

Chrono Cross FAQ/Walkthrough

by Adrenaline

Updated to v2.01 on Jun 18, 2002

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Chrono Cross - WALKTHROUGH/FLOWCHART

By AdrenalineSL

Version 2.01: Released June 18, 2002

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<http://www.gamefaqs.com>

This is currently [Version 2.01] of Adrenaline's Chrono Cross Walkthrough and Flowchart. All questions, complaints, hate mail, viruses, death threats, and all things Chrono Cross can be sent to this address: See below.

Contact me: narnia_M3@hotmail.com

Looking for an ultra-super-duper-in-depth guide for Chrono Cross? Then you're reading the wrong FAQ. :)

--- VERSION HISTORY ---

Version Final | January 23, 2002

Did a little reformatting and corrected many of the spelling errors that plagued the guide. Well, that was the entire reason for this update.

Version FINAL | June 17, 2001

Don't want to leave this FAQ hanging, so it's marked as the Final Version at last. Hasn't been long, but it's complete. It's about time I switch focus to another FAQ. Although, this is marked as Final, I may pop in some times just to make very minor corrections. Thanks everyone for reading.

Version 1.2 June 4, 2001

Nothing big here. I added a great strategy for Lavos by "redassault". Thanks a lot. Just thought I'd pop in before I mark a Final version. It will be soon.

Version 1.13 May 25, 2001

Oh my, it's amazing how stupid this FAQ reads when you go through it. :) Well I just fixed a lot of careless mistakes that involve tons of grammatical and spelling mistakes. Sheesh! I also found several words that replaced the word I was meaning to type. Ack, I made myself look like I was some person trying

to write English for the first time (that was not intended to offend anyone). I didn't add anything special; I just had to brush up on this FAQ a bit so I don't have to seem so stupid. Other than major writing corrections, there's nothing really exciting that was added. Although, not ALL mistakes have been corrected. I will get to those later, but right now I'm in a hurry.

Version 1.1 May 23, 2001

Finished with everything, the whole FAQ is done! This is the first release of this FAQ and there will be no further necessary updates except maybe for some grammar and spelling mistakes. Everything is pretty much done. However, if I feel there is anything significant to add, I won't hesitate to update it. But until there is anything really important to add, this is it I hope. I've been working on this like a maniac, and it's greatly appreciated for any feedback. Everything is new, so feel free to browse around (well, I can't stop you from doing so, anyway). If I get feedback with many questions or requests, or something, I will see what I can do to adjust to any new settings. Keep in mind that just because the FAQ is done, it doesn't mean that there will be no more updates, period. Although, I think it will be mostly minor updates, the FAQ may undergo some changes later on (I tend to do that). :) I will leave this guide open to any contributions, if any.

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|   ----- Introduction -----   |
|   --- Purpose Of This FAQ ---   |
|   --- How To Use This FAQ ---   |
|   --- Game Walkthrough ---     |
|   ----- DISC ONE -----     |
|   ----- DISC TWO -----     |
|   --- Endings ---               |
|   --- Ozzie, Flea, Slash ---    |
|   ----- Outro -----        |
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|-----|
|               INTRODUCTION               |
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This is a new project I am trying out and I thought it'd be a great feat if I could tackle it. Chrono Cross proved to be one of my all time favorite games and whenever I have a favorite something, I have to show my um, "fan-hood" or something. This idea for doing a flowchart-walkthrough spawned from an inspiration I had when I saw HYuy's Final Fantasy VIII flowchart FAQ. It was unique in its content and layout. It quickly became one of my favorite FAQs. And with his permission, I was able to adopt his format and mold it into this guide.

Please remember that this is a quickie walkthrough through the game. This FAQ is by no means the end-all information source. This is just a quick reference guide, sort of like Elranzer's but not quite (and much bigger). The main purpose of this FAQ is to basically show the events that succeed one another in walkthrough form. You will not find lists of any kind, detailed, step by step walkthroughs, detailed boss strategies, how-to-find-all-characters tips, and any other miscellaneous things, or something. However, you will find a complete boss preparation and strategy for the boss fight available only in New Game+: The battle against Ozzie, Flea and Slash. It was included in this guide because it's just there, so hah. And maybe the endings list, too. ^___^ Please refer to the following guides at GameFAQs.com:

- DJellyBean's FAQ/Walkthrough
- ATadeo's FAQ/Walkthrough
- Ranma's Boss FAQ
- CB!'s Character FAQ

Of course, that's only a selected few. There are many more than that. So go check out all the FAQs on the GameFAQs.com page. If you can't find what you are looking for there, then it probably doesn't exist. Also, check out my Chrono Cross Original Soundtrack Guide on the same GameFAQs page. </shameless self plug>

There is no real purpose, but to help those RPGamers out there. Actually, the time spent on this FAQ helped boost my determination to write better guides in the future. I worked hard on this, yes, but I didn't exert myself fully into this guide, which I should always do. So in this document, you may find many flaws and imperfections. I just hope I made this interesting enough to warrant total respect for this guide and have nothing copied from it. I guess you can say I rushed through this guide a bit. If you have any suggestions as to help improve this FAQ, feel free to send them my way.

How to use this FAQ

The layout for this specific FAQ may be unfamiliar to you as it has been used on very few FAQs. It was possible for me to use this layout because of HYuy's Final Fantasy VIII's flowchart FAQ. As I've mentioned before, my Chrono Cross guide will be identical to his FFVIII's guide, but with my own work and all. This FAQ is pretty simple to use. The game walkthrough chart's split into two sections: Left and Right. The left side contains the general walkthrough cut into simple steps based on the chronological order of events and sequences. The right side consists of character profiles whenever your party meets a new character, simple boss strategies, game comments, and detailed descriptions on how to do something specific. Basically, it's there to act as a reference. So with that notion down, are you ready to read the walkthrough?

NOTE

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Yes, I do know that I'm missing items. That is my intent. This guide was
designed to lead you out of the dark and light the path. So you will not
find every single detail listed. Some gamers take pride in finding
everything themselves.

What was the start of all this?
When did the cogs of fate begin to turn?
Perhaps it is impossible to grasp that answer now,
From deep within the flow of time.

But for a certanty, back then
We loved so many yet hated so much
We hurt others and were hurt ourselves.

Yet even then we ran like the wind
Whilst our laughter echoed
Under cerulean skies....

----- DISC ONE: THE ADVENTURE BEGINS! -----

MYSTERIOUS DUNGEON

| You find yourself in a huge, dragon tower.
| Three party members step off the elevator.
| The third party member is always random.
| This is your first "dungeon". There are no
| real goals at this point, but to find the
| exit and get used to the battle mechanics.

| FMV introducing tower.

| Serge, Kid, and a third
| random party member hop
| off the elevator.

| Default name: Serge

| _____ Character: Serge

| Age: 17
| Origin: Arni Village
| Height: 5'7"
| Weight: 128 lbs.
| Build: Ordinary
| Right-Handed
| Weapon: Swallow/Mastermune
| Innate color: White

| One day, Serge is ripped from his home
| world into another world just like his,
| where things look the same, but with
| twisted repercussions. Serge is the
| protagonist of the game. Although his
| dialogue isn't displayed, his companions
| will still interact with him.

| Default name: Kid

| _____ Character: Kid

| Age: 16 (F)
| Origin: Unknown
| Height: 5'5"
| Weight: 99 lbs.
| Build: Slender
| Ambidextrous
| Weapon: Dagger
| Innate color: Red

| A mysterious girl Serge meets when he had
| been visiting a tombstone. The girl helps
| him in a battle to fend off some thugs.
| Details about her are unknown. Although we
| will later learn that she plays a very
| prominent role in the game. Interesting...

| Take the right path at
| fork.

| Make your way through the
| dungeon.

| I know I'm not elaborating on this, but it
| isn't at all any difficult to navigate.
| This is a very straightforward path. There

	are no treasures. Just follow the path.
Deactivate the crystal at the end.	If you took the left fork at the first intersection, you will find your party perched on a balcony, overlooking some kind of crystal.
Go to the illuminating purple platform.	
Proceed forward and watch the disturbing FMV.	
ARNI VILLAGE	Serge wakes up and finds out that it was all a dream. Was it a dream? Or was it a foretelling of the future? His mother informs him that he's late meeting Leena. Boys shouldn't keep girls waiting! Right?
Become familiar with the new surroundings.	In Serge's room, check under his bed to find his life savings-200G. Plus, did you know you could open and close his blinds? Check the pots for some Tablets x5. Very cool! Check it out! Downstairs, his mother tells Serge that Leena is out on the pier babysitting the local kids.
Speak with his mother and be on your way.	
Explore the village.	
Speak with the man to the left of the colossal sword fish.	When the dialogue options screen pops up, choose, "You're probably right!" and he'll be generous enough to hand you a Komodo Scale. Then take the Komodo Scale and give it to the kid on the other side of the village for FREE to receive an Uplift Element in return. Not a bad exchange, eh?
Check the Element lady's cart for Shellfish Frame.	
Go in the house adjacent the man stationed at the entrance.	Inside, go through the back room and grab the Heckran Bone under the bed, as well as the Ivory Helmet in the chest. If you talk to the barrel 4 times, it will spit out an Uplift Element.
Go in the second house from the right.	
Talk to the man in the basement.	Listen to his long, long story and when he is finished, he will give you a key item: Shark Tooth--as he doesn't seem to need it any longer.
Head to the western part of the village to find the village chief Radius.	

Engage and battle. Listen to his tutorials. _____ Battle Tutorial No. 1

The old geezer will pack quite a punch on you. You need to get this in your head! Ok, on the battle screen, your stamina and whatever is displayed. To attack, first select Attack on the command screen. Upon doing this, 3 sets of numbers will appear. Weak, Strong and Fierce attacks. By doing physical attack variations, you can build up your element level grid, allowing you to use any elements allocated to that level.

Learn to use elements and tech skills. When using elements, keep in mind that it can only be used once in battle. I mean each individual element can be used only once per battle. Unless you have multiple numbers of that same element, you are restricted to use it once. To use elements make sure your level is pumped up to the exact one in your element grid. Now select Element on the command screen. Choose the one you desire and watch it go to work. Simple eh? I don't like elaborating on it. The same applies for the tech skills.

Find Leena at the pier. _____ Character: Leena
Age: 16 (F)
Origin: Arni Village
Height: 5'5"
Weight: 93 lbs.
Build: Ordinary
Right-handed
Weapon: Kitchen utensils
Innate color: Blue
Leena is Serge's sweetheart. She is a kind and polite girl; she always dreams fancy. Although, she can be very demanding and naïve, she can show the warm-side of her when needed.

Make preparations for the short journey you are about to undergo. Bleah. _____ Character Recruitment: Poshul
Now is actually a good time to recruit the lisp-talking dog, but if you're aiming to recruit Leena, then it's not necessary to do it now. Give the Heckran Bone to the pink dog running around the chief's yard.

World Map: Take a slight detour to Cape Howl. Nothing vital to do here, except to pick up an item and element. And at the far end you will find an engraving that's quite interesting.

LIZARD ROCK

This is your first real dungeon. Not much of a dungeon on account of the cheery music in the background. Anyway, your goal

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| here is to collect the 3 Komodo Scales.
|-----|-----|
| I hope you know what you |
| are doing. |
| | |
| Push the rock out of the |
| way. |
| | |
| Find the treasure chests. | Throughout this area, there will be chests
| | | containing items. It will take some doing
| | | to get to some of them, but it isn't hard
| | | to figure it out. I'll just keep it at
| | | that. I'm sure you will find them.
|-----|-----|
| Pick on the first Komodo | To "capture" this Komodo Pup, first, scare
| pup in the first area. | it to cause it to go to the other side of
| | | the rock. Now push the purple boulder into
| | | aperture. Next, run around the outcropping
| | | rock, and scare it into the tunnel once
| | | more and POOF!* You got yourself a Komodo
| "Trap" it and defeat it. | Scale.
| | |
| Head west of the first | When you enter the area, you will notice
| area to your second pup. | this place features an outline of a race-
| | | track. With that hint slapped down, start
| Chase the Komodo Pup. | chasing the Komodo Pup until you catch up
| | | to it. Then strip it of it's scale.
| | |
| Head south from the area | This is a bit trickier. You will find it
| to encounter the third | walking casually around, beneath a ledge.
| and final Komodo Pup. | Go up the green vine next to the cliff.
| | | Ditch the Beach Bums and proceed onto the
| | | edge. You will see the pup walking briskly
| | | below you. Now time yourself and pounce on
| Surprise attack it and | the poor guy. Congratulations! You've
| defeat it. | obtained all three Komodo Scales. Now you
| | | can meet Leena at Opassa Beach. Oh wait...
|-----|-----|
| Meet a very angry Mama | BOSS FIGHT: Mama Komodo
| Komodo. **BOSS |
| | |
| | | This battle succeeds immediately after you
| | | acquire the last scale. Build your element
| | | power to max and use any Fire-based spells
| | | you have.
|-----|-----|
| Take your scales and meet |
| with Leena at Opassa |
| Beach. |
| | |
| World Map: Head to Opassa |
| Beach which is south of |
| Lizard Rock. |
| | |
|-----|-----|
| | This is where you adventure really begins.
| OPASSA BEACH | There isn't much to do here except watch
| ----- | the dialogue and sequences and stuff...so
| | like yeah.
|-----|-----|
| It appears Leena hasn't |

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arrived yet. But it isn't	
long before she does.	
A long conversation.	

Leena talks about how you	It seems that this portion of the game
and she should cherish	will affect Leena's character. Here you'll
this day and asks you if	be given dialogue options twice. If Serge
would.	answers accordingly, Leena will be able to
	obtain her Level 7 Skill later on. Choose
	"I will never forget this day".
-----	-----
Serge is distracted by	
someone's voice in the	Whose voice is it?
distant.	
Serge looks into the	
waters.	

Brief FMV of Serge.	From this point on, everything will be
	confusing, but will be explained in later
	parts of the game.
Serge is unconscious.	
-----	-----
OPASSA BEACH	

(Another World)	Nothing to do here 'cept watch short
	sequences.
-----	-----
Old man wakes up Serge.	Remember Serge blacked out. The odd thing
	is that Leena is no where to be found.
Serge finally wakes up to	-----
find that the old man's	
pup is kicking sand in	Damn! I thought we killed those things!
his face.	

Serge asks where Leena is	Leena has apparently returned to the
only to feel a feeling of	village and the old man doesn't seem to
remorse.	know you even though you claim to live
	around here.
Leave the beach.	-----
Enter Lizard Rock once	
more.	
-----	-----
LIZARD ROCK	No specific goal here. Just backtrack and
-----	return to the village. And um...stuff.
	You'll probably notice a few things...:)
-----	-----
Explore "the rock" and	If you haven't noticed already, everything
notice different things.	is different. The background is an exact
	replica of the previous rock, but enemies
	are different, as well as the placement of
Grab the treasures from	the treasure boxes.
the newly placed chests.	-----
Avoid, or don't, the new	The enemies now are generally tougher than
inhabitants of the area.	what you encountered in the previous rock.

		They're more vicious and feisty.	
	Leave the area.	-----	
	Go to Arni Village.		
	-----	-----	
	ARNI VILLAGE		

	(Another World)	Your main goal here is to speak with Leena	who is again, at the pier looking after
		the kids. Swell babysitter isn't she? :)	
	-----	-----	
	Arni Village has changed	Arni Village isn't the same Arni Village	you once knew. The place looks a lot nicer
		than that sordid fish village in the other	place. The strange thing is that no one
		recognizes you. Your mother is no longer	in the house you once called home. Instead
	Explore the town to find	it is now owned by someone who has claimed	to have lived there 10 years. Your room is
	things that weren't there	now inhabited by a pup charging 100G for a	night's stay. Sheesh.
	before, and people too.		

	Find Leena on the pier.		
		Blah! She doesn't recognize you either.	
		Even your persistency in claiming that you	are Serge won't change her callous heart.
		Leena'll break the news to you: the Serge	she knows had been dead for over 7 years.
	Learn about Serge in this	He died by drowning at the age of 10.	
	world.	Impossible? We'll soon find out.	

	Look for new elements.		
	Leave Arni for Cape Howl.		
	-----	-----	
	CAPE HOWL	Weave around the steaming geysers and go	to the far end of the area.

	Pick up the items along		
	the way.		
	Inspect the tombstone.		
	Three soldiers appear and	Karsh, Solt and Peppor.	
	accost Serge.		
	A mysterious voice is		
	audible nearby.		
	Reveals to be a young	Who is she?	
	mysterious girl.		
	-----	-----	
	Karsh and gang close in	BOSS FIGHT: Karsh, Solt and Peppor	
	on the heroes.		
		This battle is 40% tutorial and 60% actual	battle. Solt and Peppor's unintentional
		comical behavior does not fail to impress	you. If you read their dialogue closely,

| | you'll know they've revealed their weak
| Learn how to defeat them | spot. Eliminate Karsh first, as he tends
| thanks to Solt 'n Peppor. | to be the strongest character. Then tend
| | to the other two dunces later. Use your
| | elements sparingly. Remember, the chick in
| | your party has nice elements.

| The girl will introduce | She is the same girl from that dungeon
| herself as Kid. | dream in the beginning of the game.

| She will ask you to join | Here's a small branching part in the game.
| her on her journey. | Not in the story department, but it has to
| > Accept | do with character recruitment. If you want
| > Reject | Leena, refuse Kid three times. Don't worry
| | you can recruit Kid again at Termina and
| | again, after she recovers from something.

| Serge will end up back in | It doesn't matter what you did previously.
| Arni Village resting. | Serge will still be sleeping in Arni. =P
| | The only difference is that Kid will come
| | if she joined your party. Or Leena will
| | come, depending on what you did.

| Kid gives you Tele-porter |
| ONLY if she is in your |
| party. |

| Make preparations for | _____Character Recruitment: Mojo
| journey. |
| | You can do this at anytime, but if you
| | want to add more varieties to your party,
| | now is a good time to recruit him. With
| | Kid or Leena, head to the same guy you got
| | Shark Tooth from, and this time give it
| | back. After the sequence, attempt to leave
| | and the straw idol will come to life and
| | call himself Mojo.

| FOSSIL VALLEY | Just find your way around and head to the
| ----- | opposite exit. Collect a few treasures
| | along the way.

| Go to the guy near the |
| ladder. |

| He will ask if you guys |
| are the exorcists they're |
| expecting. |

| > Yes, we are! | Choosing "Yes, we are!" will make him move
| > No, we're not! | to the side and let you through. While
| | choosing the other option...nothing really
| | interesting happens.

| Run toward to big fossil. |

| Receive Heavy Skull. |

| Go up the bend to the |
| cliff's edge to pick up |
| the Belflower. |

Go down the bone ladder	
and disregard the guard's	
warnings.	

