger, running into the depths of the area. Furthermore, there are enemies in here called Tragediennes, which are trap element heaven. They use BlackHole, Tornado, and Volcano, and also drop Deluge elements occasionally, which are the 5/3 blue element. While you're at it, feel free to take a useless path to the left up for a Feather. Also if you get a BlackHole, equip it on Lynx and have fun.

Moving on to the upper part of the area, examine the display for a Prop Sword, then move down, and to the left. At the fork here, take the lower path for a HealAll there, and head to the upper left for the next screen. In here, head a little further for Lynx's head to get messed up again, as he sees none other than Lucca heading up. Very odd. But anyway, take the path on the left and climb up the ladder there. Follow the path to the very far right, for a very useless SealAll element.

Return to about one third through the path for another ladder, and up there, randomly examine around to find a Mythril. Now return to the floor level and head forward, where you'll find the creepiest thing in this whole tower: the ghosts of the Acacia dragoons who died three years ago. Now that's just eerie, seeing the ghosts of Karsh, Zoah, Marcy, Viper, Riddel, and Glenn. And as you watch this freakshow, Crono runs past. Told you this place was awesome.

Now head forward, into the warp portal there, stopping as Lynx goes nuts again. You'll enter to find a sunset, which is nice. There's also a Record of Fate here, which I HIGHLY recommend using. And as a cameo, there's an Enertron on the right. Heh heh heh. Anyway, head down the stairs, and at the left-right fork here, head right. Watch as Crono, Marle, and Lucca reunite and head forward, and just know that you're just about to fight a very hard boss. You just know it, admit it.

Collect the Screwy Dress by heading to the far upper-right, then return around to the left, and advance. Pick up the HellBound element on the left, and continue to reach the most visually breathtaking place in the entire game. Crono, Marle, and Lucca are all around here, so talk with Crono for the longest, most involved, depressing scene in the entire game. Lucca and Marle will be furious at you, because after everyone worked so hard to save the world in Chrono Trigger, Lynx (Serge) brought about its destruction. That's where you are right now: you're in the future, and the world is destroyed.

A man then comes out, introducing himself as Miguel, Serge's father Wazuki's friend. He'll talk about the night of the storm, where he and Wazuki were in a city of the future, and a voice asked Wazuki to give Serge to it. That place was the Dead Sea, 14 years ago, as the Sea of Eden. And this is just a future where nothing dies, nothing withers away, everything goes on eternally. Miguel invites Lynx to join it, but refuse that offer. And since you're trying to restore Opassa Beach's distortion, if you beat Miguel to liberate the Dead Sea, it'll return to normal. And thus it has to be done.

| | | | |
|-------------------|--------------|----------------------------|----|
| \\ | Boss: Miguel | Party: Lynx, Norris, Harle | \\ |
| ~~~~~ | | | |
| Attacks: | | HP - 1950 | |
| - physical attack | - TurnBlack | Innate - White | |
| - StrongMinded | - AntiBlack | Difficulty - Hard | |
| - WeakMinded | - HolyDrgSwd | | |
| - PhotonBeam | - HolyLight | | |

~~~~~

This is the most beautifully crafted battle in the entire game. For one thing, it's a battle of epic proportions, for the entire future, and to restore the distortion. And second of all, it's the toughest battle in the entire game. You read that right, you will never in the entire game have to fight a boss that's more difficult than this. So give this one battle every single thing you have. And adding on to the epic proportions of this, the sad music appropriately plays through the whole battle. So, so awesome.

But anyway, I don't exaggerate when I say Miguel is the hardest boss in the game. For starters, his physical attack is nothing to worry about, only doing 30-40 damage. So take a breather if he uses that. Miguel WILL use StrongMinded, which means your Black elements won't be as effective as you'd think they would be. He uses AntiBlack, which is extremely annoying, and later in the fight, MeteorShower, which is 120-150 damage to the party, and HolyLight, which is 150-180 to them. In fact, I'd recommend setting a trap for it if you have a HolyLight Trap available.

Miguel also uses a chain of TurnBlack and PhotonBeam, which deals out a good 160 damage or so to one character. But his real, signature attack is using WeakMinded on one character, and in the same turn, Holy Dragon Sword, unabbreviated for the illiterate. If you don't use Harle's MoonShine, or it's on Lynx or Harle... sorry, but you're DEAD. To Lynx or Harle, expect 400+ damage... that's just punishment you can't easily withstand. But fortunately, that's not a very common attack.

So... in summary, if you want to win this battle, you'll need to make sure you're healed. If you can use a black element at the very beginning of the battle, preferably FreeFall or BlackHole, that will really help your cause. Harle with MoonShine and Lunairetic is insanely useful, and Lynx's GlideHook and FeralCats will also get the job done. If the fight is too hard as it is now, you may want to take Harle out of the party and/or allocate more healing elements. Good luck; if you win this battle, you'll make it through anything that the game WILL throw at you... as for CAN... eh.

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Congratulations on that victory; with that one, Miguel considers that you might have the strength to defeat FATE and restore the future. Then he tells the basic story of Chrono Trigger: the world was about to be destroyed, with no escape seeming possible, and a group of teenagers saw what the future would look like, and would not allow the planet to end like that, even if it would not happen in their lifetime, so they defeated Lavos, the entity that was to destroy the world, but in doing so, changed destined history.

In Chrono Cross, this same exact thing is going to happen, with Lynx serving as the trigger. And with that happening, FATE chooses to let the Dead Sea be destroyed. Naturally, Lynx wants to save Miguel, but he's a goner. Outside, it's thought impossible to get out, but then the Sky Dragon comes around and saves them, and after an impressive FMV with the destruction of the Dead Sea, the Sky Dragon would like to witness the events about to unfold. Where you're REALLY supposed to go next is the Sea of Eden, but in doing so, you need the relics from the six dragon gods.

However, there's QUITE a bit of stuff that you need to do in the story before going to the Sea of Eden in Another World like that. First of all, Lynx is concerned for the other world, so it's off to Opassa Beach with you. Still, you did get to explore the Home World for what it is, and sure as hell aren't done yet. But for the time being, head to Opassa Beach.

--- Opassa Beach ~~ Home World -----

Head over to the far side and use the Astral Amulet at the usual place, and when you enter Another World, a kid will come around being attacked by demons. Lynx and crew will scare them away, and then he tells you what's going on. Serge is trying to kill everyone, and everyone's in a big panic, because of Serge and his minions. Just check Arni Village; everyone there is hiding. You CAN examine the cart there for a Rainbow Shell, though. With that done, head to Fossil Valley.

~~~~~  
VIIg. Return To The Manor  
~~~~~

So after some events have happened which rival even those which happened in Fort Dragonia, Lynx is intent on getting to the Sea of Eden and saving the future. And as for Another World, chaos is ensuing everywhere because of Serge and his uprising. Also, enemies are stronger all over the world now, so just keep that in mind also. So... further on we go.

--- Fossil Valley ~~ Another World -----

There's absolutely nothing different in this world, except the enemies. Because of Serge and his uprising, the only enemies here are Shadow Cats and Tutanshamans. Neither are particularly dangerous, especially if you have a Deluge, from way back in the Dead Sea. So just fight them for fun, and head to the west, leaving for Termina. And you can even tell on the world map that something about it is different.

--- Termina ~~ Another World -----

Yep, the Porre army has finally taken Termina over in this world, too. Head into the bar, and talk to the bartender to be let into the room on the left. You'll find Guile in there, and you can talk to him. He actually has some sense and knows that Lynx is actually Serge, but he can't join you right now, which blows. Talk to the bartender if you want, then enter the hidden room through the left.

Inside this room is none other than Karsh and Zoah. Remember these guys, the Acacian dragoons who fought you in Mount Pyre? They're back, but this time, they can't be bothered fighting you, although they ARE after the evil Serge right now. But anyway, Karsh tells you what happened in Fort Dragonia. They found Viper, severely wounded by Serge, and Marcy picked up the pieces of the Dragon Tear, in which Karsh will give you right now, as the Tear of Hate.

But as for Viper, he's been taken to Hermit's Hideaway, with Marcy to watch over him. Riddel, on the other hand, has been imprisoned within Viper Manor, which has become Porre headquarters. And now it's time to stop them, with one of Karsh or Zoah helping you. You get to pick which one joins your party, so PICK ZOAH. Trust me, if you pick Zoah then you can get his Lv. 7 skill in Viper Manor. Although Karsh IS better, choose Zoah for now, because you'll get Karsh later.

With that, you should pretty much just take off all of Norris's elements and put them on Zoah, so that you have a party of Lynx, Zoah, and Harle. With that done, leave and go outside to find the Porre army talking about finding Serge. Norris is also with them, so if he's still in your party, the two Norrises will, well, cooperate. Just ignore all that and head over to Viper

Manor.

--- Viper Manor ~~ Another World -----

Talk to the Porre guards, and they'll welcome Lynx right in. Once again, whichever chests you opened will still be open, since time hasn't changed THAT much. Enter the manor itself, and you'll see what's going on. Some Porre guards and interrogating Riddel, and Norris (the other Norris) is opposed to their plans but can't really talk. So Riddel's taken to the dungeon, and Porre's ultimate superweapon, Grobyc (cyborg spelled backwards), steps out. He's another person who's only interested in fighting.

Anyway... start by heading into the eastern hall, and enter the door on the far right. Put Zoah in the front of your party and open it for his lv. 7 tech, which is Toss&Spike. Allocate it immediately, and though you can't get it off... hey, who wants to? Now head into the western hall and enter the door on the very far side, talking to the other Norris there. He too will notice that Lynx is different, but he's just as nice as the other Norris.

He'll give you a Prison Key, and tell you to meet him on the first floor when Riddel's saved. But as you exit... you'll see what's happening in the kitchen, as a Porre officer turns Orcha (that's the cook) into a black skinned creature of hell. But let's deal with that later. Meanwhile, head through the door on the left to reach the lower floor, and enter through the hatch at the bottom part of the floor. Time for some sewer lurking... and if you've read my guides, you know I hate sewers in RPGs.

Follow the path you immediately reach, until you enter the water. Let the current just take you to that place we all remember so well from the LAST time we were here... but anyway, Zoah tells you that the water is too fast and you need to stop it. So... let's do that. Start by heading up and across the barrel, and crossing the floor until you reach a Humour at the upper right area. Also push the barrel into the water, I'm gonna walk you through that this time. ;)

The enemies down here, mainly Spearfishers, use IceBlast quite a bit, so you're going to want to avoid getting your whole party frozen. Inferno, BlackHole, Toss&Spike, FeralCats, Lunairetic, and such will really help. With the other barrel right nearby, cross the barrel bridge over to the left, to find the valve. Yay, water control. Tighten dat baby up (okay, me and my sexual innuendo will shut up), and then head back to the beginning of this area.

Go through the water, over to the upper side, and take a left upstairs and up the ladder to get to the dungeon of Viper Manor. You can't get into the prison because a Porre guard is in the way, but just head up and through the door on the left to reach the beginning of these sewers again. Enter the water through the very, very far upper right, and keep hugging up to reach a walkway. YEAH WE OUTTA THE STORMY WATERS MAN! Not quite yet, though. Follow this extensively long path to reach another virtual maze.

Start by heading to the upper left and following that path to the left, and spin the wheel at the end to open a gate. Let's not fiddle with that quite yet, though. Instead, go out through the upper right exit, and follow the path to reach a valve. Tighten it, and then return to the previous room, and now we can fiddle with the gate. =P Take the lower left path to enter the water, and continue going to the right.

Head up the stairs and keep following the path down and to the right, then finally up, to find a Nimble element. Gah, who cares about Nimble / Numble...

it's all in EagleEye / BatEye. Rant over. Head a bit down and enter the water through the small passage around the corner, and follow over to the left. Head up the ladder to fiddle with the valve, opening it this time. Now a path is open to the right... 'cept you can't take it without being attacked by the ugliest creature in the game. Hmmm... anger.

```
\\ Boss: Roachester                               Party: Lynx, Zoah, Harle  \\
~~~~~
Attacks:                                           HP - 1245                ||
- physical attack                               Innate - Blue           ||
- JitterBug                                     Difficulty - Easy       ||
- BugKamikaze                                   ||
```

This fight, to give it some credit, is not the easiest fight in the entire game, like some people deem it. However, it's pretty close to that. First of all, Roachester is hellishly slow, and second of all, its physical attack is somewhere between 70-90 damage, JitterBug is about 100 damage to the party, and BugKamikaze is about 100-110 damage. That's ALL that this boss has to offer, so you have to seriously be lagging to get knocked out by that before you can get rid of a miniscule 1245 HP.

And you even get a Star Level for that pitiful joke of a boss. Just head up the ladder and move on, to find three ladders. Head up the one on the right, and you'll end up right in Fargo's cell. Obviously he'll think you're Lynx, but after Zoah explains it, the prison cell door is unlocked, and Fargo is off to free the other prisoners. Make sure you use the Record of Fate on the right, and then head into the room there, to find Riddel and Dark Orcha. Let's get cookin', man! In the inverse, of course... oh, whatever.

```
\\ Boss: Hell's Cook                               Party: Lynx, Zoah, Harle  \\
~~~~~
Attacks:                                           HP - 2800               ||
- physical attack                               Innate - Red            ||
- SpiceOfLife                                   Difficulty - Easy       ||
- Fireball                                       ||
- FirePillar                                    ||
```

Hell's Cook, or Dark Orcha, has quite a sum of attacks to inflict damage upon your group with, plus a lot of HP, but he's really not that bad at all. For one thing, he's just as slow as Roachester was, and what's more, even FirePillar is only 150 damage or so, and not something that you need to heavily concern yourself with. SpiceOfLife, which he'll use later in the fight, will heal him for 50 HP or so, and isn't exactly some big attack which will hurt you and your big bucks.

I find physical attacks to work better than most Elements here, although if you have a Deluge handy on any character, that'll do some pretty decent damage. But I'd stick more with stuff like GlideHook, Toss&Spike, Gyronimo, and Lunairetic, plus Strengthen and such will help. Just heal when necessary, it's really that simple.

Orcha will return to normal after that, with the soldiers running out, saying that Lynx has gone mad. 'Course he's not THAT Lynx, but I digress. Orcha wants to make it up to you, so he'll join you. And although he's pretty decent, don't put him in your party yet. On the first floor, Norris takes Riddel out of the premises, and you're free to distract the soldiers.

Head upstairs to fight two very weak Porre PVTs and a Porre SGT, and after that... Grobyc comes out to play!

```
\\ Boss: Grobyc                                Party: Lynx, Zoah, Harle  \\
~~~~~
Attacks:                                         HP - 2800           ||
- physical attack - HealAll                     Innate - Black      ||
- RocketFist    - Vigora                         Difficulty - Easy   ||
- HairCutter    - Strengthen                     ||
```

~~~~~  
Another very tame boss... I guess Square decided that Garai and Miguel were hard enough, and that they wanted to give us easier bosses... Grobyc is pretty much EXACTLY the same as Hell's Cook. His physical attacks, however, can deal between 80 and 250 damage potentially, so watch out for those. However, his RocketFist is mediocre at about 90-100 damage, and his HairCutter skill is hilarious, but only does 110 damage or so to the party. He can heal himself though, for about 220 HP.

When he uses Vigora on himself, that's the time to start healing, because he'll pull off no less than seven consecutive hits, for about 30-40 damage apiece. Hence me saying he can do up to 250 damage with his physical attacks. But that's not really something to really worry about, since it wears off quickly and is easily remedied with CurePlus. And Grobyc also has Strengthen, but that's even less dangerous. Also, white elements are exceptionally powerful here. My Harle did 350 damage with HolyLight, so play around with those a bit.

~~~~~  
The privates will run away scared, but meanwhile the sergeant, in a very FF8-reminiscent way of X-ATM092, kicks the Porre superweapon to go after your group. And then you'll have to fight another boss... or lack thereof. This enemy, Guillot, is so easy I'm not sure why the boss theme plays. And you won't get a Star Level for it, so... why list a strategy? Just beat it up, its attacks only do 50 damage anyway. When it's done, Lynx and co. will run into the library.

And of course, in the library they come to a dead end, so now you'll have to fight Guillot... again. Oh well. Flick the switch near the bookshelf, and climb up the ladder. You would think Guillot couldn't make it up, but it tries to ambush you by jumping on the chandelier. And then Grobyc comes in, jumps right on the chandelier to bring it down and smash it and Guillot into a million pieces. Did I ever mention that aside from that fight, Grobyc really kicks ass?

Lynx and crew break out the window and land in the dragon feeder's room. The Porre army is still looking for Lynx, so the guy lets all the dragons loose. Can you say "roadkill"? Grobyc is also among them, but for some incredibly messed up reason, he didn't get run over by the dragons. And with that, since Grobyc only takes orders from those who are stronger than him, he joins your party... YES! Feel free to replace him with Harle, since we HAVE been using Harle for a tad bit too long. And now you're out of Viper Manor and can go straight to Hermit's Hideaway via boat.

--- Hermit's Hideaway ~~ Another World -----

Yay, the flames are all long gone, but the pain lingers on... whatever. Climb up the ladder to enter the usual place, to get stopped by Radius. Marcy happens to be smart and realizes he isn't Lynx, so that's that. I should also note that you're going to get a shitload of new characters very,

very soon, so just be ready to change your party later. Start by talking to Riddel over to the left, and to thank you for your help, SHE will join you. See what I mean? ;)

Choose to rest there, and then you'll hear a great big explosion. Yeah, the shack IS being attacked, by someone who says "Show yer face, Lynx, yer 9 lives are up!". Heh heh heh... Kid, of course. Outside, you'll find her and Serge, who are surrounding the shack and attacking. Bastards... plus Kid is either brainwashed or a complete idiot here, because wouldn't she know that the good Serge is Lynx now? But then Fargo and his bird Polly show up to rescue them, but as Serge says... this is only the beginning of everything.

--- S.S. Invincible ~~ Another World -----

After being rescued, Lynx, perhaps for the first time in the entire game, shows a lot of emotion. He walks up to the deck and thinks of Kid, and the time they met, plus all they did together. Then Harle comes along and asks him what's the most important thing to him. So as you can guess, all of this that is happening is really upsetting Lynx. But anyway, head into the ship through the stairs on the right, and you'll see Viper and Fargo about to duel, but BOTH of them join your party, along with Karsh and Marcy. YES, I think this calls for a one big happy family group hug.

--- Pearly Gates ~~ Another World -----

Your boat is automatically taken to the Sea of Eden in this world, which is completely sealed here, in these Pearly Gates, but there's an entrance that can be unsealed with the power of the six Dragon Relics, in the Home World. Talk with Harle, and after she explains everything, she asks Lynx to choose between her, and the world. Choose either, it doesn't matter. Then Harle will be seen in the S.S. Invincible, crying. She knows Lynx doesn't exactly like her anymore, and that he'll be truly Serge soon, so she's gone. I mean it.

~~~~~  
VIIh. The Earth Dragon  
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I seriously mean it, Harle is GONE. She is OUT of your party, and is NEVER going to return. You heard me, Harle is gone. But to recap what's going on outside of that, you need the six Dragon Relics to get into the Sea of Eden, where Serge is now, but you can't have Lynx's body. Simple enough... but in any case, there's one thing to do first. Head to the Isle of the Damned, with my recommended party as Lynx, Fargo, and Karsh.

--- Isle of the Damned ~~ Another World -----

Whether you go here with Fargo or not, you want Karsh in your party for this, so just make sure you bring him. And... you also have to put up with me recommending element allocations. I'M SORRY, CAN YOU EVER FORGIVE ME FOR THIS HORRIBLE CRIME.

Lynx
====

- Level 1: GravityBlow, Fireball, AquaBeam, Revive, Bushwhacker, PhotonRay, Cure, Uplift
- Level 2: IceLance, MagmaBomb, ElectroJolt, AeroSaucer, Meteorite, Heal, HellSoul
- Level 3: FirePillar, CurePlus, Gravitonne, RecoverAll, GlideHook, Upheaval
- Level 4: MeteorShower, MagmaBurst, IceBlast, HellBound, AeroBlaster

Level 5: HealAll, Inferno, FeralCats
 Level 6: Inferno, FreeFall
 Level 7: BlackHole

Fargo

==----

Level 1: AquaBeam, Revive, Fireball, Uplift, TurnRed, PhotonRay, Cure
 Level 2: IceLance, AeroSaucer, Meteorite, ElectroJolt, MagmaBomb, Heal
 Level 3: AquaBall, Gravitonne, PhotonBeam, Pillage, FirePillar
 Level 4: ElectroBolt, MeteorShower, IceBlast, MagmaBurst
 Level 5: Deluge, CureAll, CannonBalls
 Level 6: Iceberg, Earthquake
 Level 7: \*FrogPrince

Karsh

==----

Level 1: Bushwhacker, GravityBlow, Fireball, AquaBeam, Uplift
 Level 2: IceLance, MagmaBomb, AeroSaucer, ElectroJolt, Heal
 Level 3: Bushbasher, Gravitonne, AquaBall, DragonRider, RecoverAll
 Level 4: AeroBlaster, MeteorShower, HealAll, IceBlast, Strengthen
 Level 5: Inferno, Inferno, AxialAxe
 Level 6: FreeFall, HolyLight, ThundaStorm Trap\*
 Level 7: Tornado

\* If you don't have a ThundaStorm Trap, just put Tornado there and leave the Lv. 7 space empty since it'll be filled up pretty soon, trust me.

When you party is done being allocated, just head all the way through the Isle of the Damned by heading down the bone bridge and then up to the next area, and heading around and into the cave, to meet none other than our good friends Solt and Peppor! Remember these guys? Now they aren't after Serge or Lynx, they're after Karsh. And why is that? Because they think he killed Sir Dario.

Enter a very long flashback with Karsh and Dario training, and then Riddel comes along to give them and Glenn bellflowers. Yet Karsh can only stare, as years later, Dario and Riddel are pledged to be married. Then later, in a trip with Karsh, Dario, Solt, and Peppor, Karsh and Dario went ahead, and they found the Masamune... yet Karsh struck Dario down with it, jealous of his swordsmanship and how he won Riddel's heart. So Solt and Peppor want to avenge Dario, although it technically wasn't Karsh's fault.

| | | |
|------------------------|---------------------------|----|
| \\ Boss: Solt / Peppor | Party: Lynx, Fargo, Karsh | \\ |
| ~~~~~ | | |
| Attacks (Solt): | HP - 900 | |
| - physical attack | Innate - Yellow | |
| - Strengthen | Difficulty - Semi-Easy | |
| - ThundaStorm | | |
| - Earthquake | | |
| ~~~~~ | | |
| Attacks (Peppor): | HP - 1000 | |
| - physical attack | Innate - Yellow | |
| - HiRes | Difficulty - Semi-Easy | |
| - Earthquake | | |
| - CrossCut | | |
| ~~~~~ | | |

You've been waiting for it for a while, and now you get it: a serious fight against Solt and Peppor that isn't painstakingly easy. This one IS still easy, but not quite as much. For one thing, Solt's attacks will now

do up to 150 damage, plus they even use strong Elements. Not to mention that Solt will use Strengthen on himself to boost his power, so people like Karsh might quite easily be in trouble here.

Peppor has the potential of doing 250-300 damage at times, when he chains 6-7 attacks up. Of course, he's slow to begin with and won't be doing that much, but you will have to look out for him. As for magic, Earthquake is nothing; it might do 100 damage to Karsh, but only 50-60 to Lynx and Fargo. However, Fargo may quite easily be in danger if he gets hit by CrossCut, so watch out for that. Also, if you have a ThundaStorm trap, use it because Solt WILL cast it. This fight really isn't as bad as I made it sound, but just use RecoverAll, HealAll, and CureAll, and also Tornado, which is great.

~~~~~

After that battle, Karsh will learn his lv. 7 tech, Axiomatic, and Solt and Peppor will come to an understand with him. He's clearly not an evil person, so there's no reason to hold anything against him. They'll also give him a Memento Pendant, which will be important later. Now that that's done, head to Opassa Beach and to the Home World, and with this same party, head to the yellow looking island to the north. You also might want to forge some Stone Mails and a Stone Swallow with the Denadorites that Solt and Peppor drop, using the Smith Spirit.

--- Earth Dragon Isle ~~ Home World -----

Not much going on here... pretty much everyone is bored because there's absolutely nothing to see. Still, just head forward and you'll be stopped by a guy warning you that there's nothing but quicksand up ahead. Haha... like that'll stop anyone. Just walk forward, and then get sucked into a big pool of quicksand. So funny. But anyway, this is the cave and real portion of Earth Dragon Isle.

The sand here will pretty much walk you in one direction, but try to fall over to the right. From there, take the lower path down past an enemy to find a Mythril. Now take the ladder down to the right by going back up, and there's nothing there but one big hole. Yeah, this place IS fairly geological, underground and all that. Jump into that hole to find out that it's a sand boil. The captain of the excavation here will be really surprised that you're alive, when you jump out.

Since there's something blocking the way in here, the captain tells you to come back later. That's easy, just leave the place and then immediately come back, then jumping into the quicksand. And this, take the path on the left down, and follow it all the way over to the left for another Mythril. At the bottom, talk to the guy by the exit, and he'll tell you that the enemies you'll see here are called Rockroaches, and he'll give you some nice good Explosives. Burn, baby, burn. Have a blast with those.

Take the lower exit out, and when you come to a fork down there, head to the left and follow that path to find a Denadorite... oooh. Now take the path on the right and examine the Rockroach at the end. It doesn't move, so use the Explosive on it, and BURN, BABY! DISCO INFENRO, YA MAMA! It'll fall down below, into a hole. Just ignore that, and head back over to the left and down the ladder. Talk to the researcher over there if you want, and he'll tell you that you want to attack this next Rockroach when it's near the cliff.

As for the Rockroaches themselves, they're not that powerful, they just use Trap elements and take a while to take down. But anyway, when you've finished it off, push it into the hole down there, and now head down and over to the far right for a Denadorite. Now head back over to the left and down the

ladder, to find a Rockroach to the right. And since it won't move, you gotta beat it up. That's always the strategy, beat stuff up.

Also, did I mention that the Rockroaches drop Denadorites? Very useful, that. After that, examine it and then push it into the sand boil, then head up to the central sand boil. Jump in it to reach the upper regions of the cavern, which is sweet. Just follow the path to the inner sanctum and such. There's a Record of Fate there, which I HIGHLY suggest using. Examine the sand, and after a while, the Earth Dragon will jump down. Say that you want the Dragon God's blessing, and then confront its trials like a man, I say.

\\	Boss: Earth Dragon		Party: Lynx, Fargo, Karsh	\\
~~~~~				
	Attacks:		HP - 3100	
	- physical attack		Innate - Yellow	
	- GiddyBreath		Difficulty - Easy	
	- NaturalGas			
	- Catastrophe			

~~~~~  
There are three easy dragons, and three hard dragons, and the Earth Dragon is the easiest of all six of them. So what better place to start with than him? But anyway, the reason you wanted to save so much at the entrance was in case you missed when stealing. Each dragon has a certain elemental plate with them, and if you steal that, you can equip it on a character and they'll absorb that element. EXTREMELY useful, and although the Yellow Plate isn't the most crucial, you'll still want it in your inventory just in case.

The Earth Dragon's attacks are not very damaging. I mean it, its physical attacks do 140 damage at the VERY most, GiddyBreath is pitiful at about 30 damage to Karsh (about 10 damage to anyone else) and Sprain. As for NaturalGas and the (extremely rare) Catastrophe, those are slightly more powerful, but really won't hurt your party for more than 100 damage. Also, it's VERY easy to change the whole field color here, since the Earth Dragon generally just uses physical attacks. I managed FrogPrince here for nearly 500 damage, and plus it'll really help if you get the whole field green, and then use Tornado.

~~~~~  
And with that, you'll get the Yellow Relic. Feel free to save again at this point, and you can always disassemble that Yellow Plate later if you don't want it. ;) Do NOT do that now, though. Head back the way you can, jump into the sand boil, and head back to the entrance and out of this place. That's one out of six dragons (yeah this is turning into Fort Dragonia episode two), and the next one in my book is the Water Dragon. There's something to do first though.

~~~~~  
VIIi. The Water Dragon  
~~~~~

With that Earth Dragon successfully out of the way (and with a Yellow Plate, to boot!), there's one thing that you may want to do, so that you can easily get into Guldove for material trading, and also for fun with blue elementals... head to Another Guldove.

--- Guldove ~~ Another World -----

The Porre officers are occupying this village, and having trouble because

Orlha (remember her, she's the bartender?), is putting up a huge resistance, and everyone is scared to death of her because a woman should be more "gentle and ladylike". Hahaha. Apparently news from Viper Manor doesn't travel very fast, but the officers believe Lynx is on their side. Heh... and with that, Orlha will put an end to you as well.

```
\\ Boss: Orlha                               Party: Lynx, Fargo, Karsh \\
~~~~~
Attacks:                                     HP - 1800           ||
- Multipunch                               Innate - Blue       ||
- Strengthen                               Difficulty - Semi-Easy ||
- Iceberg                                   ||
```

A lot of people seem to think that this fight is really hard, and although Orlha's Iceberg packs one nasty punch, this fight isn't really that bad at all. The problem with it is that Orlha has very high evasion, so elements work well here. With Inferno on as many characters as I had, this fight won't last very long, and plus physical techs are extremely powerful here; CannonBalls, DragonRider, Axiomatic... that kind of thing. This fight will be over before it even began, as long as you can hit her to get your power levels up.

With that, the Porre officers are about to take Orlha in, but Karsh and Fargo don't let her, since they as "commanding officers" order them to report back to headquarters while Lynx takes care of the village. Pretty smart. They take Orlha to the clinic, and as proof that Lynx has the soul of Serge and needs to change back, Orlha gives him a Sapphire Brooch to return to her when he gets his body back. Now that you're done, exit and trade materials with the guy at the entrance if you want, and then leave for Home Water Dragon Isle.

