

# Chrono Cross FAQ/Walkthrough

by SeanKelson

Updated to vFinal on May 1, 2009

SeanKelson's Chrono Cross FAQ/Walkthrough

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I use the default names of the characters in this walkthrough.

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\*=Optional (Can be completed on either disc)

If you find a mistake, please tell me via e-mail ([SeanKelson@aol.com](mailto:SeanKelson@aol.com)). Please include the site you found this on.

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Version changes:

v1.0 to v2.0

Walkthrough completed in around 4 updates.

v2.0 to v3.0

More of walkthrough completed

New Game + section added

Characters section added

v3.0 to v3.2

Legal precautions taken to make sure no one does anything naughty, like selling my FAQ.

v3.2 to v4.0

Two new sections added: Rainbow Equipment and Lists

v4.0 to v4.5

Chrono Cross and Chrono Trigger section added.

v4.5 to v5.0

Armor List Added, other minor changes

Please excuse my slow speed on updating, I'm picking up the pace.

v5.0 to v5.5

Added Commonly Asked Questions

V5.5 to v7.0

More Commonly Asked Questions added

Accessories list added

Version 7.0 to Version 8.0 (10/18/00)









4. Get to the library.
  5. Defeat Marcy
  6. Defeat Lynx's Shadow
- I will divide this section by the goals.

Goal 1:

Enter the manor and enter any combo in the door. You will fall through the floor into a cage. Defeat the guards there and your party will don their uniforms.

Tip: Some doors have an eye on it. You'll have to fight a hard creature if you open the door when the eye isn't closed. If you fight the monster, you can use this to gauge your skills against the roborgs, if you can't beat the monsters, you probably can't eliminate a roborg.

Goal 2:

Go through the right door and into the first room (dining room). Talk to Glenn and the guard by him. Follow Glenn back to the living quarters, and examine the wall he was by. It will have the door combo on it.  
\*\*Write down the combo. If you use the Neo and Bulbs method of returning to the lobby and you mess up the combo, you'll be forced to use the roborg method.\*\*

Tip: Don't walk along the carpet. This avoids several annoying combats.

Goal 3:

Use the Roborg method if you are fond of your fighting skills: The Roborgs are hard. If you aren't so tough, use the Neo and Bulbs section. Also use the Neo and Bulbs section if you want to be able to get Luccia and Pip in your group. I recommend the Neo and Bulbs section: It also gives you a growth star.

Roborg Method:

If you use this method and defeat the roborgs easily, the bosses here shouldn't be much trouble.  
For this method, proceed down the hall (with the dining room & living quarters) and go up the stairs. A roborg blocks your exit. Talk to him twice, and choose to bust him up. You can also do this with the other roborg, but I don't recommend it.

Boss: Roborg

Use green elements, and make sure you're good before you fight this guy.

Neo and Bulbs method:

Go to the right of the room where you got the uniforms. Three guards defend the treasure vault. Don't say a word when they ask you for the password. The password is total silence. After grabbing all of the treasures, go to the pendant on the wall. Whatever option you choose, you go through a secret door and...

Boss: Neo and Bulbs

Use cure and yellow elements on these guys. Throw all your attacks at one: 1 enemy is easier than 2.

After the battle, Luccia loses interest in you. In the corner is a creature named Pip. Release him, and it will join you later.  
From here, proceed upstairs to the lobby.

Note: The door next to Luccia's lab is loaded with puzzles. See more info about this under the Commonly Asked Questions section.

Goal 4:

Enter the combo into the door. Once through, take a left. The other way is blocked by a roborg that you cannot fight. Go across the bridge and into the library. Talk to the girl there. You will go into a battle with Marcy.

Goal 5:

Boss: Marcy

Be ready for a fight. If you could defeat the roborgs, this will be easy.

Afterwards, use the instructions the Prophet gives you. Save at the Record of Fate, as your biggest battle yet awaits.

Goal 6:

Boss: Lynx's Shadow

This is what I call a boss. Use plenty of white elements. Attack at all times and watch your health. Use your cures wisely.

Alternate Boss Strategy (by OgiTakahashi@aol.com):

Lynx, the shadow in Viper Manor was very easy for me to defeat. I chose Guile, but other guides should work as well. I fought this boss twice, first time using elements, and the second time using mainly physical attacks. Surprisingly, the physical attack one was very easy, making the battle last for four minutes. Concentrate on using Serge's physical attacks, which can damage the boss greatly.

I did the (weak, strong, fierce, weak) attack, and the damage was 9, 21, 105, and 9.

I am not lying about the 105. I was surprised myself. Kid should do most of the healing, since she has a rather weak attack. Your guide, should probably use physical attacks, but white elemental and special attacks, (Guile's special is extremely well) should be used as well. If this is done, you should be done in about five minutes, without Lynx using Hell bound or his recovery as well. He will use Initiative though. Make sure you base your attacks on physical ones.

After the battle, you make a quick evacuation. Then you are faced with an option that determines a lot: Save kid, or don't.

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Section B: Save Kid

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Segment 1: Return to Termina/Viper Manor

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Korcha will gladly boat you to Termina after you talk to the person at the shrine.