Quickly snag the egg from	All these items are useful in recruiting
it's nest.	future party members. Be sure to get them
	if you're looking to be a perfecteer.
-----	-----
Meet with your cronies:	BOSS FIGHT: Solt and Peppor
Solt and Peppor...again.	
	This time, they are not accompanied by the
	Acacian Dragoon Deva, Karsh. This'll tend
	to make things go awry. Once again, Peppor
	will forget to bring the proper elements
	to incapacitate your party. Listen to
	their enlightening tutorials about using
Learn more about Elements	elements and tech skills. Just stick it to
from Solt and Peppor.	them with any elements you have at the
	moment.
Acquire first Tech Skill!	-----
Leave; Head to Termina.	
-----	-----
	There are a quite a number of things to do
	in Termina. Termina is actually the
	"ignition" of the whole story, I guess.
	There will be three branching points for
	character recruitment. Depending on which
	character you'll choose, it will shape the
	outcome of your upcoming events.

An immediate sequence	
will ensue. Meet Glenn.	_____ Character: Glenn
Glenn will be talking to	Age: 20 (M)
to the flower shop lady.	Origin: Termina
	Height: 5'9"
He wants a Belflower, but	Weight: 141 lbs.
the flower shop has none.	Build: Average
	Right-handed
	Weapon: Sword/Einlanzer
	Innate color: Green
After conversation, Glenn	
will leave.	First off, Glenn is not Frog from Chrono
	Trigger. Not an incarnation or whatever.
Regain control of Serge.	He is just a completely different guy that
	happens to have the same name. He is part
Save point at Inn.	of the Acacian Dragoon organization and is
	an awesome fighter. A great guy to have!
-----	-----
Proceed up the set of	If you didn't recruit Kid at Cape Howl,
stairs.	then she will show up here and is unflag-
	ging to show her disapproval of Leena.
Go to the very top level.	-----
Speak with the statue	
polisher to learn about	
Vipor Manor.	-----
Receive Tele-Porter from	Near the statue, there is a lonely indi-
	vidual resting in the shade. You can't see

| Kid. | him, but speak with him and he'll give you |
| | | Tea for Three Frame. |

| ----- |
| Head to the most western |
| part of the town. |

| |
| Look at the mermaid and |
| meet Korcha. |

| _____ Character: Korcha |

| |
| Korcha will rant on and |
| on about how people |
| shouldn't put mermaids on |
| display like that. |

| Age: 16 (M) |
| Origin: Guldove |
| Height: 5'6" |
| Weight: 123 lbs. |
| Build: Thin |
| Right-Handed |
| Weapon: Fishing lure |
| Innate color: Blue |

| |
| After the scene, keep |
| moving westward, and head |
| down the stairs. |

| Korcha can be somewhat annoying at times. |
| Plus, he really has the hots for Kid. In |
| later parts of the game, Korcha will do |
| anything for her. Sweet. Although, he |
| can't fight for beans and has a habit of |
| adding a suffix of -CHA! |

| |
| Serge will arrive at the |
| Shrines. |

| |
| Make your way toward the |
| sword-marked grave. |

| Give Glenn the Belflower. |

- > Give it for free
- > Ask for money
- > Sorry

| ----- |
| Glenn will come over to you and ask that |
| you give him your Belflower. Seeing that |
| you have no use for it, be a pal and give |
| to him for free, OR ask for money. You can |
| ask up to 70G for it and the prodigal will |
| pay up! Ha! |

| |
| Witness the melancholy |
| ceremony practiced by |
| Glenn and Riddel. |

| |
| The hut nearby belongs to |
| a wrestler, but he is not |
| in at the moment. |

| ----- |
| Go to northwestern part |
| of town. |

| |
| Go to the most northern |
| house. |

| Behind the set of stairs is a Profiteer |
| Purse. |

| |
| Speak with Van. |

| _____ Character: Van |

| |
| Age: 14 (M) |
| Origin: Termina |

Height: 4'11"
Weight: 88 lbs.
Build: Smallish
Left-Handed
Weapon: Boomerang
Innate color: Green

Van is a very snotty and annoying little brat. Although, not conceited, I would suggest that someone smack him one. He is very gaunt-looking and from his appearance you can immediately tell he is not a good fighter.

Leave house and go to the local Smithy.

Speak with Zappa behind the counter.

Character: Zappa
Age: 52 (M)
Origin: Zenan Mainland
Height: 5'8"
Weight: 181 lbs.
Build: Solid
Right-Handed
Weapon: Axe/Hammer/Master Hammer
Innate color: Red

Zappa will be the man that will polish up all your weapons, armor and accessories. He has strong features, but not a very balanced fighter. He will join your party later upon request of course.

Finish any miscellaneous tasks.

Find a guide that can help you get to Viper Manor.

****VERY IMPORTANT**** Ok, listen up. This is the short branching point. There're really three guides to choose from, all of which are recruitable characters. But once you choose one of them, you cannot recruit the remaining two. Keep that in mind.

*****BRANCHING POINT*****

Find one of these three guides: Guile, Pierre, or Nikki.

GUILE: Go the bar and speak with him.

Guile will offer to join your party on the account of the bet he made with the fortuneteller.

- > Ask for his help
- > Wait a minute

Character: Guile
Age: 26 (M)
Origin: Zenan Mainland
Height: 6'2"
Weight: 154 lbs.
Build: Tall & Slender
Right-Handed

Guile is somewhat of a magician and all attacks are based on magic. I highly recommend this guy as your guide for the first playthrough. His tech skills are real killers, but too bad his element grid is too small, which destroys a near perfect character.

Guile joins the party!

Head to the docks at the Shrine.

Guile will convince Korcha to ferry you to Viper Manor with a small fee of course.

END OF GUILE BRANCH (VIPOR MANOR BLUFFS).

PIERRE: Find Pierre at the vacant room adjacent to the smithy.

Character: Pierre

Speak with him to learn about his lost Hero's Medal.

Age: 23 (M)
Origin: Termina
Height: 5'11"
Weight: 130 lbs.
Build: Weakling
Right-Handed
Weapon: Sword/Hero's Blade
Innate color: Blue

Pierre is a braggart that constantly tries to impress us with his English/French mishmash. Not a very good fighter, but his facetious performance at the Viper Manor Gates earns him 5 stars!

Go outside through the southern door.

Speak with the boy in red running circles.

Obtain the Hero Medal.

Take it back to Pierre.

Pierre joins the party!

Go to the Viper Manor front gates.

END OF PIERRE BRANCH (VIPER MANOR GATES).

NIKKI: Go to the eastern part of town to a cruise ship.

Go inside the costume room.

Speak with Miki, the lead dancer.

Character: Miki

Age: 19 (F)
Origin: S.S. Zelbess

		Height: 5'7"	
		Weight: 95 lbs.	
		Build: Slender	
		Right-Handed	
		Weapon: Glove	
		Innate color: Red	
	Learn about the absence	Miki is part of the performance group, the	
	of Nikki.	Magical Dreamers. She is the lead dancer	
		(close your jaws, boys). Apparently, she	
		is quite fond of Nikki, but he doesn't	
		seem to notice that.	
	Agree to help Miki find	-----	
	Nikki in Shadow Forest.		
	Leave Termina.		
	World Map: Go to Shadow		
	Forest situated west from		
	Termina.	END OF NIKKI BRANCH (SHADOW FOREST).	
	-----	-----	
	VIPER MANOR BLUFFS	At this point, Guile should be with you.	
	(Guile's Trail)	Your goal here is to climb to the apex of	
	-----	the cliff side, all the while avoiding	
		falling boulders, enemies, and geysers.	
	-----	-----	
	Take the rock holds in	The rock holds to the far right leads to a	
	front of you.	treasure chest containing Heal. To get the	
		treasure chest on the ledge you saw when	
		first arrived, notice the geyser on the	
	Collect any treasures	rock holds as you made your way up to the	
	along the way using the	Heal chest; use the geyser to blast you to	
	the geysers as aids.	the depths below, which is the ledge. Go	
		back to the center rock holds, and climb.	
	Sequence: The guards will	When you reach the ledge with 3 divergent	
	notice your ascent and	rock holds, take the left most one to get	
	start to heave boulders.	Meteorite Element. Then take the center	
		rock hold up, and grab the last remaining	
		treasures. They're not tricky to get.	
	Follow the center rock	-----	
	for the first 2 ascending		
	journeys.		
	Go up the right rock hold	Be sure to dodge those falling boulders!	
	to the next level.		
	Continue up one more rock	Watch out for those Lochnests!	
	hold; then jump off the		
	edge.		
	Take the left rock holds		
	to reach the top.		
	Engage into combat with	Knock 'em dead with Tech Skills.	
	Acacia PVTS.		

	Kingmoaman arrives and	BOSS FIGHT: KingMoaman, Red/blue -moaman	
	looking very ravenous.		
	**BOSS FIGHT!	This proves to be a tough battle because	

		all three of them are of different color
		Elements. The two henchmen (Red and Blue)
		usually cast support spells to aid the
		King, and they also attack from time to
		time. However, KingMoaman should be one to
		worry about. Annihilate him first, then
		focus your attention to his side kicks.
Enter the Manor.	I hope you have a lot of heal spells. :)	

VIPER MANOR GATES	Pierre's trail is honestly the easiest one
(Pierre's Trail)	to follow since it requires only 2 battles
-----	with the soldiers at the gates. But Pierre

| Watch Pierre talk his way |
| into the Manor. |

| | |
| He fails to gain access | At this point, you are given three choices |
| into the manor. | as to your next action.

Make a decision.	CHARGE! lands you a fight with one group	
> CHARGE!	of angry and agitated Acacia soldiers.	
> Let Pierre plan	Allowing Pierre to make up his own plan is	
> Do nothing	hilarious to watch. Pierre will feign	
		illness, making the guards angry and call
		for back up. In other words, this plan
		nets you a fight with two groups of Acacia
		Soldiers. Do nothing means what it implies

| Defeat the Acacia Guards |
| Pierre attracted. |

| | |
| Tread deep into enemy |
| territory; inside the |
| manor gates. |

| Meet the three stooges: | What is with these food names? |
| Solt, Peppor and Ketchop. | BOSS FIGHT: Solt, Peppor and Ketchop |
| **BOSS FIGHT |

		At the start of the battle, Ketchop will
		KO one of your characters (Serge). Don't
		panic, Solt will be nice enough to revive
		the fallen member. Immediately use all
		devastating elements you have handy. Then
		use any cure elements to replenish party's
		health. Ketchop is the real threat here.
		So make sure you tend to him first. But

| Pick up the TurnYellow in |
| the chest after battle. | oddly enough, Ketchop will later on |
| | | sacrifice Solt and Peppor. Thanks big guy. |

SHADOW FOREST	Nikki's path is generally the hardest one	
(Nikki's Trail)	to do. Plus, it takes a little bit longer	
-----	too. Your goal here is to save Nikki from	
		from those demonic things and enter Manor.

| Watch Miki distract the |
| guards and mislead them | Charming. |
| elsewhere. |

Go into forest depths.	
Find Nikki "talking" to a a retarded fish thing.	
Nikki will run off. Chase after him.	

Find that Nikki's trapped in a bad predicament.	
Save Nikki from those demons! **BOSS FIGHT	BOSS FIGHT: Cassowaries
	This really isn't a boss fight, but does it really matter? To finish them off quickly, use any green elements like the BushWhacker or something. Don't count on Nikki to even notice what's going on.

Watch Nikki run off once again; chase after him.	I don't understand him.
Follow Nikki into the tiny waterfall to a hidden cave.	Remember where this is.
Speak with him to learn how to remove the monster blocking the path.	
Nikki joins the party!	
Grab the treasures before heading out.	Aroma Pouch and Angry Scapula.

Now remove the monster blocking the path using the method explained by Nikki.	To remove it, go to any of the cottonball plants and take a pollen. It will float with you. Now each pollen has its own very distinct color. Match the pollen with the same color of the retard fish things. Lure those fish things to the monster. They act as its food. The cruelty...

Use the pollen bait to lure those fish things to the ravenous monster.	Preferably, lure the red fish thing to the monster. Doing this will cause the monster to shrink after eating it and cough up a Skullduggery Frame. Feeding it the other colors will cause it to fight you!
The monster will move.	

Zoah, Solt, and Peppor will drop out of a tree. **BOSS FIGHT	BOSS FIGHT: Zoah, Solt and Peppor
	Solt and Peppor will attempt to use the all-powerful Summon element, but fail its requirements to use it. Learn from their mistakes. Focus on taking Zoah out of the ring, as he tends to pack a hard punch.

	Use green elements to their full potential
	since Zoah is of the yellow element. This
Go into the cave.	battle proves to be quite challenging, but
	possible if you know what you're doing.

Hug the left wall to	
evade charging enemies.	
Follow it upstream.	
Go up the ramp to the	
left.	
Defeat the Wraith and	
push the boulder into	
place.	
Continue upstream until	Watch out for the Gloop that'll drop out
you reach the exit.	of the ceiling.

END OF BRANCHING POINTS	**END OF BRANCHING POINTS**

VIPER MANOR	Whichever guide you've chosen, they'll all
-----	suggest you wait until nightfall before
	you raid the manor. Your goal here is to
	infiltrate the manor and do various things
	First, find a way to get inside. The key
	is in the Manor Stable.

Make your way through the	If you are seen, nothing bad happens 'cept
courtyard stealthily.	you'd have to fight the guard who say you.

Go to the Manor Stable.	
Save point in stable.	
Speak with the keeper and	
tell him you're his new	
helpers.	
Agree to help feed the	
dragons ten times.	

Feed the dragons as	After feeding the dragons 10 times once,
directed.	you may feed them additional times by
	choosing the exact number of times you'd
	want to feed them. Choose from 10-100 no.
	times to feed them and each time you
Take the Manor Key from	successfully complete it, you get an item.
the cupboard.	-----
Go back to the entrance	
and raid the place.	

Walk up to the snake	
statue.	

Enter passcode.	Enter any old number.
Serge and party will fall into a trap and into a metal cage.	At this point, if Kid is in your party, she will use her mad talking skills to get you out of this predicament. She'll still help you out even if she isn't in the current party.
Watch Kid taunt the guards.	
The guards will attack you. Defeat them and strip them of their uniforms.	
The party's in incognito as Acacia Dragoon guards.	
Go down the stairs and take note where the guard is hiding the parlor key.	You can get this key when you return later to a deserted manor.
Return to the holding cell.	
Time to find the code for the front double doors.	
Take the left hallway.	
Speak with Glenn in the cafeteria and follow him into the rest quarters.	
Save point near bed.	
Speak with Glenn again. Once he moves out of the way, read the inscribed message on the wall for the code.	Memorize the code. Plus, go to the other half of the sleeping quarters to find the rare and essential Revive Element in the chest. Speak to the resting soldiers to learn some interesting stuff.
Avoid any unwanted fights with the Roborgs.	
Go to the treasure room. Opposite hallway.	It is guarded by two soldiers and Roborg.
The password to the room is complete silence.	Don't answer and they'll let you in.
Go inside to find stockpiles of treasure.	
Kid will be disappointed that there is no Frozen	Instead, "borrow" the treasures scattered

| Flame to be found. | around the room. Pick up the Hero's Shield
| | | from the Armored guy. Careful though! Take
| | | a while to gather all the goods.
| | | -----

| Examine the Silver |
| Pendant on the wall. | It was a trap!

| The party will stumble |
| into a laboratory. |

| -----
| Meet the mad scientist, |
| Luccia. | _____ Character: Luccia

| | | Age: 28 (F)
| | | Origin: Zenan Mainland
| | | Height: 5'9"
| Luccia will let you out | Weight: 97 lbs.
| of the cage, but... | Build: Thin
| | | Right-Handed
| | | Weapon: Shot/Card Deck
| | | Innate color: Black

| | | Luccia is a mad scientist that loves to
| | | use any living thing she can get her hands
| | | on as guinea pigs. Not a good fighter, but
| | | a nice addition to the group, non?
| | | -----

| She will unleash her |
| latest lab experiment on |
| you. |

| -----
| Fight and defeat Neo-N- | BOSS FIGHT: Neo-N-Bulbs
| Bulbs. **BOSS FIGHT |
| | | Make sure you don't have any "yellow"
| | | characters in your party, as they will be
| | | bound to die quickly. Be sure you have a
| | | lot of Cure Elements in stock. Bash them
| | | hard with any yellow elements you can cast
| | | and use Tech Skills like crazy.
| | | -----

| Luccia will finally let |
| you off, but not before |
| showing interest in you. |

| Go to the cage in the |
| southeastern corner and |
| meet Pip. | _____ Character: Pip

| | | Age: Unknown (M)
| | | Origin: Viper Manor Lab
| | | Height: Unknown
| | | Weight: Unknown
| | | Build: Unknown
| | | Dominant Paw unknown
| | | Weapon: Glove
| | | Innate color: White

| | | Pip is one of those "cute" characters the
| | | game had to have that's straight out of

| | | Candyland. Pip is comparable to a adorable
| | | stuffed animal. He is one of the most
| | | complex character in the game, as his form
| | | involves a series of evolutions. Read
Unlock Pip's Cage: | boko-kun's FAQ for more details. Pip has
| > Open it | an unusual desire to see the world and
| > Don't Open it | you can fulfill his dream by the simple
| | | task of unlocking his cage.

| Leave and Luccia will |
| stop to tell you that she | You can recruit her later.
| will help another time. |

| Explore the Manor some | You can find a Dragoon Gauntlet in Karsh's
| more until you reach the | room. Open the chest 20 times.
| top level. |

| Go to the snake statue | Use the passcode you found in the lower
| and enter the correct | levels of the Manor. It will be different
| password this time. | every time you play the game.

| Go through the doors and |
| head to the left door. |

| Run along the bridge to a |
| library at the end. |

| Meet the Prophet and the |
| valley girl brat, Marcy. | _____ Character: Marcy

| | | Age: 9 (F)
| | | Origin: Zenan Mainland
| | | Height: 4'9"
| | | Weight: 84 lbs.
| | | Build: Smallish

| During this time, the | Left-Handed
| Prophet'll be explaining | Weapon: Glove
| all you need to know | Innate color: Blue
| about the two worlds. |

| | | Considering her iron-plated dress, valley
| | | girl accent and her meatballs, this girl
| | | is no Ms. Innocent. She can whack you hard
| Marcy will keep pestering | when you least expect it. She's bratty and
| to kill you. Nice... | conceited, all the qualities in a typical
| | | 9 year old. Despite her childish-like
| | | behavior, she's a great addition to the
| | | team.

| When the prophet is done, |
| Marcy will attack you. |

| Defeat her. **BOSS FIGHT. | BOSS FIGHT: Marcy

| | | She may have that sweet little girl
| | | demeanor, but she sure packs a wallop. Be
| | | careful in this fight, or you'll die; and
| | | watch out for that IceBlast. Use all Tech
| | | Skills and Turn elements. Having Guile in
| | | party, make this fight a lot easier.