--- Water Dragon Isle ~~ Home World -----

I recommend putting Zappa into the party, since my party for the dragon battles is always Lynx, Fargo, and a character of the opposite element. Your only choice is either Zappa or Orcha, and I personally prefer Zappa, so head into Water Dragon Isle and get ready to kick some dragon. It's the same place with no new stuff, so just head to the very end of the place, fight the Sidesteppas, and continue to the Water Dragon's lair to confront its trials.

```
\\ Boss: Water Dragon                         Party: Lynx, Fargo, Zappa \\
~~~~~
Attacks:                                     HP - 2800           ||
- physical attack                          Innate - Blue       ||
- TsunamiBeam                              Difficulty - Semi-Easy ||
- IceBreath                                 ||
- Deluge                                    ||
```

The Water Dragon is another one of the easy dragons (as you can guess, the Earth, Water, and Green Dragons are the easy ones, and the Fire, Black, and Sky Dragons are the hard ones). As for the dragon itself, its physical attack is only between 90 and 170 damage or so, so don't worry about that. TsunamiBeam will hit the party for about 70-80 damage, but Zappa harder so. As for IceBreath, that's annoying at a little more than that. Deluge is very weak, only doing about 40 damage to Lynx and Fargo, and 80 to Zappa. It's not really something to worry about.

I would recommend physical attacks for a good portion of this fight, and keeping the power levels high. While the Water Dragon isn't much stronger, he's a lot faster than the Earth Dragon, and you'd be surprised how quickly he can turn the whole field blue. So be ready to heal with stuff like HealAll and CureAll when necessary, preferably HealAll because you wouldn't want to help the cause of turning the field blue. And from there on... this fight shouldn't be that bad.

~~~~~

Did I mention that after all of these fights, you'll get the 8/0 summon of that element? So in the Water Dragon's case, BlueWhale. Anyway, after you get the Blue Relic, leave to the Record of Fate. The next dragon of my choice is the Green Dragon, so you have a choice of Norris, Viper, or Zoah. I like to pick Viper here for some variety, plus he's the only one with a free lv. 7 space. When you're ready...

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VIIj. The Green Dragon
~~~~~

As per usual, there's something to do here before going on to Home Hydra Marshes. Start by going to Another Hydra Marshes, and yes, my apologies for making you go back and forth.

--- Hydra Marshes ~~ Another World -----

Yeah, the water's still poison, but just walk through and head to the western side of the area. It'll only do 15-20 damage to your party anyway, it's nothing really dangerous. As you head forward you'll find two goblins harassing a Beeba. Choose to help out, and just knock the crap out of them. I finished them both off in one character's turn anyway, so they can't be that bad. The Beeba will give you an Ancient Fruit for helping it out, and you can continue.

Head forward, and up the ramp on the right, heading left for an ElectroJolt. Are you friggin' KIDDING ME? Oh well. Continue to the next screen on the right, and talk to the captain to get Safety Gear. Yay, now you can walk all around the face with ease. Jump into the hole while you're at it, to see the ghost of a Hi-Ho Dwarf. After some lamenting about the dead forest, a spawn of the dead will come up to attack.

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|       |                  |                           |    |
|-------|------------------|---------------------------|----|
| \\    | Boss: De-Hydrate | Party: Lynx, Fargo, Viper | \\ |
| ~~~~~ |                  |                           |    |
|       | Attacks:         | HP - 1001                 |    |
|       | - GravityBlow    | Innate - Black            |    |
|       | - Gravitonne     | Difficulty - Easy         |    |
|       | - BlackHole      |                           |    |

~~~~~

This fight is such a pathetic joke, I'm VERY hesitant to include it as a boss battle. I'm talking easier than Guillot here, although it does use BlackHole, which may be a couple instant deaths. As for its normal attacks, they do 0 damage, GravityBlow is 0 damage, and Gravitonne is probably 0 damage too. And BlackHole is so rare that that's nothing to worry about. Just finish this fight off in a couple hits; HolyLight might finish it off in one.

~~~~~

There is no telling good from bad, right apart from wrong... you'll collect

a HydraShadow tech, which is the lv. 5 tech for a character you don't even have yet! Oh well, preparation never hurts. Collect the Pendragon Sigil B, and heal the Sprain that your party is probably under. And here would be, generally, where you get the hell out of here and leave for Home Hydra Marshes.

I will also note that if you STILL don't have Trap Elements, what with my persistent nagging at trapping them from enemies, as well as my insistence on you purchasing them way back at Marbule before you even went to Mount freaking Pyre for the first time, that you get them now. Particularly Carnivore, and any 6/2 elements that you don't have yet (personally I had them all at this point but I'm in the minority here). Also, you might want to stock up on Medicines, Antidotes, Braces, and Ointments. Moving on.

--- Hydra Marshes ~~ Home World -----

Head over to the same area you were at earlier in Another Hydra Marshes, and you'll get attacked by a Beeba. So very easy... just beat him up before he can call his friends, it's the same Beeba that you fought waaay back when you were saving Kid. After that, he'll give you Ancient Fruit if you don't have it, and tell you how to get to Gaea's Navel. So for that, head to the next screen and to the far right, where a Beeba is standing, and select the Beeba Flute from the items. Fly, fly away.

--- Gaea's Navel ~~ Home World -----

Some "Holy Ground" this place is. All the same, the music here is really damn funky, so dig it while you can. You'll be hearing it a lot, I assure you. Did I mention this place reminds me of 65,000,000 BC Chrono Trigger? The similarities just get bigger when a girl named Leah, who resembles Ayla, will come down and temporarily join you (she won't leave Gaea's Navel, though). She's very strong, but I'd leave Viper in the party, at least for now.

The "master" of this place comes out when all the enemies are defeated, so prepare to fight a lot of battles here. But anyway, take the path to the far right up for a Denadorite, then back around over to the lower left and up the ladder that Leah was at the top of at the scene, to get a Green Brooch, but get attacked by a Pterodact. See what I said, 65,000,000 BC! After that's gone, head to the left for a new screen. There's a Record of Fate here too, which I would advise using.

Head up the vine there, and follow the branch path for a Denadorite. Another Pterodact will attack you, but oh well, nothing better than beating up on prehistoric creatures, right? Head all the way back down, and up the small path on the left. To the right is another Denadorite, and if you climb down the vine ladder on the lower left and follow the path to the far right, you'll find yet another Denadorite! So this is the Stone Age, eh? Close enough to 65,000,000 BC. ;]

Take the path to the left over to the next screen, and follow it all the way left and up for another Denadorite. Then climb up the ladder and head to the right, following the path through an enemy for YET ANOTHER Denadorite. And as for the Pterodact which would obviously be here, just climb the vine at the upper side and follow the path around for your seventh Denadorite here so far. Nyuk nyuk nyuk. But anyway, that's all for treasure. The only thing left to do is keep killing monsters, keep on stompin' 'em, in all three screens. Eventually, in the first screen, the "master" appears.

\\ Boss: Tyrano Party: Lynx, Fargo, Viper \\

~~~~~

Attacks:	HP - 1600	
- physical attack	Innate - Red	
- CrunchOut	Difficulty - Easy	

~~~~~

Another pathetic joke battle, the Tyrano (another prehistoric reference) will have a Pterodact accompanying it, but it doesn't really matter, since they're both weak, red elementals. As for Tyrano, I'm not even sure that CrunchOut is his only tech, because he dies so fast it's impossible to tell. Either way, none of his attacks will top 110-120 damage, and he's not exactly very fast either. Deluge, Iceberg, CannonBalls, etc. from Fargo will put both Tyrano and the overshadowed Pterodact out of their glory very quickly.

~~~~~

And the Green Dragon awakens, at that loud outcry. You'll be taken right to his area, but I strongly suggest going back and saving, unless you want to suffer through using Pillage and missing. Approach the Green Dragon, to discover that this one isn't as "noble" as the Water, Earth, and Sky Dragons.

\\ Boss: Green Dragon Party: Lynx, Fargo, Viper \\

~~~~~

|                            |                        |  |
|----------------------------|------------------------|--|
| Attacks:                   | HP - 3700              |  |
| - BadBreath - HealPlus     | Innate - Green         |  |
| - GreenField - ToxicBreath | Difficulty - Semi-Easy |  |
| - Carnivore                |                        |  |

~~~~~

Probably the hardest of the three "easy" dragons, but this still isn't a very hard fight. You CAN make it as hard as you want, though, by letting him use GreenField and then using Carnivore over and over. However, this would be a perfect opportunity to get some Carnivore elements, since that is probably at this point, the only 5/3 (or maybe even 6/2) element that you don't currently possess. So get a couple of those out and start getting some venus fly trap on ya.

As for Carnivore itself, it'll do 120-130 damage to Lynx and Fargo, and about 250 damage to Viper. But aside from that, the Green Dragon doesn't really that much of an arsenal to attack you with. BadBreath will cause a bunch of status effects on your group, ToxicBreath does about 10 damage, and the Green Dragon doesn't even use physical attacks. So just keep your HP up, prevent the field from turning completely green, and be prepared for a longish fight, but not necessarily a hard one. Don't forget to steal yourself a Green Plate while you're at it.

~~~~~

Leah will join your party after the Green Dragon gives you the Green Relic, thinking that fighting monsters like that is fun. Oh you wish. Might want to equip your new Carnivore elements while you're at it, and now that we're done fiddling around in Gaea's Navel, call the Wingapede in the center of the area, and return to Hydra Marshes, make your way out, and let's start the "hard" dragons.

~~~~~  
 VIIk. The Fire Dragon
 ~~~~~

Here's where it all gets tough. But while it's on whomever's mind, wouldn't you agree that now would be a perfect opportunity to pick up some Lv. 7 techs?

After all, it's only two more Star Levels, and several characters will already get theirs, so you might as well have as many people as you can get theirs, although Karsh and Zoah already have theirs.

Norris - enter Viper Manor with Norris in your party, and talk to Another Norris with Home Norris. TopShot is your reward... although Norris doesn't even have a Lv. 7 space yet. =P

Orcha - head to Home Arni Village with Orcha leading your party, and enter the resturant. Talk to Orcha's brother behind the counter for an "experiment"... and the tech.

Janice - that is, of course, assuming that you HAVE her... head to the Bend of Time, which is the island southeast of the continent, with Janice at the front of your party, and talk to the monster there.

You'll get much more of them besides those three later, don't worry. In the meantime, head to Another Mount Pyre.

--- Mount Pyre ~~ Another World -----

This place has changed a little bit, in that the entrance to Fort Dragonia has been blocked off. But anyway, I know that I usually recommend Lynx, Fargo, and a character of the opposite innate to the dragon, but you already have Fargo, plus you don't have enough blue elements to distribute between Fargo and Marcy, so I'd just bring Starky here, since you'll be using him for the Black Dragon anyway. So Starky's just a lucky guy.

The path to the Fire Dragon is different than the one to Fort Dragonia... head to the second screen and to the right, and from there, take the left slide down, and the passage to the right. Continue up, and you'll reach a new screen, with a lava fall. Ouch... still, you can walk it up to get a Pendragon Sigil A and a Poultice Cap by following the path. But supposing you're done there, head back down to the normal path. In the next screen, talk to the small Fire Dragon, aaandd...

---

|                             |                            |    |
|-----------------------------|----------------------------|----|
| \\ Boss: Fire Dragon        | Party: Lynx, Fargo, Starky | \\ |
| ~~~~~                       |                            |    |
| Attacks:                    | HP - 3400                  |    |
| - physical attack - Inferno | Innate - Red               |    |
| - FireBreath - Strengthen   | Difficulty - Medium        |    |
| - FieryBreath               |                            |    |

This fight will start off against that measly little dragon whom you met on your first way through Mount Pyre, who was somewhat hard but not really much of a Dragon God. Yep, it's the same dragon, and this time around, it's pathetic. Do NOT start stealing the Red Plate yet, though... hit it with physical attacks, not bothering with elements, and charge your power levels up full way. And soon enough, it'll ascend, grow much bigger muscles, and look at least semi-Dragon Godly.

And NOW you can steal the Red Plate, but I'll let you know that this fight is definitely one of the harder Dragon God battles. Why? Two words: FireBreath. This tech will do 220 damage to your whole party, and it's not like that's all. The Fire Dragon has Inferno for about 130 damage, and Strengthen + physical attacks, which can really add up on one character. So make healing absolutely essential, being ready to heal at any point, and meanwhile, elements work well in this fight. If you have WeakMinded on any one character, this would be a good battle to use it.

~~~~~

That makes another dragon beaten, and the Red Relic is now in your hands. So at this point, feel free to get the hell out of here, and prepare for my personal favorite event in the entire game: saving Marbule from the Lagoonates, in the Home World, which falls directly into defeating the Black Dragon.

~~~~~  
VIII. The Black Dragon  
~~~~~

Return to the Home World, and prepare for one of the more entertaining things to do in the entire game, coupled with absolutely godlike music to accompany it (and in battles too, no less!). Prepare for this accord, with Starky still in your party, and leave for the S.S. Zelbess.

--- S.S. Zelbess ~~ Home World -----

Head all the way up to Fargo's room, which is pretty much inside the ship, and in the room to the upper left. Inside, talk with Fargo with Another Fargo in your party, and Home Fargo will pretty much get dissed. Then Another Fargo walks up to the mic and says that the Zelbess's new name is the Invincible, and that Marbule is about to be taken back to the beautiful world it used to be. SWEET!

And before Nikki performs the song in Marbule, you get to watch an opera. Heh... I'm not gonna describe the whole thing in detail, but basically Nikki is a mariner, lost and alone, betrayed by his friends, and gets rescued by Miki, who's a fairy or something or other here. And in return, she wants music. Nikki is taught to perform by the fairies, and can eventually convey emotion with it. Winning Miki with it, they babble and then join hands. Yeah, that's an opera all right.

With the opera done, Home Fargo seems to be watching this and coming to his senses at least to some extent. And meanwhile, Lynx and crew head down to the boat, and Another Fargo thinks of what the other one said, and to protect Zelbess, unleashes his lv. 7 tech, Invincible. And thus the godly music plays to take you all the way through Marbule with it. Just hop on the boat, and let's ROCK ON!

--- Marbule ~~ Home World -----

The Great Explorer Toma and Ash are both petrified of the Lagoonates, which have pretty much multiplied. Plus if this is the dream... the dreamer must be much worse (hey, it's the Black Dragon, 'course that's bad). Anyway, to clear this island out, you've got to take out ALL of the Lagoonates. And trust me, that's not hard, because this remixed Marbule theme plays in both the field and battles, which is really damn sweet.

Second of all, the Lagoonates might have really been something when Sprigg Doppelganged into them, but as enemies they're pansies. Just use Inferno on them for about 300+ damage, and you'll be done with that really fast. If they use a Trap element, however, for god's sake DON'T use Inferno, because that's just plain stupid. There are also a couple Lagoonates in the Black Dragon cave, too, so make sure you do that. Once they're all gone, you'll hear a roar in the distance... now go to Another Marbule.

--- Marbule ~~ Another World -----

Talk around to people if you want, they'll tell you that the Black Dragon has awakened. If you STILL don't have those traps, might as well get them now, since the Black Dragon uses FreeFall. When you're ready, head to its cavern, and it'll use you as its exercise to return to its energy after that long sleep.

\\ Boss: Black Dragon	Party: Lynx, Fargo, Starky	\\
~~~~~		
Attacks:	HP - 3900	
- physical attack - SealAll	Innate - Black	
- DarkBreath - FreeFall	Difficulty - Medium	
- GravityBomb - AntiWhite		

~~~~~  
Now HERE is a decent powered boss who's relatively difficult, but quite winnable with a correct strategy! A perfect boss, the Black Dragon is a fairly good opponent, but the very first thing you want to do is steal the Black Plate, cuz that's by far the most important one of all six of them. And also, I'd recommend setting a FreeFall Trap, because that spell will end up coming up sooner or later. As for BlackHole, I've never seen him use it, but if he does, please verify that via email. Thanks!

Anyway, the Black Dragon's physical attacks are relatively powerful, DarkBreath is about 100 damage to Lynx and Fargo, moreso to Starky, but GravityBomb will be the major killer, dropping your HP by a certain percentage that I'm not sure of (about a third or so), but trust me that it can very easily hurt. And the Black Dragon ALSO uses AntiWhite, so I'd advise you get in UltraNova and HolyLight as quickly as possible, and if you have more time, get in Starky's techs, too.

You might want to have your HP as high as possible at all times, because the Black Dragon uses SealAll at some point, yet he can still use GravityBomb and physical attacks, which can be more than 150-160 damage. About three turns of not being able to heal will REALLY hurt, trust me. So finish this fight quickly, which is a difficult task because of the dragon's high HP, and watch out for FreeFall, which can very easily hurt. And PILLAGE THE BLACK PLATE! I can't stress that enough.

~~~~~

Now that that fight's over, you'll get the Black Relic (plus the GrimReaper summon), and the world's all peachy. Or whatever. Leave this place, and now it's time for the shortest section of all the dragons: the one with the Sky Dragon.

~~~~~  
VIIm. The Sky Dragon
~~~~~

There's not much to do between the Black Dragon and the Sky Dragon... you've ALMOST got into the Sea of Eden to stop Serge, but not quite. Only one more dragon, which I would definitely recommend UltraNova traps against. And on a side note, you may have noticed that some people got their lv. 7 techs, Lynx especially. His ForeverZero tech will be especially useful against the Sky Dragon, as will Grobyc, who hasn't got it yet, but I'd bring him in, simply because he kicks ass. When you're ready... to Another Sky Dragon Isle.

--- Sky Dragon Isle ~~ Another World -----

You know this place well enough by now to not have to have my guidance through it... still, just head up the stairs twice, and you'll come face

to face with the Sky Dragon. Now you'll REALLY be tested on your worthiness of entering the Sea of Eden!

---

\\ Boss: Sky Dragon	Party: Lynx, Fargo, Grobyc	\\
~~~~~		
Attacks:	HP - 3800	
- physical attack - NullState	Innate - White	
- WhiteBreath - Magnify	Difficulty - Semi-Hard	
- HolyBreath - UltraNova		
- HolyHealing		

~~~~~  
This fight is... eh, not the hardest fight in the game, but one that can possibly give you a run for your money. It's my choice as the hardest fight of the six dragons, but still, if you beat Miguel, this fight is nothing, especially with two black elementals. So just think of this as a similar challenge: you're fighting it with Lynx and Grobyc, you need to win and stay alive and such. And as per usual, steal the White Plate before doing anything.

The physical attacks, as usual, can do as little as 100 damage to as much as 220. WhiteBreath is a joke, it'll only do about 30-40 damage at the very most. And as for NullState, that'll just increase the Sky Dragon's magical defense. It starts getting bad when he uses Magnify, though, and that'll increase the damage of elements by 1.5x. It works in your advantage, though, but when he uses HolyBreath, expect about 350 damage on your party. That is one seriously powerful attack, and UltraNova is about 400-450 damage to Lynx and Grobyc. That will ALMOST, if not outright, kill one of them at full HP.

So as opposed to Garai and Miguel, this boss's stronger attacks hit whole parties. Use StrongMinded if you want, but I doubt that you'll need it. All I can say is that you need to use a damn UltraNova trap unless you want to be devastated. And as for attacking, ForeverZero does about 300 damage, so that's definitely recommended. The usual is still great, such as BlackHole and FreeFall, but you need to watch out for this stuff, and be ready to cast CureAll. The Sky Dragon also uses HolyHealing, which is a nuisance healing 500+ HP, so... bah.

~~~~~

With that fight finished, head to Another Guldove, into the shrine, and give Direa the Tear of Hate. He'll then tell you to go to the alternate world and seek assistance from the other shaman, so head for Home Guldove, where a guard won't let Lynx into the shrine because he's "foreign". Geez, now that is racist. Oh well, Steena will let them in, so enter and talk to her. She'll give you the Dragon Tear, AND join your party. =) Now you can get your body back, at long last! There is one meager thing to do first, however...

~~~~~  
VIIn. Freeing a Dark Soul  
~~~~~

You have to be either extremely brave, extremely foolish, or have the Black Plate to be attempting this side quest, because you're about to fight the hardest boss in the game. You COULD do it with Serge, but since this boss is black elemental, he'll just be decimated within minutes. It's slightly easier to do with Lynx, but don't think this'll be an easily winnable fight by any means. Plus, you have to have Riddel in your party, who isn't a bad character as far as magic skills go, but is white elemental. But supposing you're ready to at least try...

To access this place, head to the current between Hermit's Hideaway and the main continent. Go through it, and just a little bit to the left, or in other words, to the far northeast of the continent, is a small island with light flashing from it. Dock there and enter... there's a good reason why this place is called Forbidden Island. Enter the house over to the left, with Riddel still in your party, and speak with the man who's seated there.

This is none other than Dario! Nope, unlike Karsh and the others, he didn't die in this world. Speak to him, and you'll see his memory has been completely wiped out. Karsh and Radius will come in, recalling this, but then Karsh reveals what really happened in the Isle of the Damned. Dario grabbed the Masamune, not knowing what would happen to him, and then became possessed by it. After knocking Karsh down, he begged Karsh to kill him, but of course he wouldn't... until the ghost of Garai called out to feast on Riddel's blood. Then Karsh got so pissed off he murdered Dario right there.

And after that, Lynx (the evil Lynx) came around and asked Karsh if he was willing to tell Riddel that he killed Dario, because he was possessed by the Masamune. So they made up the story that Dario died fighting demons... and Lynx picked up the Masamune. Perhaps that's why he's evil today? Okay, back to reality. Dario walks forward, chasing everyone out, and Lynx/Riddel are forced to fight Dario in battle. Plus the sad music that played against Miguel plays here... is this a megaboss theme now, or something?

\\ Boss: Dario	Party: Lynx, Fargo, Riddel	\\
~~~~~		
Attacks:	HP - 3500	
- physical attack - Weaken	Innate - Black	
- Dash&Gash - LoRes	Difficulty - Very Hard	
- SonicSword - BatEye		
- ConductaRod - RecoverAll		
- Numble - FreeFall		
- FirePillar - IceBlast		
~~~~~		

This is no ordinary battle. This is a fight that requires preparation, and which cannot be easily won by just anyone. And if you're going to use the Black Plate for this battle, equip it on Riddel, and pretty much every single thing that Dario uses will heal her. Especially ConductaRod, which is his most powerful (counter)attack... so, if you're using that, I have no need to give a strategy.

But anyway, the very first thing you want to know here is that this fight is hard. Second of all, Dario counterattacks elements. He counters red elements with Numble, blue elements with Weaken, yellow elements with BatEye, green elements with LoRes, black elements with RecoverAll, and white elements with the murderous ConductaRod. First of all, his normal attacks are physical attacks which are 150-200 damage or so, Dash&Gash, which is 300 damage to Lynx (that's right, to LYNX), and more so to Fargo and especially Riddel. SonicSword is a joke, nothing to worry about, and ConductaRod is about 350-400 damage to one character, and about 700 damage to Riddel. NO WHITE ELEMENTS!

Of course, with these kinds of restrictions on everything, you'll have to resort to physical attacks for the whole battle. And that's kind of difficult, because 3500 HP isn't easily defeated without elements. If Dario's critical and you're sure it'll kill him, though, you can always

have Riddel use UltraNova if it's in a Lv. 7 space, and deal 500 damage or so, but all the same, Riddel has no hope in hell of surviving ConductaRod. But anyway, you'll probably have to use elements at some point or another, so which counterattack is the least deadly? Numble, obviously.

I'd recommend allocating as much of your Element Grids as possible with red elements and healing elements. I might be mistaken, but I think if Dario is constantly counterattacking with Numble, it'll slow him down. There's not too much that can come out of a boss who just uses Numble over and over, so keep using red elements, even if they're not the most powerful things in the world. If you feel really, really confident, you can try and conclude the fight with UltraNova, but that might not be the best strategy. But once again, this fight is hard as hell normally, and almost impossible if you're fighting it the way you would fight a normal black elemental, so don't be too upset if you can't win. You can always resort to the Black Plate, but hey, that's dirt cheap.

Short strategy: physical attacks work well, don't use white elements unless they'll finish him off, red elements and curative elements work very well.

~~~~~

And after that fight is over, the birds will return to the area, Dario will come to his senses, and our favorite Chrono Trigger characters, Masa, Mune, and Doreen will have no idea what they've been doing, and will restore the Masamune to its rightful good. So now Lynx's Sea Swallow will turn into his ultimate weapon, the Mastermune, and at Viper Manor, the 4 Devas will reunite, and Riddel will receive her Lv. 7 tech skill... awesome. But now, I think it's FINALLY time to settle the score with Serge, right?

~~~~~  
VIIo. The Reversal At Last
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It's at last time to end this crap, right here... wouldn't you agree? Also, Fargo's been in your party for way too long, so screw him, kick him out. I like a party of Lynx, Karsh, and Steena for going into Fort Dragonia to settle the score at last, but that's just me.

--- Mount Pyre ~~ Home World -----

HOWEVER! Before you go into Mount Pyre, about to settle it with Serge, how about an element recommendation? Heh heh heh, don't you just love doing these...

Lynx

====

- Level 1: GravityBlow, Fireball, AquaBeam, Revive, Bushwhacker, PhotonRay, Cure, Uplift
- Level 2: IceLance, MagmaBomb, ElectroJolt, AeroSaucer, Meteorite, Heal, HellSoul, TurnWhite
- Level 3: FirePillar, CurePlus, Gravitone, RecoverAll, GlideHook, Upheaval, Bushbasher
- Level 4: MeteorShower, ElectroBolt, IceBlast, HellBound, AeroBlaster, LoRes
- Level 5: Weaken, HealAll, Inferno, FeralCats, Carnivore
- Level 6: ThundaStorm (Trap), FreeFall, Inferno
- Level 7: BlackHole, ForeverZero

Karsh

====

Level 1: Bushwhacker, Revive, Uplift, AquaBeam, PhotonRay  
Level 2: AeroSaucer, ElectroJolt, MagmaBomb, IceLance, Heal  
Level 3: Bushbasher, AquaBall, Gravitonne, DragonRider, FirePillar  
Level 4: AeroBlaster, ElectroBolt, MagmaBurst, HealAll, Strengthen  
Level 5: Deluge, FreeFall, AxialAxe, Inferno  
Level 6: Carnivore, Volcano (Trap), FreeFall  
Level 7: Tornado, Axiomatic

Steena

====

Level 1: PhotonRay, GravityBlow, AquaBeam, Uplift, Cure, Fireball,  
TurnBlack  
Level 2: IceLance, MagmaBomb, AeroSaucer, ElectroJolt, Heal, Meteorite  
Level 3: RecoverAll, FirePillar, PhotonBeam, DireaShadow, AquaBall  
Level 4: MeteorShower, IceBlast, MagmaBurst, ElectroBolt, AeroBlaster  
Level 5: MeteorShower, Inferno, HydraShadow, Inferno  
Level 6: HolyLight, BlackHole (Trap), UltraNova  
Level 7: Earthquake, UltraNova

The boss you're soon to face uses a lot of elements, Volcano being one of them, and BlackHole / ThundaStorm being very likely candidates, so you'll want the trap elements. But anyway, once you're into Mount Pyre... bah, you know this place backwards and forwards, right? Head two screens up then take a right, collect the Denadorite and the Mythril, then return to the path, up two ladders, and then just head straight into Fort Dragonia.

--- Fort Dragonia ~~ Home World -----

Step in, and Lynx will use the Dragon Tear right at the entrance, to open up the fort completely. So NO, you don't have to do any of the puzzles here! However... there are completely new treasures here, some of them of very great value. So what fun is it just to sit around here and move on, leaving treasures behind? Let's start by going into the red room. As you can see, the place is virtually the same as in Another World, so you won't be getting lost or anything.

Inside the red room, examine the gargoyle and point it to the west, so that you fall into that ledge with all the juicy treasures on it. From right to left, it's two Nostrums, a Denadorite, and a Volcano element! Not bad. But anyhow, that's it for the red room. Head to the left and take the path to the ladder, and then return to the main chamber... and now for the green room, which is actually one of the most annoying to collect all of these in, but just BEAR WITH ME! THAT IS AN ORDER!

Follow the path all the way to the second screen of the green room, go down the stairs, and then around to the left for a Denadorite and a Nostrum. And now head down and take the other path all the way to the lower left for another Nostrum. Now back on the first screen, take the first stairs to the left (not both of them) and follow the path up and to the right. When you reach the fork, first head down to find a Tornado element (awesome), and then up to reach another fork. Terrific!

Just head down for a Denadorite, and then up to follow the path way back to the entrance, using the stairs there, which have already (kindly) been placed there. Well, that's it for the green room. And as for the blue room, which is deceptively short... open the left path to the upper left and the right path to the right, and enter the room there for an Iceberg element. And as for the room on the left, it's just two Cybots, who cares. On to the yellow room.

Make the order Karsh, Steena, and Lynx for a Denadorite, and Steena, Lynx, and Karsh for a ThundaStorm. That's pretty much it for this place, so let's just get the hell OUT of this room. Leave for the main chamber, save, and make sure that you're ready to cast those traps, and enter the white room (in the center of the chamber). And exactly where SunOfAGun fought you in the other world, Serge will fight you here. Magnificent, I say.