Here are the characters that saving Kid leads to:

New Characters:

Luccia, in Viper Manor

Korcha, Termina (After saving Kid)

Razzly, Hydra Marshes

Mel, Guldove (Late in the game)

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Segment 2: Hydra Marshes

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1. Save Razzly (Optional)
2. Eliminate the dwarves
3. Destroy the Hydra

If you save Razzly, you must climb the log (in the first area) to the dead end and use the Beeba Flute. Fight the Wingape, then fall through the floor.

Boss: Pentapus

A red Innate character equipped with a sight scope should send this boss into the underworld. Use all elements except blue, and heal frequently.

Razzly will give you an advantage over the dwarves further into the marshes.

Mini-Boss: Dwarves

Magma bombs and green elements will show these guys who's boss! Focus on one pest at a time.

Beyond the dwarves is what you're looking for...

Boss: Hydra

Make one character yellow innate and the other Razzly. DON'T use any yellow elements: They heal this beast. Use an abundance of green elements.

Pick up the Humour from the Hydra, and return to Guldove. If choose to chase down Mel, talk to Orlha in the bar and the person outside the temple. Then go to the residential tower.

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Section C: Leave Kid

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Upon leaving kid, Korcha takes the Astral Amulet and returns it to Kid.

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Segment 1: Return to Termina/Viper Manor

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You'll need to find Korcha in the residential tower and talk to him.

After a long conversation, you'll get Korcha's boat. Take it back to Termina. A few new characters are available.

New Characters:

Luccia, in Viper Manor

Macha, Termina

Glenn, Termina

Greco, Termina

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Section D: Disc One, Part Two

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Segment 0.1: Hermit's Hideout/Into the Mist

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\*\*\* Hermit's Hideout \*\*\*

Goal: Defeat Harle

You can find Hermit's Hideout using your boat.

As you approach, you'll discover that Viper got here first. Beat Harle in combat (she's a pushover). Then, leave, after talking to Radius.



Now that their gone, follow the chief as he retreats. At the bottom of the falls, you'll face off with the dwarves and their Hi-Ho Tank.

Boss: Hi-Ho Tank

Take out the two dwarves on foot first. Some Turn elements will help if you cast them on your party. Have some curing elements handy: the elemental blasts the tank fires are aggravating. Use all elements on the tank: not the dwarves.

After the battle, you can go see the Water Dragon and obtain the Ice Breath.

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Segment 2: The Mountain

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Returning to another world, you must get through Mount Pyro.

\*\*\* Mount Pyro \*\*\*

Goals:

1. Use the Ice Breath on the lava
2. Defeat Solt and Peppor
3. Defeat Mini-Dragon
4. Challenge the Dragoon Devas

Throughout this volcano you'll have to use ice breath to avoid the fiery lava. Going forward a bit, you'll run into Solt and Peppor.

Mini-Boss: Solt and Peppor

This time you'll learn about trap elements. If you have some trouble, just beat up on Peppor. He's busy beating Solt right now.

Proceeding forward, be 100% sure to save at the record of fate. Because afterwards is...

Boss: Mini-Dragon

Water elements and cure are the key here. If you have a character that can use FrogPrince (Leena for example), try to pull that off. Turn elements are a helpful aid in this battle.

After the battle, save yet again. Be sure to also fully heal.

Boss: Dragoon Devas

You're up against Karsh, Marcy, and Zoah. Focus on one, and make sure you're OK when it comes to having all elements. Use a HealAll if you find yourself low on health.

That ends Mount Pyre.

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Segment 3: The Fortress

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If you thought you were finished with bosses, then reconsider. This section is crammed with bosses, hard and easy. No Solt and Peppor to entertain you though. :-)

\*\*\* Fort Dragonia \*\*\*

Like Viper Manor, I'm organizing this part of the walkthrough by goals.

Goals:

1. Deactivate Red Crystal
2. Deactivate Green Crystal
3. Fight Taurusoid
4. Deactivate Blue Crystal
5. Fight Giant Gloop
6. Deactivate Yellow Crystal
7. Deactivate White Crystal
8. Fight Son of a Gun
9. Deactivate Black Crystal
10. Fight Bunyip
11. Get to the center platform
12. Beat Viper
13. Fight Lynx
14. And then...

Press X in front of a crystal to deactivate it.

#### Goal 1: Deactivate Red Crystal

Take the closest door on the right in the center room. At the end is a room with a statue. Press X at it. The watchkeeper always faces different directions, but he always faces north. Using compass directions, get to the right gap to deactivate the crystal.

#### Goal 2: Deactivate the Green Crystal

This section is a maze. I'll add some directions later. At the end is a crystal, but first you must fight a boss.

#### Goal 3: Fight Taurusoid

Boss: Taurusoid

Equip ALL of your yellow elements before this battle. Green Trap and Turn elements will also help. Cast yellow elements left and right. Use this general attack order from Stamina 7:

- 1) attack #1
- 2) attack #2
- 3) attack #3
- 4) highest category yellow element

Do this with all three characters. You should get a cycle going. The Taurusoid will usually heal himself, but watch out. He packs a punch.