<p>-----</p> <p>Marcy retreats and begins an interminable hatred of Serge.</p> <p>Listen to the Prophet, as he explains the location of the switch to the elevator.</p> <p>Leave the library and return to the main hall.</p> <p>In the main hall, you'll meet Harle. Kid will come in if she's not already in the party.</p> <p>Harle flirts with Serge. Kid is irritated.</p> <p>Harle and Kid compete for the attention of Serge.</p> <p>After the quibble, Harle will leave but not before she blows Serge a kiss. Kid gets even angrier.</p> <p>Find the switch which lowers the platform.</p> <p>The guards will become angry and attack you. No sweat, just wing it.</p> <p>Go up to the top level.</p> <p>-----</p> <p>Save point in hallway!</p> <p>Go through the center door.</p> <p>Kid finds the Dragon Tear perched on the table.</p> <p>General Viper enters the room through a secret passage.</p>	<p>-----</p> <p>Character: Harle</p> <p>Age: 18 (F)</p> <p>Origin: Unknown</p> <p>Height: Unknown</p> <p>Weight: Unknown</p> <p>Build: Unknown</p> <p>Right-Handed</p> <p>Weapon: Shot/Cards</p> <p>Innate color: Black</p> <p>Harle is probably one of the most lovable characters in the game, not to mention the most important too. She seems to be deeply interested in Serge and jumps at the chance to be with him. She has a heavy French accent. Ici parle français. ^_^ C'est une amis de Lynx. My French sucks.</p> <p>-----</p> <p>"Kick your arse so hard, it'll kiss the moons!"</p> <p>-----</p> <p>Character: Viper</p> <p>Age: 57 (M)</p>
--	--

Origin: El Nido
Height: 6'7"
Weight: 216 lbs.
Build: Solid
Right-Handed
Weapon: Sword/Viper's Venom
Innate color: Yellow

General Viper is the ruler of El Nido Archipelago and is highly respected by his supporters. But ever since Lynx visited the manor, he has changed.

Behind General Viper is the infamous Sir Lynx.

Character: Lynx

Age: Unknown
Origin: Unknown
Height: Unknown
Weight: Unknown
Build: Unknown
Dominant hand unknown
Weapon: Unknown
Innate color: Black

The truth behind this notorious being is unknown at the moment. But when the time comes, the truth will shock you. Lynx is often accompanied by Harle, the harlequin.

Small sequence here with Kid and Lynx.

Lynx attacks the party.
**BOSS FIGHT

BOSS FIGHT: Lynx

This is definitely a battle you cannot sleep through. Divide the white elements evenly among party members and use them the minute you have it powered up. Serge will be your weakest character, and also strongest. Serge's Tech Skills will be damaging, while Lynx's attacks can be harmful to Serge. So be careful here. I you've allocated that handy Revive spell.

A FMV of Serge. Pretty cool.

Shadow cats surround the heroes.

It appears that there is no escape.

At the same instant, the General's daughter, Riddel walks in. Kid uses this chance to take her hostage.

The party escapes through

the stairs to the east.	
-----	-----
Serge and gang arrive on	
the balcony with no where	
else to go.	
Not long before the	
cavalry arrives. Lynx and	
Viper soon close in on	
the party.	
A series of sequences.	
Lynx will call Serge the	What does he mean by that?
Chrono Trigger!	
As Lynx distracts Serge,	At this point, Kid is still holding Riddel
he draws a knife from	hostage.
under his cape.	
Lynx throws it at Kid and	
it hits her.	
Kid falls off the edge of	
balcony.	
Serge goes after her and	How sweet.
and falls into the waters	
below.	
-----	-----
	You will wake up here after you plummet
GULDOVE	into the waters at Viper Manor. Your
-----	decision here will affect the outcome of
	the upcoming events.
-----	-----
Wake up, and go outside.	
Find the rest of the	
party waiting for you.	
Kid suddenly collapses on	
the ground.	
The party postpones their	Apparently, Lynx was able to inject Kid
plans on account of Kid's	with poison from the dagger.
sudden illness.	-----
Kid is resting at Doc's	_____ Character: Doc
place.	
	Age: 27 (M)
	Origin: Zenan Mainland
	Height: 5'9"
	Weight: 146 lbs.
	Build: Ordinary
	Left-Handed
	Weapon: Dagger
	Innate color: Red
	Doc is some hippie, surfer dude that lacks

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|           |           | in the "handsome" department. After he |
|           |           | failed to save a girl from dying some time |
|           |           | ago, he's lost all hope for medicine. He |
|           |           | constantly preaches to himself and wastes |
|           |           | himself at the local bar. |
| Kid wants to talk with |-----|
| Serge. She hands him the |
| Astral Amulet. |
|           |           |
| **BRANCHING POINT** |-----|
| Now you have a decision | Naturally, deciding to save Kid will be |
| to make: | like taking a side quest. This branching |
| > Save Kid. | point will determine which characters you |
| > Don't save Kid. | can recruit and cannot recruit. Saving Kid |
|           | will net you: Korcha, Razzly and Mel. For |
|           | not saving Kid, you can recruit: Macha, |
|           | Glenn and Doc. If you decide not to save |
|           | Kid you will just proceed with the story. |
|           | So make the choice. Refer to Hermit's |
|           | Hideaway if you're not going to save Kid. |
|-----|-----|
| BRANCH A: SAVING KID | Your goals here are to acquire the Hydra |
|           | Humor from the Hydra in the Hydra Marshes |
|           | in Home World. |
|-----|-----|
| Harle will come in to |
| talk with Serge. Korcha | Harle shows her perceivable love for Serge |
| will get annoyed. |
|           |           |
| Sequences will ensue. |
|           |           |
| Regain control of Serge. |
|           |           |
|-----|-----|
| Take the Astral Amulet to |
| the tent located on the |
| far western side of the |
| village. |
|           |           |
| Go inside and show it to | The Astral Amulet serves as a "key" to |
| the Shrine Maiden to get | opening dimension ports to the other |
| a hint on its use. | world. To access this gate, go to Opassa |
|           | Beach. |
| Make preparations for the |-----|
| journey. | Upgrade your weapons. Speak with the |
|           | trading post lady to receive Pelvic Bone. |
|           | Go to the local bar, and speak with the |
|           | dwarf twice to receive Green Tinkler. In |
|           | the back of Korcha's room is a treasure. |
|-----|-----|
| Go to the docks where |
| Korcha is waiting for |
| you. |
|           |           |
| Are you ready? |
| > Ready |
| > Wait a moment |
|           |           |
| If ready, the boat will |
| sail to Termina. |

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TERMINA

There are no real goals here to actually follow. All you really do here is gather information and recruit additional people. Both branches will stop by Termina no matter what. Count on my explaining them.

Arrive at the docks in Termina.

At this point, you should either have Korcha or Macha in your party. With Korcha, speak to him a second time to ask him to join your party. If you have Macha, speak with Glenn near the entrance of the town. Return to the boat and Glenn will be able to join your party. Both branching points will allow you to recruit the holy wrestler.

Decide what to do. This depends on your decision back in Guldove.

Go to the Shrines.

_____ Character Recruitment: Greco

Witness the sullen death ceremony carried out by Greco.

Go to the shrines and you will witness a saddening ceremony performed by none other than the wrestler himself. After the ceremony, follow him into the hut and speak with him.

Leave Termina.

VIPER MANOR

Again, nothing particular to do here. It's deserted now, so you may explore it at your disposal. You can recruit Luccia now.

Search the manor for the remaining treasures.

Now that everyone is gone (everyone but Riddel and Luccia), you can now reach the places you couldn't before. There is a hidden room behind the prophet's desk and inside you will find a Beach Bum who will give you the Porre Furnace Frame.

You can visit Riddel in her room upstairs in the previously locked room.

_____ Character: Riddel

Age: 24 (F)
Origin: El Nido
Height: 5'7"
Weight: 104 lbs.
Build: Slender
Right-Handed
Weapon: Rod
Innate color: White

She doesn't have much to say, though.

Riddel is blessed with a retentive memory of her beloved Dario, who supposedly had died. She is a very quiet person and has a stoical acceptance of misfortune. She is also the daughter of General Viper.

You can find the Parlor Key in the bucket in the actual prison.

Remember, that guard was hiding it...

Use it to unlock the door to the Parlor.	You'll find a Daemon Charm.
Find Luccia at the roof.	_____Character Recruitment: Luccia
	You can now recruit this mad scientist. Speak with her on the roof of the manor. Pay attention to what she says. After, follow her to the lab in the basement. Speak with her again. Then place her in current party to find a Silver Earring on her desk.
Leave the manor and go to the Hydra Marshes.	

HYDRA MARSHES -----	Ask for the Safety Gear and travel deep into the marshes to find Life Sparkle. I'll tell you what to do with it later!

Enter the marshes and notice the sordid and contaminated environment.	Your HP will deplete while you walk in the green slime.
Go to the left leading to another area.	
Move across the thick vines.	
Keep moving forward until you come to a clearing.	
Speak with the purple man to receive Safety Gear.	With it on, party's health will no longer deteriorate.

Use the Green Tinkler to fully navigate through the marshes.	With the Green Tinkler, the bending plants will allow you to use them as pathways, or something. If not, they'd whap you one, when you get near enough.

Explore and take all the treasures.	
Make your way to the end of the swamp to a little pool area.	
Snag the Life Sparkle in the chest at the bottom.	_____Character Recruitment: NeoFio
	Take the newly found Life Sparkle to the manor's rooftop. Use the item on what Luccia calls a homosap plant. Watch it evolve into a child-like plant that is NeoFio!

Leave afterwards.	
Go to Opassa Beach.	

Use the Astral Amulet to	Each time you use it now, you will see the
go dimension hopping.	the same Serge FMV everytime.
You should now be back in	You can revisit Arni Village again if you
the Home World.	want, but Fossil Valley and beyond that is
	off-limits for now.
Go to the Hydra Marshes.	
-----	-----
HYDRA MARSHES	Your main goal is to exterminate the live
(Home World)	hydra deep in the marshes. Of course, you
-----	will encounter some stiff resistance else
	where, on the way to the hydra.
-----	-----
Enter the marshes and go	Same way you went in Another World Hydra
to the fungal stalks.	Marshes.
Go all the way until you	
arrive at the first	
clearing. Meet a peevish	
Beeba.	
Beeba will challenge you	He's pretty hard.
to a dual. Defeat it.	
Upon defeat, Beeba gives	
you the Beeba Flute.	
Save point further ahead!	

Pick up the treasures	There is a Bushbasher Element in the chest
along the way.	behind the Beeba. You'll have to defeat it
	to gain access to the chest.

Head forth to the same	
clearing from Another	
World.	
Use the Beeba Flute.	
-----	-----
A giant Wingapede comes!	BOSS FIGHT: Wingapede
**BOSS FIGHT	
	The IceBlast element you received from the
	battle with Marcy will definitely work
	wonders here. Use a Yellow Elements like
	UpLift and whatever. Have some Antidotes
	handy.

The Wingapede crashes	
down and makes a hole in	
the clearing.	
Jump into the hole.	
-----	-----
Party lands on a huge	
monster and knocks it	Cute. ^_^
unconscious.	
	_____ Character Recruitment: Razzly

		You can recruit Razzly, a little fairy,	
		in here, who is in captivity. Open her	
		cage and the monster will awaken and	
	Talk to the fairy in the	attack you. Defeat it to save Razzly and	
	cage.	yourself.	

	The big monster awakens	BOSS FIGHT: Pentapus	
	and attacks party. **BOSS		
	FIGHT	This battle is fairly tough. Just stick it	
		to her with Tech Skills and stuff. Red	
		based elements work best, although she can	
		evade them most of your attacks.	
	After the battle, leave	-----	
	the prison.		
	-----	-----	
	Make your way further		
	into the marshes.		
	Save point ahead! SAVE.		
	Go up to the dwarves.		
	They will attack you.	BOSS FIGHT: Hi-Ho Dwarves	
	**BOSS FIGHT		
		These puny guys may look it, but they are	
		no pushovers. Their Hi-Ho Chorus is their	
		most deadly attack; it's capable of wiping	
		out the entire party. However, they must	
		have 6 of them to enact the attack. So the	
		first thing you must do is eliminate two	
		of them. Use Green elements, Tech Skills,	
		and the usual.	
	-----	-----	
	Move forward into the		
	pool area to find the		
	Hydra.		
	The hydra comes. **BOSS	BOSS FIGHT: Hydra	
	FIGHT		
		First of all, DO NOT use Yellow Elements.	
		Doing so will cause you to help it rather	
		then kill it. Remember to use lots of	
		Green Elements and TurnColor Elements.	
		Having Razzly in your party give you the	
		slight advantage. I hope you have that	
		needed Revive element allocated somewhere.	
	Hydra dies and the party	-----	
	extracts the Hydra Humour		
	from its corpse.		
	Leave the Marshes and go		
	back to Opassa Beach.		
	Return to Another World.		
	Go to Guldove and save		
	Kid!		
	-----	-----	

GULDOVE | Give the Hydra Humour to the Doc and he |
----- | will save Kid with it. The side quest ends |
 | here. |

 | Take the remains of Hydra |
 | Humour to the Doc. |

| Doc will be surprised |
 | that you've actually | Just shut up and save Kid, right?
 | found it. |

| Doc will need some time |
 | to make the medicine now. | Ack! Hurry up, she's dying!
 | |

 | The medicine worked; he |
 | was able to save Kid, but |
 | she needs to rest now. |

| Everyone will stay for |
 | the night and go to bed. |
 | |

 | During the night, Mel |
 | will sneak into Kid's |
 | room. |

 | _____ Character: Mel |
 | Age: 10 (F) |
 | Origin: Guldove |
 | Height: 4'3" |
 | Weight: 84 lbs. |
 | Build: Thin |
 | Right-Handed |
 | Weapon: Boomerang |
 | Innate color: Yellow |

| She looks suspicious. |
 | What's she gonna do? |

| Mel is the complete opposite of Marcy. She |
 | is sweet and a typical child. She loves to |
 | doodle with crayons. She is also Korcha's |
 | sister, which he hates to admit. Her tech |
 | are worth the trouble of getting her! Ha! |

| Sneaky, sneaky. It seems |
 | she's decided to steal |
 | Kid's element grid. |

 | All the elements allocated to Kid will be |
 | gone as well. |

| With no feeling of rue, |
 | Mel slips out with the |
 | goods. |
 | |

 | In the morning, Kid and |
 | co. regroup and chat a |
 | little. |
 | |

| The gang decides to head |
 | out, but wait! Kid's |
 | elements are gone! |

 | Don't panic. Her elements aren't gone for- |
 | ever. At this point, you should postpone |
 | any plans once again and search for Mel. |
 | Not only will you be able to save money, |
 | but Mel will be a recruitable character. |

 | Unfortunately, sneaky Mel |
 | leaves a hint about the |
 | element thief. Crayons? |

	Head out and search for	
	Mel.	
	Talk to everyone and find	
	clues as to her where-	
	abouts.	
	Eventually, you will see	
	her emerge from corners	
	during your pursuit.	
	Follow her trail!	
	Finally, find her at the	
	Residential tower and	
	ferret the elements out	So cruel...
	of her.	
	Make preparations for the	
	journey.	

	Go to the docks, where	
	Korcha is waiting for	
	you.	
	Are you ready?	
	> Wait a minute.	
	> Yes, I'm ready!	
	Board the boat and it'll	
	take you to the port of	
	Termina.	

	TERMINA	

	Things kind of "reset" here. This is the	
	starting point if you've chosen not to	
	save Kid.	

	Korcha will leave the	
	party.	
	Go to the entrance to	
	speak with Glenn.	
	Glenn will provide you	
	with clues.	
	Return to the docks and	
	speak with Korcha.	
	Korcha will lend you his	
	boat.	
	However, you can bribe	
	him into rejoining the	
	party.	
	But he wants a little	
	something in return.	
	At this point, after he lends the boat to	
	you, speak to him again. He will agree to	
	join you guys permanently, if Kid will in	
	return, be his wife! LoL!	

	Korcha joinCHA party!	Now that you have the boat, you can freely
		explore the world of Chrono Cross at your
	Hop on the boat and sail	leisure. Some areas can be visited for the
	away.	time, while others cannot. Most of the
		islands are meaningless until later parts
	Go to Hermit's Hideaway.	of the game. Just get on with the story
		for now.

	END OF BRANCHING POINT	**END OF BRANCHING POINT**

	HERMIT'S HIDEAWAY	Nothing exciting is happening. Lynx was
	-----	able to make it here before you. Just talk
		to the recluse here to find some clues.

	Enter area to find that	As mentioned above, Lynx's army were able
	it has been slightly	to make it here before you can arrive and
	singed...	burned the place to the ground.

	Move forward and who just	
	happens to appear?	Take a guess. It's not the birthday clown.
	Harle appears and flirts	
	with Serge once again.	
	Kid is seething with	
	anger...like always.	
	Harle is just following	BOSS FIGHT: Harle
	orders, or so she says.	
	She attacks the party.	Since she is blank innate, Serge is your
	**BOSS FIGHT	real powerhouse here. Stick it to her with
		Dash&Slash and physical attacks. Any white
		elements work well. Just watch out for her
		Moon Beams attack. It's a pain.

	Harle leaves and blows	"Dream of moi!"
	Serge another kiss.	
	A voice is heard from	
	behind.	

	It's Radius, the Arni	Apparently, Radius has abandoned his role
	Village chief!	as the highly respected village chief, and
		instead devoted his life to living in
		seclusion, as a recluse (same thing).

	Follow him inside the	Take note of the singed piece of land.
	underground bunker.	
	Radius suggests that you	You need it.
	guys rest here for the	
	night.	

	The next day, Radius will	
	clue you in on a story	A clue as to your next destination.

| about a ghost ship that
| sails through the ocean
| and suck up any souls
| they come across.

| Leave the bunker and head
| out.

| On the world map, notice
| a puff of fog in the area
| below.

| Go into the fog...
| > Pull back for now
| > Head into fog

| As you enter the fog, a
| ship looms into view. | Ack! Ghosts!

THE MYSTERIOUS SHIP
The crew onboard the ship don't look much
like ghosts to me, but they sure aren't
exultant about your arrival. Events that
will happen from here on will go amiss.

| Find yourself onboard a
| normal pirate's ship.

| Ship's crew approaches
| you and threatens to
| throw you overboard.

| The crew parts to let the
| captain through. Meet
| Fargo, the sly captain of _____ Character: Fargo
| S.S. Invincible!

| Age: 40 (M)
| Origin: Unknown
| Height: 6'0"
| Weight: 163 lbs.
| Build: Macho
| Right-Handed
| Weapon: Sword
| Innate color: Blue

| Avast ye mateys! Dis be da vary feared
| Fargo himseff! Ahem, anyway, he is a
| typical pirate who loves to cheat, lie
| and steal his way into getting his way.
| There's more to this man than what meets
| eye.

| Serge and the party try
| to explain that they are
| after Lynx and stuff.

| Fargo doesn't believe
| them and sends a series
| of enmities among them.