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|                   |                  |                            |    |
|-------------------|------------------|----------------------------|----|
| \\                | Boss: Dark Serge | Party: Lynx, Karsh, Steena | \\ |
| ~~~~~             |                  |                            |    |
| Attacks:          |                  | HP - 3000                  |    |
| - physical attack | - BlackHole      | Innate - Black             |    |
| - FeralCats       | - Iceberg        | Difficulty - Semi-Easy     |    |
| - ForeverZero     | - ThundaStorm    |                            |    |
| - NinetyNine      | - Tornado        |                            |    |
| - Vigora          | - Inferno        |                            |    |
| - Volcano         | - Carnivore      |                            |    |

~~~~~

This fight isn't the hardest in the game, and Serge isn't quite as tough as he should have been, in my opinion. Also, I find it odd that the evil Lynx can manipulate this body much better than the good Serge can use Lynx's, since Serge uses FeralCats and ForeverZero. But anyway, Serge has a pattern, and it's one that can be manipulated to gain some elements. It goes as such: physical attack, FeralCats, physical attack, Volcano, physical attack, ForeverZero, either BlackHole or Iceberg, physical attack, either ThundaStorm or Tornado, physical attack, NinetyNine + Vigora, blah blah blah, then either Inferno or Carnivore.

Steena is in a lot of danger here, as Serge's physical attacks can do perhaps 200-270 damage to her, and don't even get me started on when he uses NinetyNine and Vigora; she has absolutely no chance of surviving through that. As for his spells, they're all quite powerful, and BlackHole will DEFINITELY knock Steena out. In fact, it has a chance of instant death on everyone, so that is one spell you need to look out for. Also, FeralCats can be about 180 or so damage to everyone, with ForeverZero at about 240 or so. Double those on Steena, and you won't be making it through this fight easily.

Start the fight, however, with physical attacking until you get to whomever has a Volcano trap, since Serge will ALWAYS use Volcano. Don't worry about that in the slightest. Also, I should note that if you got the Mastermune for Lynx, each fierce attack will do about 220 damage. 3000 HP won't last long against that kind of punishment. And after that, Serge will devastate you with ForeverZero, and then either BlackHole or Iceberg. I think BlackHole is more common, plus it's more dangerous, so go for that. Then it's either ThundaStorm or Tornado, then either Inferno or Carnivore. So that's that for trapping elements... watch out for his physical attacks, and you'll emerge victorious fairly easily.

~~~~~

Serge leaves with some cryptic remarks, and you're free to head to the top of the fort. First, however, take the elevator down, and at the bottom slot you find there, put the Big Egg in there. You know, that item you got a few years ago from the Dodo's nest in Fossil Valley? A dragon will hatch out of it, looking for his family, and yes, he does join your party. His name is Draggy, and despite being a firstborn, he's not a bad character. Don't put him in your party yet, though.

Head up to the top floor and follow the usual path, then over to the right

for a Nostrum. Then take the stairs on the left and follow the path up, to find that same staircase leading down, plus the path forward. This is only your third time through this place, so it's not that confusing. Take the staircase down, and head left for an AntiBlack element, and right for a Nostrum. Then return to the path and head up and to the right for an AntiWhite element. Nope, sorry, no BlackHoles here.

Now it's time. Head up to the elevator that leads to our favorite skywalk, and before the door, Steena tells Lynx that he has to go in there alone to prove who he is. Of course that's not the REAL reason, as you'll see very soon. But anyway, it's pretty much a scene showing the history of Lavos, the Reptites, 65,000,000 BC Chrono Trigger... and then Lynx is absorbed into the Dragon Tear and reborn as Serge. Whoa there... that is WAY more than we needed to see. I call foul on Square here.

But all the same... we have Serge back now, and from here on I will refer to him as Serge! Yeah, I'm going to call the "evil" Serge, Lynx now, and the hero Serge. So just to let you know, your main character is not named Lynx anymore. =P Got it memorized? With that, head all the way back to the main chamber and save... however, I feel the need to give element recommendations again. My apologies. Also replace Steena with Grobyc.

#### Serge

=====

- Level 1: PhotonRay, ElectroJolt, Cure, Bushwhacker, Fireball, Uplift, GravityBlow, Revive
- Level 2: TurnBlack, AeroSaucer, Meteorite, IceLance, MagmaBomb, Heal, ElectroJolt, HellSoul
- Level 3: PhotonBeam, Bushbasher, Gravitonne, Upheaval, Dash&Slash, AquaBall, FirePillar
- Level 4: MeteorShower, IceBlast, MagmaBurst, AeroSaucer, ElectroBolt, HealAll
- Level 5: Inferno, HolyLight, Carnivore, Luminaire, Inferno
- Level 6: UltraNova, Earthquake, Inferno
- Level 7: UltraNova, FlyingArrow
- Level 8: \*Saints

#### Karsh

=====

- Level 1: Bushwhacker, Revive, Uplift, AquaBeam, PhotonRay
- Level 2: AeroSaucer, ElectroJolt, MagmaBomb, IceLance, Heal
- Level 3: Bushbasher, AquaBall, Gravitonne, DragonRider, FirePillar
- Level 4: AeroBlaster, ElectroBolt, MagmaBurst, HealAll, Strengthen
- Level 5: Deluge, FreeFall, AxialAxe, Inferno
- Level 6: Carnivore, Tornado, FreeFall
- Level 7: Tornado, Axiomatic
- Level 8: \*Genie

#### Grobyc

=====

- Level 1: GravityBlow, AquaBeam, Fireball, Uplift, PhotonRay
- Level 2: Heal, MagmaBomb, IceLance, ElectroJolt, Meteorite
- Level 3: Gravitonne, FirePillar, AquaBall, RocketFist, Upheaval
- Level 4: HellBound, IceBlast, AeroBlaster, MagmaBurst, ElectroBolt
- Level 5: Inferno, MeteorShower, HairCutter, Inferno
- Level 6: BlackHole, Inferno, Nostrum
- Level 7: FreeFall, BlackHole
- Level 8: \*GrimReaper

Yeah, did I mention you get your Lv. 8 spaces too? Fill those up with the

appropriate elemental summon, and if you get to use those in battle, enter total ownage. Also, you get all your original characters back... except for Kid. Ah well, we can do without her for now... Karsh and Grobyc own pretty much everyone anyway. When you're done dawdling around, it's time to get the show on the road, yo.

-----  
VIIp. The Alternate Sea  
-----

Nope, although that would have been a perfect place for disc 1 to conclude, it extends just a little bit longer, until right before you enter the Sea of Eden. However, there is one new character to recruit, as well as a couple things to do.

--- Marbule ~~ Home World -----

The first thing you'll notice is that the place is prospering again! Of course, the music isn't nearly as good, but at least the place is back again. Talk to the annoying demi-human at the entrance who was always being anti-human, and then head to the cave where you fought the Black Dragon. Talk to the adventurer in blue, and he'll sell you the Master Hammer for a wonderful price of 10,000 G. Now exit the place and return, talking to that demi-human again, and he'll give you a FullRevival element. Make absolutely sure you equip that on Serge in place of one of those Infernos.

--- Guldove ~~ Another World -----

Head into the bar, and talk to Orlha behind the counter. Show her the Sapphire Brooch that she gave you way back when you fought Lynx, and she'll join your par-tah... whoo hoo. But anyway, this brings me to one specific point. There are characters who are really the best of their innates, and from hereon will be used if that innate is needed, and here they are:

White - Serge  
Black - Grobyc  
Blue - Orlha  
Green - Karsh (or Glenn if you have him)  
Yellow - Norris  
Red - Kid

As for going into the Dead Sea momentarily, I would really recommend Serge, Karsh, and Grobyc, for one reason because Norris and Orlha don't have lv. 8 spaces yet, plus Karsh is as good as anyone else, and Serge / Grobyc are necessary for black and white elements. And you obviously don't have Kid yet, so that's out. But anyway, there's one more stop before we conclude to go to the Dead Sea, and for that you'll need the Master Hammer, as well as Zappa in your party.

--- Termina ~~ Another World -----

With the necessary items mentioned above, head into Zappa's smithy, to find a Porre soldier telling Zappa to stop working... of course, he gets scared and runs away. Now talk to Another Zappa with Home Zappa, and the two will work together to make the legendary Rainbow material! Sweet... but you do not need to forge it, for one thing you need a bunch of shiny stuff, and for another, it's expensive as hell. So that's really it for that... now it's time to head on to the SEA OF EDEN, BABY! Home World, for the record.

--- Dead Sea Ruins ~~ Home World -----

Once you arrive here, enter any one of the three Fate Distortions here, and a voice will deem you worthy of entering the Sea of Eden. Be ready to change discs here, and after that, you will be free to swim around this rather eventless sea to your heart's content, although there are only three places to go. And yes, I know you've already changed discs, but I'll start the new section momentarily.

There are three islands here, one of the Past, one of the Present, and one of the Future. The one you enter last will affect the innate of the boss you're about to fight. Suffice it to say that it doesn't really matter, but Past last will make it blue, Present last will make it red, and Future last will make it green. I personally chose Present last, but eh, like I said, it doesn't really matter. All you have to do in the islands is examine the crystal, so with that last one examined... boss fight.

---

|                   |                   |                             |    |
|-------------------|-------------------|-----------------------------|----|
| \\                | Boss: Vita (Unus) | Party: Serge, Karsh, Grobyc | \\ |
| ~~~~~             |                   |                             |    |
| Attacks:          |                   | HP - 2500                   |    |
| - physical attack | - EagleEye        | Innate - Red                |    |
| - Fireball        | - GreenField      | Difficulty - Easy           |    |
| - Inferno         | - Cure            |                             |    |
| - Volcano         | - CurePlus        |                             |    |

~~~~~  
Here we go... this is NOT a hard fight. First of all, Vita's attacks are not very powerful... her physical attacks dish out about 130-140 damage at the most, Fireball is pathetic at about 50 damage, Inferno is around 200 damage to the party, and Volcano is 300 damage. You can even trap Inferno and Volcano if you want, but you won't need to. There's not really even that much strategy to this battle besides just using HealAll or the like after Vita uses Volcano.

She'll also use GreenField at some point or another, which is a little ironic considering she's a red elemental (if you went to the Present ruin last, anyway), and nothing could be better for Karsh. I used the Genie summon right after Vita cast GreenField, and did 600 damage with it. Speaking of which, physical attacks, especially Serge's, are more useful than magic here, even blue elements. Dash&Slash will do up to 500 damage, plus this isn't a bad fight to try out your new FlyingArrow skill. But anyway, this fight sucks. Move on.

~~~~~  
Now that fight's over, just head back to the sea. You'll hear that something opened up after Vita's done with, so head to the center of the screen to enter the city of the future, the time fortress... Chronopolis.

-----  
~~~ ~~~ ~~~ VIII. Walkthrough (Part 3) ~~~ ~~~ ~~~  

You've made it through the first disc of Chrono Cross, and believe me, with that, the vast majority of the game. In fact, I'd say Disc 2 is literally about 10% of the game... it's only really two long dungeons, one side quest, and about ten boss fights. So if you could get past Serge losing his body and turning into a feline demi-human, you can get past anything that Disc 2 throws at you.

Anyway... where were we? Ah yes, you've made it into Chronopolis, the fortress of time, and one of the longest dungeons in the game. And after this, all you really have is a side quest, and the final dungeon. Plus this place ends very, very well... believe me.

--- Chronopolis ~~ Home World -----

You also might want to save before entering... just saying. Anyway, enter the fortress and head forward just a little bit, to hear some mumbo-jumbo about the Frozen Flame's lock level being released, or something along those lines. Who cares. Just advance and you'll get attacked by Chronopolis's security, or lack thereof.

| | | |
|-----------------------|-----------------------------|----|
| \\ Boss: Polis Police | Party: Serge, Karsh, Grobyc | \\ |
| ~~~~~ | | |
| Attacks: | HP - 3200 | |
| - physical attack | Innate - White | |
| - MegatonFist | Difficulty - Semi-Hard | |
| - Bazooka | | |

~~~~~  
Just some random boss which will do nothing to prevent your journey onward? Hell NO. This is one of the harder fights that you'll be taking on for a while, but it gets a lot easier if you equip the White Plate on Grobyc. Then all the attacks will just sink right through him and heal him. But actually, Polis Police is a very simple boss -- he only has the meager physical attack, which is only 130-170 damage, nothing special. As for the techs, MegatonFist is about 300 damage, and to freaking Serge, Bazooka will do 350 damage. That's about 600-700 damage to Karsh or Grobyc.

In other words, FullRevival calls for usage here. Also, you can pretty much slaughter Polis Police if you can turn the field completely black and have Grobyc summon the GrimReaper. I really recommend starting this right after Polis Police uses a tech, so that his physical attacks won't interfere, but just make sure you don't have a character or two dead before you do that. =P Just have Grobyc use a black element after Polis Police uses one of his techs, then Serge and Karsh can use them, and Grobyc can build his power level and use GrimReaper. No problem.

Or as an alternative, you can just equip Grobyc with the White Plate and be virtually impossible to defeat. However, that's a very cheap strategy which officially makes you a jackass. So... no thanks. If you don't want to summon the GrimReaper, though... physical attacks work very well. That means the Mastermune and Grobyc, of course.

~~~~~  
With that rather bothersome fight out of the way, head a little bit forward and down the stairs to the left, then follow the path over to the right for a Yellow Brooch. That done, head back up and into the next room, and over to the right, since the door in front of you won't open. Don't you just love doors that won't open? I mean, geez. Okay, rant done. Open the cabinet on the right for a Nostrum, and open the hatch at the bottom and climb down there.

In this very quiet walkway, feel free to toggle with the switch above, although you won't get anything out of it. Head over to the left, and fiddle with the computer to control a Sewer Wash robot... gah. I hate these kinds of things, but I'll walk you through it ANYWAY. I'm so nice. Using the robot,

just head forward and follow the path to the gray pad of land, and take the lower left hand path down for a White Brooch. Then take the other path up for a CureAll element... sweet!

Return to the pad and head up and to the right. Once you reach some REAL land, head to the right and then down, fiddling with the switch. That makes a complete bridge, so that's done. Head across it and up the ladder to emerge on the other side of that closed door, and to open it so you don't have to do that again, toggle with the switch right below you. But let's carry on, by taking the upper left door out, and reaching Chronopolis's main lobby.

There's an elevator there, which doesn't work. That's Chronopolis's theme, just to let ya know. But anyway, take the door on the right, and head under the stairs there for a Forgot-me-not Pot! Extremely useful, this way Sprigg will remember all her Doppelgangs via enemies she defeated. Plus you can get Janice now, if you haven't already. But anyway, head up the stairs to the 2F floor, and through the door on the left. Follow that path, only to get jumped on by an Aero Guard. Kinda cool, though.

The door right above is blocked by that damn security lv. 2 lock, so you can't get through there. Take the lower exit, and ignore the elevator there, because that too is blocked by the security! Gah, told you half the stuff in here doesn't work. Follow the path to the left and enter that room there, to see the world map, which is purdy. The MAIN thing in here, though, is at the far upper side, a computer console which releases that lv. 2 lock. YES!

If you want, talk to the dark figure on the map, but let's carry on. I hope you have Grobyc in your party, by the way... return to the room where the Aero Guard jumped you, and head up. Examine the coffin there, and Grobyc will take out of it Porre's super technology, and with that, his Lv. 7 skill! YEAH BABY!!! As for the rest of this room, close all the doors here and examine the console on the left. Enter 00 as the code, and you'll get five Recharge consummable elements for your "efforts"... not bad.

Return to the room with the elevator (either one, the first floor or the second floor, second one is easier), and head to the third floor. When you emerge here, head to the left and enter that room... whoa there. Now this is a room with a big ass load of technology. Let's hope that THIS is the future. There's nothing really in here, though, except a closet at the upper left with a Rainbow Shell in it. But that's it, return to the previous room and enter the room on the right. Take an immediate right here, and enter that room for a relatively easy fight.

After the Combot is beaten, open the chest behind it for a HellBound element, but however, that's it for this floor. Head back and up to the fourth floor, and into the room on the right, where an "experiment" is taking place. It's just some mumbo jumbo about time travel, just mash X through it and then exit through the door on the right, after hearing that the chief is gone. Head down the stairs and speak with the figure there, who will tell you that the chief is at the docks, gazing out to sea. Pick up the Magnify element while you're at it.

Now return to the first floor and head to the left, which are the docks. At the upper left, talk with the chief there, and he'll tell you about 2300 AD Balthasar... heh, delight in that, Chrono Trigger fans. He'll leave, as we prepare the REAL experiment. Head to the fourth floor and to the left, where people are observing the two worlds, in Viper Manor. Examine the slanted Record of Fate, and it'll show how FATE manipulates people's lives

to protect El Nido and the Dead Sea, in a way that people don't realize.

Creepy, eh...? Head to the left and defeat the Combot there, who will reveal a Card Key behind it... sweet. Now head to the elevator and to the B1 floor, to find pretty much a path leading to the door you want to get to, but two Combots are patrolling here. Just beat one or the other (run away though, if there are two of them, since their GunnerGetya attack causes confusion, and they can very easily decimate your party if that gets to you). Then continue to the left and examine the panel with the circle under it to be confirmed as the last remaining Arbiter.

The Frozen Flame is in the next room, and plus Serge is the last Arbiter, which is why Lynx needed Serge's form. And in the next room is the Frozen Flame, Kid (knocked out), as well as Lynx, who explains everything. I will say right now that Lynx IS an evil bastard, yet he is actually the human incarnate of FATE, and thus, Mother Brain from Chrono Trigger. Wow... who would have thought... after explaining things, Prometheus (Robo from CT) is executed. Lynx is really just plain evil, and here is where we put an end to him... in his true form. And no, not the feline one. Have I mentioned yet how gorgeous this music is? No? Well, it is.

| | | |
|-----------------------------|-----------------------------|----|
| \\ Boss: FATE | Party: Serge, Karsh, Grobyc | \\ |
| ~~~~~ | | |
| Attacks: | HP - 5000 | |
| - physical attack - HeatRay | Innate - Black | |
| - Diminish - FreeFall | Difficulty - Semi-Easy | |
| - Gravitonne - GravityBlow | | |
| - DarkEnergy | | |
| ~~~~~ | | |

You would think FATE would be a super hard boss, but quite frankly, it's not. If you have a decent supply of healing elements, this fight will not present any trouble at all. And for one thing, FATE has a very predictable pattern, counting down similarly to the Black Tyrano from Chrono Trigger, but a little bit more dangerously than that. Here's how it works.

- 5: Diminish - halves the power of magic, it's not really that bad since Serge has the Mastermune
- 4: Gravitonne - about 70-80 damage to the party, absolutely nothing to possibly worry about
- 3: Heat Ray - to one character, around 200-250 damage, and about 350 damage to Serge, fairly dangerous
- 2: FreeFall - about 200-250 damage, similar to Heat Ray, and Serge is once again in a lot of trouble
- 1: GravityBlow x2 - a complete absolute joke, it does affect the field but the damage is pitiful
- 0: DarkEnergy - roughly 350 damage to the whole party, not the worst attack in the game, but still one to dread
- 5: physical attacks - about 140-180 damage, stronger than average but not that bad

So with that in mind, this fight becomes fairly predictable. Not to mention it's VERY easy to cast Saints here. To do so, build everyone up to their highest power levels, and just let FATE hit you with something. Then have

Serge use PhotonRay, the other two characters use something (not before physically attacking though, so that Serge gets to two stamina points after the last character is done), and then have Serge attack once and then use Saints for about 1000 damage. Plus it'll heal your party for 999 HP too.

This fight isn't hard in the first place, and if you want to make it virtually impossible to lose, just equip Serge with the Black Plate. Of course, Dash&Slash and FlyingArrow will already make this a cakewalk, but I digress. The only thing difficult here is FATE's 5000 HP.

~~~~~

The end result of that fight isn't great, though. For one thing though, Lynx actually dies after that fight, but Kid isn't as happy as she should be. She realizes what's going on, and then gets the Frozen Flame. But afterwards, Sky Dragon Isle becomes Terra Tower, which is another place you need to get to... but the impressive scenario is afterwards, when the dragons all merge into one fused abomination. And Harle appears and talks about fighting you... very odd. But anyway, after some talking about getting to Terra Tower in the S.S. Invincible, the game keeps going.

~~~~~  
VIIIb. The Burning House
~~~~~

This is a side quest which is totally, 100% optional. However, you DO want to get Kid back, rather than never see her in the game again, right? Also, you'll need to have beaten Dario to do this, so if you didn't yet, have fun beating him with Serge but without the Black Plate... when you're ready to get this show on the road, head to Hermit's Hideaway.

--- Hermit's Hideaway ~ ~ Another World -----

Head into the house and speak with Radius if you want, but also note that once again, the power of the Mastermune is required, being that Masa and Mune were from Chrono Trigger and recognize Lucca and the burning house, which are haunting Kid and putting her in an endless coma at the moment. So examine Kid, and the three parts of the Masamune will take you back to the burning house...

--- Lucca's House ~ ~ The Past -----

Yeah I know, that sub-divider was terrible. But oh well, there are things which must be done. For one thing, this is the exact same house from Chrono Trigger, so if you've played that, this place will look very familiar. Start by defeating the Lava Boy in here, who is incredibly easy. After that, examine the big pink pig on the left (or for CT fans, Gato), who is burned out and dead. Then talk to the kid at the upper right and tell him it's going to be okay, for a Rainbow Shell.

Now examine the machine there, and it'll automatically prompt for a code. It's LARA, or L1 -> Triangle -> R1 -> Triangle. And then it'll give you HotShot, which is Kid's lv. 7 tech... awesome to the max. Now enter the room in front of you, and in that room, head through the door in front of you and open the treasure chest at the bottom right for a Stardust Cape. You'll have to beat a Lava Boy to get out, but hey, who cares? After you get out, head up the stairs on the left.

In this room, exit through the south for an immediate Diva Dress, then return and examine the item at the far upper right for the Ice Gun... sweet. Go back and take the stairs to the right up. And in here, take the lower exit and

defeat the Lava Boy. The kid will then give you a Nostrum, which isn't bad. Now return to the previous room and enter through the hatch at the upper right. Follow that path to reach another room... and in here, Masa's strength gives out. Now you only have Serge... not like that'll stop you from beating enemies.

You'll see an orphaned girl there, who's obviously Kid from the past. Use the Ice Gun to get past the flames here, and in the next room you'll see an FMV of Lynx and Harle leaving after the house is burned down. But anyway, the next scene is the saddest in the entire game. Serge and the young Kid are outside the house, after everyone is dead, and after you tell her that you won't leave her, Serge disappears. So that's what happened with Kid... she was left alone after that incident.

As for what's happening in the present, Kid wakes up and joins you again after all that. After she and Serge has a very... intriguing conversation, Radius tells her that Luccia is waiting for her at Viper Manor, so let's do that in a moment. Make sure you allocate HotShot to her, and also, head outside and use the Ice Gun on the hot patch of land. Trust me, it'll help something which we'll do briefly.

-----  
VIIIC. Last Preparations  
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It's not going to be very long... soon we're going to go into the final dungeon of the game, fight the final boss, and the game will be over. Might as well do the last things that the game has to offer before that, right? Start by going to Another Viper Manor.

--- Viper Manor ~ Another World -----

Head into Viper Manor, and then into the second door on the right in the basement level. Talk to Luccia inside, with Kid obviously in your party, and she'll give you a letter that Lucca herself wrote. She'll talk about where the future "went" after she and her friends defeated Lavos in the future, and that she might be killed by someone who was in suffering for the inevitable future that was prevented. And after that, Kid will ask to be alone, and receive a Rainbow Shell. That's that for that.

--- El Nido Triangle ~ Another World -----

First of all, in this place you'll have a boss that can only be harmed by red elemental attacks, and Starky will be required here after that. So your party here is Serge, Kid, Starky. Enter through the usual place, and follow the path forward, digressing at the upper right for a Rainbow Shell. Keep following and then head down the ladder. Keep going to where the Star Fragment was in the Home World, and you'll meet one of my personal favorite bosses in the game... the Royal Jelly.

---

\\ Boss: Royal Jelly	Party: Serge, Kid, Starky	\\
~~~~~		
Attacks:	HP - 1657	
- physical attack	Innate - Blue	
- Vortex	Difficulty - Easy	
- IceBlast		
- Iceberg		
~~~~~		

There was a time in which I thought Vita was easy... then I found this

fight. The Royal Jelly has pitiful HP, no attacking power whatsoever, and absolutely nothing whatsoever going for it. I finished it off in two hits, and you can't even damage it with non red elements! However, all you need to do is use some red elements at the beginning of the battle to make the field all red, and then have Kid summon Salamander for about 1200-1300 damage. Hasta la vista baby.

~~~~~

And the big thing behind Royal Jelly is none other than Starky's ship, which is not destroyed in this world! He examines it a little bit, and then inside, they find a way to get to Terra Tower. Starky fixes everything up in the dock of Chronopolis, and then you're ready to fly into the stormy night and get to Chronopolis at long last. When you're ready, hop into your "boat", and watch the FMV as we reach the game's final dungeon.

~~~~~  
VIIIId. Chrono Cross  
~~~~~

Do not ask why I call this section Chrono Cross. I have my own incredibly strange and messed up reasons for such things. But in any case, you'll land in the final dungeon of the game, Terra Tower... so you might as well rock on in the time that you're here.

--- Terra Tower ~~ Another World -----

For the final dungeon of a game like Chrono Cross, with the best soundtrack I've ever heard, would it really be that difficult for Square to at least include music with it? I mean, geez. But anyway, my party recommendation here is Serge, Norris, and Orha. And here's the element allocations, for THE LAST TIME! Aren't you glad?

Serge

====

- Level 1: PhotonRay, ElectroJolt, Cure, Bushwhacker, Fireball, Uplift, GravityBlow, Revive
- Level 2: TurnBlack, AeroSaucer, Meteorite, IceLance, MagmaBomb, Heal, ElectroJolt, HellSoul
- Level 3: PhotonBeam, Bushbasher, Gravitonne, Upheaval, Dash&Slash, AquaBall, FirePillar, CurePlus
- Level 4: MeteorShower, IceBlast, MagmaBurst, AeroSaucer, ElectroBolt, HealAll
- Level 5: FullRevival, HolyLight, Carnivore, Luminaire, Inferno
- Level 6: UltraNova, Earthquake, Inferno, Magnify
- Level 7: Sonja (Trap), FlyingArrow
- Level 8: *Saints, UltraNova

Norris

====

- Level 1: PhotonRay, GravityBlow, Cure, Revive, Uplift, Fireball, AquaBeam, Bushwhacker
- Level 2: Heal, IceLance, ElectroJolt, AeroSaucer, MagmaBomb, HellSoul, ElectroJolt
- Level 3: Upheaval, Gravitonne, CurePlus, SpiralRay, Bushbasher, FirePillar
- Level 4: IceBlast, ElectroBolt, MeteorShower, AeroBlaster
- Level 5: Inferno, Carnivore, SunShower, FreeFall
- Level 6: ThundaStorm, FreeFall, ThundaStorm
- Level 7: TopShot
- Level 8: *ThundaSnake

Orlha

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- Level 1: GravityBlow, AquaBeam, Fireball, Uplift, PhotonRay, Cure, Bushwhacker
- Level 2: AeroSaucer, MagmaBomb, IceLance, ElectroJolt, Meteorite, HellSoul
- Level 3: AquaBall, FirePillar, Bushbasher, Multipunch, PhotonBeam
- Level 4: IceBlast, MagmaBurst, ElectroBolt, MeteorShower
- Level 5: CureAll, Deluge, PunchDrunk
- Level 6: Vigora, Iceberg
- Level 7: *FrogPrince, RedWolf (Trap)
- Level 8: *BlueWhale

And when you're finally ready to embark through this dungeon, head to the left and up the stairs there. You also might want to save while you're at it... just saying. =P Follow the path to reach a large yellow orb, which asks you if you will is to cause destruction. And then it pulls you into a boss fight.

| | | |
|-----------------------------|-----------------------------|----|
| \\ Boss: Terrator | Party: Serge, Norris, Orlha | \\ |
| ~~~~~ | | |
| Attacks: | HP - 2200 | |
| - physical attack - Capsule | Innate - Yellow | |
| - WaveOfFear - OmegaYellow | Difficulty - Semi-Easy | |
| - SpiritsUp | | |
| ~~~~~ | | |

There are six of these dolls in Terra Tower, with each representing a different element. I think of them all as the six dragons, only with lower HP and stronger attacks. And this one isn't too much different; its physical attacks are about 200-240 damage or so, WaveOfFear will decrease your defense, SpiritsUp will increase his, OmegaYellow will do about 300-350 damage to one character, and when his HP runs low, he'll use two Capsules to heal 160 HP.

No matter WHAT the other FAQs say, Terrator DOES NOT USE GOLEM. He doesn't use Golem, Earthquake, ThundaStorm, or any other trappable, high powered yellow element. And he doesn't use YellowField either. With that put aside, this fight isn't too hard, but OmegaYellow is very dangerous. Plus he uses it every three turns (his pattern is WaveOfFear and SpiritsUp in the same turn, then physical attacks, then OmegaYellow, with Capsules coming in at some point), so keep your HP up and slaughter it with green elements. I didn't bring Karsh into this fight, but it won't be too hard.

~~~~~

And at long last, you'll even get a YellowField element too. Continue to the next room to reach an immediate left-right fork. Don't worry, it'll get better... at some point. Take a right and follow it all over the area for a Nostrum, then return and head to the left. Take the exit at the bottom out, and now you get the opportunity to bore yourself walking down about seven sets of goddamn stairs. There's just nothing more entertaining than going up or down stairs... any FFVII fans agree with me on that?

I digress. At the bottom you'll reach a left-right fork, in which you can just head right at. And in there you'll find a Nostrum, plus a bunch of vines. Why, in a tower, are there trees and vines everywhere, and they're also rainbow colored? Beats me... but anyway, follow the path down and to the left to reach a new screen, and from that area, keep going down, down, down. It's a long ladder down this vine, but you'll make it. When you finally

get off of that mother, head to the left.

Follow one really long path to the left, up, and to the left again, only to walk on a branch that falls off when you walk into it... and then you fall underwater. I have to say, this is the weirdest final dungeon I've ever entered. But anyway, you land on another trunk, so there's not really any other place to go. Head up the path on the left, only to get talked to by a large face, who will explain that this tower belongs to the Reptites, and how this tower will unsealed as revenge from the Dragons when FATE was defeated.

Blah blah blah. Follow the path to the left, and then keep going up the ladder/vine thingy there, and to the right, only to go down another ladder, or vine, or whatever the hell this whole place is. Take this to the right and then go up another one of these, to find a passage on the right. Go in there to find that treasure chest we were prevented from getting when that branch fell... it contains a Pack of Lies, which is useless but works. Now just return to the previous screen... this place already bores me.

Head up the ladder there to find another left-right fork... do I need to start rambling about these? Just take a left for a Defender Plus (no, the waterfall won't do anything), and to the right to continue. And you'll emerge in a room that's filled with water, but hey, it looks at least a bit more realistic than everywhere else. Climb up the first vine ladder, and head under the waterfall for a Rainbow Shell. Nothing more to see here, so climb up the ladder on the right of that.

And from there, it's just a matter of climbing up from ledge to ledge, and at the top, heading over to the far right, to get to the top of the third room... cool. Head over to the far right and knock the two pillars over, and then cross the path that they create. And in the next room, those same haunting bells chime... you know what's coming up. Head to the right, and then at the fork, follow the path to the left for a HealPlus element, which rocks, but no green elementals here. Return to that fork and head right to the red orb, which laments about those who have suffered. Boss fight.

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\\	Boss: Pyrotor	Party: Serge, Norris, Orlha	\\
~~~~~			
	Attacks:	HP - 2400	
-	physical attack - Tablet	Innate - Red	
-	SadnessWave - OmegaRed	Difficulty - Semi-Easy	
-	Rage - RedWolf		
-	Fireball - FirePillar		
-	NinetyNine - Volcano		
~~~~~			

I may be in the minority on this one, but I think Pyrotor is slightly harder than Terrator. It might be because he \*gasp\* actually casts RedWolf whereas Terrator didn't cast Golem! Regardless, this is far from the most difficult fight you've struggled through during the entire game. Pyrotor uses physical attacks which can do up to 300 damage (and more after he uses NinetyNine), SadnessWave, which will reduce your attacking power, Fireball which didn't even do damage, FirePillar which does about 40-50 damage, OmegaRed, which is still 300-350 damage and absolutely slays blue elements, and RedWolf.

Pyrotor has a pattern, and it'll ALWAYS have it that he casts Fireball and FirePillar in the same turn, then in the next turn, if the field is red, uses RedWolf and NinetyNine. So make sure you take note of that and have the field turn red after those two elements, if you have any desire at all

to have RedWolf before the end of the game. And as the fight wears on, Pyrotor will use three Tablets on himself (a joke), Volcano (140-150 damage to the party, nothing to worry about), and OmegaRed twice, so watch out for those. But anyway, heal and you'll be fine.

~~~~~

Just continue on to the next screen, and lo and behold! The place actually has music now! WHOO-HOO! Head to the left and follow the ladders up until you reach one going down that leads to a Rainbow Shell, and then keep going up and down, straight forward, following the path via ladders. Bah. And eventually you'll reach a vine, and a ladder on the left. Take the ladders and follow them for a Spectral Glove. Equip that on Orlha, in post and in haste.

By the way, did I mention that this song plays in battles? Told you this place would eventually get cool. Anyway, return to the vines to find three staircases going up, with two of them blocked with debris. Head up the one on the far right two cases, and then over to the left and down the first one there, to find the divine HolyHealing element! Equip that on Serge, right NOW, because it is the best curative element in the entire game. Now keep going up the staircase on the right to find a Rainbow Shell at the top.

Now head down two sets, go over to the far left, up that set, and to the right and up, over to the left. Got out of another set of stairs pretty easily, eh? ;) But then you'll re-emerge in none other than the Viper Manor skywalk! What the hell's goin' on, eh? Just head to the room on the left, Crono, Marle, and Lucca are all here, as is the prophet. Talk to him, and he'll explain how he got here, and how Terra Tower used to be called Dinopolis, the city of Azala's descendants.

Anyway, this stuff is too confusing for me to explain, but a big spoiler here -- Belthasar explains that there are seven dragons, one who worked under another guise in FATE's computer, and this dark moon dragon is known as... Harle. Yep, Harle is a Dragon God, and the seventh of them. Guess it all makes sense now, eh? But anyway, when Belthasar is done babbling, head back to the previous area, and into the now-opened door that used to be a wall. Just continue past one purdy screen with a bunch of a crystals, to one last room, with a green orb... enter Anemotor.

| | | |
|--------------------------------|-----------------------------|----|
| \\ Boss: Anemotor | Party: Serge, Norris, Orlha | \\ |
| ~~~~~ | | |
| Attacks: | HP - 2500 | |
| - physical attack - Bushbasher | Innate - Green | |
| - InfoScope - AeroSaucer | Difficulty - Semi-Easy | |
| - HealPlus - AeroBlaster | | |
| - OmegaGreen - Carnivore | | |
| - Bushwhacker - Sonja | | |

~~~~~

It'd be a real shame if you lost this battle, since you haven't saved since like... before you fought Terrator? So give this battle your all. And fortunately, it's not really that difficult. He'll start off by using InfoScope on everyone, then OmegaGreen a bit later (same old), physical attacks, which are only about 110-130 damage, and as for spells... very dangerous. And a bit later, it uses all four primary green elements on a single character... Bushwhacker is about 10 damage, AeroSaucer's about 30, Bushbasher's about 60, and AeroBlaster's about 150... so all in all, about 250 damage.

I haven't worked out the mechanics for when Anemotor casts Sonja, but yes,

he DOES use it, so you might want to have the trap element ready for whenever he does cast it. He also uses Carnivore, but that's surprisingly weak at about 150-210 damage to the party. So you'll pretty much breeze through this, but if you want a really quick way to win this battle, build Norris's power level to 8, have someone else use YellowField, and then just have Norris use ThundaSnake right there and then to take off pretty much half of Anemotor's HP right there. Easy fight all in all.

~~~~~

From there, just enter the platform in front of you, to find two paths, and two beams connecting upward, sealing it somehow. But anyway, you have two paths, the left going to the black elemental boss, and the right going to the white elemental. First of all, though, I'd recommend making the party Serge, Norris, and Grobyc for these two battles. So get Orlha's stuff off and put Grobyc's on really quick, and start by heading left for two screens to meet a new version of Taurusoid... in darkness.

| | | |
|------------------------------|------------------------------|----|
| \\ Boss: Gravitor | Party: Serge, Norris, Grobyc | \\ |
| ~~~~~ | | |
| Attacks: | HP - 3000 | |
| - physical attack - HellSoul | Innate - Black | |
| - OmegaBlack - Gravitonne | Difficulty - Medium | |
| - Nostrum - HellBound | | |
| - GravityBlow - MotherShip | | |

~~~~~

Alright, if you think Pyrotor or Anemotor were hard, you REALLY have another thing coming to you with this fight. First of all, the physical attacks are dangerous, doing perhaps 300 damage to a single character, and Serge is REALLY in danger of them. OmegaBlack is about 400 damage, as you can definitely tell by the animation. Plus later in the fight, Gravitor will use HellBound twice, and that can be very annoying. Then later, it'll use GravityBlow on one character (50-60 damage), Gravitonne for about 80 damage to the party, and then HellSoul, which is also very deadly.

Then after that, Gravitor WILL cast \*MotherShip is the field is all black, which it WILL be if you didn't do anything between those two. So make sure you get the MotherShip trap in, because it will obliterate your group with no problem. But anyway, Serge's physical attacks are incredibly powerful here; his Mastermune was doing about 600 damage with Fierce attacks, and you can imagine that 3000 HP won't last long with that kind of punishment. Gravitor will use a Nostrum to restore 200 HP, but don't worry about that. Once again, this fight is kinda hard and may provide difficulty because of HellSoul / HellBound, and OmegaBlack, so fight cautiously.

~~~~~

For some reason, there is no BlackField or WhiteField, you'll just get a measly little BlackHole for fighting that. But hey, there's always MotherShip, right? Carry on by returning to the main area, and then taking the path on the right to meet another Taurusoid looking enemy, except this one is of the light.

| | | |
|--------------------------------|------------------------------|----|
| \\ Boss: Luxator | Party: Serge, Norris, Grobyc | \\ |
| ~~~~~ | | |
| Attacks: | HP - 3000 | |
| - physical attack - PhotonBeam | Innate - White | |
| - OmegaWhite - MeteorShower | Difficulty - Medium | |
| - HolyHealing - HolyLight | | |
| - Magnify - UltraNova | | |

- PhotonRay - Unicorn ||
- Meteorite ||

~~~~~

You might enter this fight thinking that since there's no instant death, plus Serge isn't going to die very easily, this'll be an easy fight. WRONG. Luxator is an incredibly dangerous enemy, with physical attacks the same power as Gravitor's, OmegaWhite, which does a huge amount of damage to one character, HolyHealing which restores about 700 HP, PhotonRay which is only 60-70 damage or so, Meteorite which is about 100, no big deal, PhotonBeam for around 150, and MeteorShower for 250+ damage to your group. After he uses three PhotonRays, he'll also use Unicorn, which is not great but it'd be in your best interest to trap it anyway.

And you may also want to trap HolyLight after that, which is 350-400 damage to the party, and UltraNova, which is around 450 damage to Serge, 550-600 damage to Norris, and 750 damage to Grobyc. And it's very hard to come out of that with more than one character alive. But Luxator does have a set pattern, so it's always be PhotonRay x3, then Unicorn, then HolyLight and finally UltraNova. So overall, this is NOT an easy fight to win, but Norris and Grobyc have the dual tech PitchBlack, which will do about 600 damage. Make sure you put that to good use. Grobyc with BlackHoles is great here, plus FreeFall works well, but be very careful and put your own HolyHealing to good use.

~~~~~

And once that fight is finished, the seal to the room beyond is opened. I would now recommend putting Kid in your party, because the next boss is blue elemental, plus Serge / Kid / Grobyc was my finishing party. So make sure those elements are allocated (plus Serge or someone else with RedField, and Kid with *RedWolf / *Salamander is invaluable), and head into the door in front of you.

\\ Boss: Aquator Party: Serge, Kid, Grobyc \\

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Attacks:	HP - 2800		
- physical attack	- OmegaBlue	Innate - Blue	
- Nimble	- CureAll	Difficulty - Semi-Easy	
- Numble	- Deluge		
- Vigora	- Iceberg		
- FrogPrince	- BlueField		
- IceLance	- AquaBall		
- IceBlast			

~~~~~

If you've gotten through Gravitor and Luxator, and now have to fight the final one of the elemental dolls, you won't have ANY problem at all with this one. In fact, Pyrotor, Gravitor, and Luxator were the hard ones (just like fire, black, and sky were the hardest of the dragons), and Terrator, Anemotor, and Aquator were the easy ones. But I digress... on to Aquator's attacks. He'll start the fight by using Nimble and Vigora on himself, and Numble on a character. Don't worry 'bout those, although Vigora will allow for about 5-6 attacks for 250-270 damage.

OmegaBlue is the same, for about 300 damage. And as the fight goes on he'll use Deluge and Iceberg in the SAME TURN. That's annoying as hell, since Deluge is about 150 damage and Iceberg is about 240, and you have to weigh in the increment of damage to Kid. Aquator will also use IceLance (barely any damage at all), AquaBall, for anywhere between 70-130 damage, and IceBlast on two characters, which may very well freeze them. So the best strategy for this fight is to just use RedField and either *RedWolf or

*Salamander quickly to finish Aquator off. Who cares to trap FrogPrince again anyway? If you're paranoid, trap Deluge or Iceberg though.

~~~~~

And with that, the yellow, red, green, blue, black, and white lights all come on at the same time, and the passage is open to continue. Head up either set of stairs and follow the path to the platform, to be take to the summit of the tower. And you may easily recognize it as Sky Dragon Isle, because after all, Terra Tower and Sky Dragon Isle are one and the same. Head up the stairs to hear a voice welcoming you to share its burden.

Head to the top, and then to the center of the area to find the Frozen Flame at last. Examine it, and then Kid will know that there's SOMEONE there... watch as Serge goes nuts again to the Frozen Flame or anything similar. And then the Fused Dragon, or in other words, the Time Devourer, appears. And it denies the meaning of life, or the reason for living. And here's the semi-final boss, who is going to "cleanse the world of you filthy humans".

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\\ Boss: Time Devourer	Party: Serge, Kid, Grobyc	\\
~~~~~		
Attacks:	HP - ????	
- physical attack	Innate - White	
- field change	Difficulty - Medium	
- swoop bomb		
- lots of elements		

~~~~~

This is it... although there's one fight after this one (which is very irrelevant in my opinion), I consider this to be the final boss fight. And hey, it's all six (seven if you count Harle) dragons put together, so it has to be awesome. The enemy starts and ends as a white elemental, but WILL change its innate as the fight progresses, so I'll just say it's white for simplicity's sake. And as the battle opens, and it'll do is just attack for 50-70 damage at most... absolutely nothing to worry about. And in the mean time, it's a white elemental, so hit it with Grobyc's RocketFist and such.

Then you'll get hit by an "attack" as the field changes to Earth Dragon Isle, and this is apparently supposed to do damage... it did 0 damage to all of my characters, so it's hardly anything to worry about. Then as this unwraps, he'll use Uplift, Fireball, and Bushwhacker on you in one turn, then AquaBeam, GravityBlow, and PhotonRay on you in another. And if you fail to do enough damage to it to make it shift fields, it'll hit you with ThundaStorm for about 300 damage to the group, so beat it fast. And then your next destination is Mount Pyre.

Now it uses MagmaBomb, AeroSaucer, and IceLance, none of which are at all dangerous, but HellSoul comes next, and if that kills, then that's very bad. Plus after that it'll swoop at you, blasting the party for 120 damage or thereabouts. And with that comes Volcano, which is about 220 damage to the party, it isn't something to break down and be scared about. After a bit, you'll land in Gaea's Navel. Here's where it starts getting just a little bit harder. To be honest I got finished with this part very fast and didn't get to see what it used, but it used OmegaGreen (extremely dangerous at about 500 damage, if not knocking someone out right there), and physical attacks for about 170-180 damage, nothing special.

I suppose it'd use Tornado after a while, but eh... next stop is Water Dragon Isle. Here's where the fight gets easy and hard at the same time; Kid is in danger, but is at the same time the strongest character there,

because of RedWolf and Salamander. The Time Devourer will use the swoop bomb attack again, which is still 120 damage or so to the group, not a worry. But meanwhile, have one character use RedField and then have Kid use RedWolf or the like... expect 1100-1200 damage and a switch to the Black Dragon cave. Serge comes in extreme handy for this one.

However, the Time Devourer uses FreeFall, and that might very easily do 400 damage or above to Serge, but only 210-220 damage to Grobyc. So keep an eye on your group's health at all times. After that comes HolyLight, but that will only do about 140 damage on average... 180 at most to Grobyc. But do NOT let the Time Devourer get a turn after that, or it'll use the most dangerous thing in the whole battle: Genius, then Imbecile, then BlackHole. Expect about 350-360 damage to Grobyc, 500 damage or so to Kid, and 700+ damage to Serge. If you survive that in a regular game, my hat's off to you.

So FINISH THIS PART OF THE FIGHT OFF, FAST. Then the fight will end where it started: at the new Sky Dragon Isle. And the fight will start fairly quickly with UltraNova, which is about 230 damage to Serge, 400+ damage to Grobyc, and 300 damage to Kid. But you've got plenty of black elements -- this part of the battle seems a bit slower than the rest, so you can turn the field black and have Grobyc summon either GrimReaper or MotherShip, and enjoy the results. Serge's Mastermune is as powerful as ever, so just end this quickly.

~~~~~

After that battle, the Time Devourer disappears, and Belthasar comes in and tells you that the Fused Dragon isn't the Time Devourer's true form -- in fact, the real Devourer of Time is in the complete darkness of time, after having been enveloped by the entity known as Lavos. And with that, Terra Tower will start to crumble, so your group scrambles out of there, and Kid mentions, outside, how humans now have to make their own choices, what with FATE gone... geez Kid, get over it, that means Lynx is dead. But anyway, there is one thing to do before it all ends.

--- Divine Dragon Falls ~~ Another World -----

If you're looking for this place, it's northeast of Arni Village, eastish of Hydra Marshes. You also need Steena in your party to do this, but trust me, it isn't much. Follow the path forward and into the next screen, and take to the far left. Steena will see that this is fully operational, and now all you need to do is place the Tear of Love and Tear of Hate in the altars, and Serge will obtain the ChronoCross element. Heh heh heh... now it's time to settle things with Lavos.

--- Opassa Beach ~~ Home World -----

The beginning, the end, the alpha, and the omega, the final boss fight... it all takes place here, on Opassa Beach. Warp to Home Opassa Beach and you'll find Crono, Marle, and Lucca on the left, and you can talk with them if you want to fill in the remaining gaps in the story. But anyway, head to the pink vortex on the left and use the Time Egg there, and you'll be taken to the darkness of time...

\\ Boss: Time Devourer	Party: Serge, Kid, Grobyc	\\
~~~~~		
Attacks:	HP -	???
- lots of elements	Innate -	White
- Omega skills	Difficulty -	Easy

~~~~~

There are two ways to win this battle, with one netting you the good ending and one getting you the bad one. But anyway, the Time Devourer is not hard in the slightest. He will start the battle off by using a crapload of green elements, but that's absolutely nothing to worry about. Carnivore will do roughly 140-160 damage to the party, and Tornado about 220, and that's IT for that. There's always Bushbasher and stuff like that, but why worry about that? And yes, there is a reason pretty much all that the Time Devourer is using is green elements, but even OmegaGreen isn't that bad.