	First fight is with some	
	Man-O-Wars.	
	Second fight will be with	BOSS FIGHT: Polly
	his pet bird, Polly.	
	**BOSS FIGHT	Having Glenn in the party alongside Serge
		will save your hide. Their Double-Tech, X-
		Strike can impose major damage to the
		birdie. Cast IceBlast and such elements to
		cease its vitality.
	Finally, when Fargo real-	-----
	izes that all his friends	BOSS FIGHT: Fargo
	have died in vain, he	
	throws himself at you.	Fargo is pretty hard and can whip you up
	**BOSS FIGHT	pretty bad. Don't forget to use X-Strike
		if you could! If you have any red innate
		characters, that's great! However, you can
		get knocked out and still continue with
		the story.
	-----	-----
	Fargo knocks out the	
	party and holds them	
	captive in the holding	
	room.	
	You'll awaken later on.	
	Witness the event where	
	the ship gets invaded by	
	actual ghosts!	So Radius's story is veritable afterall.
	-----	-----
	An ear-piercing scream	
	greet the heroes who are	
	currently helpless in the	
	ship's hold.	
	The door suddenly swings	
	opens and in comes some	
	CrossBones.	Damned ghosts, man!
	Defeat them. Notice now	-----
	that you are free to go.	From this point on, you will be fighting
		armies of black innate enemies. It'd be
		best if you allocated lots of White spells
		and stuff among your party members.
	Save point near the door!	-----
	-----	-----
	Help the pirate outside.	
	Notice how everyone has	
	their has preoccupied to	Help them by defeating the specters your-
	notice that you're out of	self. They will give you clues.
	your prison.	
	Pick up any treasures you	Some may be guarded by Wraiths.
	find along the way.	

<p>-----</p> <p>Head toward the fire and you find you cannot go any further.</p> <p>Go through the door preceding the fire.</p> <p>Climb in through the vent in the corner.</p> <p>-----</p>	<p>-----</p> <p>Pick up the Panacea in the chest.</p> <p>-----</p>
<p>Save the pirate from the CrossBones.</p> <p>Open the chest to find a Capsule.</p> <p>Leave the room.</p> <p>-----</p>	<p>-----</p> <p>It's protected by a Wraith, I believe.</p> <p>-----</p>
<p>You will be on the other side of the fire.</p> <p>Proceed forward.</p> <p>Find that the sailors have blocked the path to the deck.</p> <p>Take the stairs down.</p> <p>As you explore, you will be accosted by Wraiths.</p> <p>-----</p>	<p>-----</p> <p>Find an alternate way to the deck...</p> <p>-----</p>
<p>Find the key to the locked door.</p> <p>Assist the sailor on the lower deck.</p> <p>He gives you the key to the hold.</p> <p>Unlock the door to the hold.</p> <p>-----</p>	<p>-----</p> <p>-----</p>
<p>Examine the door and go through it.</p> <p>Head down the stairs.</p> <p>Go through the hole where the last cannon once had been.</p> <p>-----</p>	<p>-----</p> <p>-----</p>
<p>The pirate outside will offer you a drink.</p>	<p>His so-called special vitamin drink can sap you of your health (poison), restore</p>

	> Sure!		your HP, or remove all status effects.	
	> No, thanks.		The chances of getting these are random.	
			Though, I think getting poisoned has a	
			higher probability.	
	-----		-----	
	Climb down the ladder			
	and veer to the right up			
	the stairs.			
	Go in through the doorway			
	Avoid the monsters, or			
	try anyway.			
	Pip is here, hiding from		_____Character Recruitment: Pip	
	the ghouls.			
			Pip is a stowaway onboard the ship. Speak	
			with him until he moves to another corner.	
			Then you'll have to start chasing him from	
			corner to corner until he finally gives in	
			and asks if you would take him to see the	
			world.	
	Pip joined the party!		-----	
	Pick up the treasures in		A Gravitonne and Capsule is just begging	
	the chests.		for the taking.	
	Leave the area.			
	-----		-----	
	Go through the opposite			
	doorway.			
	Save point nearby!			
	Head up the ladder and up			
	the stairs.			

	Arrive at the deck.		On deck, pirates are still fighting for	
			dear life. Attempt to help them and they	
	Fight a Wraith!		will urge you to help the captain at the	
			ship's front.	
	Go to the captain and		-----	
	find him fending off one			
	of them DeadBeats.			
	Fargo injures his arm and			
	asks you to take over.			
	Will you takeover?		-----	
	> Aye, Aye Captain!		Choosing either one will have the same	
	> It's not for me...		outcome: Fargo will kick you into gear,	
			nonetheless.	
	-----		-----	
	The mega-ghoul comes!			
	Five DeadBeats combine		BOSS FIGHT: DeadHead	
	into what is the most			
	ugly thing you've ever		DeadHead will use Diminish at the start,	
	seen. **BOSS FIGHT		which cuts down the element power of each	

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|           |           | element cast. Serge is your weakest and |
|           |           | also the most powerful. His tech skills |
|           |           | can help some, but wait after the Diminish |
|           |           | effect wears off. Use those PhotonBeams |
|           |           | you found and have allocated, I hope. |
|-----|-----|-----|
| Fargo bids you farewell | You can't go into Mount Pyre in your |
| after the ordeal, as well | current state. Well, actually you can, |
| as some advice to go see | but it's not worth the continuous use of |
| the Water Dragon. | consumable cure elements. You will need |
|           | | to borrow a little something from the big |
|           | | guy |
| Pull out of the island. |-----|
|           |           | _____Character Recruitment: Doc |
|           |           | |
|           |           | If you've chosen the branch where you did |
|           |           | not save Kid yourself, then Doc is now |
|           |           | available to recruit. Go to Guldove, and |
| Cross over to Home World. | visit the Doc. You'll also find that Kid |
|           | | is completely cured! She will rejoin your |
|           | | party along with Doc (if you let him). |
|-----|-----|-----|
| Go to Arni Village in |           |
| the Home World. |           |
|           |           |
| Go to the pier where |           |
| Leena is. |           |
|           |           |
| Speak with the lethargic | He'll take you to Water Dragon's Isle for |
| fisherman. | a small fee. |
|           |           |
| Take the offer? |-----|
|     > Pay 100G | Just for kicks, put Leena in your party |
|     > No way! | and talk to Leena on the pier in Home |
|           | | World. It's shocking to see her reaction. |
| Hop on the boat and be on |-----|
| your way to the isle. |           |
|           |           |
|-----|-----|-----|
|           |           | In this segment, you'll witness a complete |
| WATER DRAGON'S ISLE | genocide of fairies. Make sure to include |
| ----- | Razzly in your party, as this event truly |
|           | concerns her. |
|-----|-----|-----|
| The fisherman drops you |           |
| off and tells you he'll |           |
| be waiting here for your |           |
| return. |           |
|           |           |
| Cross the pond using the |-----|
| lily pads provided. | Some may lead to treasures and some will |
|           | | lead to the right path. Just experiment |
|           | | with all the lily pads. |
| Save point on the shore! |-----|
|           | | Don't forget the @Iron behind the little |
| Go further into the isle. | waterfall. |
|           |           |
|-----|-----|-----|
| Witness those malignant | If Razzly's in your party, she will go |

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dwarves kill the fairies.	berserk. Well not really, but she sure
	isn't too happy at the scene. This is like
	a mini-side quest for Razzly now.
Grab the Nimble from the	-----
chest in the eastern	It's hidden in the shadows.
corner.	
Fight and defeat all the	Bonus stats and spoils make it worthwhile.
dwarves in the area for	
ethical purposes.	
Follow the chief dwarf	
into the cave.	
-----	-----
The chief will send an	It's typically the same fight in the Hydra
army of dwarves on you.	Marshes Home World if you undertook Kid's
	side quest.
Pick up all the treasures	-----
and stuff.	
Head down the waterfall.	
Go to the next area.	
-----	-----
Save point at the top of	SAVE.
the waterfall!	
Venture down the falls.	
Pick up the Scaley Dress	Defeat the dwarf first.
in the secret room behind	
the waterfall.	
You will meet the chief	
dwarf again.	
-----	-----
The chief will call upon	
the ultimate weapon to	
annihilate you.	
Hi-Ho Tank rolls in!	Too big for these puny dweebs to handle.
The chief sics the tank	
upon the party.	
Fight and defeat it.	BOSS FIGHT: Hi-Ho Tank
**BOSS FIGHT	
	This fight proves to be fairly tougher
	than any encounter with the dwarves. Focus
	all attacks to the tank for now and ignore
	the dwarves. Having Razzly in your party
	will make things a lot easier. Sock it to
	him with green elements and such. Just
	cure whenever the tank attacks you.
The tank blows up and the	-----
dwarves finally retreat	
with an undying enmity	

towards you.	
-----	-----
Razzly finds her sister, Rosetta, badly injured.	*sniff* Get some kleenex.
Razzly leaves the party temporarily.	
Pull in a new character.	
Go meet the Water Dragon.	
-----	-----
Speak to the Water Dragon from the alter.	
Water Dragon gives you the Ice Breath.	It's a key item.
The dragon god also gives you your first summon element: Frog Prince!	Yay! Your first summon! To use it, you've to be sure that the Element Field is the same color as the innate color of the summon. It may take some doing, but the summon element is very powerful, mind you!
How to use Summons.	When you use it, not only do you feed on stamina, it also entails a star. Don't worry, though. You can replenish your lost stars at inns and stuff.
Say your thanks and exit.	-----
-----	-----
Razzly rejoins your group after speaking with her sister!	
Backtrack and return to the fisherman.	
But he's already left!	If Kid is in your party, the fisherman'll not be there, but will return for you the next day. During the night, you will have a sequence where you will learn a little about Kid's past. It's pretty sad. *sniff*
In the morning, board the boat and return to Arni Village.	-----
Go back to Opassa Beach.	
Cross back to Another World.	
Now go to Mount Pyre.	
-----	-----
MOUNT PYRE -----	This is just an illusion of what your real destination is, but there are a number of things to do. You'll also know what it's


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| fight again another time. | Once is enough!
|
| -----
| Proceed forward.
|
| Three of the four Dragoon
| Devas block the path to
| the exit.
|
| They seem to be a bit
| vindictive from their
| last battles with you.
|
| They attack you! **BOSS | BOSS FIGHT: Marcy, Karsh and ZOAH
| FIGHT
|
| This is probably the toughest battle yet.
| With the variety of innate colors, it's
| difficult to decide what to cast. It is
| recommended that you take out Karsh first.
| Then Zoah and last, Marcy. For Karsh, use
| Yellow elements, Red elements for Marcy,
| and Green Elements for Zoah. It's a tough
| battle, but don't sweat it.
|
| Again, they run off, but -----
| not before Marcy has a
| chance of expressing her | She hates your guts. ^^;
| feelings toward you.
|
| -----
| The harlequin Harle
| appears before the group.
|
| She implores that Serge | What is she trying to pull?
| shouldn't go any further.
|
| Serge pays no heed to her
| and she leaves in rue.
|
| Head through the exit.
|
| -----
| FMV introducing the tower | If you recall, these are the same scenes
| like in the dream, and | from the beginning of the game. Is this a
| more frightening images | premonition? Will it really happen? You
| from Serge's dream. | can only find out and see for yourself.
|
| -----
|
| There are a number of things to do here.
| FORT DRAGONIA | Before you can reach Lynx, you must under-
| ----- | take a few tasks; solve puzzles and fight
| | your way to Lynx. That damn bastard. Here,
| | the plot is about to go awry.
| -----
| Go inside and depending | This actually depends on whether you chose
| on your previous actions | to save Kid or not. If you didn't save Kid
| there will be a Acacia | yourself, then the Acacia Soldier will be
| Dragoon soldier there. | there to provide an appropriate welcome.
| | Otherwise, you are free to enter.
| An Acacian soldier guards | -----

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the gate (or not)!		
It attacks you! **BOSS	BOSS FIGHT: Dragoon	
FIGHT		
	I actually had trouble with this guy on my	
	first playthrough. Man, is he hard! Be	
	alert of his pet dragon's attacks. They	
	hit hard! Try to take out the Dragoon as	
	soon as possible using Blue elements.	
Acquire your 15th Star	-----	
and a Lv.5 Tech Skill!	Time to rock ass!	
Cross the bridge to the		
actual fort.		
-----	-----	
Save point to your left!	In this room, there are 4 divergent door-	
	ways, all leading to a different path. The	
	purpose here is to go into all doorways	
	and solve the puzzle to light the power	
	circuits that lead to the center of the	
Choose your party!	room. To activate each circuit, you have	
	find the individual crystal pillars and	
Optimize element settings	deactivate them.	
and equipment.	-----	
Make last preparations.		
-----	-----	
Go through the doorways	You don't necessarily need to go to them	
in a clock-wise fashion.	in a certain order, but doing this will	
	ensure organization.	
Enter the left-most room.	-----	
-----	-----	
Come to a huge circular	This puzzle is the hardest to solve. But	
maze.	it's best to get hard things over with	
	first. Anyway, to pull this one off, you	
Notice the huge yellow	are going to have to switch the order of	
crystal pillar in the	the current party. For example, for one	
center.	possibility, you have: Heads, Tails, Body.	
	But before I get into that, move to the	
	room on the opposite side and line your	
Figure out the patterns	characters up on the feet inlaid on the	
and solve the puzzle.	ground. There is a portal thing to the	
	right of the room, which can only change	
Pick up any treasures	the order of the party once. So each order	
while you solve it.	has 2 combinations. Each time you step on	
	platform with a different order, it will	
Deactivate the yellow	change the configuration of the maze and	
crystal.	certain orders will allow your party to	
	draw closer to the crystal pillar. You can	
Sequence in the dragon	press the select button to swap your party	
room. Backtrack and go	members around, or actually use the save	
back to central room.	point and painstakingly change it	
	yourself. Each concatenation will move the	
	ledges around. Good luck!	
-----	-----	
Go through the next room		
northwest from the center		

ring.		

Test out which chests		The puzzle here is not half as difficult
rotate which platforms.		as the last one had been. It involves the
		opening of chests, which act as a device
		to rotate platforms allowing you to gain
		access to other parts of the room. Your
		checkpoint is the doorway at the entrance
		which cannot be reaches immediately.

Go to the chests in the		
lower left corner.		
Close the right one and		
open the left chest.		
Cross to the upper right		Ignore those chests.
corner.		
Continue to the upper		Open both chests here.
left corner.		
Make your way to the left		Go inside the room to find a Sea Charm.
doorway.		
Go back to the platform		
in the upper right corner		
and close the left chest.		
Open the right chest.		
Position the platform to		
connect in a southward		
fashion.		
Flip the switch to form		
a staircase to the exit.		
Go through the doorway.		
-----		-----
Attempt to deactivate the		BOSS FIGHT: Giant Gloop
blue crystal pillar and a		
blob will attack. **BOSS		Whatever you do, don't let the Field turn
FIGHT		all blue. Like always, attack with Red
		elements and such. Turn him into a pile of
		goo by bashing at him with tech skills and
		such.
Deactivate the crystal.		-----
Sequence in the dragon		
room.		
Leave and return to the		
central room.		
-----		-----
Head to the most northern		
room.		

Climb the stairs to your		This area is comprised of multiple walk-
immediate left.		ways that overlap each other. It may seem

		tion now.	
	-----	-----	
	A sequence where an ele-		
	vator shaft will appear		
	in the center.		
	Arrange your characters,		
	and elements.		
	Go inside the shaft.		
	-----	-----	
	White crystal! Attempt to		
	deactivate it.		
	SunOfAGun stops you in	BOSS FIGHT: SunOfAGun	
	your tracks. **BOSS FIGHT		
		The boss's attacks seem to depend on the	
		countenance it has. Attack, attack, attack	
		while it's still happy! You should get	
		really worried when it's angry and stuff.	
		With Guile, you can make short work of	
		character. Use black elements and stuff.	
	Deactivate the white	-----	
	crystal.		
	Choose to Go Up on the		
	elevator.		
	-----	-----	
	Sequence with Serge, Kid	This scene is hauntingly familiar. That's	
	and a third party member	right, it's the same scene from Serge's	
	hopping off the elevator.	dream. However, this time it doesn't even	
		come close to being a dream. It's real, I	
		tell you! The dungeon layout is exactly	
		the same as the one in the dream, except	
		that there are more enemies roaming the	
		area and treasures to plunder.	
	Take the right fork path.	-----	
	-----	-----	
	Go forth and up the left		
	stairs.	Be sure to pick up the Daemon and Angel	
		Charms, as well as some Capsules. Also,	
	At the opposite end, go	pick up the MeteorShower on the outer	
	down the stairs and hang	walls of the dungeon. These treasures are	
	a right to the next area.	are scattered throughout the dungeon.	
	Loop around the stairs		
	and go inside again.		
	Follow the path to the		
	same room with the Black		
	crystal.		
	-----	-----	
	Deactivate the Black	Like in the dream...	
	crystal, but wait...!		
	A big blob attacks you!	BOSS FIGHT: Bunyip	

**BOSS FIGHT	
	Use Serge's Dash&Slash tech skill straight
	away and have the other characters pound
	him with physical attacks. By then, that
	should bring Bunyip to its second form.
	Now use Serge's Luminaire to get things
	started. The other characters should keep
	casting white elements while Serge can
	hack away with physical attacks.
Deactivate the final crystal.	-----
Sequence with the dragon statues having all the circuits activated.	
The purple teleporter in the center is activated!	
Hop on and get shot up into the tower above.	
-----	-----
Same sequence on the floating tower.	This has become so real, it's frightening!
FMV from the dream kicks in.	
Serge is hesitant to enter.	
The party enters the door of impending doom.	Whether or not, Kid is in your party, she will jump into the scene once you're inside.
-----	-----
Lynx and Viper have been waiting for you.	
Viper attacks the party! **BOSS FIGHT	BOSS FIGHT: Viper
	Watch out for his G-Force attack, which is the only elemental attack he will cast. So this is a good time to use FrogPrince. On a side note, using green elements can save your life. Just a thought.
Viper hides his defeat by saying it was a warm-up.	----- At this point, Lynx will come up from be- hind and stab Viper. From this, Viper will finally realize that Lynx is up to no good and dies or something.
Lynx attacks you! **BOSS FIGHT	----- BOSS FIGHT: Lynx
	Much tougher than the last battle with him that's for sure. Just remember to use Serge's tech skills whenever possible. Guile's tech skills work amazingly well, considering he's also black innate.
A series of sequences and	-----

FMV's will ensue.	All of Serge's dreams will come true. Now
	the whole story of Chrono Cross will take
	a twisted turn that will blow your mind.
Battle with your friends.	First time, I've ever seen this kind of
	thing.
Kid attempts to kill Lynx	-----
Serge stabs Kid.	Why????
FMV and sequences.	YOU'RE LYNX NOW.
-----	-----
A FMV of Kid on the beach.	
Lynx finally awakens.	Know that the characters you've recruited
	as Serge cannot be used in battle now.
-----	-----
DIMENSIONAL VORTEX	Find your way back to reality. Don't ask
-----	me how you got there, I don't understand
	either.
-----	-----
Wrap around the bend and climb the ladder.	
Move to the overhanging branch.	Ignore the house for now. You can't get
	in.
Shake it to for a large berry to fall.	
A being scrambles out of the house and lunges for it.	It's pretty agile, no?
Quickly move into the house.	Wait until it comes back into the house.
-----	-----
Meet Sprigg, and she will get very mad for barging into her home.	_____ Character: Sprigg
	Age: 224 (F)
	Origin: Dimensional Vortex
	Height: 4'4"
	Weight: 86 lbs.
	Build: Dwarfish
	Left-Handed
She softens up after upbraiding you and lets you stay.	Weapon: Staff
	Innate color: Green
	This may be a shock to you all, but Sprigg
	is a female! =0 She lives in the dimension
	between the two parallel worlds. How Lynx
	got there in the first place will continue
	to boggle my mind. One of her abilities is
	very unique and can be useful (sometimes).
Stay for the night (or whatever).	-----

Attempt to leave her house.	
Sprigg stops you and asks to join your party.	
Sprigg joins your party!	
Save point at the bottom of the ladder!	
Leave the house and head upwards.	
-----	-----
Be sure to pick up the rare Revive element in the chest.	To get it, you're going to have to move the huge boulders around, until you can reach the chest.
Go into the large tower.	-----
-----	-----
Harle appears and talks about reality.	
-----	-----
A shadow Serge appears and goes through the northern door on the top floor.	To get back to reality, follow the shadow Serge into the same room he enters. For example, if Serge goes in the western door on the second floor, you should go into the western door on the first level. When you come out, you will be on the second level and the process starts over again.
After three times, Harle finally joins your party!	-----
-----	-----
Harle gives Serge the Astral Amulet.	Hmmm...
Switch the lever south of you.	-----
Plunder the chests.	To get past this level, just play around with the levers and stuff until you find the exit, which is the concave bowl at the bottom.
Make you way towards the "bowl" at the bottom.	-----
Jump in to return to a familiar place.	
-----	-----
Lynx teleports to the Hydra Marshes in the Home World.	
Leave and go to Opassa Beach.	
-----	-----

Position Lynx in the spot	
where the portal is.	
Nothing happens. It's...	You saw this coming didn't you? ^^
junk.	
Sequence with the group	
netting out rational	
reasons as to why a thing	
like this would happen.	
The party cannot draw any	
conclusions and so they	
decide to head to Arni.	
Go to Arni Village.	
-----	-----
ARNI VILLAGE	Naturally, the villagers are quite shocked
-----	to see demi-humans and don't take too
	friendly to them. Consult to your Marge.
-----	-----
Go into Serge's home and	Lynx will obviously try to explain that he
speak with Marge.	is Serge and Marge will, of course, think
	he is a lunatic. How can anyone believe he
	Serge when he looks so hideous?
After confiding with his	-----
own mother, Marge finally	
understands the situation	About Serge's father...
and tells a story.	
Marge tells a story about	
a place that's inside the	
Dead Sea.	
-----	-----
Radius comes in!	
Radius demands to know	
what Lynx is doing here.	
Before Lynx can explain,	BOSS FIGHT: Radius
Radius attacks. **BOSS	
FIGHT	Not a hard fight, but not one to sleep
	through either. Just pound him with Lynx's
	and Harle's tech skills. Let Sprigg grope
	around a little, as she can't really do
	anything to help the battle too much. :)
Radius realizes that you	-----
are not Lynx, as he does	
not sense any "evilness"	
within your attacks.	
He suggests going to Ter-	
mina to find some clues	
to reverse this mishap.	
Radius joins your party!	

Leave Arni and head to Fossil Valley.	

FOSSIL VALLEY -----	Home World Just bypass Fossil Valley like you did with the one in Another World. The path should take you to Termina.

Speak with the guards.	
Navigate through the area which is just a mirror of the one in Another World.	
Don't forget to pick up the few Mythrils strewn through out the area.	Plus, the Infrared Vision Frame.
Move on to Termina.	

TERMINA -----	Home World Everything is different and Termina is now overrun by the Porre Army. You can recruit two new characters here.

Head to the western part of town.	You may visit Lisa at her shop, although she's a bit stint on her element supply. The Porre Army officer will not let you pass through the eastern part of town without having the authorization of Head Commander Norris, who is currently stationed at Viper Manor. Speak with everyone to learn about the disappearance of General Viper and the Dragoons.
Explore and absorb the extreme changes.	
Recruit two other party members.	----- Character Recruitment: Zappa
Zappa joins your party!	Head to the local smithy with Radius in party. Watch as he closes down his shop. Speak with him afterwards and ask him to join your party. Seeing he has nothing better to do, he joins your party only because he wants to find his son or something. He also hands you the Smith Spirit, which allows you to forge your weapons and stuff at a save point or on the world map.
Acquire Smith Spirit!	----- Character Recruitment: Van
Van joins the party!	Head into the house behind Zappa's smithy. Inside you'll meet Van; as opposed to the more affluent Van in Another World, this Van seems to have some economic problems. Though, their social classes are different his snotty personality is consistent. To recruit him, speak to him and sit through sequence with the landlady. He will join you finally afterwards.

<p>Leave Termina and head for Shadow Forest.</p>	

<p>SHADOW FOREST -----</p>	<p>Home World This is a slight detour from Viper Manor. You can recruit one extra character here. If you don't want him, then just move on.</p>

<p>Make your way all the way to the fungal cave.</p> <p>Pick up any treasures along the way.</p> <p>In the hollowed cave, go all the way until you come across a boy who seems to be in a bit of trouble.</p> <p>Mushroom acquired!</p>	<p>Whatever happens here depended on what you did here in Another World (Nikki's Trail). If you pushed the boulder into the hole, drop down to the water and find the jitterbug and scare it to the hole. Out pops the boy's dad. He will give you a mushroom in return. If you did not push the boulder into the hole, then the event will be substituted by an event where you have to save the boy from a Wraith.</p>

<p>Go into the hidden cave behind the waterfall.</p> <p>Find Lisa's dad camping there and offer him the mushroom.</p> <p>Funguy joins your party!</p> <p>Leave and finally head to Viper Manor.</p>	<p>_____Character Recruitment: Funguy Give the mushroom to Lisa's dad and he'll mutate into a human mushroom: Funguy! Not knowing what happened to him, he blames it on you and forces his way into your party!</p> <p>Snag the Forest Charm first.</p>

<p>VIPER MANOR -----</p>	<p>Home World Gather clues about the disappearance of the dragoons and the Sky Dragon Isle. Get Norris' authorization.</p>

<p>The guards allow you to enter freely as Lynx.</p> <p>Speak with everyone to gather clues.</p> <p>Radius and Harle talk about the Dragoons in this world.</p> <p>Go into the well in order to get inside the manor.</p>	<p>The place is in shambles; the entrance is barricaded by rubble and debris.</p>

	-----	-----
	In the sewers, head to	
	the ladder in the upper	
	left hand corner.	
	Climb up the ladder.	
	-----	-----
	Find Norris in the last	
	room in the prison area.	
	Speak to Norris; explain	
	the situation.	
	Norris joins your party!	
	-----	-----
	The game takes you to	
	the port of Termina.	
	There is a boat prepared	
	for Lynx and co.	
	Leave for the infamous El	It's the triangular shaped body in the
	Nido Triangle.	water.
	-----	-----
		Home World
	EL NIDO TRIANGLE	Dive into the waters here, and seek out
	-----	the Star Fragment, which you will need to
		recruit a character.
	-----	-----
	Dive into the waters?	
	> Yes	
	> No	
	Descend to the ocean	Yes, there is air to breathe for some odd
	floor.	reason.
	Follow the path to the	Pick up the Mytril on the side road.
	next screen.	
	Take the right road. It	On the opposite road is a chest containing
	leads to a shallow cave.	a Mytril.
	Fend off the fish. Grab	
	the Star Fragment.	
	Backtrack and return to	
	the surface.	
	Leave and head for Sky	
	Dragon Isle.	
	-----	-----
		Home World
	SKY DRAGON ISLE	Using the Star Fragment, you can recruit
	-----	a character needed to complete the game.
		Also, collect one more window frame.

```

-----
| Speak with the people at |
| the foot of the stairs. |
| |
| Learn about the monster |
| at the top of Sky Dragon |
| Mountain. |
| |
| Climb the huge flight of |
| stairs to the top. |
| |
-----
| A tiny creature runs into|
| the nearby bushes. |
| |
| Open the chest in the |
| center. |
| |
| A colossal alien creature|
| appears before the group!|
| |
| The alien wants the Star | BOSS FIGHT: MegaStarky
| Fragment. **BOSS FIGHT |
| |
| | Lynx will be the weakest character, yet
| | strongest as well. MegaStarky may look
| | intimidating due to his size, but he isn't
| | all that hard. Lynx's tech skills work
| | wonders, as well as Harle's. All of his
| | attacks damage the whole party; lessen the
| | damage by casting Diminish. Remember to
| | use those black elements!
| MegaStarky shrinks to its|-----
| actual form and flees | Now you must catch him. Chase him around
| from the party's grasp. | and use the X button to capture him. It's
| | easier if you set Run as a default.
| Catch that little runt! |-----
| |
| Starky joins your party! | _____Character: Starky
| |
| | Age: Unknown (M)
| | Origin: Another Planet
| | Height: 2'11"
| | Weight: 11 lbs.
| | Build: Alien
| | Ambidextrous
| | Weapon: Gun
| | Innate color: White
| |
| | Starky may look like a cute oversized
| | stuffed animal alien, but under all the
| | cuteness is a deadly extraterrestrial. He
| | does have emotions, but cannot understand
| | human ways.
| Leave the island and |-----
| enter again. | Speak with the man near the stairs to
| | receive Our Favorite Martian Frame. Yay!
| Now leave for real and go|
| to Earth Dragon's Isle. |
| |
-----

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	Home World
EARTH'S DRAGON ISLE -----	This quick visit is to just make preparations for a later task in the game. You won't spend too much time here, trust me.
-----	-----
Speak with the excavation crew.	They can't seem to find an entrance to the interior of the cavern.
Find the passage in the quick sand.	
-----	-----
There are a couple chests strewn across the cavern.	You have to enter more than once.
Slide down one of the sand flows.	
Go deeper into the underground cavern.	
Find that there is a huge boulder thing that's keeping you from venturing any further.	
Return to the surface via the sand boil.	The captain will now give you his word that he will clear the object blocking the path when you return later.
-----	-----
Leave the island and head for Marbule.	
-----	-----
MARBULE (Home World) -----	The village is deserted except with the spirits of Lagoonates, which you cannot touch. Your goal here is to spend the night and investigate the ghostly wails.
-----	-----
Speak with the only man here, Great Explorer Toma Levine.	
Ask him all the questions to trigger the next event in the area.	
Spend the night.	
-----	-----
During the night, Lynx hears some voices.	
Investigate...	
> Go investigate	
> Go back to sleep	
A silhouette of a mermaid will swim away.	

	Toma comes and talks with	
	you.	
	Listen to his hints and	
	advice.	

	Return to bed afterwards.	
	In the morning, the mer-	_____ Character: Irenes
	maid from the night	
	before leads you to the	Age: 16 (F)
	S.S. Zelbess.	Origin: The Ocean
		Height: 5'10"
		Weight: 115 lbs.
		Build: Mermaid
		Right-Handed
		Weapon: Harp Pick
		Innate color: Blue
	Bid farewell to the Great	
	Explorer and leave.	Irene's life dream is to help unite the
		demi-humans and humans into one world. She
		doesn't like the fact that her people are
		being segregated in "normal" places and
		treated as minorities. She hopes to fulfil
		her purpose through joining Serge and co.
	Head to the S.S. Zelbess.	-----
		Now is a really good time to revisit Fort
		Dragonia in this world to pick up very
		powerful elements. It's a worthy visit to
		the ancient tower. It will make upcoming
		battles a breeze.

	S.S. ZELBESS	There are a number of things to do, but
	-----	the main goal is to find the Sage of
		Marbule and acquire the Fiddler's Crab, an
		essential item needed to move on.

	Head down the ladder to	Apparently, Fargo's ship is now a cruise
	the lower levels.	ship instead of a ghost ship in incognito.
		However, the Fargo isn't the benevolent
		chap back at Another World, he is a more
	Go all the way to the	of a prodigal guy who loves to cheat his
	captain's quarters.	customer's cash. The demi-humans onboard,
		are treated as slaves, while Nikki's band
	Go inside Fargo's room.	is onboard rehearsing.

	A sequence with Irenes	
	and Fargo.	

	Explore the level a bit.	
	Use the ladder to descend	
	the lower levels.	
	Save point at the inn!	
	Head into the first door	

on the right and witness	
Sneff's magic show.	
Leave the room and head	
through the last door	
before the guarded door.	
You meet a lowly janitor He is actually the Sage of Marbule.	
here, who doesn't seem to	
pay any mind to you.	
Sequence with the Sage of	
Marbule.	
The man guarding the door The door leads to the Grand Slam Tourny.	
won't let you in until	
you get Fargo's approval.	

Return to Fargo and ask He will give you permission under one dire	
for his permission to condition: You must beat him at the casino	
enter the Grand Slam. below. If you lose, however, he'll keep	
your boat and prohibit you from leaving	
Choose to accept his not- the cruise liner.	
so-charming offer.	
Follow him to the casino	
below.	
Fargo shoos away the	
customers by making empty	
promises.	
Peruse the rules and get The game is a form of roulette. There is a	
ready to gamble away! a compass and a needle. Of course, place	
your bet. The dealer will hit the switch	
and watch the needle go. The point is to	
keep the needle from landing directly on	
South. Otherwise, you lose. To make things	
easier, press the Start button to see	
the needle is a little past South, hit the	
stop button and roll in the dough!	
Gamble with Fargo on a	
Sudden Death game.	
Lose the match. There is no possible way to win this game.	
Fargo takes your boat and	
now you can't leave.	

Head to the inn to find	
the innkeeper a little	
protective of his attic.	
Go to Sneff at the Magic	
Show and ask him to turn	
you into cats.	
Sneff turns Lynx and the	

party into cats.		
Run off before he can		
turn them back.		
-----		-----
Return to the inn and go		
up the ladder behind the		
counter.		
Find that the innkeeper	Since the inn is directly below the casino	
is doing some funny	it's safe to assume that the casino was	
business with a machine.	rigged!	
Examine the machine and		
take the Handle.		
-----		-----
As kitties, enter the		
kitchen.		
Speak with the other cat		
to receive Monster Mouth		
Frame, and pick up the		
Frypan Ag47 in the chest.		
Leave the room and return		
to the Magic Show.		
Crawl in through the hole		
in the lower right corner		
to the locked room.		
Speak with Sneff and he		
turns the party back into		
their previous forms.		
Return to the captain's		
cabin.		
-----		-----
Sequence with Nikki and		
Fargo.		
Challenge Fargo to one	Challenge him.	
more game.		
> Let's do it!		
> Forget it, then.		
Head to the casino and		
roll it up!		
Watch Fargo finally lose		
and go hysterical.		
Fargo notices the handle		
in your possession and		
admits that he is caught.		
He gives you your boat		

| back, as well as the
| permission to enter the
| Grand Slam.

| -----
| Leave the casino and
| proceed to the Grand Slam
| Tournament.

| At the doorways, follow
| the Sage in and out of
| the ports until he stops
| and confronts you.

| Ask him about the Dead
| Sea.

| He will test your abil-
| ities first. **BOSS FIGHT

| Tell that guy to back off! ^^

| This is a bit more difficult since he has
| the freedom to cast elements one after
| another. He will cast TurnColor Elements
| against your party. Retaliate with tech
| skills from Harle and Lynx. Use Diminish
| as soon as possible to nullify some of his
| attacks.

| Watch the sequence with
| Nikki and the Sage.

| Acquire the Fiddler Crab!

| Nikki invites you back to
| his boat.

| -----
| Head to the deck and go
| to the wired platform.

| Speak with the man and he
| lets you gain access to
| Nikki's "secret" ship.

| Long sequence with every-
| one.

| Ask Irenes to join your
| party.

| Irenes joins your party!

| -----
| Check out the Grand Slam.

| It is actually very possible to win the
| tournament with the initial selection of
| crude monsters (I did). You just have to
| know the secret. Ok, here's the thing: The
| Black elementals, namely Wraith and Cross-
| Bones, each have several HellBound spells
| allocated. About 85% of the time, they
| work. Keep that in mind and arrange the
| groups to fight Janice's group. You're

	going to have to win 3 battles in a row.
Recruit a new character: Janice.	----- _____Character Recruitment: Janice
	Win the Grand Slam Tournament and Janice will want to join your party because of her desire to find more powerful monsters to add to her nasty collection.

Recruit another optional character.	_____Character Recruitment: Sneff
	You can find Sneff at the Vegas Casion rollin' the dough. Follow him back to his room. He will offer to join after bidding farewell to his disciples.
Make last preparations.	-----
Finally, leave S.S. Zebess and head for the Sea of Eden.	To open Death's Door, use the Fiddler Crab the Sage gave you at the front of Sea of Eden, where the currents are pretty wild. This should reveal the entrance to the Sea of Eden.

DEATH'S DOOR -----	Before entering, make sure you put Radius in your party. You will find out why when you get inside.

Save point near the boat!	
Proceed further into the cavern and discover a sword plunged into the mound.	
You cannot go any further because of the sword.	
Radius informs you that the Einlanzer is the only sword which can match wits with the Masamune.	
Leave and go to Hermit's Hideaway.	
	Home World
HERMIT'S HIDEAWAY -----	Radius goes into the hut and dishes out a keepsake of Garai's.

Flashbacks of Garai and Radius in his early days.	
Radius leaves the party to go get something.	

<p>He returns with an item called Garai's Keepsake.</p>	<p>You can also pick up a Resistance Ring and an Energizer Suit in the house.</p>
<p>Leave; board your boat and head to the Isle of the Damned.</p>	
<p>-----</p>	
<p>ISLE OF THE DAMNED -----</p>	<p>In this eerie place, find your way to the gravestone of the legendary swordsman, Garai. Retrieve the Einlanzer.</p>
<p>-----</p>	
<p>Follow the path and veer to the right up the steps and stuff.</p>	
<p>Loop around the winding path and towards the fiery enemy in the left corner.</p>	
<p>Fight and defeat it to open up a doorway.</p>	<p>You can actually lure the Willo'Wisps to other places. Lure the Willo'Wisp to the discolored wall in the upper left corner and defeat it there to open up the wall. You can get Earthquake Element.</p>
<p>Go through it to a new area.</p>	
<p>-----</p>	
<p>Go up the path and into the fossil's ribs cage.</p>	
<p>Follow the path to a new area.</p>	
<p>-----</p>	
<p>Use Garai's Keepsake to go through the mirrors.</p>	
<p>Wrap all the way around the path until you reach the last mirror.</p>	
<p>Enter and inspect Garai's tombstone.</p>	
<p>Flashback of Radius and Garai again.</p>	
<p>Garai suddenly appears and is a bit vindictive.</p>	
<p>Is your party worthy of beholding the Einlanzer?</p>	<p>BOSS FIGHT: Garai</p>
<p>**BOSS FIGHT</p>	<p>This is the toughest fight to this point. Not only do his physical attacks hurt, his tech skills can kill you. It's wise not to have two black chars. with a white innate</p>