But anyway, to get the bad ending, just slaughter the Time Devourer. It has a lot of HP, but it's not in the slightest bit hard. I would go as far as calling it a lesson in hack & slash, so just kill it and get it over with. If you want the good ending, though, you'll need to use the ChronoCross element correctly. To do this, play the song that Lavos is weak against, by using the correct colored elements, and then ChronoCross. This is the order: Yellow -> Red -> Green -> Blue -> Black -> White -> ChronoCross. And it's not nearly as hard as it sounds; half the time the Time Devourer will just help you, or not do anything at all. This'll end quickly, but still... a very disappointing "real" final boss battle.

~~~~~

And after that fight, Schala escapes from Lavos, after her 13,020 years encased within it... and then the ending! Congratulations on your defeat of Chrono Cross, which is technically one of the best games ever made. I won't spoil the ending, so just kick back and enjoy.

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~-- ~-- ~-- IX. Equipment ~-- ~-- ~--  
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This, my friend, is a list of all the equipment in the game. You're freaking welcome. And sorry about the materials, which some of them are mega abbreviated for the sake of this new format. But speaking of which, when I say Shiny 6, that means ONE EACH of these six: Shiny Dew, Shiny Ember, Shiny Leaf, Shiny Sand, Shiny Salt, Shiny Soot. We cool?

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IXa. Weapons
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Axes, boomerangs, cards, carrots, daggers, gloves, guns, hammers, lures, picks, rods, shots, spatulas, staves, swallows, swords.

Name	Price	ATK	HIT	Materials
Bone Axe	N/A	+0	+0	Bone, Copper, Fang
Iron Axe	560	+5	+1	Copper, Iron, Humour, Fang
Silver Axe	2000	+8	+2	Copper, Mythril, Humour, Fang, Screw
Stone Axe	7980	+12	+3	Copper, Denad., Humour, Fang x2, Screw
Rainbow Axe	24000	+17	+3	Copper, R. Shell, Humour, Fang, Shiny 6
Steelerang	420	+0	+0	Iron, Feather, Scale
Silverang	1600	+3	+0	Mythril, Feather, Scale, Fur
Rockerang	7980	+7	+2	Denadorite, Feather x2, Scale x2, Fur
Prismerang	24000	+12	+2	R. Shell, Feather, Scale, Fur, Shiny 6
Private Deck	N/A	+10	+3	Mythril, Eyeball x3, Fur x3
Pack of Lies	N/A	+15	+3	Denadorite, Eyeball x6, Fur x6

Carrot	N/A	+0	+0	None
Beta Carotene	N/A	+6	+0	R. Shell, Seed x4, Shiny 6
Ivory Dagger	40	+0	+0	Bone, Fang
Bronze Dagger	150	+2	+1	Copper, Humour, Fang
Iron Dagger	420	+5	+2	Iron, Humour, Fang
Mythril Dagger	1200	+8	+2	Mythril, Humour, Fang
Dena. Dagger	7980	+12	+3	Denadorite, Humour x2, Feather, Fang x2
Prism Dagger	21600	+19	+4	R. Shell, Feather, Fang, Shiny 6
Bone Glove	40	+0	+0	Bone, Leather
Bronze Glove	150	+2	+1	Copper, Humour, Leather
Iron Glove	420	+5	+2	Iron, Humour, Leather
Mythril Glove	1600	+8	+2	Mythril, Humour, Leather, Fang
Granite Glove	7980	+12	+3	Denadorite, Humour, Leather x2, Fang x2
Spectral Glove	24000	+17	+4	R. Shell, Humour, Leather, Fang, Shiny 6
Ferrous Gun	N/A	+0	+0	Copper, Iron, Humour, Screw
Argent Gun	2000	+3	+0	Copper, Mythril, Eyeball, Humour, Screw
Shockwave Gun	N/A	+5	+2	None
Denadorite Gun	7980	+7	+1	Copper, Denadorite, Scale x2, Screw x2
Plasma Pistol	N/A	+11	+2	None
Spectral Gun	24000	+12	+2	R. Shell, Copper, Scale, Screw, Shiny 6
Great Hammer	N/A	+9	+5	Cop., Iron, Mythril, Eyeball, Fang, Screw
Master Hammer	10000	+15	+5	Bon, Cop, Iro, Myt, Den, Eye, Fan, Scr
Bronze Lure	N/A	+0	+0	Bone, Copper, Scale, Seed
Iron Lure	560	+3	+1	Bone, Iron, Scale, Seed
Mythril Lure	1600	+6	+1	Bone, Mythril, Scale, Seed
Stone Lure	7980	+10	+2	Bone, Denadorite, Scale x2, Seed x2
Prism Lure	24000	+15	+3	R. Shell, Bone, Scale, Seed, Shiny 6
Porcelain Pick	N/A	+0	+0	Bone, Fur
Brass Pick	150	+2	+1	Copper, Feather, Fur
Iron Pick	420	+5	+2	Iron, Feather, Fur
Mythril Pick	1600	+8	+2	Mythril, Eyeball, Feather, Fur
Pebble Pick	7980	+12	+3	Denadorite, Eyeball, Feather x2, Fur x2
Prism Pick	24000	+17	+4	R. Shell, Feather x2, Fur, Shiny 6
Porcelain Rod	N/A	+0	+0	Bone, Eyeball
Brass Rod	150	+2	+1	Copper, Eyeball, Humour
Iron Rod	420	+5	+0	Iron, Eyeball, Humour
Mythril Rod	1600	+8	+0	Mythril, Eyeball, Humour, Screw
Denadorite Rod	7980	+12	+1	Den., Eyeball, Humour, Feather, Screw x2
Floral Rod	N/A	+16	+0	None
Rainbow Rod	21600	+17	+2	R. Shell, Eyeball, Screw, Shiny 6
Bronze Shot	150	+0	+0	Copper, Humour, Feather
Steel Shot	420	+3	+1	Iron, Humour, Feather
Silver Shot	1600	+6	+1	Mythril, Humour, Feather, Scale
Stone Shot	7980	+10	+2	Denadorite, Humour x2, Feather x2, Scale
Prism Pellets	24000	+15	+3	R. Shell, Humour, Feather, Scale, Shiny 6
Spatula Ca20	N/A	+0	+0	Bone, Carapace
Besom Cu29	150	+2	+1	Copper, Humour, Carapace
Ladle Fe26	420	+5	+2	Iron, Humour, Carapace
Frypan Ag47	1600	+8	+2	Mythril, Humour, Fur, Carapace
Saucepan Si02	7980	+12	+3	Denadorite, Humour x2, Fur, Carapace x2

Crystalpan C6	24000	+14	+4	R. Shell, Humour, Fur, Carapace, Shiny 6
Silver Staff	1200	+0	+0	Mythril, Eyeball, Humour
Stone Staff	2660	+4	+1	Denadorite, Eyeball
Spectral Staff	19200	+9	+2	R. Shell, Eyeball, Shiny 6
Sea Swallow	N/A	+0	+0	None
Copper Swallow	100	+2	+1	Copper, Humour
Steel Swallow	420	+5	+2	Iron, Humour, Feather
Silver Swallow	1600	+8	+2	Mythril, Eyeball, Humour, Feather
Stone Swallow	7980	+12	+3	Denadorite, Humour, Feather x2, Scale x2
Mastermune	N/A	+15	+4	None
Spectra S.	21600	+17	+4	R. Shell, Feather, Scale, Shiny 6
Bone Sword	N/A	+0	+0	Bone, Leather
Bronze Sword	150	+2	+1	Copper, Humour, Leather
Hero's Blade	N/A	+3	+4	None
Steel Sword	420	+5	+2	Iron, Humour, Leather
Silver Sword	1200	+8	+2	Mythril, Humour, Leather
Stone Sword	7980	+12	+3	Denadorite, Humour x2, Leather x2, Screw
Einlanzer x1	N/A	+13	+4	None
Viper's Venom	N/A	+15	+0	None, only for Viper
Slasher	N/A	+15	+4	None
Spectral Sword	24000	+17	+4	R. Shell, Humour, Leather, Shiny 6
Einlanzer x2	N/A	+18	+4	None

IXb. Armor

Here's where my abbreviation gets truly terrible, and I apologize. It's always gonna be the first two letters unless it's a Shiny material, in which case both letters are capital and it's the abbreviation.

Name	Price	DEF	MDEF	EVA	Materials
Wisp Cape	N/A	+4	+3	+12	Bone, Copper, Leather x2, Seed x2
Cloud Cape	N/A	+7	+6	+15	Bone, Iron, Carapace x2, Seed x2
Stardust Cape	N/A	+9	+8	+11	Bone, Mythril, Screw x2, Seed x2
Feathery Dress	N/A	+2	+4	-3	Bone, Copper, Fur x2, Feather x4
Scaley Dress	N/A	+4	+6	-3	Bone, Iron, Fur x2, Scale x4
Carapace Dress	N/A	+6	+8	-3	Bone, Mythril, Fur x2, Leather x4
Screwy Dress	N/A	+8	+10	-3	Bo, De, Fu x2, Sc x4, Le x4, Fe x4
Diva Dress	N/A	+10	+12	-3	Bone, Mythril, Denadorite, Fur x2, Leather x2, Feather x2, Scale x2
Ivory Mail	60	+1	+1	-3	Bone, Humour, Scale
Bronze Mail	200	+3	+3	-3	Copper, Bone, Humour, Fur
Iron Mail	560	+6	+5	-3	Iron, Copper, Humour, Leather
Mythril Mail	2000	+9	+8	-3	Iron, Mythril, Car., Humour, Lea.
Stone Mail	9310	+12	+12	-3	Myth., Den., Hum., Car. x2, Lea. x2
Prism Mail	24000	+16	+14	-3	R. Shell, Den., Car., Lea., Shiny 6
Energizer Suit	N/A	+6	+4	-3	Copper, Iron, Mythril, Leather x2, Scale x4, Feather x4, Shiny Salt
Black Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Soot x2, S. Salt

Blue Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Dew x2, S. Ember
Green Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Leaf x2, S. Sand
Red Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Ember x2, S. Dew
White Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Salt x2, S. Soot
Yellow Plate	N/A	+7	+4	-3	Co. x2, Ir. x2, My. x2, Eye, Car., Screw, S. Sand x2, S. Leaf
Ivory Vest	40	+0	+0	+0	Bone, Fur
Bronze Vest	100	+2	+2	+0	Copper, Fur
Iron Vest	420	+5	+4	+0	Iron, Fur, Fang
Mythril Vest	1200	+8	+7	+0	Mythril, Fur, Fang
Stone Vest	3990	+11	+10	+0	Denadorite, Fur, Fang
Prism Vest	19200	+14	+12	+0	R. Shell, Fur, Carapace, Fang, S. Dew, S. Ember, S. Leaf, S. Sand

IXc. Accessories

Sorry, I can't organize this in a table or anything because they vary so much from one type of accessory to another. I apologize in advance for the relative lack of neatness.

Brooches

=====

Note: All Brooches protect the wearer from Anti(color) elements and status effects.

Name: Black Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Name: Blue Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Name: Green Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Name: Red Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Name: White Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Name: Yellow Brooch  
Price - N/A  
Stats - N/A  
Materials - N/A

Caps

=====

Name: Antitoxinal Cap  
Price - N/A  
Stats - Defense + 1  
Magic Defense + 1  
Materials - Copper, Shiny Leaf

Name: Antiviral Cap  
Price - N/A  
Stats - Defense + 1  
Magic Defense + 1  
Materials - Copper, Shiny Dew

Name: Plaster Cap  
Price - N/A

Name: Poultice Cap  
Price - N/A

Stats - Defense + 1  
Magic Defense + 1  
Materials - Copper, Shiny Sand

Stats - Defense + 1  
Magic Defense + 1  
Materials - Copper, Shiny Ember

Charms  
=====

Note: All Charms protect the wearer from Anti(color) elements.

Name: Angel Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Salt

Name: Daemon Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Soot

Name: Earth Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Sand

Name: Flame Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Ember

Name: Forest Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Leaf

Name: Sea Charm  
Price - N/A  
Stats - N/A  
Materials - Copper, Mythril,  
S. Dew

Helmets  
=====

Name: Ivory Helmet  
Price - 40  
Stats - Defense + 1  
Magic Defense + 1  
Materials - Bone, Screw

Name: Bronze Helmet  
Price - 100  
Stats - Defense + 2  
Magic Defense + 1  
Materials - Copper, Screw

Name: Iron Helmet  
Price - 200  
Stats - Defense + 3  
Magic Defense + 1  
Materials - Iron, Fang, Screw

Name: Mythril Helmet  
Price - 1600  
Stats - Defense + 4  
Magic Defense + 2  
Materials - Mythril, Leather,  
Fang, Screw

Name: Stone Helmet  
Price - 6650  
Stats - Defense + 5  
Magic Defense + 2  
Materials - Denadorite, Scale,  
Leather

Name: Prism Helmet  
Price - 16800  
Stats - Defense + 6  
Magic Defense + 3  
Materials - R. Shell, Fang, Screw,  
Shiny Ember + Dew +  
Leaf + Sand

Misc.  
=====

Name: Dancing Shoes  
Price - N/A  
Stats - Evade + 6  
Materials - Copper, Feather

Name: Dragoon Gauntlet  
Price - N/A  
Stats - Attack + 3  
Materials - Iron, Fang x2

Name: Dragoon's Glory

Name: Dragoon's Honor



Price - N/A  
Stats - Attack + 3, Hit + 3,  
Magic + 2  
Materials - Denadorite, Scale x2,  
Fur x2, Fang x2

Price - N/A  
Stats - Attack + 1, Hit + 2,  
Magic + 1  
Materials - Mythril, Scale x2,  
Fur x2, Fang x2

Name: Defender  
Price - N/A  
Stats - Defense + 1, Evade + 6,  
Magic Defense + 1  
Materials - Mythril, Feather x2,  
Leather x2, Carapace x2

Name: Defender Plus  
Price - N/A  
Stats - Defense + 3, Evade + 12,  
Magic Defense + 2  
Materials - Denadorite, Feath. x2,  
Leath. x2, Cara. x2

Name: Dreamer's Sarong  
Price - N/A  
Stats - Power Level + 8  
Materials - Mythril, Denadorite,  
Rainbow Shell

Name: Dreamer's Sash  
Price - N/A  
Stats - Power Level + 2  
Materials - Iron, Mythril,  
Denadorite

Name: Dreamer's Scarf  
Price - N/A  
Stats - Power Level + 1  
Materials - Copper, Iron,  
Mythril

Name: Earring of Hope  
Price - N/A  
Stats - N/A  
Materials - Iron, Mythril,  
Denad., Humour x5

Name: Earring of Light  
Price - N/A  
Stats - regen effect  
Materials - Denadorite, Humour x4

Name: Elbow Pad  
Price - N/A  
Stats - Defense + 3  
Materials - Iron, Leather x2

Name: Flea Vest  
Price - N/A  
Stats - Magic Defense + 13  
Materials - Mythril, Feather x10

Name: Forget-me-not Pot  
Price - N/A  
Stats - Remember Doppelgangs  
Materials - Bone x5

Name: Gold Earring  
Price - N/A  
Stats - Increases HP  
Materials - Mythril, Humour x3

Name: Gold Pendant  
Price - N/A  
Stats - Magic Defense + 2  
Materials - Iron, Carapace x2

Name: Golden Tiara  
Price - N/A  
Stats - Magic Defense + 1  
Materials - Copper, Iron, Mythril

Name: Hero's Medal  
Price - N/A  
Stats - Evade + 24  
Materials - N/A

Name: Hero's Shield  
Price - N/A  
Stats - Defense + 1  
Magic Defense + 1  
Materials - N/A

Name: Knee Pad  
Price - N/A  
Stats - N/A  
Materials - Copper, Leather

Name: Kung-fu Shoes  
Price - N/A  
Stats - Evade + 12  
Materials - Iron, Feather x2

Name: Magic Ring  
Price - N/A  
Stats - Magic + 1  
Materials - Copper, Scale

Name: Magic Seal  
Price - N/A  
Stats - Magic + 4  
Materials - Mythril, Scale x3

Name: Memento Pendant  
Price - N/A  
Stats - Magic Defense + 4  
Materials - N/A

Name: Moonglasses  
Price - N/A  
Stats - Reduces damage taken  
Materials - Iron, Mythril,  
Denadorite

Name: Ozzie Pants  
Price - N/A  
Stats - Defense + 13  
Materials - Denadorite, Fur x10

Name: Pendragon Sigil A  
Price - N/A  
Stats - N/A  
Materials - Mythril

Name: Pendragon Sigil B  
Price - N/A  
Stats - N/A  
Materials - Iron

Name: Pendragon Sigil C  
Price - N/A  
Stats - N/A  
Materials - Copper

Name: Power Glove  
Price - N/A  
Stats - Attack + 1  
Materials - Copper, Fang

Name: Power Seal  
Price - N/A  
Stats - Attack + 5  
Materials - Mythril, Fang x3

Name: Profiteer Purse  
Price - N/A  
Stats - Increases G  
Materials - Bone x3, Copper x3,  
Iron x3

Name: Resistance Belt  
Price - N/A  
Stats - decreases status  
effect time  
Materials - Mythril, Seed x2

Name: Resistance Ring  
Price - N/A  
Stats - decreases status  
effect time  
Materials - Iron, Seed

Name: Sight Scope  
Price - N/A  
Stats - Hit + 3  
Materials - Iron, Fur x2

Name: Silver Earring  
Price - N/A  
Stats - Increases HP  
Materials - Iron, Humour x2

Name: Silver Loupe  
Price - N/A  
Stats - Hit + 2  
Materials - Copper, Fur

Name: Silver Pendant  
Price - N/A  
Stats - Magic Defense + 1  
Materials - Copper, Carapace

Name: Sky Djinn Ring  
Price - N/A  
Stats - Magic + 2  
Materials - Iron, Scale x2

Name: Stamina Belt  
Price - N/A  
Stats - Increases stamina rate  
Materials - Mythril, Eyeball x2

Name: Stamina Ring  
Price - N/A  
Stats - Increases stamina rate  
Materials - Iron, Eyeball

Name: Star Fragment  
Price - N/A  
Stats - protects from effects  
Materials - N/A

Name: Sunglasses  
Price - N/A  
Stats - Increases damage given  
Materials - Iron, Mythril,  
Denadorite

Name: Third Eye  
Price - N/A  
Stats - Hit + 4  
Materials - Mythril, Fur x3

Name: Trashy Tiara  
Price - N/A  
Stats - Magic Defense + 1  
Materials - Bone, Eyeball, Humour,  
Feather, Scale, Fur,

Name: Waist Pad  
Price - N/A  
Stats - Defense + 5  
Materials - Mythril, Leather x3



Description: Just your commonplace every day element that doesn't work half the time, but when it does work, it'll get rid of the danger that some enemies provide.

Name: AntiYellow

Element: Green

Level: 3/5

Description: Just your commonplace every day element that doesn't work half the time, but when it does work, it'll get rid of the danger that some enemies provide.

Name: AquaBall

Element: Blue

Level: 3/5

Description: Not a bad blue elemental. It especially comes in handy when you get into Mount Pyre, and virtually every enemy that you face is red elemental.

Name: AquaBeam

Element: Blue

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against red elementals for the first part of the game, so might as well use it.

Name: BatEye

Element: Green

Level: 4/4

Description: Not really that useful against an enemy, but I'll let you know that it's really annoying when it's on you, and you only have a 60-70% chance of hitting an enemy.

Name: BlackHole

Element: Black

Level: 6/2

Description: (One of) the best 6/2 elements in the game, this one deals out damage to enemies just as good as really any other element other than maybe UltraNova, and has a chance of instant death as well. So it rocks, all in all.

Name: BlueField

Element: Blue

Level: 5/3

Description: One of the most useful and at the same time, cheapest elements in the game. You get it after beating Aquator, but it makes using summons INCREDIBLY easy.

Name: BlueWhale

Element: Blue

Level: 8/0

Description: Just your average summon... extremely powerful, but likely you won't get a whole lot of use out of it against Pyrotor, because of Aquator being fought last.

Name: Bushbasher

Element: Green

Level: 3/5

Description: An above average Lv. 3 Element. This one, to me, seems quite a bit more powerful than the others. Might have something to do with using it on Beebas in Hydra Marshes a lot though.

Name: Bushwhacker

Element: Green

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against yellow elementals for the first part of the game, so might as well use it.

Name: Capsule

Element: Yellow

Level: 3/0

Description: The higher ranked consummable compared to Tablet, restoring 80 HP in battle. It's not bad, but for the time you get it, there are better ways to heal yourself.

Name: Carnivore

Element: Green

Level: 5/3

Description: One of the better 5/3 elements, mainly because it does damage that you generally expect, and what's more, it even causes poison, to boot. And that's a good thing.

Name: ChronoCross

Element: Forgotten

Level: 8/7

Description: ...Heh heh heh. Well, this one will restore your used elements, but the real use of it is to defeat the Time Devourer with the yellow, red, green, blue, black, white, chrono combo.

Name: Cure

Element: Blue

Level: 1/7

Description: The best way of healing in the early part of the game, in my opinion superior to the very consumable Tablets. Quite useful if you ask me, and Heal gets even better.

Name: Deluge

Element: Blue

Level: 5/3

Description: One of my personal least favorite 5/3 elements, which is a first since the blue 2/6 and 4/4 were as excellent as they were... I mean, this one obviously does damage, but it's a bit meh.

Name: Diminish

Element: Black

Level: 6/2

Description: This is only for really defensive players, and as such it's not something that I get a whole lot of use out of. So just pass it up for Magnify.

Name: EagleEye

Element: Green

Level: 4/4

Description: Not the best of the stat-raising elements, but this one has its uses. And hey, it'll let you do those fierce attacks right off the boot with Serge's Mastermune more easily.

Name: Earthquake

Element: Yellow

Level: 5/3

Description: Powerful as hell, but as a lot of these yellow elements at the time, it's kind of disappointing in the fact that there aren't many green elementals to test it on.

Name: ElectroBolt

Element: Yellow

Level: 4/4

Description: Roborgs in Viper Manor drop this, so you'll pick this one up very early. But still, there aren't really that many green elementals, so even at that stage it's really kinda... meh.

Name: ElectroJolt

Element: Yellow

Level: 2/6

Description: An average Lv. 2 Element. It's nothing special compared to some other Elements, and trust me you'll get a lot of these. They're not that great, though.

Name: Fireball

Element: Red

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against blue elementals for the first part of the game, so might as well use it.

Name: FirePillar

Element: Red

Level: 3/5

Description: For the semi-late time that you pick this Lv. 3 element up, it just doesn't... seem like anything special. I'd just really pass it up, honestly.

Name: FreeFall

Element: Black

Level: 5/3

Description: The selling point of FreeFall is that it only hits one target. This is good and bad; it does more damage than a hell of a lot of these, but don't use it expecting to slaughter an enemy party.

Name: FrogPrince

Element: Blue

Level: 7/2

Description: This will be the first summon element that you pick up, and although you DO have to turn the whole field blue to use it... just trust me that it'll work absolute wonders when you fight the Fire Dragon for the first time.

Name: FullRevival

Element: White

Level: 5/3

Description: Useful as hell, but there is only ONE place in the whole game to get this. Clear Marbule of the Lagoونات, then return later, when its rebuilt. Talk to the demi-human at the entrance, then exit, and talk to him again for a "prize".

Name: Genie

Element: Green

Level: 8/0

Description: One really gnarlin' powerful attack, although I wouldn't use it

as much as GrimReaper or Saints. Plus, Terrator isn't a great boss to use it against.

Name: Genius

Element: Black

Level: 4/4

Description: Not a very genius name, but this one is fairly useful. Not one that I make a whole lot of use out of, but this one will help you out in the long run.

Name: Golem

Element: Yellow

Level: 7/1

Description: You can actually pick up this summon from a monster in Another Hydra Marshes, and I strongly suggest doing so. The power's good... hell, everything rocks.

Name: Gravitonne

Element: Black

Level: 3/5

Description: Making up for the travesty that was HellSoul, I put this on one of Guile's empty Lv. 4 spaces, and he kicked ass with it. It hits a whole enemy party, so trust me that it rocks.

Name: GravityBlow

Element: Black

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against white elementals for the first part of the game, so might as well use it.

Name: GreenField

Element: Green

Level: 5/3

Description: One of the most useful and at the same time, cheapest elements in the game. You get it after beating Anemotor, but it makes using summons INCREDIBLY easy.

Name: GrimReaper

Element: Black

Level: 8/0

Description: Powerful as hell...in my opinion, the best black elemental summon besides Saints, and this might even be more powerful than Saints. Powerful to the max... bye Luxator.

Name: Heal

Element: Green

Level: 2/6

Description: Slightly more powerful than Cure for when you pick it up. For the (extremely early) time you get it, though, I would NOT waste a space on it.

Name: HealPlus

Element: Green

Level: 6/2

Description: The best spell to be used on one character for healing purposes in the game... however, you'll only get it once, in Terra Tower. A bit late for what it's used for.

Name: HellBound

Element: Black

Level: 4/0

Description: Just a slightly higher chance of doing black status effects on an enemy, which can include death. This is very meh for a 4/0 elements.

Name: HellSoul

Element: Black

Level: 2/0

Description: A directly average Lv. 2 Element, but this one is a little different from the others. It might cause instant death on an enemy (it misses more often than it hits though), and it can cause Darkness, but I wouldn't rely on it.

Name: HiRes

Element: Yellow

Level: 4/4

Description: Not too bad, although personally I would really use LoRes any day of the weak over HiRes. Hey, lowering an enemy's defense tops increasing your defense any day of the weak, right?

Name: HolyHealing

Element: White

Level: 6/2

Description: The single-handedly best curative spell in the entire game, bar none. Still, it can only be used by white elementals, but hey, it heals about 500+ HP and cures status effects.

Name: HolyLight

Element: White

Level: 5/3

Description: Probably the best 5/3 element, simply because this is instant death to undead enemies, plus it does damage which seems to be higher than a whole lot of these.

Name: Iceberg

Element: Blue

Level: 6/2

Description: Not one of my favorite 6/2 elements, personally, but it'll get the job done. If only there were some stronger blue elemental magic users around the time it's useful, though.

Name: IceBlast

Element: Blue

Level: 4/4

Description: You'll get this spell VERY early (Viper Manor), and believe me. It's the strongest 4/4 element by far, unless you count MeteorShower. Plus it freezes enemies.

Name: IceLance

Element: Blue

Level: 2/6

Description: An ABOVE average Lv. 2 Element. Yep, you heard me right. This one, to me, just seems a little stronger than the others. It's especially good against any red elemental you come across.

Name: Imbecile

Element: Black

Level: 4/4

Description: In my opinion, one of the better stat changing elements, and it



works particularly well against forces like Miguel who pretty much own you with strong elements.

Name: Inferno

Element: Red

Level: 5/3

Description: One of the better Lv. 5 elements, plus it helps that they're BY FAR the most common of them... trap 'em from Bunyip, plus several enemies drop them. By the end of the game I had 8-9 of them.

Name: InfoScope

Element: Green

Level: 6/2

Description: Useless to the maximum for a helpful 6/2 skill. For one thing, it doesn't work against most bosses, and do you really need to know enemy HP? I think not.

Name: LoRes

Element: Yellow

Level: 4/4

Description: My most used stat change out of all them, except maybe Strengthen; this one works extremely well with the Mastermune, and Strengthen + LoRes is a GREAT combination.

Name: MagmaBomb

Element: Red

Level: 2/6

Description: An ABOVE average Lv. 2 Element. Yep, you heard me right. This one hits the whole enemy party for roughly the same damage as Fireball, which makes it just THAT cool against enemy parties.

Name: MagmaBurst

Element: Red

Level: 4/4

Description: This element is kinda powerful, but just isn't one of my favorite 4/4 elements. I dunno why, but it's still pretty strong against blue elementals and all.

Name: MagNegate

Element: White

Level: 6/2

Description: A helpful element to protect oneself, this will prevent a character from taking damage from magic, while not working on everything, it's very helpful.

Name: Magnify

Element: White

Level: 6/2

Description: This increases the power of all elements by 1.5, and is much more useful than Diminish, in my very firm, established opinion. Pure offense is always good, although it CAN be risky.

Name: Meteorite

Element: White

Level: 2/6

Description: An ABOVE average Lv. 2 Element. Yep, you heard me right. This one, to me, just seems a little stronger than the others, but for a reason. Because of the abundance of black elementals. ;) )

Name: MeteorShower

Element: White

Level: 4/4

Description: You can first pick this up in Guldove before Fort Dragonia, and trust me it is AWESOME. It hits the whole enemy party for terrific damage, so as all white elements, it's fabulous.

Name: MotherShip

Element: Black

Level: 7/1

Description: An outstanding summon which is quite powerful, if not the best lv. 7 summon of them all. Extreme obliteration against white elementals.

Name: Nimble

Element: Blue

Level: 4/4

Description: The most useless stat changing element out of all of them, I personally cannot see getting any use out of this one. Leave it for BatEye if you're paranoid of enemies hitting you.

Name: NinetyNine

Element: Red

Level: 6/2

Description: Some of the most sheer awesomeness demonstrated with a single tech, NinetyNine makes doing those rare critical hits with Serge's Mastermune possible, at 99% per hit! Whoo!

Name: Nostrum

Element: Black

Level: 6/0

Description: It'll heal for 300 HP, which is some of the most you can get from a healing element on one character... the only question is do you want to use up a Lv. 6 space for five of these?

Name: Numble

Element: Blue

Level: 4/4

Description: Another useless element... seriously, if you want to hit an enemy more, just use EagleEye on yourself and slash through everything.

Name: PhotonBeam

Element: White

Level: 3/5

Description: One of my favorite Lv. 3 Elements, this is a relatively good one. It especially rocks on one of Serge's more advanced spaces, using it in the S.S. Invincible to kick ass and take names.

Name: PhotonRay

Element: White

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against black elementals for the first part of the game, so might as well use it.

Name: PhysNegate

Element: Yellow

Level: 6/2

Description: A protection tech which stops a character from taking damage

from physical attacks. So when this works, it's awesome, trust me.

Name: Recharge

Element: Red

Level: 6/0

Description: Not the most reliable consummable in the world, but anyways, this one will restore a random, used up element. Very good for Revive.

Name: RedField

Element: Red

Level: 5/3

Description: One of the most useful and at the same time, cheapest elements in the game. You get it after beating Pyrotor, but it makes using summons INCREDIBLY easy.

Name: RedWolf

Element: Red

Level: 7/1

Description: Power in motion... this isn't the best summon in the world, but as usual, it's extremely good against blue elementals. Make sure you get it from Pyrotor.

Name: Revive

Element: White

Level: 1/7

Description: The VERY most essential spell in the entire game. You'll want to pick up as many of these as possible at all times, distributing them evenly among your characters, because if you don't have Revive, then you can't bring your character back to life during the battle, and that's especially annoying during a boss battle, which will very likely end in a character not getting anything. So these are extremely important.

Name: Saints

Element: White

Level: 8/0

Description: This is, single-handedly, the best element in the entire game. In fact, it'd be mega dirt cheap if you could use it on a field that wasn't completely white, or if there was a WhiteField element... basically, it does incredible damage to all enemies and even heals your whole party, making up for the travesty that is Unicorn.

Name: Salamander

Element: Red

Level: 8/0

Description: An extremely powerful summon, and one in which I used against Aquator at the end of the game for absolutely decimating effects. So incredibly easy, that.

Name: SealAll

Element: Black

Level: 6/2

Description: One of the most useless elements in the game, this pretty much does nothing more than stop you from healing, and half the time it doesn't even seem to work on enemies.

Name: Sonja

Element: Green

Level: 7/1

Description: Aw hell... this is another good summon, although it was one which I rarely if ever picked up in my games, due to its rarity. But use it if you can, of course.

Name: Strengthen

Element: Red

Level: 4/4

Description: Besides LoRes and maybe occasionally WeakMinded, this is my most used stat changing element. Why? Because it really rocks. Seriously, use this with the Mastermune and enjoy.

Name: StrongMinded

Element: White

Level: 4/4

Description: Hey, increasing your magic defense can occasionally help, I suppose... I barely ever used this element, but maybe you'll be different.

Name: Tablet

Element: Red

Level: 1/0

Description: In my opinion, these are very much overshadowed by Cure and Heal and such, mainly because these are Consumable and those are not, and those are more potent in the long run.

Name: ThundaSnake

Element: Yellow

Level: 8/0

Description: Easy to use compared to others (Anemotor) and extremely easy with YellowField used in conjunction with it. So... in other words, sheer destruction, plus it looks cool.

Name: ThundaStorm

Element: Yellow

Level: 6/2

Description: Just like Upheaval, this is plain and simple, not my favorite 6/2 element. The damage isn't as great as most of these, but it'll get you through battles.

Name: Tornado

Element: Green

Level: 6/2

Description: Again, not one of my favorite 6/2 elements, but this one isn't that bad. Plus overall there are more yellow elementals than greens.

Name: TurnBlack

Element: Black

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy with elements. In this case, white elementals are in danger.

Name: TurnBlue

Element: Blue

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy

with elements. In this case, red elementals are in danger.

Name: TurnGreen

Element: Green

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy with elements. In this case, yellow elementals are in danger.

Name: TurnRed

Element: Red

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy with elements. In this case, blue elementals are in danger.

Name: TurnWhite

Element: White

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy with elements. In this case, black elementals are in danger.

Name: TurnYellow

Element: Yellow

Level: 1/7

Description: The use for the Turn elements is really just to make an enemy a certain color, and let powerhouses just slay through that enemy with elements. In this case, green elementals are in danger.

Name: UltraNova

Element: White

Level: 6/2

Description: I get the impression just from using this spell, that it's one of the stronger 6/2 elements. Regardless of what I think, just assume absolutely TERRIFIC damage.

Name: Unicorn

Element: White

Level: 7/1

Description: My least favorite summon out of all twelve of them. Granted it has its uses, but really all it is is a magic defensive spell. Who cares... oh well. Saints is death-defying awesome though.

Name: Upheaval

Element: Yellow

Level: 3/5

Description: This Lv. 3 Element is just straight down in the middle average, in my opinion. I dunno, it doesn't strike me as that useful since for a while there are absolutely NO green elemental bosses.

Name: Uplift

Element: Yellow

Level: 1/7

Description: Just your average, Lv. 1 Element. These take time, you know. Still, it's the best thing you have against green elementals for the first part of the game, so might as well use it.

Name: Vigora

Element: Blue

Level: 6/2

Description: This is quite possibly the best helpful 6/2 element that there is, despite getting it at an extremely late point of the game. Enjoy not losing any stamina for a few turns... heh heh heh.

Name: Volcano

Element: Red

Level: 6/2

Description: Another very strong 6/2 element, this one pretty much just means death to blue elementals. Plus if you get in Fort Dragonia, you will fall in love with it.

Name: Weaken

Element: Red

Level: 4/4

Description: This is just plain meh, right there and then. I always think when using things like Weaken, why not just slay your enemy right there? Oh well, I used it on Dario once.

Name: WeakMinded

Element: White

Level: 4/4

Description: Besides Strengthen and LoRes, this is my most used stat change spell. It always seems to wear off very quickly, but with an opposite elemental against a boss, trust me it helps.

Name: YellowField

Element: Yellow

Level: 5/3

Description: One of the most useful and at the same time, cheapest elements in the game. You get it after beating Terrator, but it makes using summons INCREDIBLY easy.

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~ ~ ~ ~ ~ XI. Bestiary ~ ~ ~ ~ ~  
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XIa. Enemies  
~ ~ ~ ~ ~

Yes, I know that this is horribly belated, but I finally am getting around to doing a monster list for this game. You're welcome.

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Acacia PVT	/	Innate	-	Yellow	/	Drop	-	Tablet/PhotonRay
HP: 70	/	Location	-	Viper Manor (A)	/	Steal	-	Ivory Helmet/Capsule
Acacia PVT	/	Innate	-	Red	/	Drop	-	LoRes/Silver Earring
HP: 210	/	Location	-	Viper Manor (H)	/	Steal	-	Capsule/LoRes
Acacia SGT	/	Innate	-	Yellow	/	Drop	-	Copper/Meteorite
HP: 84	/	Location	-	Viper Manor (A)	/	Steal	-	Bronze Helmet/Capsule
Acacia SGT	/	Innate	-	Yellow	/	Drop	-	ElectroBolt/Iron
HP: 240	/	Location	-	Viper Manor (H)	/	Steal	-	Upheaval/LoRes
Aero-Guard	/	Innate	-	Blue	/	Drop	-	Screw
HP: 540	/	Location	-	Chronopolis	/	Steal	-	Denadorite/HolyLight

Airframe	/	Innate - Black	/	Drop - Bone/SealAll
HP: 450	/	Location - I. of Damned (A)	/	Steal - Mythril/Elbow Pad
Alphabat	/	Innate - Black	/	Drop - GravityBlow
HP: 100	/	Location - F. Dragonia (A)	/	Steal - Tablet/HellBound
Alphabat	/	Innate - Black	/	Drop - Iron/HellBound
HP: 260	/	Location - Viper Manor (H)	/	Steal - GravityBlow/HellBound
BeachBum	/	Innate - Blue	/	Drop - Humour/Tablet
HP: 32	/	Location - Lizard Rock	/	Steal - Medicine/Cure
Beeba	/	Innate - Yellow	/	Drop - Fur/Upheaval
HP: 280	/	Location - Hydra Marshes	/	Steal - Tablet/Copper
Big Boxer	/	Innate - Yellow	/	Drop - AeroSaucer/ElectroJolt
HP: 80	/	Location - Viper Manor (A)	/	Steal - Heal/ElectroJolt
BlueMoaman	/	Innate - Blue	/	Drop - Feather/IceBlast
HP: 145	/	Location - Viper Bluffs (A)	/	Steal - IceLance
Bomber	/	Innate - Black	/	Drop - N/A
HP: 650	/	Location - Earth D. Isle(H)	/	Steal - Capsule/Cloud Cape
Bubba Dingo	/	Innate - Red	/	Drop - Fur/Fireball
HP: 30	/	Location - Fossil Valley (A)	/	Steal - Fur/Cure
Bubba Dingo	/	Innate - Red	/	Drop - Leather/Ointment
HP: 140	/	Location - Fossil Valley (H)	/	Steal - Tablet/Capsule
Bulb	/	Innate - Green	/	Drop - Seed/Bushbasher
HP: 50	/	Location - Shadow Forest (A)	/	Steal - Tablet/Bronze Pick
Bulb	/	Innate - Green	/	Drop - Seed/Sonja Trap
HP: 280	/	Location - Shadow Forest (H)	/	Steal - Heal/Capsule
Cassowary	/	Innate - Yellow	/	Drop - Uplift/Feather
HP: 100	/	Location - Shadow Forest (A)	/	Steal - Ivory Mail/ElectroJolt
Cassowary	/	Innate - Yellow	/	Drop - Mythril/Nostrum
HP: 500	/	Location - Shadow Forest (H)	/	Steal - Sight Scope/Nostrum
Cat Burglar	/	Innate - Red	/	Drop - Ointment/Leather
HP: 195	/	Location - Mt. Pyre (A)	/	Steal - Poultice Cap/Power Glove
Cat Burglar	/	Innate - Red	/	Drop - Fur
HP: 588	/	Location - Mt. Pyre (H)	/	Steal - Mythril/Denadorite
Centaurpede	/	Innate - Yellow	/	Drop - Fang/Upheaval
HP: 370	/	Location - Hydra Marshes (A)	/	Steal - ElectroBolt/Earthquake
Chamellion	/	Innate - Blue	/	Drop - WhiteOut/Panacea
HP: 530	/	Location - F. Dragonia (H)	/	Steal - Denadorite/Trashy Tiara
Combat	/	Innate - Black	/	Drop - BlackOut/Imbecile
HP: 200	/	Location - F. Dragonia (A)	/	Steal - Capsule/Nostrum
Combot	/	Innate - Red	/	Drop - Inferno/Screw
HP: 1900	/	Location - Chronopolis	/	Steal - Denadorite/Nostrum

Crossbones	/	Innate - Black	/	Drop - Bone/Iron
HP: 150	/	Location - S.S. Invincible	/	Steal - Iron/HellBound
Cupoid	/	Innate - White	/	Drop - Purify/Winged Shoes
HP: 570	/	Location - Terra Tower	/	Steal - Stardust Cape/Purify
Cuscus	/	Innate - Green	/	Drop - Tablet/Eyeball
HP: 56	/	Location - Shadow Forest (A)	/	Steal - ElectroJolt/Tablet
Cuscus	/	Innate - Green	/	Drop - EagleEye/BatEye
HP: 200	/	Location - Shadow Forest (H)	/	Steal - Capsule/AeroBlaster
Cybot	/	Innate - Yellow	/	Drop - Screw/Iron
HP: 314	/	Location - F. Dragonia (A)	/	Steal - Knee Pad/HiRes
Cybot	/	Innate - Yellow	/	Drop - Screw/ThundaStorm
HP: 980	/	Location - F. Dragonia (H)	/	Steal - Denadorite/Nostrum
Daffy Dwarf	/	Innate - Yellow	/	Drop - Tablet/Bronze Vest
HP: 90	/	Location - Hydra Marshes (A)	/	Steal - ElectroBolt/AeroBlaster
Daffy Dwarf	/	Innate - Yellow	/	Drop - ElectroBolt/Leather
HP: 130	/	Location - Water D. Isle (A)	/	Steal - Iron/Capsule
Daggy Dwarf	/	Innate - Yellow	/	Drop - Fur/Bronze Vest
HP: 100	/	Location - Hydra Marshes (A)	/	Steal - ElectroBolt/AeroBlaster
Daggy Dwarf	/	Innate - Yellow	/	Drop - ElectroJolt/Copper
HP: 140	/	Location - Water D. Isle (A)	/	Steal - Tablet/Iron
Dead Beat	/	Innate - Black	/	Drop - Iron/HellSoul
HP: 90	/	Location - S.S. Invincible	/	Steal - HellSoul/Bone
Dead Beat	/	Innate - Black	/	Drop - Eyeball/HolyLight Trap
HP: 150	/	Location - I. of Damned (H)	/	Steal - Unicorn Trap/U.N. Trap
Dodo	/	Innate - White	/	Drop - Bone/Feather
HP: 220	/	Location - Fossil Valley (A)	/	Steal - Feather/Tablet
Dodo	/	Innate - White	/	Drop - Feather/StrongMinded
HP: 500	/	Location - Fossil Valley (H)	/	Steal - Mythril/Magnify
Dragoon	/	Innate - Red	/	Drop - Ointment/Knee Pad
HP: 350	/	Location - F. Dragonia (A)	/	Steal - S. Pendant/Gold Earring
Dragoon (boss)	/	Innate - Red	/	Drop - FrogPrince Trap
HP: 700	/	Location - F. Dragonia (A)	/	Steal - Dragoon Gauntlet
Drongo	/	Innate - Green	/	Drop - Seed/AeroSaucer
HP: 40	/	Location - Fossil Valley (A)	/	Steal - Tablet/Heal
Drongo	/	Innate - Green	/	Drop - Carapace/Mythril
HP: 200	/	Location - Fossil Valley (H)	/	Steal - Carapace/Heal
Dwarf	/	Innate - Yellow	/	Drop - Uplift/Bronze Mail
HP: 140	/	Location - Hydra Marshes (A)	/	Steal - Capsule/Heal
Dwarf	/	Innate - Yellow	/	Drop - Upheaval/Copper
HP: 150	/	Location - Water D. Isle (A)	/	Steal - Iron/Capsule



Ectoplasm			
HP: 450	/	Innate - Red	/
	/	Location - Terra Tower	/
Fossicker	/	Innate - Yellow	/
HP: 555	/	Location - E. Dragon Isle	/
Geos	/	Innate - Black	/
HP: 208	/	Location - Dead Sea	/
Gerridae	/	Innate - Blue	/
HP: 54	/	Location - Shadow Forest (A)	/
Gerridae	/	Innate - Blue	/
HP: 260	/	Location - Shadow Forest (H)	/
Gizmotoid	/	Innate - Red	/
HP: 500	/	Location - Chronopolis	/
Gloop	/	Innate - Blue	/
HP: 50	/	Location - Shadow Forest (A)	/