```
|          |          | enemy, but this is an exception since |
|          |          | Harle's tech skills can help and save you! |
|          |          | Use the usual routines. Throw in some |
|          |          | elements such as Weaken and LoRes. Good |
|          |          | luck! |
| Acquire the Einlanzer! |-----|
|          |          | Before leaving, lure a WillO'Wisp to the |
| Make your way back to the | suit of armor. Defeat it and blow it up. |
| entrance. |          | It will give you something nice. I think |
|          |          | it's a Golden Tiara or something. |
| Leave the dump and return |-----|
| to Death's Door. |          |
|          |          | |
|---|---|---|
|          |          |
| DEATH'S DOOR |          |
| ----- |          |
|          |          | Just get inside the Dead Sea. |
|-----|-----|
| Watch Radius use the new- |
| ly acquired Einlanzer to |
| break the seal. |          |
|          |          |
| Venture ahead and enter |
| the mind-boggling world |
| of the Dead Sea. |          |
|          |          | |
|---|---|---|
|          |          | Home World |
| SEA OF EDEN |          | Restore the dimensional vortex distortion |
| ----- |          | to crossover both worlds. Find the source |
|          |          | of this situation and eliminate it. |
|-----|-----|
| Sequence of the ocean | The scene is mind-boggling. No wonder it's |
| frozen in time. | called the Dead Sea. It shows an entire |
|          | civilization at the mercy of the ultimate |
|          | apocalypse, yet not. The entire world is |
|          | is still intact under the solidified |
|          | waters. |
| Head to the nearest save |-----|
| point. |          | Those Records of Fate are not really save |
|          | places or something. |
|          |          |
| Remember to take the |-----|
| AntiRed from the chest |
| before going into the |
| highway ruins. |          |
|          |          |
|-----|-----|
| Explore the area and | This city is what seems to be the remains |
| scout out the treasures | of a place in the future. The surroundings |
| scattered among broken | don't look anything like the world Serge |
| bridges and highways. | lives in, Home or Another. It's safe to |
|          | assume this place is somewhere in the near |
|          | future. |
| Find your way to the |-----|
| upper highway. |          |
|          |          |
| A big machine is blocking | BOSS FIGHT: HighwayMan |
| the exit. Defeat it to |          |
```

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| get through. **BOSS FIGHT| The boss's Exhaust Gas causes Darkness
|                          | status to all members who get inflicted by
|                          | it. If you have any White elements allo-
|                          | cated, don't fret to use them. Having
|                          | Starky in the party also helps some what.
| Now press on to the exit.-----
|                          |
|-----|-----
| Venture to the next save |
| point.                   |
|                          |
| Pick up the AntiYellow  |
| and the AntiBlue in the |
| chests off the road.    |
|                          |
| Enter the city ruins.   |
|                          |
|-----|-----
| Tangle with the frozen  | Don't forget the Resistance Belt on the
| landscape and make your | right, the Kung-Fu shoes hidden beneath
| way to the protruding   | the toppled building, and the Stamina Ring
| tower in the lower left.| on the ramp thing. All these items may
|                          | help you on your journey.
| Climb up the ladder and |-----
| go into the control room.|
|                          |
| Norris comes and turns on|
| the computer.           |
|                          |
| On the monitor, reveals | Lavos...
| the hidden horror behind|
| the truth of how the Dead|
| Sea came to be.        |
|                          |
| Unfortunately, more info.|
| could not be displayed. |
|                          |
| Leave the control tower, | Don't forget the Earring of Light.
| and leave through the   |
| exit.                   |
|                          |
|-----|-----
| Venture again off course |
| to pick up the AntiGreen |
| in the chest.           |
|                          |
| Head towards the tower in|
| the center and enter.   |
|                          |
|-----|-----
| TOWER OF GHEDDON        | Trace your way to the end of time and find
| -----| the source of the destruction of the worm-
|                          | hole. But first, there are a few things to
|                          | do beforehand.
|-----|-----
| Sequence introducing the |
| massive structure.      |
|                          |
|-----|-----
| Go forward and head up  | This area has 3 floors. It's like a mirror
| the nonfunctional esca- | image of a shopping mall filled with

```

	lators.		debris and broken glass. Plus, Manequins	
			attack you. ^^	
	Collect the treasures		-----	
	around this floor.			
	Head into the glowing			
	doorway.			
	-----		-----	
	Find a ghostly figure			
	sitting on a bench in			
	the lower right corner.			
	Speak to it and it rises			
	from the bench and moves			
	toward the turnstiles.			
	Follow it and it drops			
	its Station Pass on the			
	steps. Pick it up.			
	Station Pass acquired!			
	Return to the bench and		Pick up the Purify while you're at it.	
	move across the rails.			
	Go through the doorway in		Be sure to grab the HolyLight in the chest	
	the upper left corner.		off to the right.	
	Grab the Medical Book in			
	the chest and return to			
	the main mall.			
	-----		-----	
	Use the elevator or esca-			
	lators to ascend to the			
	very top floor.			
	Move to the far left to			
	another glowing doorway.			
	-----		-----	
	Sequence: Lynx sees a			
	silhouette of a little			
	girl.			
	Navigate the area and		The enemies, Tragediennes, here are really	
	collect the many goodies.		something. There are a total of 4 of these	
			damsels in each battle; at the beginning	
			of each battle, the quartet would always	
			announce the attack they will use in some	
			kind of rehearsal fashion. If you have any	
			TrapElements for Volcano, Tornado or Black	
			Hole, this is a good time to capture them.	

	Pluck the planted Prop			
	Sword from the stage.		The Prop Sword is Pierre's weapon, which	
			will make him a true hero!	
	Head off into the right			
	exit to the next screen.			
	-----		-----	

Run across the plane's propellers.	
Sequence: Lynx and party sees a second silhouette of a little boy.	
Follow that boy to the next area.	
Pick up the two treasures in the area before moving on.	

Watch the little boy jump into the portal.	
Follow him and jump into the portal.	Take the Diminish from the chest first!

Save point near entrance!	
Use the Enertron to shoot up that HP.	Like the one from Chrono Trigger...
Descend down the stairs and proceed to the square ahead.	
Sequence: The children run away.	Who are they???
Move up the stairs.	Be sure to pick up the Screwy Dress and HellBound.

Sequence with the kids.	
Speak with the ghostly children.	They are Marle, Lucca and Crono from CT!!! The bell is Nadia's Bell!! The memories!
Marle steps forward and upbraids Lynx.	
A voice is heard from be- hind.	
A man by the name of Miguel seems to know Serge.	
Long sequence about what really happened with Serge and his father.	Miguel is Leena's Father!
Miguel begins to drone on about Fate.	
Your party demands that	

he restores the wormhole.	
But first, you must beat BOSS FIGHT: Miguel	
him. **BOSS FIGHT	
	Despite his frail-looking body, he is one
	tough cookie. His HolyDraSwd is a silent
	killer. He first casts WeakMinded to set
	the mood. Miguel tends to cast AntiBlack
	on Lynx. With the Daemon Charm, it resists
	the effect. Start the fight by casting
	Diminish to weaken his attacks. Having two
	innate blacks in the party will leave you
	with a disadvantage. Use Lynx's techs and
	other black elements. Having BlackHole can
	save your hide. If his HolyDraSwd doesn't
	kill you, HolyLight will. Be careful.
Long sequence with the -----	
former heroes from CT.	
Miguel is dying, and he	
tells Serge that he can't	
run from Fate.	
The Dead Sea is going to	
become a pile of rubble.	
Hurry and leave!	
----- -----	
The White Dragon saves	
the party from an early	
death.	
FMV of the destruction of	
the Dead Sea.	
The White Dragon brings	
the party to Marbule.	
Sequence with the White Why did he save us?	
Dragon.	
----- -----	
Head to Opassa Beach. The wormhole has been restored and all is	
	is happy. Plus, there is another wormhole
	that connects to Sprigg's home in the di-
	mensional vortex. This wormhole is conven-
Crossover to Another iently situated in the Home World's Hydra	
World. Marshes.	
----- -----	
OPASSA BEACH	
(Another World)	
-----	Help fend off Lynx's Shadow Cats and save
	the poor kid from their onslaught.
----- -----	
Sequence with a kid and	
Lynx's Shadow Cats.	

The kid becomes even more
frightened at the site of
you and runs off.

Leave the beach and head
to Termina.

The main square in Arni has been deserted
because the villagers fear an attack by
Serge could mean the end of them. You can
now freely pick up the Rainbow Shell from
element cart. Leave and just go through
Fossil Valley to Termina like nobody's
business.

TERMINA

Another World

You will have important conversations with
a series of characters.

Head to the bar and watch
the sequence with the bar
tender.

Find the hidden door to
the left of where she's
standing.

Familiar faces: Zoah and
Karsh.

Listen as they tell you
what they witnessed back
at Fort Dragonia.

In other words, they know you're Serge.

Choose to recruit one of
the two dragoons:

> Karsh

> Zoah

It really doesn't matter who you choose,
as the one who wasn't chosen will join you
later anyway. But I would recommend Karsh.

Karsh/Zoah joins your
party!

Leave the bar and head to
the exit.

Sequence with Norris.

Regain control of Serge
and leave Termina.

Head to Viper Manor.

VIPER MANOR

Another World

You're basically on a rescue mission to
save the lovely Riddel from the Porre
army's grasp. Whee, fun.

The guards at the gate
allow Lynx and party to
enter the manor.

	Find Norris in the parlor	If Norris is in your party, they will talk
	and speak with him to get	to each other.
	the Prison Key.	
	Sequence with Orcha being	
	turned into Hell's Cook.	
	Explore what you can in	If Zoah is in your party, place him in the
	the manor.	front of the party and open the chest in
		his room to obtain his Lv.7 tech skill.
	Go to the rest quarter's	
	hallway and go down to	
	the sewers through the	
	grate.	
	Choose to go down.	
	> Go Down	
	> Wait a minute.	
	Let the current take you	
	a little off course.	
	Get out of the water and	
	on to the platforms.	
	Tip the barrels into the	The barrels create a bridge to the flood
	water and watch them flow	control panel.
	into place.	
	Head up the stairs to the	
	far left once the barrel	
	bridge has been set.	
	Tighten the valve. Then	
	use the ladder to return	
	to a prison.	
	Use the entrance in the	
	kitchen to reenter the	
	sewers.	
	Run across the water to	Pick up the Magic Seal and TestAmoeba.
	the northern area.	
	Go back into the water	
	and head into the middle	
	path.	
	Keep going until you hit	
	a path with all kinds of	
	intersections.	
	Go to the control room in	
	the upper left.	
	Open the dam or whatever.	

Go back to the juncture and continue to the upper right.	
Climb the ladder. Tighten the valve.	
Return to the juncture and move to the lower left ladder.	
Wade into the water and continue going right.	Grab the Nimble in the chest.
Go left and up the ladder and open the valve.	
Condition Lynx to the new path.	

Move toward the ladder on the far side.	
A huge cockroach will surprise the party and attack. **BOSS FIGHT	BOSS FIGHT: Roachster
	Just looking at the thing gives me the heebyjeebies. :) Anyway, just sic him with tech skills and such. Just watch out for his JitterBug attack. Having a innate red will make this fight go along smoother.
Climb the ladder with no more interruptions.	-----
Head up the right ladder.	The three ladders are situated beneath 3 different prison cells. Two of them are empty. The east ladder leads to Fargo's cell.
Sequence with Fargo.	-----
Leave the cell and go right.	
Save point near the door!	

Go through the last door on the right	
Make last element preparations.	Lots of battles are about to ensue...

Sequence with Riddel and the Hell's Cook.	Orcha's gonna chop you up and eat your liver! Muaha!
Hell's Cook is missing his most essential ingredients for de la viande. **BOSS FIGHT	BOSS FIGHT: Hell's Cook
	Strong blue innate elements such as Deluge and other ice spells work exceptionally well. It'll be easier with intermingled uses of powerful elements and tech skills. He will use SpiceOfLife to restore 200HP

		throughout the course of the fight.	
	Sequence with Orcha's	-----	
	transition from Hell's		
	Cook to normal Orcha.		
	Orcha joins your party!		
	Game takes you to the		
	entrance hall.		
	-----	-----	
	Sequence with Riddel and		
	party.		
	The Porre army surrounds		
	manor leaving you with		
	one choice: Head up to		
	the main hall.		
	-----	-----	
	Fight 3 Porre PVTs and		
	defeat them.		
	Trepidated, and at the		
	same time vexed, they sic		
	their ultimate fighting		
	machine upon you: Grobyc.		
	Grobyc attacks! **BOSS	BOSS FIGHT: Grobyc	
	FIGHT		
		Grobyc uses facetious tech skills, but are	
		fairly deadly on your party. Counter his	
		silly attacks by using good ol' Lynx's	
		tech skills. They work wonderfully. Use	
		any white elements you have and keep your	
		HP high. Grobyc's combos are painful!	
	Realizing that the Porre	-----	
	army still cannot bring		
	you down, they call upon		
	their last resort.		
	A machine bot ungainly	BOSS FIGHT: Guillot	
	comes forth. **BOSS FIGHT		
		Let him have it with everything you've	
		got. Tech skills and every kind of element	
		you name it! Just bring him down to China-	
		town.	
	Guillot malfunctions	-----	
	momentarily. Just as you		
	leave, it works up an		
	insatiable desire to kill		
	you.		

	Run towards the library.		
	The prophet barely tries		
	to aid the group.		
	Guillot finally catches		

up to you and another		
battle ensues.		
-----		-----
Scurry up the stairs and		
attempt to go up the		
ladder. Guillot is hot on		
your tail.		
Grobyc makes a gallant		
appearance and saves the		
party from total exter-		
mination.		
Ascend the ladder and	Kinda like Chrono Trigger...	
jump through the window.		
-----		-----
The party lands in the		
manor stable.		
Sequence with the dragons		
and Grobyc.		
Grobyc joins your party!	-----	
	Now is a good time to re-explore the manor	
	and collect the goodies you've missed. If	
	you've spoken to Norris with Norris in the	
	party, you'll receive Norris' Lv.7 tech.	
	Remember the mini-puzzle in the treasure	
	vault? You can now pick up Viper Venom and	
	a @Rainbow Shell from there. Also, did you	
	ever notice that the right door in the	
	main hall had been locked previously? Now	
	it's open. Inside, you'll find a chest.	
	Open it from behind to find a note from	
Go to Hermit's Hideaway.	Solt and Peppor explaining where to meet	
	them.	
-----		-----
	Another World	
HERMIT'S HIDEAWAY	This is the pivotal point of the story.	
-----	There's nothing much to do here, except	
	watch sequences and stuff.	
-----		-----
Head into Radius' bunker.		
Speak to everyone in the		
bunker: Zoah, Karsh,		
Marcy, and Riddel.		
Marcy apologizes for	She finally realizes, eh?	
being a brat.		
Riddel joins your party!		
Speak with Riddel after		
speaking to the others.		
Rest here for the night?		
> Yes		

	> Maybe Later		
	-----		-----
	Lynx is awakened by a		
	loud bomb outside.		
	A voice is heard and at		All except you. :)
	once, everyone recognizes		
	it.		
	Lynx runs outside to see		
	what the commotion is all		
	about.		
	-----		-----
	Sequence: Reunion of the		I thought she was dead?
	two companions.		
	Kid appears to be brain-		
	washed and attacks Lynx.		
	Dark Serge comes!		
	Just as Dark Serge and		
	Kid were going to stir		
	up a fight, the group		
	gets rescued by Fargo and		
	Polly.		
	-----		-----
	S.S. INVINCABLE		Everything comes crashing down on Serge.
	-----		The following scenes and sequences will be
			very touching (get some kleenex ready).
	-----		-----
	Lynx walks away to the		
	steering wheel front.		
	A collage of FMVs and		
	sequences of the time he		
	had with Kid will ensue.		
	Lynx's thoughts are dis-		
	rupted by Harle's voice.		
	Sequence with Harle.		Prepare to remove all accessories and
			elements from Harle. :*(
	-----		-----
	Go down to the lower		
	decks to recruit party		
	members.		
	Viper joins your party!		
	Fargo joins your party!		
	Marcy joins your party!		
	Karsh/Zoah joins your		Choose between Karsh and Zoah. The other
	party!		you didn't choose will join your party at

a later point in the game.

The game takes you to the entrance of the Sea of Eden in Another World.

Harle makes a brief appearance.

Sequence with Harle. Pay close attention.

What would you choose?

> The world

> Harle

> I don't know

Whatever option you choose, it'll still end up the same way.

Sequence with Harle and Starky on the deck of the S.S. Invincible.

At this time, Harle will permanently leave your party for what reason, I'll never know, but she does anyway. Live with it.

Harle leaves the party!

Take on several optional side quests.

At this point in the game, you can undergo several side quests. It is recommended to postpone any arrangements and take on these side quests. I will not explain them in details, so...In Isle of the Damned, you can acquire Karsh's Lv.7 tech skill, Axiomatic, as well as another item to gain Serge's ultimate weapon. You must have Karsh in the party. In the Hydra Marshes, pick up the Ancient Fruit from the Beeba and obtain Steena's Lv.5 tech skill from the skeletal Hydra. Visit Guldove to get an initiative to recruit an awesome female character, Orlha and receive the Dragon Emblem from the Shrine Maiden. Finally, in Marbule (Home World), put Fargo in your party and speak with the other Fargo. Sit back and watch the long sequence. All the places listed were in Another World unless specified. You can also recruit Miki after performance by the Magical Dreamers. Find her in the restaurant onboard the ship.

THE ULTIMATE QUEST:
DEFEATING THE 6 DRAGONS

It's finally time to take on the big guys. I can hear them calling. Upgrade your weapons now if you haven't already. Go to Guldove and talk to the successor of the last Shrine Maiden, Steena. She will hand you the Dragon Tear.

Make preparations for the upcoming battles.

The going about is about to get tough. It is best you bring Fargo to every battle to steal some very valuable items from the 6 Dragon Gods. Pick your characters wisely for each battle and allocate elements manually to your characters. That way you can leave out redundant elements. When you feel you're ready, head to Water

Dragon's Isle first in the Home World. He is easiest of the 6 to find and defeat. You do not have to fight the dragons in a proper order.

WATER DRAGON ISLE

Just concentrate on procuring the Blue Dragon's Relic. You'd have to defeat him.

Hop the lily pads like you've done before.

Lagoonates now inhabit the area.

Enter the cave and make your way down the waterfall.

Tangle with the giant SideSteppas.

Visit the big blue thing himself. Remember to remove any blue elements.

Challenge his power.

BOSS FIGHT: Blue Dragon

**BOSS FIGHT

The big guy's TsunamiBeam can dish out major damage to the whole party. So can Deluge. Have Fargo steal a Blue Plate from him. If you miss, or got something else, run away and try again. I hope you have a trap element for IceBerg. But anyway, go on a red element frenzy and attack him with powerful elements such as Volcanoe.

The Blue Dragon grants you the Blue Relic. One down, five more to go!

Leave the isle and head for Earth's Dragon Isle.

EARTH DRAGON ISLE

Fight the Earth Dragon and obtain the Yellow Relic. But there are simple tasks you need to accomplish beforehand.

Head into the quicksand.

If you've visited here prior to the quest, then the excavation crew has already removed the object from the path. If not, you'll have to return later.

Speak to the man inside to learn about the Rockroaches and how to deal with them.

Basically, you use the explosives he's given you to tip the Rockroaches over on their back to block sand boils.

Acquired Explosives!

Move in a southern manner and plunder the chests in

the area.
Use the explosive on the Rockroach near the right edge.
The RockRoach blocks the sand boil below.
Go to and speak with the man at the bottom.
Wait for the moving RockRoach to reach the sand boil. Plug the thing into the boil using explosive.
Attack the remaining Rockdude and push its dazed body into the hole.
Ascend to the upper level and hop into the active sand boil.
Continue to the Earth Dragon's lair.

Save point nearby!

Challenge the dragon's might. **BOSS FIGHT

BOSS FIGHT: Earth Dragon

If you have Karsh and his Lv7 tech skill in the party, it will make this battle so much shorter, it's laughable. The Earth Dragon tends to use Earthquake frequently. Use elements such as Carnivore to match wits with his strong yellow elements. And I hope you have some Braces for those swollen ankles! Some point in the battle, remember to steal the Yellow Plate.

Earth Dragon bestows the Yellow Relic to you.

Leave and head to Opassa Beach; crossover to the other world: Another.

Head for Mount Pyre.

MOUNT PYRE

Find the Red dragon and force the Fire Relic out of the guy. Of course, you'd have to use brute force first.

You may have to use Ice Breath again to solidify the lava.

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| Continue into the depths |
| of the cavern until you |
| come to the T-intersec- |
| tion. |
| |
| Hang a right and onto a |
| different path. |
| |
| Slide down the left lava |
| flow. |
| |
| Wrap around to the open |
| cave and speak to the |
| familiar dragon. |
| |
| The dragon wants to fight| BOSS FIGHT: Fire Dragon
| again. **BOSS FIGHT |
| |
| | So the almighty Fire Dragon is this little
| | midget dragon? Don't waste your techs and
| | other powerful elements just yet. Use pure
| | physical damage and...Holy! Watch him
| | transform into a ferocious beast. Now this
| | looks a bit more challenging. Unleash all
| | tech skills, summons, and blue elements.
| | Watch for his FireBreath. Somewhere in the
| | fight, try to stick in a pillage to steal
| | the Red Plate from the big red guy.
|
| The Fire Dragon bestows |-----
| the Red Relic to you. |
| |
| Leave and head to Marbule|
| next. |
|-----
|
| MARBULE |
| ----- |
|-----
| Find and defeat the Black Dragon. Simple?
|-----
|
| Make your way to the last| If you've completed the Marbule sidequest
| cave in the back. | back at the Home World, then the Black
| | Dragon has awakened. If not, just approach
| | it with Harle in your party and it will
| | just wake up and give you the Black Relic.
| | Simple, no? Yes, but then you'd be missing
| | out on the most important item. It would
| | be better to deal with him the hard way.
| | Plus, if you go to Marbule with a demi-
| | human party, the man at the entrance will
| | give you the Valencian Cloth Frame.
|
| Visit the Black Dragon in|-----
| his lair. |
| |
| Fight it and defeat it. | BOSS FIGHT: Black Dragon
| **BOSS FIGHT |
| |
| | His DarkBreath attack inflicts Darkness
| | status to all characters, which isn't very
| | pleasant. You don't have to worry about
| | the GravityBomb attacks since they can't
| | do much most of the time. Surprisingly,
| | black elements such as FreeFall work well

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against the beast. Use powerful white
elements quickly like HolyLight+1 before
he gets the chance use AntiWhite on you.

The Black Dragon bestows
the Black Relic to you.

Leave and head back to
Opassa Beach. Crossover
to Home World once again.

Make a short trek to the
Hydra Marshes.

HYDRA MARSHES

Home World

Find the Beeba and defeat the Wingapede to
receive an item to help you.

Fight your way to the
first clearing with the
Record of Fate.

A vicious Beeba attacks.

Acquired Ancient Fruit! If you didn't get it already...

Continue to the right and
to the next area.

Find another Beeba here,
and listen to his ramble
about the Wingapede.

Blow on the Beeba's Flute
to call upon a Wingapede.

Wingapede comes!

Appease it by offering it
an Ancient Fruit.

The Wingapede takes the
group to Gaea's Navel.

GAEA'S NAVEL

Explore this strange world within a world.
Find the Green Dragon and recruit a new
character. Those are always nice. :)

The group arrives at a
clearing.

You may leave Gaea's Navel anytime using
the Beeba Flute on the same spot where you
were deposited.

A young prehistoric girl
who doesn't look much
older than Marcy arrives
at the scene.

She introduces herself as	_____	Character: Leah
Leah and claims that Lynx		
is her daddy.	Age: 6 (F)	
	Origin: Gaea's Navel	
	Height: 3'5"	
	Weight: 71 lbs.	
	Build: Infantile	
	Ambidextrous	
	Weapon: Axe	
	Innate color: Yellow	
	First of all, she is NOT the daughter of	
	Ayla from Chrono Trigger. Despite her age	
	and size she can smack clubs like nobody's	
	business. How she came to be on Gaea's	
	Navel is a mystery. Her parents are also	
	unknown, but she seems to be better off by	
	herself.	
Leah joins your party!	-----	
-----	-----	
Explore the island by	The area is like a circle, so you will	
going off to the left.	return to the starting area shortly.	
Empty the treasure chests		
and stuff.		

For the next few screens,	Yes, you must defeat ALL the mantis/insect	
defeat all the mantis	thingies in order to trigger the next	
things to trigger another	event. This will take some time and work.	
event.	-----	
Save point in left area!		
Return to the starting	You'll notice the music has stopped.	
point.		
-----	-----	
Proceed to the back of		
the screen.		
Tyranosaurus-Rex appears!		
It seems quite ravenous.	BOSS FIGHT: Tyrano	
**BOSS FIGHT		
	Just pound it with blue elements such as	
	Iceberg, Deluge, and IceBlast. Use summons	
	if you can. Fargo should be exceptionally	
	powerful here, especially with his Lv.7	
	tech skill. Just watch for its DinoBite.	
It scampers off. A roar	-----	
pervades the area.		
Leah goes ahead and in-		
vestigates. The party		
follows.		
-----	-----	
The Green Dragon is		
perched atop a rock.		

The party squeaks out their intentions and the Green Dragon approves and attacks you! **BOSS FIGHT	BOSS FIGHT: Green Dragon
	His "Breath" attacks are nothing that much to worry about. They mostly afflict poison status to all party members, which can be countered using Antidote. Set a trap for Carnivore cuz it'll really save you! Never let the field turn all green. Just let him have it with Leah's wallops and techs and other yellow elements such as ThunderStorm and Earthquake. Steal the Green Plate too!
The Green Dragon bestows the Green Relic to you.	-----
Leave and return to the beach. Crossover to the other world, then head to Sky Dragon Isle.	
-----	-----
SKY DRAGON ISLE -----	Fight the last of the 6 dragons. Hey! You should be happy that this is almost over. Time to pick off the white dragon god.
-----	-----
Climb the long flight of stairs.	
Square off with the last dragon and receive its blessing.	
The White Dragon sees that you have received the blessings of the other dragons.	
As promised, the dragon god grants you his power, but not before testing your might! **BOSS FIGHT	BOSS FIGHT: White Dragon
	This dragon is the hardest of all. Bringin his HP down is no problem until he starts to sag. That's when you should be worried. To recompense your almost victory, he will cast UltraNova dishing out MAJOR damage, if not, kill off the whole party. You'll be lucky to survive. Set a trap for it if you can. Don't forget that White Plate!
The White Dragon bestows the White Relic to you.	-----
Leave and head to Guldove to visit Steena.	Yes! Now you have all the blessings of the Dragon Gods. Now what to do?
-----	-----
Visit Steena at the holy shrine or something.	
She sees that you have been blessed by 6 dragons	_____Character: Steena

and joins your party!	Age: 24 (F)	
	Origin: Guldove	
	Height: 5'9"	
	Weight: 110 lbs.	
	Build: Tall & Slender	
	Right-Handed	
	Weapon: Sword	
	Innate color: White	
	A great magic user and is particularly	
	useful in the fight against Dark Serge.	
	She's a great addition to the party. She	
	may have some connection to Garai.	
Steena gives Lynx the	-----	
Dragon Tear.		
Leave and head to Fort		
Dragonia in Home World.		
-----	-----	
	Home World	
FORT DRAGONIA		

	Let's just say...You finally regain Serge	
	here! Plus, a face off with the imposter.	
-----	-----	
Enter the central shaft		
like you've done before.		
A final confrontation		
with the Serge double.		
Sequences with the two.	BOSS FIGHT: Dark Serge	
**BOSS FIGHT		
	Basically, he has Lynx's abilities and	
	stats. He even has ForeverZero. So how	
	fight fire with fire? First of all, with	
	Steena in your party, it makes the battle	
	somewhat balanced. Equip the Black Plate	
	armor on Steena to cheat. However, the	
	downside is that he doesn't only cast all	
	black elements. He also casts elements	
	such as the powerful UltraNova. Equip the	
	White Plate on Lynx. Pound him with	
	everything you've got. Casting a summon	
	will make short work of him.	
Dark Serge retreats.	-----	
Which way to go?	_____Character Recruitment: Draggy	
> Go up		
> Go down	Take the elevator down to an incubation	
	room. Place the Big Egg you found back in	
	Fossil Valley in the central incubator.	
Go up and tangle with a	Wait a while and out pops a baby dragon.	
familiar dungeon.	Draggy has a habit of holding its tongue	
	when talking (ex: "Motthhheeerrrr"). He	
Hop onto the purple plat-	claims you as his mother, but when it hits	
form.	him in the face that you are not, he	
	decides to join you in hoping he would	
	find his mother somehow.	
Serge decides that it's	-----	

best for him to go alone.	Or the party decides, rather. If Steena is
	in the party, she will enlighten you.
-----	-----
Serge leave the party	
temporarily to venture	
into the room alone.	
Examine the glowing orb	
in the center.	
An FMV of the rebirth of	That's showing a little more than what we
Serge.	had expected.
Serge goes back out with	He conveniently had a spare outfit with
attire and all.	him, huh?

One of the party members	At this point, all the characters you've
will hand Serge the Tear	recruited with Serge will now all return
of Love.	to you and are now available to be put in
	your party. So stick in Glenn! :)
Leave Fort Dragonia.	-----
Take on a few sidequests.	
-----	-----
Choose to take on a few	If you return to Earth Dragon Isle Another
sidequests or just go on	World, you will encounter Criosphinx in
with the story and save	place of the Earth Dragon. Read the great
them for later.	Criosphinx FAQ to read how to beat him. In
	Forbidden Island, a microscopic island off
	the northeastern coast of mainland Terminal
	you fight Dario. You must have Riddel in
	your party. Equip the Black Plate to cheat
	and stuff. If you win this battle, you get
	to behold the almighty Mastermune. Finally
	in Marbule Home World, find a man inside
	the Black Dragon's chamber. He is selling
	the Magic Hammer for 10,000G, which is
	worth it, believe it or not. With it, you
When all sidequests are	forge Rainbow weapons, which you should be
done, head to Sea of Eden	doing now. At this point, you should also
in Another World.	collect all the Lv.7 tech skills for the
	characters. If you've fought Orlha in
	Guldove as Lynx earlier, then you can
	recruit her.
-----	-----
\	/

CONTINUED GAME WALKTHROUGH

----- DISC TWO: WHERE STORIES UNFOLD AND ARE LEFT UNTOLD -----

SEA OF EDEN -----	Find an entrance to the real Sea of Eden. Here is where all things go on an awry path. The events will surprise you. :)
-----	-----
Sequence with the party entering the Sea of Eden.	
-----	-----
Dock at the three islands in ANY order.	Know that, the form the boss will take depends on the last island you visited. For example, you will face Vita Dos, if you've visited Future last.
-----	-----
Fight a form of Vita on the last island visited.	
-----	-----
A freaky gimp mask thing attacks you. **BOSS FIGHT	BOSS FIGHT: Vita (Unus, dos, Tres) There are no distinctive differences be- tween these Vita forms, except for the innate colors. Just use powerful elements and tech skills relentlessly until it dies.
-----	-----
Sequence with the disarm- ing of the wall of water.	
-----	-----
Chronopolis is revealed!	
-----	-----
Enter the futuristic city of Chronopolis!	
-----	-----
-----	-----
-----	-----
-----	-----
CHRONOPOLIS -----	If you don't remember, this is the place where Serge's father docked when Serge had been injured. Now you finally get to set foot on the same place you last heard of Serge's father. What happened? You're about to find out. :)
-----	-----
Speak to the specters at the entrance.	
-----	-----
Continue forward up the stairs to be stopped by huge robot. **BOSS FIGHT	BOSS FIGHT: PolisPolice You might want to equip your weakest char. with the White Plate. Other than his Mega- tonFist move, it's not much of a threat. Just pummel him with all kinds of Black elements like BlackHole and FreeFall+X, or summoning GrimReaper will really put this guy in its place.
-----	-----
Venture forth into the unknown depths of the lost city.	Place Orlha in your party. :)
-----	-----
Continue to the door at the end.	Be sure to explore around for the Brooches scattered around the city.
-----	-----
Hang a right and inspect the hatch to descend.	Rummage the safe cabinet for a Nostrum.

Examine the switch. It triggers the release-lock on the bridge.	
Use the control panel on the lower left corner to control a mini-robot.	Cool...Kinda like remote-control cars.
Maneuver the robot and weeve around the paths.	Use it to empty the two treasure chests.
The robot should reach the otherside safely.	
Switch on the device.	
Cross the bridge and go up the ladder.	

Go through the right door and wrap around the stair to find a useful item.	
Ascend to the upper floor using the stairs.	2F
Go through the door at the end.	
Move swiftly past the laser beams to avoid any robot confrontations.	
Head into the northern door to find a puzzle.	Grobyc's Lv.7 tech skill is here inside the metal container. You must have him in your party to open it, however. Anyway, towards the top screen is a row of latches or chutes, as I like to call them. Solving this puzzle is difficult. It's a nuisance to explain, so I'll just tell you the solution to this. When you first enter, one of the chutes opened, correct? Well, close it and input the code 00. Open the left most door to find Recharge x5.
Leave the room and head into the opposite door.	-----

Ignore the elevator and continue to the door on the left.	
There is an irridescent map of El Nido on the tiles.	Want that in your room? :)
Speak with the specters to learn about stuff.	

	Release the 2F lock on	
	the panels.	
	Return to the elevator;	
	it is now operational.	
	Use it to ascend to 3F.	
	Go into either rooms to	
	gain some knowledge.	
	-----	-----
	Take the elevator and go	
	up to the 4th floor.	
	Enter the right door.	
	Sequence with the ghostly	
	figures.	
	Play around with the	
	gizmos.	
	Run through the corridor	
	on the right and through	
	the door.	
	Speak with the ghost at	
	the bottom of the stair-	
	well.	
	Descend to the first	
	floor.	
	-----	-----
	Find the chief slacking	
	off at the harbor.	
	Speak to it until it	
	disappears.	
	Return to the 4th floor	
	and go through the left	
	door this time.	
	Deal with the robot for	Switch on the panel to unveil more of the
	possession of the Card	storyline.
	Key in the chest.	
	Return to the elevator	
	and travel down to B1.	
	-----	-----
	Meet some resistance.	
	Examine the panel to the	"Project Kid"
	left of the door.	
	The computer recognizes	"Welcome back Chrono Trigger!!"

Serge and allows access.	
Hop along inside.	

Sequence ensues with Kid.	Prepare for the pivotal point in the game.
Learn the horrifying truth.	
A fight with FATE begins.	BOSS FIGHT: FATE
Is it really the hands of gods? **BOSS FIGHT	What's more terrifying? Her(?) ugly looks or the fact that there is a very limited amount of time given to diminish FATE. She performs a countdown (5), and at each round a different spell is cast, and with 0 drawing nearer, her spells become more powerful. Equip the Black Plate on Serge for invincibility. Have Serge use all his tech skills for major damage, but make sure you don't use it in the time Diminish has been cast. Casting GrimReaper in this battle is a cinch. Just sit back and watch the Element Field turn black. Then let 'er have it. Double techs work really well.
A long, yet interesting sequence follows the battle.	-----
FMV of a giant structure.	
FMV with the 6 dragons merging into one being.	
The rebirth of Terra Tower.	

Serge and company find themselves on Fargo's ship.	
Sequence with the party members.	The party is trying to devise a plan to get rid of that awful thing in the sky.
The party decides to go to Divine Dragon Falls.	This place, unfortunately, is not marked on the map. So where is it? Let's just say it's the only waterfall in all of El Nido. There is a decent waterfall northeast of Arni Village. Just mash the X button 'till you get in.

DIVINE DRAGON FALLS	
-----	You're here to obtain the most important item in the game.

Head to the cave at the top.	