Gloop	/	Innate - Blue	/
HP: 230	/	Location - Shadow Forest (H)	/
Gobledygook	/	Innate - Red	/
HP: 47	/	Location - Viper Manor (A)	/
Gobledygook	/	Innate - Red	/
HP: 270	/	Location - Viper Manor (H)	/
Googhoul	/	Innate - Yellow	/
HP: 180	/	Location - F. Dragonia (A)	/
Gremlin	/	Innate - Green	/
HP: 280	/	Location - Dead Sea	/
Guillot	/	Innate - Yellow	/
HP: 1001	/	Location - Viper Manor (H)	/
Gurgoyle	/	Innate - Yellow	/
HP: 520	/	Location - F. Dragonia (H)	/
Gyroblade	/	Innate - White	/
HP: 460	/	Location - Chronopolis	/
Harle	/	Innate - Black	/
HP: 400	/	Location - Hermit's Hideout	/
HotDiggity	/	Innate - Red	/
HP: 165	/	Location - Mt. Pyre (A)	/
HotDiggity	/	Innate - Red	/
HP: 417	/	Location - Mt. Pyre (H)	/
JellyBlubba	/	Innate - Blue	/
HP: 475	/	Location - E.N. Triangle (A)	/
Komodo Pup	/	Innate - Blue	/
HP: 28	/	Location - Lizard Rock	/

Lagoonate	/	Innate - Blue	/	Drop - Fang/Resistance Ring
HP: 510	/	Location - Marbule	/	Steal - Capsule/CureAll
Lantern Jaw	/	Innate - Blue	/	Drop - Capsule/Inferno
HP: 290	/	Location - Viper Manor (A)	/	Steal - MagmaBurst/Cloud Cape
Lava-boy	/	Innate - Red	/	Drop - MagmaBurst/G. Pendant
HP: 230	/	Location - Mt. Pyre (A)	/	Steal - Tablet/Sight Scope
Lava-boy	/	Innate - Red	/	Drop - Inferno/Gold Earring
HP: 614	/	Location - Mt. Pyre (H)	/	Steal - Flame Charm/Red Brooch
Li'l Boxer	/	Innate - Yellow	/	Drop - IceLance/Meteorite
HP: 70	/	Location - Viper Manor (A)	/	Steal - Heal/ElectroBolt
Loch Nest	/	Innate - Green	/	Drop - Eyeball/Antidote
HP: 43	/	Location - Viper Bluffs (A)	/	Steal - Antidote/Seed
Loch Nest	/	Innate - Green	/	Drop - Capsule/HealAll
HP: 210	/	Location - Viper Bluffs (H)	/	Steal - Capsule/Carnivore
Mama Dingo	/	Innate - Red	/	Drop - Leather/MagmaBomb
HP: 70	/	Location - Fossil Valley (A)	/	Steal - Cure
Mama Dingo	/	Innate - Red	/	Drop - Strengthen/MagmaBurst
HP: 140	/	Location - Fossil Valley (H)	/	Steal - Poultice Cap/Capsule
Mannequeen	/	Innate - Yellow	/	Drop - Mythril/Inferno
HP: 200	/	Location - Dead Sea	/	Steal - Mythril/Sight Scope
Man-O-War	/	Innate - Black	/	Drop - Capsule/Heal
HP: 100	/	Location - Viper Manor (A)	/	Steal - GravityBlow/Iron
Mantarrey	/	Innate - Yellow	/	Drop - Leather/FrogPrince Trap
HP: 480	/	Location - Marbule [A]	/	Steal - Mythril/FrogPrince Trap
Mantarrey	/	Innate - Yellow	/	Drop - Leather/CurePlus
HP: 500	/	Location - Water D. Isle [H]	/	Steal - Medicine/Antiviral Cap
Opah Fish	/	Innate - Red	/	Drop - Scale/Bone
HP: 40	/	Location - Lizard Rock [A]	/	Steal - Ointment/Tablet
Paper Boy	/	Innate - Yellow	/	Drop - Capsule/WeakMinded
HP: 165	/	Location - F. Dragonia [A]	/	Steal - WhiteOut/RecoverAll
Pentapus	/	Innate - Green	/	Drop - AquaBall/IceBlast
HP: 600	/	Location - Hydra Marshes [H]	/	Steal - N/A
Porre PVT	/	Innate - White	/	Drop - AquaBall/Iron Helmet
HP: 350	/	Location - Viper Manor [A]	/	Steal - N/A
Porre SGT	/	Innate - White	/	Drop - IceBlast/Stamina Ring
HP: 400	/	Location - Viper Manor [A]	/	Steal - N/A
PortalGhiest	/	Innate - Yellow	/	Drop - Capsule/Eyeball
HP: 330	/	Location - Viper Manor [H]	/	Steal - Magnify/Heal
Potpourri	/	Innate - Green	/	Drop - AeroSaucer/Brace
HP: 68	/	Location - Hydra Marshes [H]	/	Steal - Brace/Tablet

Potty	/	Innate - Yellow	/	Drop - Brace/Bronze
HP: 350	/	Location - Viper Manor [A]	/	Steal - Capsule/Upheaval
Prehysterick	/	Innate - Yellow	/	Drop - Denadorite/Golem Trap
HP: 550	/	Location - Gaea's Navel	/	Steal - Earth Charm/Y. Brooch
Prey Mantis	/	Innate - Green	/	Drop - Feather/Sonja Trap
HP: 610	/	Location - Gaea's Navel	/	Steal - Forest Charm/G. Brooch
Pterodact	/	Innate - Red	/	Drop - Inferno/Gold Earring
HP: 750	/	Location - Gaea's Navel	/	Steal - Cloud Cape/Stamina Belt
Puffy	/	Innate - Yellow	/	Drop - Scale/Mythril
HP: 300	/	Location - E.N. Triangle [H]	/	Steal - Mythril/Deluge
Quadffid	/	Innate - Green	/	Drop - Seed/Bushbasher
HP: 200	/	Location - Shadow Forest [A]	/	Steal - Antidote/BatEye
Quadffid	/	Innate - Green	/	Drop - Bushbasher/AeroBlaster
HP: 320	/	Location - Shadow Forest [H]	/	Steal - Capsuke/Antidote
RedMoaman	/	Innate - Red	/	Drop - Feather/FirePillar
HP: 145	/	Location - Viper Bluffs [A]	/	Steal - MagmaBomb
Robo Ducky	/	Innate - White	/	Drop - Screw/Mythril
HP: 450	/	Location - Dead Sea	/	Steal - Mythril/Gold Earring
Roborg	/	Innate - Yellow	/	Drop - Copper/ElectroBolt
HP: 300	/	Location - Viper Manor [A]	/	Steal - Screw/Capsule
Rockroach	/	Innate - Yellow	/	Drop - Denadorite/Fang
HP: 515	/	Location - Earth D. Isle	/	Steal - Sonja Trap/Tornado Trap
SandSquirt	/	Innate - Blue	/	Drop - Fang/Scale
HP: 26	/	Location - Lizard Rock	/	Steal - Tablet
SchoolMates	/	Innate - Blue	/	Drop - Scale/Mythril
HP: 400	/	Location - E.N. Triangle [H]	/	Steal - CureAll/Nostrum
Scorpoid	/	Innate - Blue	/	Drop - Feather/Knee Pad
HP: 250	/	Location - Water D. Isle [A]	/	Steal - Tablet/Capsule
Shadow Cat	/	Innate - Black	/	Drop - Fur/MotherShip Trap
HP: 350	/	Location - Fossil Valley [A]	/	Steal - Daemon Charm/FreeFall
Sidesteppa	/	Innate - Blue	/	Drop - CureAll
HP: 620	/	Location - E.N. Triangle [A]	/	Steal - Deluge/Nostrum
Sidesteppa	/	Innate - Blue	/	Drop - Fang/CureAll
HP: 680	/	Location - Water D. Isle [H]	/	Steal - CurePlus/Sea Charm
Snibgoblin	/	Innate - Green	/	Drop - AeroSaucer/Bushbasher
HP: 110	/	Location - Hydra Marshes [A]	/	Steal - AeroBlaster/Antidote
Snobgoblin	/	Innate - Green	/	Drop - Fang/Bushbasher
HP: 120	/	Location - Hydra Marshes [H]	/	Steal - Antidote/Capsule
Spearfisher	/	Innate - Blue	/	Drop - Nimble/CureAll
HP: 487	/	Location - Viper Manor [A]	/	Steal - Antiviral Cap/IceBlast

Taurinator	/	Innate - Red	/	Drop - Mythril/Mythril Helmet
HP: 658	/	Location - Mt. Pyre [H]	/	Steal - Mythril/Gold Earring
TerraTerror	/	Innate - White	/	Drop - Nostrum/Defender
HP: 700	/	Location - Terra Tower	/	Steal - Waist Pad/Nostrum
TotalChaos	/	Innate - Black	/	Drop - Gravitonne/Mythril
HP: 230	/	Location - Temporal Vortex	/	Steal - Mythril/Trashy Tiara
Tragedienne	/	Innate - Red	/	Drop - AquaBall/Deluge
HP: 380	/	Location - Dead Sea	/	Steal - Heal/Carnivore
TutanShaman	/	Innate - Red	/	Drop - Weaken/Elbow Pad
HP: 300	/	Location - Fossil Valley [A]	/	Steal - Capsule/Sky Djinn Ring
Whoot	/	Innate - Yellow	/	Drop - Earth Charm/Y. Brooch
HP: 600	/	Location - Terra Tower	/	Steal - Third Eye/Trashy Tiara
Wight Knight	/	Innate - Black	/	Drop - Iron/Rainbow Shell
HP: 750	/	Location - I. of Damned [H]	/	Steal - Nostrum/HellBound
Willo' Wisp	/	Innate - Red	/	Drop - Tablet/Ointment
HP: 45	/	Location - Viper Manor [A]	/	Steal - Capsule/FirePillar
Willo' Wisp	/	Innate - Red	/	Drop - FirePillar/Inferno
HP: 200	/	Location - I. of Damned	/	Steal - Capsule/Heal
Witchetty	/	Innate - Blue	/	Drop - Humour/Medicine
HP: 468	/	Location - Viper Manor [H]	/	Steal - AquaBall/CurePlus
Wraith	/	Innate - Black	/	Drop - Leather/GravityBlow
HP: 200	/	Location - Shadow Forest [A]	/	Steal - Copper/GravityBlow
Wraith	/	Innate - Black	/	Drop - Leather/HellSoul
HP: 198	/	Location - S.S. Invincible	/	Steal - Power Glove/Heal
Wraith	/	Innate - Black	/	Drop - HellSoul
HP: 400	/	Location - Shadow Forest [H]	/	Steal - Capsule/FreeFall
YellowBelly	/	Innate - Yellow	/	Drop - Numble/Humour
HP: 621	/	Location - Earth D. Isle	/	Steal - Earth Charm/Capsule

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XIb. Bosses

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For those too lazy to look through this huge guide, this is a compilation of every single boss strategy there is. Yeah, yeah, yeah.

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\\	Boss: Mama Komodo	Party: Serge, Poshul	\\
~~~~~	Attacks:	HP - 160	
	- SquirtGun	Innate - Blue	
	- Breath	Difficulty - Easy	
	- AquaBeam		
~~~~~			

This fight is just simply... not that hard. At all. The Mama Komodo consists of some occasional physical attacks, but those are just not that damaging. Her most powerful attack, Breath, will deal about 20 damage to both Serge and Poshul, but that's only dangerous if you're dangerously low on HP to start with. Handle this fight with physical attacks, and when you finish that, pull off some Elements, preferably Fireball. Just don't let her turn the whole Element Field blue, and you don't run much danger of losing the fight, even if you don't have Poshul (shame on you).

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|-------|-----------------------------|--------------------|----|
| \\ | Boss: Karsh / Solt / Peppor | Party: Serge, Girl | \\ |
| ~~~~~ | | | |
| | Attacks (Karsh): | HP - 115 | |
| | - physical attack | Innate - Green | |
| | - DragonRider | Difficulty - Easy | |
| ~~~~~ | | | |
| | Attacks (Solt): | HP - 52 | |
| | - physical attack | Innate - Yellow | |
| ~~~~~ | | | |
| | Attacks (Peppor): | HP - 60 | |
| | - physical attack | Innate - Yellow | |

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This is the easiest fight in the entire game. I'm serious, this is just so pitifully easy, it almost makes me want to weep. The fight will start soon with Solt saying that Serge is a white elemental, but no one has any black elements, so... that sucks for them. All that Solt and Peppor will do is physically attack for 2-3 damage apiece, and considering that Serge has 60+ HP and the Girl has 55 or so, that's not much. Plus, I forgot to mention the Girl.

She has Fireball and almost MagmaBomb, which is the 2/6 red element. It does about 20 damage each to Solt and Peppor, and 15 damage to Karsh. So that's not bad at all. What I would do is just have Serge and Kid both attack Solt, and use elements like IceLance or Fireball at Peppor. And very, very soon, you'll have both Solt and Peppor taken out. Karsh is stronger than both of them put together, but that doesn't say very much. His attacks are only worth 5-6 damage or so, and he has more HP, but he'll still go down very quickly. And that's another effortless Star Level.

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|-------|---------------------|-----------------------------|----|
| \\ | Boss: Solt / Peppor | Party: Serge, Poshul, Leena | \\ |
| ~~~~~ | | | |
| | Attacks (Solt): | HP - 52 | |
| | - TurnBlack | Innate - Yellow | |
| | - LoRes | Difficulty - Easy | |
| | - Sommersolt | | |
| ~~~~~ | | | |
| | Attacks (Peppor): | HP - 60 | |
| | - Strengthen | Innate - Yellow | |
| | - Pepporbox | Difficulty - Easy | |
| | - CrossCut | | |

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This fight starts similarly to the last one; Solt will use TurnBlack on Serge, but he forgot that it wasn't an attack, it's just something that makes him more susceptible to white elements, of which he has none. What a dumbass. However, I have to admit that this fight is harder than the last one. You might want to finish one or the other quickly, because they actually have some decent attacks.

Solt uses LoRes to decrease a character's defense, and Peppor uses Strengthen to increase his offense, so a character like Leena could very easily succumb. It makes matters worse that Peppor has a unique Tech called Pepporbox, which can do up to 60 damage on Leena. It's even worse when Solt is alive, and he uses CrossCut, which is particularly dangerous. Solt has his own attack, Sommersolt, but that's just pitiful. What I did was use TurnRed and IceLance on Solt, and concentrated virtually everything else on Peppor, and won quickly. Just keep your HP up and you'll win with relative ease.

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\\ Boss: KingMoaman / BlueMoaman / RedMoaman / Party: Serge, Kid, Guile \\

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Attacks (KingMoaman):	HP - 245	
- physical attack	Innate - Black	
- Gravitonne	Difficulty - Medium	
- TwinTurbo		

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| | | |
|-----------------------|---------------------|--|
| Attacks (BlueMoaman): | HP - 145 | |
| - physical attack | Innate - Blue | |
| - Nimble | Difficulty - Medium | |
| - IceSword | | |

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Attacks (RedMoaman):	HP - 145	
- physical attack	Innate - Red	
- Strengthen	Difficulty - Medium	
- FireSword		

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This is how all fights in Chrono Cross should be -- a good challenge, not that easy, not that hard. And it IS your first real challenge in this game, as well. For starters, you've got three enemies, and they serve a relative danger. KingMoaman, the leader, can chain physical attacks up to three times against any one character, so that may add up to 40 damage or so. His Gravitonne is similar, with about 50 damage to one character. What you REALLY need to worry about is the absolutely lethal TwinTurbo, which can be used if all three members are alive. That is hella dangerous, and it'll deal 90-100 damage if used on Serge. So stay alert here.

As for the BlueMoaman and RedMoaman, they use Nimble and Strengthen respectively on KingMoaman, to increase his evasion/strength. But what your primary concern is, is that you knock one of them out as quickly as you can. BlueMoaman's IceSword is absolutely fatal if used on Kid, but I like to go for RedMoaman first, simply because IceLance is more powerful than MagmaBomb, plus you can use MagmaBomb whenever you want to damage both BlueMoaman and KingMoaman, as long as the RedMoaman is gone. So this is a fight to be won quickly.

Serge with either Dash&Slash or Meteorite on RedMoaman works very well, plus whomever has IceLance, as well as Guile's WandaIn. FireSword should really only do 30 damage or so to whomever it hits, so don't worry about it. When he's gone, concentrate all of Kid's efforts on BlueMoaman, especially strong Fireballs, or MagmaBomb. And soon enough you'll be left alone with KingMoaman, hopefully not having suffered through TwinTurbo. PhotonRay, Meteorite, Dash&Slash... use it all here. Just make sure you keep your HP above 50 or so if you possibly can, since KingMoaman can be very dangerous. Good luck here.

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\\ Boss: Zoah / Solt / Peppor Party: Serge, Kid, Nikki \\

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|-------------------|------------|---|--------|--|
| Attacks (Zoah): | HP | - | 200 | |
| - physical attack | Innate | - | Yellow | |
| - DragonRider | Difficulty | - | Easy | |

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Attacks (Solt):	HP	-	80	
- LoRes	Innate	-	Yellow	
- HiRes	Difficulty	-	Easy	
- Sommersolt				
- Golem				

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| | | | | |
|-------------------|------------|---|--------|--|
| Attacks (Peppor): | HP | - | 90 | |
| - physical attack | Innate | - | Yellow | |
| - Strengthen | Difficulty | - | Easy | |
| - EagleEye | | | | |
| - Pepporbox | | | | |
| - CrossCut | | | | |

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Well... if I had to give them something it would have to be that they're at the very least a LITTLE harder than they were before. That isn't saying much, though... this is a pushover much like all the rest of them. And it'll even start out with Solt about to use the super powerful Golem spell, but this field isn't yellow, and it's wasted at this point, so... you're good. As you can see by the attacks, things aren't much different.

Take one out at a time, preferably starting with Solt since he has the least HP, assaulting him with Dash&Slash, AeroSaucer, and GrandFinale. Hopefully you can take him out before he and Peppor pull off CrossCut again, but don't worry too much about that. Zoah isn't that bad, only doing some meager physical attacks and DragonRider, which is only about 30 damage at most. So in other words... easy fight.

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\\ Boss: Solt / Peppor / Ketchup Party: Serge, Kid, Pierre \\

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Attacks (Solt):	HP	-	80	
- physical attack	Innate	-	Yellow	
- LoRes	Difficulty	-	Easy	

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| | | | | |
|-------------------|------------|---|--------|--|
| Attacks (Peppor): | HP | - | 90 | |
| - physical attack | Innate | - | Yellow | |
| - Strengthen | Difficulty | - | Easy | |

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Attacks (Ketchup):	HP	-	260	
- physical attack	Innate	-	Yellow	
- FlameKnock	Difficulty	-	Easy	

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This time, Solt and Peppor are actually serious, but they bring along a friend who's even dumber than they are. Or even more of a goddamn idiot than Pierre, if that's at all possible. Of course, they demonstrate how stupid everyone is, when Ketchup attacks Serge for about 450 damage, and then after a few turns, Solt casts Revive on him, so that they can demonstrate how awesome Ketchup is. Wow... and I thought I was a moron.

Anyway, my recommendation is that you focus everything on Solt. Don't worry; for one thing, Ketchup is slow as molasses, and for another, his attacks only do 15-20 per hit; they're nothing to worry about. Meanwhile, focus everything you have on Solt, including elements like AeroSaucer, and then Ketchup will use an attack called FlameKnock, in which he pounds Peppor into a ball, pulls Solt into a bat, and uses them to beat the crap out of one character... at the

expense of Solt and Peppor themselves. Hopefully it isn't Serge... just heal up, and finish this pathetic mongrel off.

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\\	Boss: Marcy	Party: Serge, Kid, Guile	\\
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Attacks:		HP - 525	
- physical attack		Innate - Blue	
- Cat'sCradle		Difficulty - Semi-Easy	
- IceBlast			
- CurePlus			

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Believe it or not, Marcy is actually a relatively dangerous enemy. She isn't the hardest enemy in the game, but she can actually rack up some decent damage with her quick, rather strong attacks. Don't be surprised at all if you end up dying here. But anyway, Marcy doesn't have as much HP as she looks like she does, so don't be overly scared about that. Pretty much your best strategy in this fight is to attack her with everything that you have in your arsenal.

Fireball, Meteorite, AeroSaucer, ElectroBolt, IceBlast, Dash&Slash, and WandaIn are all highly suggested here, as are Serge's physical attacks, since Marcy doesn't have a whole lot of physical defense. However, as the fight goes on, she'll use IceBlast on two characters. Not only is the damage very potent, but it may freeze your characters so they can't move. That's just absolutely wonderful. And when she gets really critical, she'll use CurePlus to heal about 50-60 HP, but don't worry about that. Just use everything you've got at all times, and before it runs out, she'll be gone. And she even drops another IceBlast... sweet.

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\\	Boss: Lynx	Party: Serge, Kid, Guile	\\
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Attacks:		HP - 820	
- Imbecile		Innate - Black	
- AntiWhite		Difficulty - Medium	
- HellSoul			
- HellBound			

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This is another relatively "eh" fight, which may deliver some problems but really isn't that bad. For one thing though, Lynx has a lot of HP but as a black elemental, is extremely vulnerable. Use Serge's Dash&Slash as quickly as you possibly can, because Lynx will use AntiWhite on him to stop him from using white elements. However, my Serge's Fierce attack did 60+ damage to Lynx, so physical attacks are very powerful as well.

Lynx will spend a lot of turns (ironically), mindlessly casting Imbecile, which isn't gonna do much. However, HellSoul and HellBound have the chance of causing instant death, which is never good, especially if it's on the character who has Revive. Strong elements will work here as well, but just hope that Serge recovers from AntiWhite quickly, especially if he's the one with Revive. So overall this fight isn't too bad as long as you play it out correctly.

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\\	Boss: Hi-Ho Dwarves	Party: Serge, Guile, Razzly	\\
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Attacks:	HP	-	90 each	
- ElectroJolt	Innate	-	Yellow	
- Hi-HoChorus	Difficulty	-	Semi-Hard	
- Hi-HoWarCry				

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How hard do you think against six dwarves is going to be? Actually, it's a lot harder than you might think. At the start of this fight, they're very likely to pull off Hi-HoChorus, which requires five dwarves alive, and deals about 40 damage to Serge and Guile, or 80+ damage to Razzly. Very deadly, plus they use it a LOT. So your first and foremost task is to get rid of two dwarves, which HOPEFULLY shouldn't take more than one turn from each of your characters.

Serge with Dash&Slash plus physical attacks, Guile with WandaIn and some add-ups, and Razzly's easy green elemental Raz-Star, you'll have some dead dwarves pretty fast. Just make sure you use RecoverAll after sustaining that kind of punishment, and carry this fight on carefully, one dwarf at a time. 90 HP is nothing at this point anyways.

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\\	Boss: Hydra		Party: Serge, Guile, Razzly	\\
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|                   |            |   |        |  |
|-------------------|------------|---|--------|--|
| Attacks:          | HP         | - | 700    |  |
| - physical attack | Innate     | - | Yellow |  |
| - PutridBreath    | Difficulty | - | Medium |  |
| - WaveOfFear      |            |   |        |  |
| - SpiritsUp       |            |   |        |  |

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The Hydra is thought by many to be one of the harder fights in the game, but in my opinion it's kind of tame compared to some other things. I mean, PutridBreath is quite an annoyance, but besides that it doesn't really have all that much except strong physical attacks. It does, however, ABSORB yellow elements, so don't even think about using that. Razzly may be in a lot of danger here, so make sure Serge is ready with Revive, and that she gets in Raz-Star as quickly as possible, for a good 100+ damage.

As the fight wears on, it may get slightly tougher, but you want to keep everyone, especially Razzly's, HP above 70-80 or thereabouts, because the Hydra's physical attack chain might be able to scratch that off of you. AeroSaucer, Bushbasher, and RazStar are all great here, so just don't get overwhelmed by the Hydra at the last moments, and you'll pull through victorious.

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|----|-----------------|--|--------------------------|----|
| \\ | Boss: Dead Head |  | Party: Serge, Kid, Leena | \\ |
|----|-----------------|--|--------------------------|----|

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Attacks:	HP	-	700	
- Diminish	Innate	-	Black	
- Death'sOdor	Difficulty	-	Semi-Easy	
- Death'sBreath				
- Imbecile				

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This is one of the most annoying fights in the game, not a hard one, but one that poses some trouble. It starts out as a bunch of Dead Beats, but they merge together to form Dead Head, which is the REAL boss. Try and use PhotonBeam, or another strong Element on the first turn, because he'll start by using Diminish, which halves the damage of all elements, from friend or foe. Hence this being annoying fight. However, that leaves room for some

physical attacks, with Serge's in particular being extremely useful.

Dead Head isn't really that damaging of an enemy; his physical attacks can (very rarely) do up to 90 damage, but besides that, he's not that much to worry about. Death'sBreath is absolutely nothing to worry about, and as for Death'sOdor, that's just annoying but not damaging. So yeah, play through this fight by using physical attacks and not magic, and soon it'll all be over, ending this blasted ship as well.

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\\ Boss: Hi-Ho Dwarves	Party: Serge, Kid, NeoFio	\\
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Attacks:	HP - 200 each	
- ElectroJolt	Innate - Yellow	
- Hi-HoChorus	Difficulty - Easy	
- Hi-HoWarCry		

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These guys are so easy this time around, I'm reluctant to consider them to be bosses. First of all, they still have Hi-HoChorus, but it only did 30 damage to Serge and Kid, and 60-70 to NeoFio. Speaking of NeoFio, she is very useful in this battle for her level 3 tech, PopPopPop, will do about 50-60 damage to all of them. Plus the full strength of Serge (that is, attacking until stamina is at 1, and then unleashing Dash&Slash or PhotonBeam) is enough to down one dwarf. Multi-hit attacks like MagmaBomb and Gravitonne are also great here. But trust me, this won't last long.

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\\ Boss: Hi-Ho Tank	Party: Serge, Kid, NeoFio	\\
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Attacks:	HP - 1000	
- physical attack	Innate - Yellow	
- HiRes	Difficulty - Medium	
- ElementShot		

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This tank is accompanied by two Dwarves, but they're just normal enemies, so... who cares about them? Still, the Hi-Ho Tank itself is a moderately powerful opponent. All the same, start the fight by having Serge and Kid attack the dwarves, if not outright knocking them out, and then have NeoFio use PopPopPop. The reason you want the Dwarves gone, is because as the fight wears on, they'll just repair the Hi-Ho Tank. And that be bad, yo. Nothing worse than fighting a boss that heals itself!

But anyway, the Hi-Ho Tank is a seriously dangerous enemy, and its Element Shot can do up to 100 damage on a single character. I strongly suggest using HiRes itself if you have it. Its physical attack will dish about 40 or 50 damage to the party, and as for HiRes, that makes attacking it itself a difficulty. What I did was use WeakMinded on it, kept my HP as high as possible (after all the tank is pretty slow), and use Bushbasher and what ever other strong Element that I had, since don't worry, it won't use StrongMinded or anything. It's a good challenge, but not the hardest in the game.

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\\ Boss: Solt / Peppor	Party: Serge, Leena, Guile	\\
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Attacks (Solt):	HP - 150	
- physical attack	Innate - Yellow	

- BlackHole (Trap) Difficulty - Easy

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Attacks (Peppor): HP - 180
- physical attack Innate - Yellow
- BlackHole Difficulty - Easy

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One of the most pathetically easy fights in the entire game (as is any other fight with Solt and Peppor), but this one REALLY takes the cake. For one thing, they start off by arguing, and Solt talking about how his element was stolen. He starts by using a BlackHole trap, and then Peppor uses BlackHole, only to get it stolen by Solt, and then... they can't use it. => Peppor gets so pissed he starts attacking Solt, which is always nice. Anyway, this fight is so easy, do you really need a strategy? Hint: IceBlast, PhotonBeam, MeteorShower, Gravitonne, WandaIn. Enjoy.

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\\ Boss: Firedragon Party: Serge, Leena, Guile \\

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Attacks: HP - 850 ||  
- physical attack Innate - Red ||  
- FieryBreath Difficulty - Semi-Hard ||  
- FirePillar ||

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Appearances can be deceiving. The Firedragon looks like a tiny little dragon who can do next to nothing, but trust me you would be wrong to think that. Its attacks are dangerous, and the devastating FieryBreath can do 120 damage to a single character. And don't even get me started on Leena; she is REALLY in danger here. However, there is a tactic that works very well in this fight.

Start the fight off by having Serge, Leena, and Guile all attack the Firedragon. Don't use Elements, just attack it until your power levels are up to 5. By that time, he'll probably get in a few attacks, use FieryBreath, yada yada yada. Make sure your stamina is decent, and have one character (much preferably Leena) use Cure or something to that nature which is blue elemental. Then Serge and Guile can use IceBlast, or any other blue element, until the field effect on the upper left is completely blue. With that, have Leena unleash *FrogPrince. Enjoy 450-500 damage, likely killing it right there and then.

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\\ Boss: Karsh / Zoah / Marcy Party: Serge, Leena, Guile \\

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Attacks (Karsh): HP - 370 ||
- physical attack Innate - Green ||
- DragonRider Difficulty - Semi-Easy ||
- Axial Axe ||

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Attacks (Zoah): HP - 436 ||  
- physical attack Innate - Yellow ||  
- DragonRider Difficulty - Semi-Easy ||  
- Gyronimo ||

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Attacks (Marcy): HP - 300 ||
- physical attack Innate - Blue ||
- Cat'sCradle Difficulty - Semi-Easy ||
- StringPhone ||

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This fight is surprisingly easy for what it is. I mean, take Karsh's signature attack, Axial Axe. That's only about 50 damage to the party. Zoah's Gyronimo is only about 50-60 damage to one character, and Marcy is nothing really to worry about. And as for either Dragon Rider, they're only worth 30-40 damage. The only question to start this fight off with is who to attack, and I would recommend Karsh.

Why Karsh? Because for one thing, he's the most potentially damaging, with his Axial Axe doing 50 to the party while Zoah can only do that or a little more to one character. Plus his HP isn't as high as Zoah's, so focus your efforts on him, with ElectroBolt, Dash&Slash, WandaIn, etc. You can also use multi-hit spells. My Guile used Gravitonne on the enemies and it did 100 damage to all of them. And don't even get me started about MeteorShower. Regardless, this fight is not too bad -- just take Karsh out, then Marcy, then Zoah.

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|--------------------|----------------------------|----|
| \\ Boss: Taurusoid | Party: Serge, Leena, Guile | \\ |
| ~~~~~ | | |
| Attacks: | HP - 1200 | |
| - BodyPress | Innate - Green | |
| - BackDrop | Difficulty - Semi-Easy | |
| - ChokeSlam | | |
| - HealAll | | |

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Although Taurusoid is huge, looking like an upgraded Cybot, and has the most HP of any boss yet, it's not that hard. It has fairly powerful attacks; its man-handling techniques will very easily take off 80-100 HP, but it's so slow, it'll never really be able to make full use of them. It does have some defensive things going in its favor, though. For one thing, physical attacks are nigh on useless in this fight, because Taurusoid has a huge amount of defense. So... bad idea.

For another thing, Taurusoid counters all yellow elements with HealAll. That will bring back about 70 HP, so unless you're guaranteed the yellow elements will do substantially more damage than that, you're best off sticking with other colors. MagmaBurst, IceBlast, MeteorShower, AquaBall, PhotonBeam, FirePillar... such techs like that are highly suggested. But two things to note: a. for the love of god, do NOT let the whole field effect turn green; and b. Taurusoid does NOT use Tornado. Read my text: he DOES NOT USE TORNADO. Some guides say he does, but he DOESN'T. So don't try to trap it.

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|-----------------------|--------------------------|----|
| \\ Boss: GiantGloop | Party: Serge, Kid, Greco | \\ |
| ~~~~~ | | |
| Attacks: | HP - 800 | |
| - GoeyGoo - IceLance | Innate - Blue | |
| - TakeIn - IceBlast | Difficulty - Easy | |
| - BlueField - Iceberg | | |

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See why I brought Kid yet? It's a blue elemental, and an extremely easy one at that. First of all, the GiantGloop DOES use Iceberg. So the first thing you want to do is have Greco build his power level up to 6 and use that Iceberg Trap. At some point in the progress (generally after the field turns blue), GiantGloop will use Iceberg, and then that very element is YOURS! No one in THIS party can use it, though, so it's not that much of a use... right now, anyway.

After you get the Iceberg element, you can just ace right through this fight. I mean, it's EXTREMELY easy. Iceberg itself can do 120-150 damage to your whole party potentially, but you don't have to worry about that anymore. Plus the rare IceBlast is only 80-90 damage to one character anyway, so with weak attacks like that, you have absolutely nothing to worry about. Just do NOT let the entire field turn blue, and get those red elements going (with two red elementals, that should be easy). Kid's RedPin is exceptionally strong, so you won't have a problem here.

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|--------------|-----------------|--------------------------|----|
| \\ | Boss: SunOfAGun | Party: Serge, Kid, Guile | \\ |
| ~~~~~ | | | |
| Attacks: | | HP - 365 | |
| - ModeChange | - MeteorShower | Innate - White | |
| - KissyWissy | - AntiBlack | Difficulty - Easy | |
| - PhotonBeam | - HolyLight | | |

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Please resist the urge to laugh at this boss's pitiful 365 HP, because trust me it's much harder than that. And also feel free to compare it to SonOfASun from Chrono Trigger, except this boss is easier than that, at least. But for one thing, SunOfAGun has a LOT of defense. All the same, that didn't stop me from using WandaSwords and doing 300+ damage, but don't be in a hurry to finish this fight, because SunOfAGun DOES use HolyLight. More on that in a second.

SunOfAGun has four different moods. The angry one is the only one that's worth worrying about it, because it'll use a combo of PhotonBeam and then MeteorShower, then ModeChange. However, in the sad mood it'll use the dreaded AntiBlack and HolyLight. Make SURE you trap this, because anyone can use it, especially Serge. And it's incredibly powerful, which is always a plus. So with that, make sure that you get HolyLight before anything else, and then finish him off quickly with Guile's techs.

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|---------------------|--------------|--------------------------|----|
| \\ | Boss: Bunyip | Party: Serge, Kid, Guile | \\ |
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| Attacks (Bunyip A): | | HP - 400 | |
| - physical attack | - Inferno | Innate - Red | |
| - MagmaBomb | - Volcano | Difficulty - Easy | |
| - FirePillar | | | |

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Attacks (Bunyip B):		HP - 1200	
- physical attack	- FreeFall	Innate - Black	
- GravityBlow	- DevilThunda	Difficulty - Medium	
- Gravitonne			

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This fight starts against a red elemental? What the hell? Don't be fooled, this boss has two forms. The first one is a very weak creature with only 400 HP and very weak magic. His MagmaBomb, for one, will do about 10 damage to the party. It does have a pattern, however, and it involves Inferno and Volcano, so DON'T kill him right away. He'll use MagmaBomb, then Inferno (trap trap trap), then some physical attacks, then FirePillar, then Volcano. So get those babies trapped and in your inventory. Kid will make use of them later.

When you've got those trapped, beat up on this frog looking menace a bit, and it'll start puking out a monster that takes over itself. It's a second form, buddy! It's much stronger, but hey, if you lose this after doing so

well against SunOfAGun, you deserve to be shot. Just set the FreeFall trap, and believe me that he'll use it very quickly. And after that... all you really to worry about is Bunyip's DevilThunda, which does about 100 damage to the party, and more to Serge. But other than that... all you need to do here is actually use Serge. MeteorShower, Luminaire, HolyLight...

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\\ Boss: Gen. Viper Party: Serge, Kid, Guile \\

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|-------------------|-------------------|--|
| Attacks: | HP - 820 | |
| - physical attack | Innate - Yellow | |
| - G-Force | Difficulty - Easy | |
| - AirForce | | |

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This is one of the most alarmingly easy boss fights in the entire game. For one thing, Viper's attacks don't exactly do much damage, plus he's slow, and his HP is a little low for the time. What's more, you have such strong spells as AeroBlaster, FreeFall, and Volcano, and he even thinks he has a fight here? Sure, his attacks will do 60 damage or so, but there's really nothing at all to worry about here. Feel free to steal a Stamina Ring while you're at it, but this fight is a joke.

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\\ Boss: Lynx Party: Serge, Kid, Guile \\

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Attacks:	HP - 1000	
- GlideHook	Innate - Black	
- PhotonBeam	Difficulty - Medium	
- IceBlast		

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You would think this would be a really easy fight that you could just breeze through, what with those new Elements, but don't get too cocky for this. Lynx's chain of physical attacks can easily deal out about 100 damage, plus his elements are strong, and GlideHook really hurts. So it's a fight that you can't get too cocky fighting. My recommendation is that you set one character aside for healing, and cure after all of his attacks, and meanwhile the two characters are smashing away at him. 1000 HP isn't really that much, so he'll succumb to your wrath fairly fast.

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\\ Boss: Radius Party: Lynx, Sprigg, Harle \\

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|-------------------|-------------------|--|
| Attacks: | HP - 750 | |
| - physical attack | Innate - Green | |
| - PhotonBeam | Difficulty - Easy | |
| - Inferno | | |

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This is the easiest battle you've fought in quite a while, so enjoy it while it lasts, since this kind of starts a chain of really easy boss battles. But anyway, Radius is fairly good when he's on your side, but as an enemy, he's pathetic. His physical attacks are about 20-30 damage apiece, and even his strongest spell, Inferno, is only about 100 damage to your party. If you want to end this fight REALLY quickly, just have Sprigg Doppelgang into a Lagoonate, and pulverize Radius with physical attacks. Elements are recommended for this fight, though, since Radius has very high evasion. But anyway, if you lose this fight, turn your game off.

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\\ Boss: MegaStarky                                Party: Lynx, Norris, Harle  \\
~~~~~
Attacks:                                           HP - 2800                ||
- physical attack - Raydiation                    Innate - White          ||
- Meteorite      - RecoverAll                      Difficulty - Easy       ||
- MeteorShower   - UltraNova                      ||

```

Enter a perfectly easy boss fight that doesn't even give a star, but is just against an enemy with weak attacks but a MASSIVE amount of HP! 2800 HP, that tramples Taurusoid more than twice. However, MegaStarky is the first of a long line of bosses that are White elemental. As such, Lynx and Harle are extremely powerful in this battle, but don't get too aggressive until you've set an UltraNova trap.

Lynx and Harle will also take more damage, obviously, but it's nothing to really concern yourself with. MegaStarky's Raydiation attack barely does any damage, but it can cause Anti-White, so make sure you get the UltraNova trap in as quickly as possible. MegaStarky also only really uses it at critical HP, so meanwhile, Lynx's GlideHook attack will totally slaughter Starky, as will FreeFall. And if you're paranoid, with Harle's MoonShine to raise your M. Def, this fight is really impossible to lose.