<p>Move to the room with two pedestals planted in the ground.</p>	
<p>Place the Tear of Hate and the Tear of Love on the pedestals in any order.</p>	
<p>The tears form into what is called the Chrono Cross!</p>	
<p>Acquired Chrono Cross!</p>	
<p>Leave and head to the recluse's place, Hermit's Hideaway.</p>	<p>This is actually a side quest, and is very optional. You need to save Kid from her past. She seems to be in a coma and only Serge can save her.</p>
<p>-----</p> <p>LUCCA'S ORPHANAGE -----</p>	<p>-----</p> <p>Save the children before they burn to death. There is a bonus FMV here, if you decide to accept this side quest.</p>
<p>-----</p> <p>Defeat the first enemy in the room.</p>	
<p>Check under the table and the clock for two kids to come out of hiding.</p>	
<p>Are you here to save them and their friends?</p> <p>> Yes, we are</p> <p>> No, sorry</p>	<p>Replying with positive answers will result in the kids giving you tokens of gratitude and such.</p>
<p>Head to the next area.</p>	
<p>-----</p> <p>Defeat the Lavaboy here and a boy will pop out of the wall.</p>	
<p>Climb up the right set of stairs and go directly to the door at the bottom.</p>	<p>Check under the bed for a Rainbow Shell.</p>
<p>Drive away the LavaBoy from the petrified kids.</p>	
<p>Return downstairs and go up the opposite set of stairs.</p>	<p>Grab the Diva Dress from the balcony.</p>
<p>Take the Ice Gun from its place.</p>	<p>Your third party member will disappear.</p>
<p>Go back downstairs and</p>	<p>Read the note on the ground.</p> <p>-----</p>

| enter the middle door for| You can now acquire Kid's Lv.7 tech skill.
| a Stardust Cape. | This is a one-time opportunity, so it's
| | | best you get it now. Return to the start-
| | | ing point and input these codes into the
| | | machine on the right of the door: L1, /\,
| | | R1, /\, and the X button. You will get
| | | HotShot for Kid.

| Return to the room on the|
| upper level using the |
| right set of stairs. |

| |
| Inspect the latch on the |
| floor. |

| Go down the ladder? |

| > Yes |

| > No |

| Pass through the small |
| room. |

| In this area, your final party member will
| also disappear. You're going solo now. |

| Examine the drawings on |
| the wall. |

| Move past the burning |
| debris. |

| Quench the fires using |
| the Ice Gun. |

| Continue to the door. |

| FMV of Lynx and Harle. |

| Sequence with Serge and |
| the younger Kid. |

| Serge returns to reality. |

| Kid finally awakens and |
| rejoins your party! |

| Head to El Nido Triangle. |

| Make your way to the |
| place where the Star |
| Fragment had been. It is |
| now replaced with a ship. |

| You should place Starky in your party. |

| An oversized jellyfish is |
| guarding it, however. |

BOSS FIGHT: Royal Jelly

**BOSS FIGHT

| You can't hurt it with anything other than
| red elements. So having Kid in your party
| is a must, especially with her new HotShot
| skill. Pummel it to death with Inferno and
| Volcano. Did I mention fried jellyfish
| tastes pretty good? :)

Starky and the party enters the ship. 	-----
Starky dishes out some kind of alien device. 	
The party goes to the docks at Chronopolis. 	
Starky hooks the device up with the boat. 	
Speak to Kid when you're ready. 	
-----	-----
FMV of Serge flying to- wards Terra Tower. 	You're nearing the end of the game. This is the final dungeon. I hope you've got a lot of TrapElements handy. If not, buy them from the G-bro in Marbule. Make any final preparations because the going about is a bit rough.
-----	-----
TERRA TOWER ----- 	Ok, everyone. Get this clear in your heads that this is the last dungeon of the whole game, probably the longest, and arguably, the hardest. Better get things in gear. :)
-----	-----
Save point near landing point! 	It's recommended to fully explore the tower and collect all the treasures.
Continue into the tower. 	
Not far from the entrance is the first boss. **BOSS FIGHT	BOSS FIGHT: Terrator Be sure to set a trap for Golem. With that out of the way, start pounding away with tech skills and Green elements. Carnivore and Tornado work marvelously. Genie is also a good bet. After capturing Golem, don't let the field turn yellow, as it'll cast its most destructive power: Omega- Yellow. The worst thing is that he's not the only boss to cast OmegaColor!
Push the pillar standing upright on your left on to the gap. 	-----
Go through the doorway. 	
-----	-----
Make the long trip down the multiple stairwells. 	
Climb down either vines. 	
Make your way to the door on the left. 	
-----	-----

<p>Climb the only accessible stalk and climb up the other at the bottom.</p>	
<p>Cross the branch and it snaps while the party plummets to the depths below.</p>	
<p>Sequence of events with a face in the wall.</p>	
<p>Continue the trek until you reach a doorway at the top.</p>	<p>Pick up the Pack of Lies at the first doorway.</p>
<p>-----</p>	<p>-----</p>
<p>Find your way up to the very top.</p>	<p>The doorway in the middle leads to a Beta Carotene (Janice's weapon).</p>
<p>Go through the doorway at the very top.</p>	<p>Don't forget the Rainbow Shell behind the waterfall!</p>
<p>Run along the right to the two pillars and push them over to fill in the gaps.</p>	
<p>-----</p>	<p>-----</p>
<p>Make your way up to the doorway you previously could not reach.</p>	
<p>Collect the treasures before touching the red orb.</p>	
<p>The group needs to fight this thing before going any further. **BOSS FIGHT</p>	<p>BOSS FIGHT: Pyrotor He's just like Terrator except an innate red. Equip the Red Plate on the weakest character so OmegaRed is nothing to that protected character. Set a trap for Red-Wolf. Watch for its OmegaRed though. Do I continuously need to repeat what kind of elements you should be using?</p>
<p>-----</p>	<p>-----</p>
<p>Run up and down the series of ladders.</p>	<p>Don't miss the Spectra Glove in the chest.</p>
<p>Head into the doorway at the summit.</p>	
<p>-----</p>	<p>-----</p>
<p>Ascend the stairs that don't have debris.</p>	<p>Don't forget to pick up the awesome Holy-Healing from the chest! It's a must!</p>
<p>Take the right staircase first.</p>	

Hang a left on the 2nd set of stairs and head up to the top.	

Cross the bridge to a familiar place.	Does the landscape ring a bell?
Sequence of a mirror image of Viper Manor library.	The ghosts of the heroes from Chrono Trigger are here. Before leaving, head to the balcony at the top and grab the BlackHole element from the chest.
Return to Terra Tower and head to the new doorway towards the north.	
Cross the bridge and as you move the crystals'll light up in proper order.	Take a slight detour to the left to pick up an UltraNova element at the bottom.

A green orb is awaiting your arrival. **BOSS FIGHT	BOSS FIGHT: Anemotor
Step on the platform.	First things first, set a trap for Sonja. At the same time, watch for OmegaGreen. If you have to, equip the Green Plate on one of your characters. Anemotor tends to use a lot of Green elements (well, duh...).
Press the X button to use it to teleport the party elsewhere.	

Sequence detailing the defense of Terra Tower.	
Save point to the northwest!	
Take the right passage first.	
Use the telepad to convey the group to the proper location.	
Use the barricades as shields against the wind.	Hold down the D-pad to avoid touching the enemies.
Approach the massive monster. **BOSS FIGHT	BOSS FIGHT: Luxator
	Set a trap for Unicorn straightaway. Once you've caught Unicorn, you might want to set a trap for UltraNova. Hack away with physical attacks and black elements if you are growing impatient. And remember about that OmegaWhite!

Sequence with the lasers being disabled.	
Return to the main room.	

Take the opposite path.	It is much recommended that you save.
Ditch the Cupoids and continue onward.	
Stand up to the big guy.	BOSS FIGHT: Gravitor
**BOSS FIGHT	
	I'm going to say this right out: Did you equip Serge with the Black Plate or were you too dense to figure it out? If not, escape and re-equip. Immediately starting the fight, set a trap for MotherShip. It will save a breakdown. OmegaBlack is unfortunately, frequently used. Be careful. Retaliate with Unicorn if you can. Cast a powerful white element like UltraNova and HolyLight to bring it down quickly. Top it off with Serge's tech skills.
Sequence with the last beam being disabled.	
Return to the main room.	

Head through the double doors in the back.	Take a breather, first. :)
Assault the last defense.	BOSS FIGHT: Aquator
**BOSS FIGHT	
	Luckily, this battle isn't as hard as the previous two. If you want a spare Frog-Prince, it wouldn't hurt to. Order an all attack of red elements. You should only be worried about his OmegaBlue attack.
Step on the panel and a series of chimes will play in a given sequence.	
Climb the stairs to the the floating platform.	

Continue onward and move up the stairs.	
Sequence where you learn the true meaning of this game.	
FMV of the Frozen Flame.	
Prepare to fight the longest battle with the devourer of time. **BOSS	BOSS FIGHT: TimeDevourer
	When I say long, I mean long. This battle

FIGHT

is so inanely lengthy, it's ridiculous. The trouble with this boss is that after a certain amount of damage, it transports the party to all the lairs of the 6 dragon gods. However, there is a certain order to it. Take note of this order. When it does take your party to a certain dragon's chamber, it also changes its innate color to match that of the dragons. For example, if you get transported to the chamber in Water Dragon Isle, you're basically fighting against a tougher variation of the Water Dragon. To pull this off, try to stint your elements and use them only when necessary. Use the elements opposite of the innate color of the TimeDevourer. Good luck.

The TimeDevourer deteriorates into the air.

Sequence with Belthasar, the Prophet.

Acquired the Time Egg!

FMV of the destruction of Terra Tower.

Make any LAST adjustments and preparations. Take on any last sidequests.

If you haven't noticed yet, you're nearing the end of the game. In fact, you're just one boss fight away. I advise you to make last preliminary battle tactics and stuff. Attempt any sidequests you've skipped and whatever. Now is a good time to gather all your characters Lv.7 tech skills. Also, start on your quest for Shiny materials if you haven't done so already. Upgrading your weapons to Rainbow weapons is not integral, but it's recommended. When you are pumped up and ready, head to Opassa Beach.

OPASSA BEACH

Are you ready to resolve all conflicts and just end everything? Are you ready to put wrong things right? If yes, continue...

Activate the wormhole and crossover to Home World.

Speak with the 3 ghosts of the former heroes from Chrono Trigger.

They will confide in you.

Lucca requests that Serge save Schala from Lavos.

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| When ready, step to the |
| purple wormhole to the |
| left and use the Time Egg|
| to transport the group to|
| the darkness of time. |
|
| -----|
| Meet your ultimate foe. | BOSS FIGHT: TimeDevourer
| **BOSS FIGHT |
| | Killing him off takes helluva a long time.
| | And if you haven't noticed, he uses all
| | the annoying OmegaColors. At times, it can
| | use elements nonstop, and other times it
| | will cease all attacks for a few rounds.
| | When this happens, this is a very good
| | opportunity to cast a summon or five to
| | bring it down. Double techs work well too.
| | Unleash every element you have on it and
| | it should be more than enough to get by.
| | -----|
| Is that really the ending| No, that was not the proper way to defeat
| for this game??? | Lavos. If you didn't notice Schala encru-
| | sted on its back, then you know now. Well,
| | the point is to save her. How? First,
| | allocate the Chrono Cross to Serge on the
| | Lv.8 grid. The Chrono Cross is not some
| | powerful attack, disappointingly. Rather,
| | it's a savior thing. It corresponds to a
| | a series of chimes that will only activate
| | if you play them in the right order. The
| | order is: Yellow, red, green, blue, black,
| | and white. Sounds simple, no? It's not.
| | The main problem is that Lavos will cast
| | elements to disrupt the order of the tune.
| | So how do you do it? It appears that Lavos
| | eventually lay out the order for you. Once
| | he starts, quickly finish it. Then have
| | Serge finish everything with the Chrono
| | Cross. Do it right and you might enjoy the
| | ending. Good luck.
| | -----|
| Schala is freed. Watch |
| the ending. |
| |
| Peace has been restored, |
| but for how long? Time |
| can only tell... |
| |
| -----|
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Here's a LAVOS strategy submitted by reddassault:

1) THE CLUE YOU NEED: When you start your battle against the Time Devourer, you'll notice that he uses A LOT of green elements. Why green? Because

(here's the key to an eeeeasy victory!) the first colour of the Chrono Cross sequence is yellow! Basically, the Time D. attacks using the opposite colour of the element you have to cast to continue the Chrono C. sequence. Doing so, he will ALWAYS break the sound chain. For example: you have just started the C.C. sequence with a yellow element (remember the correct pattern: yellow-red-green-blue-black-white) and now you need the red one. If it's the Time D. turn to attack, he'll launch FOR SURE a blue element! So, if you need green but you can't attack any more, he'll use yellow; red when you'll need blue; white when you'll need black; black when you'll need white. BUT when you'll need just the Chrono Cross, the T.D. will not counter even if it's his turn. The only thing you have to do is to complete the musical sequence without giving him the possibility to break the chain. Impossible if YOU started the score because you'll have at maximum FIVE elemental attacks before the T.D. reaction. But if the T.D. himself starts the sequence, with your five elements you can complete the song and make the 6th attack (the Chrono Cross!) avoiding his counter. So all that you need is a trap sequence!

2) THE WAY TO KICK HIS ASS: First of all, put a lot of different colors from level 1 to 4 on your three char. grids. Try to put all the six colours in every low-level. Give the Chrono Cross element to Serge and put it at level 1 (Chrono Cross -7). Wear your best armours and weapons. Maximize your magic defense (Gold pendant, Memento pendant...) and try to protect everyone from the sprain status effect. Then let the battle begins!

a) Take everyone to level 8 and then defend until everyone's stamina is back to 7. At this point, the T.D. should have launched at least two green elements. Don't heal the party and don't use any antidote: the battle is going to end very soon.

b) Now, immediately after the last green attack of the T.D., start the fake chain: cast a Lv.1 yellow element and then a Lv.1 red element. Defend and wait the stupid reaction of the T.D.! Yes, now he's gonna launch a yellow element, the opposite of green.

c) Immediately after the yellow attack of the T.D., continue the chain with your low-level various elements: red, green, blue, black and white. DON'T defend, DON'T attack! Now it's only a matter of stamina: if you alternate the use of your three char., one will be able to regain at least 1.4 stamina while the other two are launching their elements. The sequence will be completed and the T.D. won't counter!

d) Finally, the Chrono Cross. Serge has it at Lv.1 so he MUST be at least at level 1 and with 1.0 of stamina. So, launch that long-lost-thing and enjoy the horri... ehm, WONDERFUL ending! Remember that you can't attack or defend during the creation of the song, otherwise the T.D. will counter; if you managed to create the right pattern with your five consecutive elem. attacks and now only the C.C. is missing but Serge can't cast it (Lv.0 grid or negative stamina)... err, you'll have to restart from the fake chain.

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ENDINGS

This short ending guide will list the endings in the order they can be seen. This guide just shows you how to get the nine extra endings in the game, but it will not spoil them for you. If you want to know what things unfold in these endings, please read TWilde's Ending FAQ. It's wicked!

ADDITIONAL ENDINGS (1-9)

- #1 Defeat Lavos with Serge by himself before talking to Leena on the pier.
- #2 Defeat Lavos before passing through the manor for the first time in Another World.
- #3 Defeat Lavos before completing Fort Dragonia Another.
- #4 Defeat Lavos before completing Fort Dragonia Another with Nikki and Razzly in your party.
- #5 Defeat Lavos before going on your quest to save Riddel.
- #6 Defeat Lavos before Harle leaves your party.
- #7 Defeat Lavos before killing off FATE.
- #8 Defeat Lavos before you defeat FATE using the Master-mune.
- #9 Defeat Lavos before the birth of Terra Tower.

That's it! Check them out!

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|-----|
OZZIE, SLASH & FLEA
o o

First of all, you need have completed the game at least once, ok? It doesn't matter how you completed it, just as long as you did! Anyway, by the time you start a new game using New Game+, your stats and whatever from the last game will be carried over to your new game. This is good, since you'll need it for this fight. You can't fight them immediately after the start of New Game+ however. You must play up to the point where you have total control of a boat of some sort. The earliest time you get to control the boat is during that branching point with the Kid ordeal, I believe. Even then, it is still too early to fight the terrible three-some. When your total HP amounts to a good 850-999, then you're ready. :) If you're really good, then at the least, 700.

To prepare, I recommend having Lynx in the party since his Forever Zero can be of good use in this battle. Be sure you have summons allocated; you will really need it! If summons are involved, it'd be your best interest to try to fight them near the end of your second playthrough when you've gotten through Terra Tower. This way, you probably have all the needed summons (I hope). The most important one should MotherShip, or something. I hope you captured that. Considering you don't have the "BlackField" element, casting a black summon will be more difficult. I am sure Ozzie, Flea, and Slash won't dawdle behind and watch the element Field turn all black. Also, the three-some tend to have techs that can cause all kinds of unwanted status effects on the party, which will deprive the party from exerting themselves fully. Equip the characters

with the best possible weapons and armor available.

When you're ready, head to the Bend of Time. The Bend of Time is an archepalagio situated south of Mount Pyre. It's the small chain of islands in the middle of the ocean; in the center of all the major islands. Left of the Dead Sea! It's not labeled Bend of Time, so you're going to have to dock your boat there anyway. Inside, there are portals and a save point. The portals lead to random battles with any random enemy. Use the save point to save your game before the fight. Go in through the door. Inside, a pig-creature will tell you to run around the room three times (like in Chrono Trigger). Upon doing so, you'll encounter three familiar faces...

BOSS FIGHT: Ozzie, Slash and Flea

Spoils: Ozzie Pants, Dreamers Sash, and Slasher

I will try to keep this as simple as possible to, and yet efficient enough to beat the crap out of that trio. You don't need to have used my preparation guide to beat these guys, it's merely a preference. It'll probably make the battle slightly easier. But anyway, this battle is no pushover, even if you have already beaten the game once. What really makes this battle so hard are the various status effects they cast on the party and support elements on themselves.

The best thing to do is take down Ozzie first. He tends to cast MaxDefense on his peers to prevent you from making them eat dirt. If that ever happens, it is hopeless trying to hit them, as you can't. You can compensate slightly by equipping the characters with accessories that boost the hit percentages like the Silver Loupe. When or if Ozzie casts MaxDefense, it's best for everyone to defend until it wears off. Then have the party go all out on physical attacks. Be careful of his Omega attacks, as he can cast them on you. When Ozzie starts to look lethargic, finish him off, while dealing a decent amount of damage to the other two, using MotherShip or Lynx's Forever Zero if you have him.

Next, concentrate your attention on Flea, as she poses the next threat. She's a bit keen on casting status effects like Confuse and Berserk on your party. Watch out for her Stare tech skill. It's a killer; it confuses everyone. Flea tends to have a high Magic defense, so hitting her with elements won't do you much good. Physical attacks work best in this case. If you have a red innate character in the party, that character should have a decent resistance to Flea's tech skills. This way, have that red innate character attack Slash while the other two kill off Flea. Even better if you have Serge and Glenn, you can use their double tech against Slash to make it a bit shorter. Have the characters build up their element levels to set the mood for summons. One character can cast a ColorField, then another can cast the summon for that innate color. Level 6 elements work pretty well also, but I wouldn't rely on them too much.

This is a tough battle, but not as hard as the one with Dario. Check out the awesome Dario FAQ to find out how to beat him. Don't expect to win the first time you try. It takes perseverance and time. I hope this strategy works some and I wish you the best of luck!

Legal Junk

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Credits, Thanks and Extra Junk

 - HYuy for writing one of the best FF8 FAQs around and for allowing me to use his format for this guide.

- Squaresoft for making this wonderful game. What are the chances of another Chrono game, eh, Square?
- ATadeo for his help in getting my FAQs published on the internet.
- DJellybean's Chrono Cross FAQ for a lot of help when I forgot what to do in the game.
- Nemesis for letting me use his Chrono Cross ASCII art.
- CJayC for accepting and hosting my FAQs on his awesome site.
- The OSG by Bradygames for saving me a huge amount of backtrack time to hunt down the character stats.

***** CLOSING STATEMENT *****

To this day (as of the most recent update), I still receive e-mail about the game, even when I've already covered it in the guide. It may not have been extremely detailed, but I wasn't aiming for a dynamically comprehensive FAQ. This FAQ was created out of sheer boredom and the desire to make a decent walkthrough for the game. I did not expect that I would have gotten so many compliments! So, thanks everyone for the encouragement and stuff! And now, I have become quite an established author, and I hope I can always help gamers in the games I write for! Thank you, everyone!

~AdrenalineSL

Shameless plug--Other FAQs by yours truly:

<http://www.gamefaqs.com/features/recognition/8212.html>

MUCHAS GRACIAS!!!

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The Unofficial Chrono Cross Flowchart FAQ
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