```

\\ Boss: Sage of Marbule                            Party: Lynx, Norris, Harle  \\
~~~~~
Attacks:                                           HP - 1500                ||
- physical attack - PhotonBeam                    Innate - White          ||
- TurnBlack      - Gravitonne                      Difficulty - Easy       ||
- TurnWhite      - WeakMinded                      ||

```

Here's another one of those really easy fights I mentioned, but this one DOES provide the means of you getting damaged fairly badly. The Sage's favorite attack is to cast TurnBlack on someone and then PhotonBeam, which does all in all, about 150-160 damage. Still, considering Lynx's and Harle's powers, his 1500 HP isn't really that much to worry about, and you also have the bonus of not having to hold back because you have to trap something. He doesn't use any particularly strong Elements, so no traps here.

So anyway, you may take a bit of damage here, but the Sage isn't fast enough to quickly and easily pull off several of these. If you're really worried, have Harle use MoonShine on the party to reduce 150 from PhotonBeam to around 100, and then just have Lynx slaughter the Sage with GlideHook, FeralCats, and FreeFall. Not a very hard battle to win.

```

\\ Boss: Garai                                      Party: Lynx, Starky, Harle  \\
~~~~~
Attacks:                                           HP - 1987                ||
- physical attack                                Innate - White          ||
- TripleCut                                       Difficulty - Hard        ||
- WillBreaker                                    ||

```

Believe it or not, I deem a fight in this game as being hard. In fact, this is thought by many to be the toughest fight in the entire game. I wouldn't go that far, but still, this fight is much harder than anything you've fought so far with Lynx. There is one thing that makes this fight

easier, however -- Garai can only attack one character at a time. You never have to worry about him pulling off some badass attack that slices the whole party up, but his arsenal is already devastating enough.

First of all, his physical attacks can do as little as 50, or as much as 140 damage. You're lucky if you get by 100 damage or less from ANYTHING that Garai does... but wait until TripleCut comes along. That's an easy 220 damage or so to a single character, and as for WillBreaker... 300+. Lynx might POSSIBLY be able to withstand this kind of stuff at full HP, but anything less than that and he'll just be swept away. There is a reason Starky is here, and that's to balance this stuff.

Don't bother using MoonShine, since everything Garai does is purely physical. However, Harle can use Strengthen on Lynx, so that his Weak attacks do 35 or so damage per hit, and his Fierce attacks are 100+. But what you do need to worry about is healing. HealAll should be used wisely, since it's worth 170+ HP to your party, and RecoverAll slightly less. CurePlus, Heal, etc. will also help a whole lot. There's really not that much to say about this fight, but just DON'T overlook healing. If you can't win, run away and put more healing elements on your characters. If you need to, heal after Garai does anything. While in the mean time, Lynx is very powerful here, and GlideHook / FreeFall will speak for themselves.

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|                   |                  |                            |    |
|-------------------|------------------|----------------------------|----|
| \\                | Boss: Highwayman | Party: Lynx, Starky, Harle | \\ |
| ~~~~~             |                  |                            |    |
| Attacks:          |                  | HP - 2000                  |    |
| - physical attack |                  | Innate - Black             |    |
| - ExhaustGas      |                  | Difficulty - Semi-Easy     |    |
| - Rampage         |                  |                            |    |

~~~~~

Don't go entering this battle expecting to do a whole lot of damage with Lynx's and Harle's beautiful attacks in which you've been using to such excellent effects up 'til now, since Highwayman is a black elemental, despite what it looks like. There is a reason I kept Starky here, and that is for PhotonBeam, HolyLight, UltraNova, and his techs. What's more, it's very easy to turn the whole field effect white here, since Highwayman will spend most of the time attacking. And trust me, those kinds of elements in a purely white field are not something easy to withstand.

Highwayman has two, extremely annoying techs: Exhaust Gas, which causes darkness on the whole party, reducing their hit rates to 30% through 50%, and Rampage, which is an immensely powerful tech on one character, doing up to 500 damage on a character like Starky. All the same, keep your power levels high if you feel ExhaustGas might be coming up, and meanwhile, use Starky for the aforementioned techs, and Lynx and Harle for whatever white elements they have, plus stuff like Earthquake or Inferno.

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|                   |              |                            |    |
|-------------------|--------------|----------------------------|----|
| \\                | Boss: Miguel | Party: Lynx, Norris, Harle | \\ |
| ~~~~~             |              |                            |    |
| Attacks:          |              | HP - 1950                  |    |
| - physical attack | - TurnBlack  | Innate - White             |    |
| - StrongMinded    | - AntiBlack  | Difficulty - Hard          |    |
| - WeakMinded      | - HolyDrgSwd |                            |    |
| - PhotonBeam      | - HolyLight  |                            |    |
| - MeteorShower    |              |                            |    |

~~~~~


This is the most beautifully crafted battle in the entire game. For one thing, it's a battle of epic proportions, for the entire future, and to restore the distortion. And second of all, it's the toughest battle in the entire game. You read that right, you will never in the entire game have to fight a boss that's more difficult than this. So give this one battle every single thing you have. And adding on to the epic proportions of this, the sad music appropriately plays through the whole battle. So, so awesome.

But anyway, I don't exaggerate when I say Miguel is the hardest boss in the game. For starters, his physical attack is nothing to worry about, only doing 30-40 damage. So take a breather if he uses that. Miguel WILL use StrongMinded, which means your Black elements won't be as effective as you'd think they would be. He uses AntiBlack, which is extremely annoying, and later in the fight, MeteorShower, which is 120-150 damage to the party, and HolyLight, which is 150-180 to them. In fact, I'd recommend setting a trap for it if you have a HolyLight Trap available.

Miguel also uses a chain of TurnBlack and PhotonBeam, which deals out a good 160 damage or so to one character. But his real, signature attack is using WeakMinded on one character, and in the same turn, Holy Dragon Sword, unabbreviated for the illiterate. If you don't use Harle's MoonShine, or it's on Lynx or Harle... sorry, but you're DEAD. To Lynx or Harle, expect 400+ damage... that's just punishment you can't easily withstand. But fortunately, that's not a very common attack.

So... in summary, if you want to win this battle, you'll need to make sure you're healed. If you can use a black element at the very beginning of the battle, preferably FreeFall or BlackHole, that will really help your cause. Harle with MoonShine and Lunairetic is insanely useful, and Lynx's GlideHook and FeralCats will also get the job done. If the fight is too hard as it is now, you may want to take Harle out of the party and/or allocate more healing elements. Good luck; if you win this battle, you'll make it through anything that the game WILL throw at you... as for CAN... eh.

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|                     |                          |    |
|---------------------|--------------------------|----|
| \\ Boss: Roachester | Party: Lynx, Zoah, Harle | \\ |
| Attacks:            | HP - 1245                |    |
| - physical attack   | Innate - Blue            |    |
| - JitterBug         | Difficulty - Easy        |    |
| - BugKamikaze       |                          |    |

~~~~~

This fight, to give it some credit, is not the easiest fight in the entire game, like some people deem it. However, it's pretty close to that. First of all, Roachester is hellishly slow, and second of all, its physical attack is somewhere between 70-90 damage, JitterBug is about 100 damage to the party, and BugKamikaze is about 100-110 damage. That's ALL that this boss has to offer, so you have to seriously be lagging to get knocked out by that before you can get rid of a miniscule 1245 HP.

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|                      |                          |    |
|----------------------|--------------------------|----|
| \\ Boss: Hell's Cook | Party: Lynx, Zoah, Harle | \\ |
| Attacks:             | HP - 2800                |    |
| - physical attack    | Innate - Red             |    |
| - SpiceOfLife        | Difficulty - Easy        |    |
| - Fireball           |                          |    |

~~~~~

Hell's Cook, or Dark Orcha, has quite a sum of attacks to inflict damage upon your group with, plus a lot of HP, but he's really not that bad at all. For one thing, he's just as slow as Roachester was, and what's more, even FirePillar is only 150 damage or so, and not something that you need to heavily concern yourself with. SpiceOfLife, which he'll use later in the fight, will heal him for 50 HP or so, and isn't exactly some big attack which will hurt you and your big bucks.

I find physical attacks to work better than most Elements here, although if you have a Deluge handy on any character, that'll do some pretty decent damage. But I'd stick more with stuff like GlideHook, Toss&Spike, Gyronimo, and Lunairetic, plus Strengthen and such will help. Just heal when necessary, it's really that simple.

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|                   |              |                          |    |
|-------------------|--------------|--------------------------|----|
| \\                | Boss: Grobyc | Party: Lynx, Zoah, Harle | \\ |
| ~~~~~             |              |                          |    |
| Attacks:          |              | HP - 2800                |    |
| - physical attack | - HealAll    | Innate - Black           |    |
| - RocketFist      | - Vigora     | Difficulty - Easy        |    |
| - HairCutter      | - Strengthen |                          |    |

~~~~~

Another very tame boss... I guess Square decided that Garai and Miguel were hard enough, and that they wanted to give us easier bosses... Grobyc is pretty much EXACTLY the same as Hell's Cook. His physical attacks, however, can deal between 80 and 250 damage potentially, so watch out for those. However, his RocketFist is mediocre at about 90-100 damage, and his HairCutter skill is hilarious, but only does 110 damage or so to the party. He can heal himself though, for about 220 HP.

When he uses Vigora on himself, that's the time to start healing, because he'll pull off no less than seven consecutive hits, for about 30-40 damage apiece. Hence me saying he can do up to 250 damage with his physical attacks. But that's not really something to really worry about, since it wears off quickly and is easily remedied with CurePlus. And Grobyc also has Strengthen, but that's even less dangerous. Also, white elements are exceptionally powerful here. My Harle did 350 damage with HolyLight, so play around with those a bit.

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|                   |                     |                           |    |
|-------------------|---------------------|---------------------------|----|
| \\                | Boss: Solt / Peppor | Party: Lynx, Fargo, Karsh | \\ |
| ~~~~~             |                     |                           |    |
| Attacks (Solt):   |                     | HP - 900                  |    |
| - physical attack |                     | Innate - Yellow           |    |
| - Strengthen      |                     | Difficulty - Semi-Easy    |    |
| - ThundaStorm     |                     |                           |    |
| - Earthquake      |                     |                           |    |

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| | | | |
|-------------------|--|------------------------|--|
| Attacks (Peppor): | | HP - 1000 | |
| - physical attack | | Innate - Yellow | |
| - HiRes | | Difficulty - Semi-Easy | |
| - Earthquake | | | |
| - CrossCut | | | |

~~~~~

You've been waiting for it for a while, and now you get it: a serious fight against Solt and Peppor that isn't painstakingly easy. This one IS still easy, but not quite as much. For one thing, Solt's attacks will now

do up to 150 damage, plus they even use strong Elements. Not to mention that Solt will use Strengthen on himself to boost his power, so people like Karsh might quite easily be in trouble here.

Peppor has the potential of doing 250-300 damage at times, when he chains 6-7 attacks up. Of course, he's slow to begin with and won't be doing that much, but you will have to look out for him. As for magic, Earthquake is nothing; it might do 100 damage to Karsh, but only 50-60 to Lynx and Fargo. However, Fargo may quite easily be in danger if he gets hit by CrossCut, so watch out for that. Also, if you have a ThundaStorm trap, use it because Solt WILL cast it. This fight really isn't as bad as I made it sound, but just use RecoverAll, HealAll, and CureAll, and also Tornado, which is great.

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| | | |
|----------------|---------------------------|----|
| \\ Boss: Orlha | Party: Lynx, Fargo, Karsh | \\ |
| Attacks: | HP - 1800 | |
| - Multipunch | Innate - Blue | |
| - Strengthen | Difficulty - Semi-Easy | |
| - Iceberg | | |

~~~~~

A lot of people seem to think that this fight is really hard, and although Orlha's Iceberg packs one nasty punch, this fight isn't really that bad at all. The problem with it is that Orlha has very high evasion, so elements work well here. With Inferno on as many characters as I had, this fight won't last very long, and plus physical techs are extremely powerful here; CannonBalls, DragonRider, Axiomatic... that kind of thing. This fight will be over before it even began, as long as you can hit her to get your power levels up.

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| | | |
|-----------------------|---------------------------|----|
| \\ Boss: Earth Dragon | Party: Lynx, Fargo, Karsh | \\ |
| Attacks: | HP - 3100 | |
| - physical attack | Innate - Yellow | |
| - GiddyBreath | Difficulty - Easy | |
| - NaturalGas | | |
| - Catastrophe | | |

~~~~~

There are three easy dragons, and three hard dragons, and the Earth Dragon is the easiest of all six of them. So what better place to start with than him? But anyway, the reason you wanted to save so much at the entrance was in case you missed when stealing. Each dragon has a certain elemental plate with them, and if you steal that, you can equip it on a character and they'll absorb that element. EXTREMELY useful, and although the Yellow Plate isn't the most crucial, you'll still want it in your inventory just in case.

The Earth Dragon's attacks are not very damaging. I mean it, its physical attacks do 140 damage at the VERY most, GiddyBreath is pitiful at about 30 damage to Karsh (about 10 damage to anyone else) and Sprain. As for NaturalGas and the (extremely rare) Catastrophe, those are slightly more powerful, but really won't hurt your party for more than 100 damage. Also, it's VERY easy to change the whole field color here, since the Earth Dragon generally just uses physical attacks. I managed FrogPrince here for nearly 500 damage, and plus it'll really help if you get the whole field green, and then use Tornado.

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\\ Boss: Water Dragon                                Party: Lynx, Fargo, Zappa  \\
~~~~~
Attacks:                                             HP - 2800           ||
- physical attack                                  Innate - Blue      ||
- TsunamiBeam                                     Difficulty - Semi-Easy ||
- IceBreath                                        ||
- Deluge                                           ||
~~~~~

```

The Water Dragon is another one of the easy dragons (as you can guess, the Earth, Water, and Green Dragons are the easy ones, and the Fire, Black, and Sky Dragons are the hard ones). As for the dragon itself, its physical attack is only between 90 and 170 damage or so, so don't worry about that. TsunamiBeam will hit the party for about 70-80 damage, but Zappa harder so. As for IceBreath, that's annoying at a little more than that. Deluge is very weak, only doing about 40 damage to Lynx and Fargo, and 80 to Zappa. It's not really something to worry about.

I would recommend physical attacks for a good portion of this fight, and keeping the power levels high. While the Water Dragon isn't much stronger, he's a lot faster than the Earth Dragon, and you'd be surprised how quickly he can turn the whole field blue. So be ready to heal with stuff like HealAll and CureAll when necessary, preferably HealAll because you wouldn't want to help the cause of turning the field blue. And from there on... this fight shouldn't be that bad.

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\\ Boss: De-Hydrate                                Party: Lynx, Fargo, Viper  \\
~~~~~
Attacks:                                             HP - 1001          ||
- GravityBlow                                     Innate - Black     ||
- Gravitonne                                     Difficulty - Easy   ||
- BlackHole                                       ||
~~~~~

```

This fight is such a pathetic joke, I'm VERY hesitant to include it as a boss battle. I'm talking easier than Guillot here, although it does use BlackHole, which may be a couple instant deaths. As for its normal attacks, they do 0 damage, GravityBlow is 0 damage, and Gravitonne is probably 0 damage too. And BlackHole is so rare that that's nothing to worry about. Just finish this fight off in a couple hits; HolyLight might finish it off in one.

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\\ Boss: Tyrano                                    Party: Lynx, Fargo, Viper  \\
~~~~~
Attacks:                                             HP - 1600          ||
- physical attack                                  Innate - Red       ||
- CrunchOut                                       Difficulty - Easy   ||
~~~~~

```

Another pathetic joke battle, the Tyrano (another prehistoric reference) will have a Pterodact accompanying it, but it doesn't really matter, since they're both weak, red elementals. As for Tyrano, I'm not even sure that CrunchOut is his only tech, because he dies so fast it's impossible to tell. Either way, none of his attacks will top 110-120 damage, and he's not exactly very fast either. Deluge, Iceberg, CannonBalls, etc. from Fargo will put both Tyrano and the overshadowed Pterodact out of their glory very quickly.

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  \ \ Boss: Green Dragon                               Party: Lynx, Fargo, Viper  \ \
~~~~~
 Attacks: HP - 3700 ||
 - BadBreath - HealPlus Innate - Green ||
 - GreenField - ToxicBreath Difficulty - Semi-Easy ||
 - Carnivore ||

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~~~~~

Probably the hardest of the three "easy" dragons, but this still isn't a very hard fight. You CAN make it as hard as you want, though, by letting him use GreenField and then using Carnivore over and over. However, this would be a perfect opportunity to get some Carnivore elements, since that is probably at this point, the only 5/3 (or maybe even 6/2) element that you don't currently possess. So get a couple of those out and start getting some venus fly trap on ya.

As for Carnivore itself, it'll do 120-130 damage to Lynx and Fargo, and about 250 damage to Viper. But aside from that, the Green Dragon doesn't really that much of an arsenal to attack you with. BadBreath will cause a bunch of status effects on your group, ToxicBreath does about 10 damage, and the Green Dragon doesn't even use physical attacks. So just keep your HP up, prevent the field from turning completely green, and be prepared for a longish fight, but not necessarily a hard one. Don't forget to steal yourself a Green Plate while you're at it.

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 \ \ Boss: Fire Dragon Party: Lynx, Fargo, Starky \ \
~~~~~
  Attacks:                                             HP - 3400           ||
  - physical attack - Inferno                             Innate - Red         ||
  - FireBreath     - Strengthen                          Difficulty - Medium   ||
  - FieryBreath                                       ||

```

~~~~~

This fight will start off against that measly little dragon whom you met on your first way through Mount Pyre, who was somewhat hard but not really much of a Dragon God. Yep, it's the same dragon, and this time around, it's pathetic. Do NOT start stealing the Red Plate yet, though... hit it with physical attacks, not bothering with elements, and charge your power levels up full way. And soon enough, it'll ascend, grow much bigger muscles, and look at least semi-Dragon Godly.

And NOW you can steal the Red Plate, but I'll let you know that this fight is definitely one of the harder Dragon God battles. Why? Two words: FireBreath. This tech will do 220 damage to your whole party, and it's not like that's all. The Fire Dragon has Inferno for about 130 damage, and Strengthen + physical attacks, which can really add up on one character. So make healing absolutely essential, being ready to heal at any point, and meanwhile, elements work well in this fight. If you have WeakMinded on any one character, this would be a good battle to use it.

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  \ \ Boss: Black Dragon                             Party: Lynx, Fargo, Starky  \ \
~~~~~
 Attacks: HP - 3900 ||
 - physical attack - SealAll Innate - Black ||
 - DarkBreath - FreeFall Difficulty - Medium ||

```

~~~~~

Now HERE is a decent powered boss who's relatively difficult, but quite winnable with a correct strategy! A perfect boss, the Black Dragon is a fairly good opponent, but the very first thing you want to do is steal the Black Plate, cuz that's by far the most important one of all six of them. And also, I'd recommend setting a FreeFall Trap, because that spell will end up coming up sooner or later. As for BlackHole, I've never seen him use it, but if he does, please verify that via email. Thanks!

Anyway, the Black Dragon's physical attacks are relatively powerful, DarkBreath is about 100 damage to Lynx and Fargo, moreso to Starky, but GravityBomb will be the major killer, dropping your HP by a certain percentage that I'm not sure of (about a third or so), but trust me that it can very easily hurt. And the Black Dragon ALSO uses AntiWhite, so I'd advise you get in UltraNova and HolyLight as quickly as possible, and if you have more time, get in Starky's techs, too.

You might want to have your HP as high as possible at all times, because the Black Dragon uses SealAll at some point, yet he can still use GravityBomb and physical attacks, which can be more than 150-160 damage. About three turns of not being able to heal will REALLY hurt, trust me. So finish this fight quickly, which is a difficult task because of the dragon's high HP, and watch out for FreeFall, which can very easily hurt. And PILLAGE THE BLACK PLATE! I can't stress that enough.

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|                               |                            |    |
|-------------------------------|----------------------------|----|
| \\ Boss: Sky Dragon           | Party: Lynx, Fargo, Grobyc | \\ |
| ~~~~~                         |                            |    |
| Attacks:                      | HP - 3800                  |    |
| - physical attack - NullState | Innate - White             |    |
| - WhiteBreath - Magnify       | Difficulty - Semi-Hard     |    |
| - HolyBreath - UltraNova      |                            |    |
| - HolyHealing                 |                            |    |

~~~~~

This fight is... eh, not the hardest fight in the game, but one that can possibly give you a run for your money. It's my choice as the hardest fight of the six dragons, but still, if you beat Miguel, this fight is nothing, especially with two black elementals. So just think of this as a similar challenge: you're fighting it with Lynx and Grobyc, you need to win and stay alive and such. And as per usual, steal the White Plate before doing anything.

The physical attacks, as usual, can do as little as 100 damage to as much as 220. WhiteBreath is a joke, it'll only do about 30-40 damage at the very most. And as for NullState, that'll just increase the Sky Dragon's magical defense. It starts getting bad when he uses Magnify, though, and that'll increase the damage of elements by 1.5x. It works in your advantage, though, but when he uses HolyBreath, expect about 350 damage on your party. That is one seriously powerful attack, and UltraNova is about 400-450 damage to Lynx and Grobyc. That will ALMOST, if not outright, kill one of them at full HP.

So as opposed to Garai and Miguel, this boss's stronger attacks hit whole parties. Use StrongMinded if you want, but I doubt that you'll need it. All I can say is that you need to use a damn UltraNova trap unless you want to be devastated. And as for attacking, ForeverZero does about 300 damage, so that's definitely recommended. The usual is still great, such as BlackHole and FreeFall, but you need to watch out for this stuff, and be

ready to cast CureAll. The Sky Dragon also uses HolyHealing, which is a nuisance healing 500+ HP, so... bah.

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|                            |                            |    |
|----------------------------|----------------------------|----|
| \\ Boss: Dario             | Party: Lynx, Fargo, Riddel | \\ |
| ~~~~~                      |                            |    |
| Attacks:                   | HP - 3500                  |    |
| - physical attack - Weaken | Innate - Black             |    |
| - Dash&Gash - LoRes        | Difficulty - Very Hard     |    |
| - SonicSword - BatEye      |                            |    |
| - ConductaRod - RecoverAll |                            |    |
| - Numble - FreeFall        |                            |    |
| - FirePillar - IceBlast    |                            |    |

~~~~~

This is no ordinary battle. This is a fight that requires preparation, and which cannot be easily won by just anyone. And if you're going to use the Black Plate for this battle, equip it on Riddel, and pretty much every single thing that Dario uses will heal her. Especially ConductaRod, which is his most powerful (counter)attack... so, if you're using that, I have no need to give a strategy.

But anyway, the very first thing you want to know here is that this fight is hard. Second of all, Dario counterattacks elements. He counters red elements with Numble, blue elements with Weaken, yellow elements with BatEye, green elements with LoRes, black elements with RecoverAll, and white elements with the murderous ConductaRod. First of all, his normal attacks are physical attacks which are 150-200 damage or so, Dash&Gash, which is 300 damage to Lynx (that's right, to LYNX), and more so to Fargo and especially Riddel. SonicSword is a joke, nothing to worry about, and ConductaRod is about 350-400 damage to one character, and about 700 damage to Riddel. NO WHITE ELEMENTS!

Of course, with these kinds of restrictions on everything, you'll have to resort to physical attacks for the whole battle. And that's kind of difficult, because 3500 HP isn't easily defeated without elements. If Dario's critical and you're sure it'll kill him, though, you can always have Riddel use UltraNova if it's in a Lv. 7 space, and deal 500 damage or so, but all the same, Riddel has no hope in hell of surviving ConductaRod. But anyway, you'll probably have to use elements at some point or another, so which counterattack is the least deadly? Numble, obviously.

I'd recommend allocating as much of your Element Grids as possible with red elements and healing elements. I might be mistaken, but I think if Dario is constantly counterattacking with Numble, it'll slow him down. There's not too much that can come out of a boss who just uses Numble over and over, so keep using red elements, even if they're not the most powerful things in the world. If you feel really, really confident, you can try and conclude the fight with UltraNova, but that might not be the best strategy. But once again, this fight is hard as hell normally, and almost impossible if you're fighting it the way you would fight a normal black elemental, so don't be too upset if you can't win. You can always resort to the Black Plate, but hey, that's dirt cheap.

Short strategy: physical attacks work well, don't use white elements unless they'll finish him off, red elements and curative elements work very well.

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\\ Boss: Dark Serge Party: Lynx, Karsh, Steena \\

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Attacks:		HP - 3000	
- physical attack	- BlackHole	Innate - Black	
- FeralCats	- Iceberg	Difficulty - Semi-Easy	
- ForeverZero	- ThundaStorm		
- NinetyNine	- Tornado		
- Vigora	- Inferno		
- Volcano	- Carnivore		

~~~~~

This fight isn't the hardest in the game, and Serge isn't quite as tough as he should have been, in my opinion. Also, I find it odd that the evil Lynx can manipulate this body much better than the good Serge can use Lynx's, since Serge uses FeralCats and ForeverZero. But anyway, Serge has a pattern, and it's one that can be manipulated to gain some elements. It goes as such: physical attack, FeralCats, physical attack, Volcano, physical attack, ForeverZero, either BlackHole or Iceberg, physical attack, either ThundaStorm or Tornado, physical attack, NinetyNine + Vigora, blah blah blah, then either Inferno or Carnivore.

Steen is in a lot of danger here, as Serge's physical attacks can do perhaps 200-270 damage to her, and don't even get me started on when he uses NinetyNine and Vigora; she has absolutely no chance of surviving through that. As for his spells, they're all quite powerful, and BlackHole will DEFINITELY knock Steena out. In fact, it has a chance of instant death on everyone, so that is one spell you need to look out for. Also, FeralCats can be about 180 or so damage to everyone, with ForeverZero at about 240 or so. Double those on Steena, and you won't be making it through this fight easily.

Start the fight, however, with physical attacking until you get to whomever has a Volcano trap, since Serge will ALWAYS use Volcano. Don't worry about that in the slightest. Also, I should note that if you got the Mastermune for Lynx, each fierce attack will do about 220 damage. 3000 HP won't last long against that kind of punishment. And after that, Serge will devastate you with ForeverZero, and then either BlackHole or Iceberg. I think BlackHole is more common, plus it's more dangerous, so go for that. Then it's either ThundaStorm or Tornado, then either Inferno or Carnivore. So that's that for trapping elements... watch out for his physical attacks, and you'll emerge victorious fairly easily.

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\\ Boss: Vita (Unus) Party: Serge, Karsh, Grobyc \\

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|                   |              |                   |  |
|-------------------|--------------|-------------------|--|
| Attacks:          |              | HP - 2500         |  |
| - physical attack | - EagleEye   | Innate - Red      |  |
| - Fireball        | - GreenField | Difficulty - Easy |  |
| - Inferno         | - Cure       |                   |  |
| - Volcano         | - CurePlus   |                   |  |

~~~~~

Here we go... this is NOT a hard fight. First of all, Vita's attacks are not very powerful... her physical attacks dish out about 130-140 damage at the most, Fireball is pathetic at about 50 damage, Inferno is around 200 damage to the party, and Volcano is 300 damage. You can even trap Inferno and Volcano if you want, but you won't need to. There's not really even that much strategy to this battle besides just using HealAll or the like after Vita uses Volcano.

She'll also use GreenField at some point or another, which is a little



ironic considering she's a red elemental (if you went to the Present ruin last, anyway), and nothing could be better for Karsh. I used the Genie summon right after Vita cast GreenField, and did 600 damage with it. Speaking of which, physical attacks, especially Serge's, are more useful than magic here, even blue elements. Dash&Slash will do up to 500 damage, plus this isn't a bad fight to try out your new FlyingArrow skill. But anyway, this fight sucks. Move on.

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|                       |                             |    |
|-----------------------|-----------------------------|----|
| \\ Boss: Polis Police | Party: Serge, Karsh, Grobyc | \\ |
| ~~~~~                 |                             |    |
| Attacks:              | HP - 3200                   |    |
| - physical attack     | Innate - White              |    |
| - MegatonFist         | Difficulty - Semi-Hard      |    |
| - Bazooka             |                             |    |

~~~~~

Just some random boss which will do nothing to prevent your journey onward? Hell NO. This is one of the harder fights that you'll be taking on for a while, but it gets a lot easier if you equip the White Plate on Grobyc. Then all the attacks will just sink right through him and heal him. But actually, Polis Police is a very simple boss -- he only has the meager physical attack, which is only 130-170 damage, nothing special. As for the techs, MegatonFist is about 300 damage, and to freaking Serge, Bazooka will do 350 damage. That's about 600-700 damage to Karsh or Grobyc.

In other words, FullRevival calls for usage here. Also, you can pretty much slaughter Polis Police if you can turn the field completely black and have Grobyc summon the GrimReaper. I really recommend starting this right after Polis Police uses a tech, so that his physical attacks won't interfere, but just make sure you don't have a character or two dead before you do that. =P Just have Grobyc use a black element after Polis Police uses one of his techs, then Serge and Karsh can use them, and Grobyc can build his power level and use GrimReaper. No problem.

Or as an alternative, you can just equip Grobyc with the White Plate and be virtually impossible to defeat. However, that's a very cheap strategy which officially makes you a jackass. So... no thanks. If you don't want to summon the GrimReaper, though... physical attacks work very well. That means the Mastermune and Grobyc, of course.

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|                             |                             |    |
|-----------------------------|-----------------------------|----|
| \\ Boss: FATE               | Party: Serge, Karsh, Grobyc | \\ |
| ~~~~~                       |                             |    |
| Attacks:                    | HP - 5000                   |    |
| - physical attack - HeatRay | Innate - Black              |    |
| - Diminish - FreeFall       | Difficulty - Semi-Easy      |    |
| - Gravitonne - GravityBlow  |                             |    |
| - DarkEnergy                |                             |    |

~~~~~

You would think FATE would be a super hard boss, but quite frankly, it's not. If you have a decent supply of healing elements, this fight will not present any trouble at all. And for one thing, FATE has a very predictable pattern, counting down similarly to the Black Tyrano from Chrono Trigger, but a little bit more dangerously than that. Here's how it works.

5: Diminish - halves the power of magic, it's not really that bad since Serge has the Mastermune

- 4: Gravitonne - about 70-80 damage to the party, absolutely nothing to possibly worry about
- 3: Heat Ray - to one character, around 200-250 damage, and about 350 damage to Serge, fairly dangerous
- 2: FreeFall - about 200-250 damage, similar to Heat Ray, and Serge is once again in a lot of trouble
- 1: GravityBlow x2 - a complete absolute joke, it does affect the field but the damage is pitiful
- 0: DarkEnergy - roughly 350 damage to the whole party, not the worst attack in the game, but still one to dread
- 5: physical attacks - about 140-180 damage, stronger than average but not that bad

So with that in mind, this fight becomes fairly predictable. Not to mention it's VERY easy to cast Saints here. To do so, build everyone up to their highest power levels, and just let FATE hit you with something. Then have Serge use PhotonRay, the other two characters use something (not before physically attacking though, so that Serge gets to two stamina points after the last character is done), and then have Serge attack once and then use Saints for about 1000 damage. Plus it'll heal your party for 999 HP too.

This fight isn't hard in the first place, and if you want to make it virtually impossible to lose, just equip Serge with the Black Plate. Of course, Dash&Slash and FlyingArrow will already make this a cakewalk, but I digress. The only thing difficult here is FATE's 5000 HP.

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|                      |                           |    |
|----------------------|---------------------------|----|
| \\ Boss: Royal Jelly | Party: Serge, Kid, Starky | \\ |
| ~~~~~                |                           |    |
| Attacks:             | HP - 1657                 |    |
| - physical attack    | Innate - Blue             |    |
| - Vortex             | Difficulty - Easy         |    |
| - IceBlast           |                           |    |
| - Iceberg            |                           |    |

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There was a time in which I thought Vita was easy... then I found this fight. The Royal Jelly has pitiful HP, no attacking power whatsoever, and absolutely nothing whatsoever going for it. I finished it off in two hits, and you can't even damage it with non red elements! However, all you need to do is use some red elements at the beginning of the battle to make the field all red, and then have Kid summon Salamander for about 1200-1300 damage. Hasta la vista baby.

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|                             |                             |    |
|-----------------------------|-----------------------------|----|
| \\ Boss: Terrator           | Party: Serge, Norris, Orlha | \\ |
| ~~~~~                       |                             |    |
| Attacks:                    | HP - 2200                   |    |
| - physical attack - Capsule | Innate - Yellow             |    |
| - WaveOfFear - OmegaYellow  | Difficulty - Semi-Easy      |    |
| - SpiritsUp                 |                             |    |

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There are six of these dolls in Terra Tower, with each representing a different element. I think of them all as the six dragons, only with lower

HP and stronger attacks. And this one isn't too much different; its physical attacks are about 200-240 damage or so, WaveOfFear will decrease your defense, SpiritsUp will increase his, OmegaYellow will do about 300-350 damage to one character, and when his HP runs low, he'll use two Capsules to heal 160 HP.

No matter WHAT the other FAQs say, Terrator DOES NOT USE GOLEM. He doesn't use Golem, Earthquake, ThundaStorm, or any other trappable, high powered yellow element. And he doesn't use YellowField either. With that put aside, this fight isn't too hard, but OmegaYellow is very dangerous. Plus he uses it every three turns (his pattern is WaveOfFear and SpiritsUp in the same turn, then physical attacks, then OmegaYellow, with Capsules coming in at some point), so keep your HP up and slaughter it with green elements. I didn't bring Karsh into this fight, but it won't be too hard.

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|                            |                             |    |
|----------------------------|-----------------------------|----|
| \\ Boss: Pyrotor           | Party: Serge, Norris, Orlha | \\ |
| Attacks:                   | HP - 2400                   |    |
| - physical attack - Tablet | Innate - Red                |    |
| - SadnessWave - OmegaRed   | Difficulty - Semi-Easy      |    |
| - Rage - RedWolf           |                             |    |
| - Fireball - FirePillar    |                             |    |
| - NinetyNine - Volcano     |                             |    |

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I may be in the minority on this one, but I think Pyrotor is slightly harder than Terrator. It might be because he \*gasp\* actually casts RedWolf whereas Terrator didn't cast Golem! Regardless, this is far from the most difficult fight you've struggled through during the entire game. Pyrotor uses physical attacks which can do up to 300 damage (and more after he uses NinetyNine), SadnessWave, which will reduce your attacking power, Fireball which didn't even do damage, FirePillar which does about 40-50 damage, OmegaRed, which is still 300-350 damage and absolutely slays blue elements, and RedWolf.

Pyrotor has a pattern, and it'll ALWAYS have it that he casts Fireball and FirePillar in the same turn, then in the next turn, if the field is red, uses RedWolf and NinetyNine. So make sure you take note of that and have the field turn red after those two elements, if you have any desire at all to have RedWolf before the end of the game. And as the fight wears on, Pyrotor will use three Tablets on himself (a joke), Volcano (140-150 damage to the party, nothing to worry about), and OmegaRed twice, so watch out for those. But anyway, heal and you'll be fine.

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|                                |                             |    |
|--------------------------------|-----------------------------|----|
| \\ Boss: Anemotor              | Party: Serge, Norris, Orlha | \\ |
| Attacks:                       | HP - 2500                   |    |
| - physical attack - Bushbasher | Innate - Green              |    |
| - InfoScope - AeroSaucer       | Difficulty - Semi-Easy      |    |
| - HealPlus - AeroBlaster       |                             |    |
| - OmegaGreen - Carnivore       |                             |    |
| - Bushwhacker - Sonja          |                             |    |

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It'd be a real shame if you lost this battle, since you haven't saved since like... before you fought Terrator? So give this battle your all. And fortunately, it's not really that difficult. He'll start off by using InfoScope on everyone, then OmegaGreen a bit later (same old), physical

attacks, which are only about 110-130 damage, and as for spells... very dangerous. And a bit later, it uses all four primary green elements on a single character... Bushwhacker is about 10 damage, AeroSaucer's about 30, Bushbasher's about 60, and AeroBlaster's about 150... so all in all, about 250 damage.

I haven't worked out the mechanics for when Anemotor casts Sonja, but yes, he DOES use it, so you might want to have the trap element ready for whenever he does cast it. He also uses Carnivore, but that's surprisingly weak at about 150-210 damage to the party. So you'll pretty much breeze through this, but if you want a really quick way to win this battle, build Norris's power level to 8, have someone else use YellowField, and then just have Norris use ThundaSnake right there and then to take off pretty much half of Anemotor's HP right there. Easy fight all in all.

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\\ Boss: Gravitor Party: Serge, Norris, Grobyc \\
Attacks: HP - 3000 ||
- physical attack - HellSoul Innate - Black ||
- OmegaBlack - Gravitonne Difficulty - Medium ||
- Nostrum - HellBound ||
- GravityBlow - MotherShip ||
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Alright, if you think Pyrotor or Anemotor were hard, you REALLY have another thing coming to you with this fight. First of all, the physical attacks are dangerous, doing perhaps 300 damage to a single character, and Serge is REALLY in danger of them. OmegaBlack is about 400 damage, as you can definitely tell by the animation. Plus later in the fight, Gravitor will use HellBound twice, and that can be very annoying. Then later, it'll use GravityBlow on one character (50-60 damage), Gravitonne for about 80 damage to the party, and then HellSoul, which is also very deadly.

Then after that, Gravitor WILL cast \*MotherShip is the field is all black, which it WILL be if you didn't do anything between those two. So make sure you get the MotherShip trap in, because it will obliterate your group with no problem. But anyway, Serge's physical attacks are incredibly powerful here; his Mastermune was doing about 600 damage with Fierce attacks, and you can imagine that 3000 HP won't last long with that kind of punishment. Gravitor will use a Nostrum to restore 200 HP, but don't worry about that. Once again, this fight is kinda hard and may provide difficulty because of HellSoul / HellBound, and OmegaBlack, so fight cautiously.

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\\ Boss: Luxator Party: Serge, Norris, Grobyc \\
Attacks: HP - 3000 ||
- physical attack - PhotonBeam Innate - White ||
- OmegaWhite - MeteorShower Difficulty - Medium ||
- HolyHealing - HolyLight ||
- Magnify - UltraNova ||
- PhotonRay - Unicorn ||
- Meteorite ||
```

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You might enter this fight thinking that since there's no instant death, plus Serge isn't going to die very easily, this'll be an easy fight. WRONG. Luxator is an incredibly dangerous enemy, with physical attacks the same power as Gravitor's, OmegaWhite, which does a huge amount of

damage to one character, HolyHealing which restores about 700 HP, PhotonRay which is only 60-70 damage or so, Meteorite which is about 100, no big deal, PhotonBeam for around 150, and MeteorShower for 250+ damage to your group. After he uses three PhotonRays, he'll also use Unicorn, which is not great but it'd be in your best interest to trap it anyway.

And you may also want to trap HolyLight after that, which is 350-400 damage to the party, and UltraNova, which is around 450 damage to Serge, 550-600 damage to Norris, and 750 damage to Grobyc. And it's very hard to come out of that with more than one character alive. But Luxator does have a set pattern, so it's always be PhotonRay x3, then Unicorn, then HolyLight and finally UltraNova. So overall, this is NOT an easy fight to win, but Norris and Grobyc have the dual tech PitchBlack, which will do about 600 damage. Make sure you put that to good use. Grobyc with BlackHoles is great here, plus FreeFall works well, but be very careful and put your own HolyHealing to good use.

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|                  |                           |    |
|------------------|---------------------------|----|
| \\ Boss: Aquator | Party: Serge, Kid, Grobyc | \\ |
|------------------|---------------------------|----|

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|                               |                        |  |
|-------------------------------|------------------------|--|
| Attacks:                      | HP - 2800              |  |
| - physical attack - OmegaBlue | Innate - Blue          |  |
| - Nimble - CureAll            | Difficulty - Semi-Easy |  |
| - Numble - Deluge             |                        |  |
| - Vigora - Iceberg            |                        |  |
| - FrogPrince - BlueField      |                        |  |
| - IceLance - AquaBall         |                        |  |
| - IceBlast                    |                        |  |

~~~~~

If you've gotten through Gravitor and Luxator, and now have to fight the final one of the elemental dolls, you won't have ANY problem at all with this one. In fact, Pyrotor, Gravitor, and Luxator were the hard ones (just like fire, black, and sky were the hardest of the dragons), and Terrator, Anemotor, and Aquator were the easy ones. But I digress... on to Aquator's attacks. He'll start the fight by using Nimble and Vigora on himself, and Numble on a character. Don't worry 'bout those, although Vigora will allow for about 5-6 attacks for 250-270 damage.

OmegaBlue is the same, for about 300 damage. And as the fight goes on he'll use Deluge and Iceberg in the SAME TURN. That's annoying as hell, since Deluge is about 150 damage and Iceberg is about 240, and you have to weigh in the increment of damage to Kid. Aquator will also use IceLance (barely any damage at all), AquaBall, for anywhere between 70-130 damage, and IceBlast on two characters, which may very well freeze them. So the best strategy for this fight is to just use RedField and either \*RedWolf or \*Salamander quickly to finish Aquator off. Who cares to trap FrogPrince again anyway? If you're paranoid, trap Deluge or Iceberg though.

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|                        |                           |    |
|------------------------|---------------------------|----|
| \\ Boss: Time Devourer | Party: Serge, Kid, Grobyc | \\ |
|------------------------|---------------------------|----|

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|                    |                     |  |
|--------------------|---------------------|--|
| Attacks:           | HP - ????           |  |
| - physical attack  | Innate - White      |  |
| - field change     | Difficulty - Medium |  |
| - swoop bomb       |                     |  |
| - lots of elements |                     |  |

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This is it... although there's one fight after this one (which is very

irrelevant in my opinion), I consider this to be the final boss fight. And hey, it's all six (seven if you count Harle) dragons put together, so it has to be awesome. The enemy starts and ends as a white elemental, but WILL change its innate as the fight progresses, so I'll just say it's white for simplicity's sake. And as the battle opens, and it'll do is just attack for 50-70 damage at most... absolutely nothing to worry about. And in the mean time, it's a white elemental, so hit it with Grobyc's RocketFist and such.

Then you'll get hit by an "attack" as the field changes to Earth Dragon Isle, and this is apparently supposed to do damage... it did 0 damage to all of my characters, so it's hardly anything to worry about. Then as this unwraps, he'll use Uplift, Fireball, and Bushwhacker on you in one turn, then AquaBeam, GravityBlow, and PhotonRay on you in another. And if you fail to do enough damage to it to make it shift fields, it'll hit you with ThundaStorm for about 300 damage to the group, so beat it fast. And then your next destination is Mount Pyre.

Now it uses MagmaBomb, AeroSaucer, and IceLance, none of which are at all dangerous, but HellSoul comes next, and if that kills, then that's very bad. Plus after that it'll swoop at you, blasting the party for 120 damage or thereabouts. And with that comes Volcano, which is about 220 damage to the party, it isn't something to break down and be scared about. After a bit, you'll land in Gaea's Navel. Here's where it starts getting just a little bit harder. To be honest I got finished with this part very fast and didn't get to see what it used, but it used OmegaGreen (extremely dangerous at about 500 damage, if not knocking someone out right there), and physical attacks for about 170-180 damage, nothing special.

I suppose it'd use Tornado after a while, but eh... next stop is Water Dragon Isle. Here's where the fight gets easy and hard at the same time; Kid is in danger, but is at the same time the strongest character there, because of RedWolf and Salamander. The Time Devourer will use the swoop bomb attack again, which is still 120 damage or so to the group, not a worry. But meanwhile, have one character use RedField and then have Kid use RedWolf or the like... expect 1100-1200 damage and a switch to the Black Dragon cave. Serge comes in extreme handy for this one.

However, the Time Devourer uses FreeFall, and that might very easily do 400 damage or above to Serge, but only 210-220 damage to Grobyc. So keep an eye on your group's health at all times. After that comes HolyLight, but that will only do about 140 damage on average... 180 at most to Grobyc. But do NOT let the Time Devourer get a turn after that, or it'll use the most dangerous thing in the whole battle: Genius, then Imbecile, then BlackHole. Expect about 350-360 damage to Grobyc, 500 damage or so to Kid, and 700+ damage to Serge. If you survive that in a regular game, my hat's off to you.

So FINISH THIS PART OF THE FIGHT OFF, FAST. Then the fight will end where it started: at the new Sky Dragon Isle. And the fight will start fairly quickly with UltraNova, which is about 230 damage to Serge, 400+ damage to Grobyc, and 300 damage to Kid. But you've got plenty of black elements -- this part of the battle seems a bit slower than the rest, so you can turn the field black and have Grobyc summon either GrimReaper or MotherShip, and enjoy the results. Serge's Mastermune is as powerful as ever, so just end this quickly.

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Attacks:	HP -	????	
- lots of elements	Innate -	White	
- Omega skills	Difficulty -	Easy	

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There are two ways to win this battle, with one netting you the good ending and one getting you the bad one. But anyway, the Time Devourer is not hard in the slightest. He will start the battle off by using a crapload of green elements, but that's absolutely nothing to worry about. Carnivore will do roughly 140-160 damage to the party, and Tornado about 220, and that's IT for that. There's always Bushbasher and stuff like that, but why worry about that? And yes, there is a reason pretty much all that the Time Devourer is using is green elements, but even OmegaGreen isn't that bad.

But anyway, to get the bad ending, just slaughter the Time Devourer. It has a lot of HP, but it's not in the slightest bit hard. I would go as far as calling it a lesson in hack & slash, so just kill it and get it over with. If you want the good ending, though, you'll need to use the ChronoCross element correctly. To do this, play the song that Lavos is weak against, by using the correct colored elements, and then ChronoCross. This is the order: Yellow -> Red -> Green -> Blue -> Black -> White -> ChronoCross. And it's not nearly as hard as it sounds; half the time the Time Devourer will just help you, or not do anything at all. This'll end quickly, but still... a very disappointing "real" final boss battle.

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~-- ~-- ~-- XII. FAQ ~-- ~-- ~--

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I decided to throw this in here at the last minute, because a lot of people have questions about this game that will never go away, so I guess I'll try my best to answer some of them.

[Q] What are all the double and triple techs in the game?

[A] Here. I know, not too many of 'em.

- Serge (3) + Glenn (3) -> X-Strike (Red)
- Kid (3) + Mel (3) -> DoubleTake (Red)
- Guile (5) + Sneff (7) -> SwordStorm (Black)
- Norris (7) + Grobyc (7) -> PitchBlack (Black)
- Radius (7) + Viper (5) -> VitalForce (White)
- Karsh (3) + Zoah (7) -> DragonSpike (Green)
- Nikki (7) + Miki (7) -> Flamenco (Red)
- Draggy (7) + Leah (7) -> DraggyRider (Yellow)
- NeoFio (7) + Turnip (7) -> TossedSalad (Green)
  
- Serge (5) + Leena (7) + Razzly (7) -> DeltaAttack (White)
- Serge (7) + Kid (5) + Slash (4) -> Z-Slash (Blue)

To activate Z-Slash, you need to have Sprigg kill Slash so she can actually Doppelgang into him, and then have him at Level 4. I know, not too many techs, huh?

[Q] Who is the single best character in the game?

[A] I'd have to say Glenn. Get him two Einlanzers, and that's just homicide to anything. Not to mention him and Serge using X-Strike is the strongest attack in the game. Besides that, he's a great mix of everything. Honorable





- \* Almost 80 more in one day, me likes.
- \* The walkthrough is up to Fort Dragonia; end of disc 1.
- \* The element and character lists will be done tomorrow.
- \* I am 95 percent happy with this update.

v. 0.60 // June 14, 2006 // 318 KB

- 
- \* 70 more in one day... now that is real snappy.
  - \* The walkthrough is out of the second trip to Viper Manor.
  - \* The equipment list is getting some steady work on it.
  - \* Lists have gone untouched for a bit... I have to fix that.

v. 0.40 // June 13, 2006 // 248 KB

- 
- \* I broke my all-day record for FAQ KB with this. 89 in one day.
  - \* The walkthrough is going up to Marbule/S.S. Zelbess.
  - \* I finished the ENTIRE game basics section in one go!
  - \* The element list is almost complete, just give me a day.

v. 0.20 // June 12, 2006 // 159 KB

- 
- \* I actually have the motivation to do 50 KB two days in a row!
  - \* The walkthrough is up to Water Dragon Isle.
  - \* The element list is going very smoothly, for one thing.
  - \* As for the character list... I touched it, which is good.

v. 0.10 // June 11, 2006 // 107 KB

- 
- \* Yeah, I actually pulled off a decent update, for that.
  - \* Walkthrough up to Guldove after Viper Manor.
  - \* I actually did all three paths into Viper Manor. Yay!
  - \* Elements and bestiary slowly being worked on.

v. 0.03 // June 10, 2006 // 58 KB

- 
- \* ...School's over and I actually have time to work on the guide.
  - \* Got done with the 1/7 elements. I'll finish 'em later.
  - \* Finished a few more characters, which is always annoying.
  - \* Walkthrough up to Termina first time. Not bad.

v. 0.01 // January 28, 2006 // 26 KB

- 
- \* First of all, I actually decided to do this guide. Ick.
  - \* Basic format and layout started. It takes time, friends.
  - \* Decided on what's going to be in the guide and what's not.
  - \* Walkthrough started up to Arni Village. This will take a long time.

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XIIIb. Credits  
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You have just gone through yet another huge RPG guide, copyrighted and written by none other than a lifeless nerd. Or, in other words, me. Interpret that in any way you wish. So with that, hope you enjoyed this guide and this game, and expect to see my name on many more guides in the future. I'm awesome like that and stuff. With that, buhhh-bye.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.

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