#### Goal 4: Deactivate Blue Crystal

The puzzle here involves opening and closing treasure chests. The chests at each corner move the beam in different ways. Make your way to the big door you saw at the beginning. Only one obstacle remains...

#### Goal 5: Fight Giant Gloop

Boss: Giant Gloop

Like the Taurusoid, Turn elements will help. Use generally the same pattern for giant gloop, except with red elements and cure elements.

#### Goal 6: Deactivate Yellow Crystal

Get to the right of the room, in the room with the "head, body, and tail" puzzle. The game identifies each character as the head, body, or tail. Use the blue carpet outside this room to get your party in the following order:

Head, Body, Tail

Now go outside and across a path that just appeared. Activate the switch to get a stairway to appear. Return to the room and be in this order:

Tail, Body, Head

Now you can proceed up the stairs you activated. There is another

switch along these pathways across a path you just activated. This lowers the platform with the yellow crystal on it, allowing you to deactivate the pillar.

#### Goal 7: Deactivate White Crystal

With the first four crystals activated, a room rises into the middle of the center room. Save before going in, then dash in and fight Son of a Gun.

#### Goal 8: Fight Son of a Gun

Boss: Son of a Gun

Guile helps here. Use any element, preferably not white, to deal with Son of a Gun. When he smiles, he saves energy for a powerful move. If he frowns, he'll quickly launch attacks at you. This boss battle ends quickly.

#### Goal 9: Deactivate Black Crystal

Take the elevator up. Now go to the same pillar you saw in your dream world.

#### Goal 10: Fight Bunyip

Boss: Bunyip

Use physical attacks on the first form, then go full force on the 2nd, preferably using Luminare and MeteorShower. A black Trap will help.

#### Goal 11: Get to the center platform

Like in your dream, go to the center platform, and through the door at the top.

#### Goal 12: Beat Viper

Boss: Viper

Keep your party healed and use some green elements. Viper is not as hard as the other bosses here. At the end of the battle, cure fully (using consumables).

#### Goal 13: Fight Lynx

Boss: Lynx

No shadow this time. Use Luminare, Turn elements, MeteorShower, and whatever. Make sure to heal frequently. Use the same pattern of attacks you used for Taurusoid, except with powerful white elements.

#### Goal 14: And then...

Upon beating Lynx, a strange cinema happens. You'll understand exactly what happens later, but just accept the fact that you are now playing Lynx.

Boss: Serge, Kid, and another party member

Don't even try winning. Your "friends" will take you out quite easily.

I won't spoil the storyline on what happens after that.

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Segment 4: Dimensional Vortex

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You wake up as Lynx in this painted world.

\*\*\* Dimensional Vortex \*\*\*

Goals:

1. Get Sprigg to join
2. Meet Harle

3. Join Harle

4. Leave dimensional vortex

Start out by moving upwards and stepping on the branch. A creature runs out of her house to collect it. Go into her house while she does this. She'll let you spend the night. Go down the ladder and save, then as you leave her house, Sprigg joins you. Go up to the tower and into it.

Now Harle gives you a giant speech. Once it's over, she will tell you to choose your reality. A figure walks into a door on the top floor. Take the same door it did on the bottom floor (if it went left, you go left). Now you emerge on the top. The figure is on the bottom floor. Again, take the same door he does. Keep repeating until you emerge in an odd room, where Harle joins. Without pulling the lever, walk to the big pit in the floor.

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Segment 5: To Termina!

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\*\*\* Hydra Marshes \*\*\*

Goal: Leave Hydra Marshes

Just go downwards on every segment of the swamp you are in.

\*\*\* Opassa Beach \*\*\*

Goal: Try using the Astral Amulet

Go find about where the wormhole used to be and use the Astral Amulet.

\*\*\* Arni Village \*\*\*

Goals:

1. Talk to Marge
2. Fight Radius

After hearing the village's reactions to you being a demi-human, go talk to Serge's Mom. After the story, Radius challenges you to a fight.

Boss: Radius

Just use the general techniques you used when fighting Taurusoid, except no green Trap. Still use powerful yellow elements that will have had to equip on Harle, Sprigg, and yourself.

After the battle, Radius joins you.

\*\*\* Fossil Valley \*\*\*

Goal: Go through Fossil Valley

Just walk on through. I'd grab the Mythril here, as you can now forge items out of Mythril.

\*\*\* Termina \*\*\*

Goals:

1. Find out what happened
2. Get some new party members

Have Radius in your party: It will help when it comes time to get 2 new party members. Talk to people around the town, especially the soldiers in the bar and Lisa in the back room of the store. Go to the blacksmith with Radius and talk to Zappa. He'll join, and you'll get the Smith Spirit: A very handy item. Go to the house near the end of the bridge; The one that was two stories high in Another World. Talk to Van and his father Gogh, and then a big family discussion will occur. Afterwards, Van joins. I agreed with the Frozen Flame part to get him to join.

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### Segment 6: Shadow Forest (Optional)

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Goals:

1. Obtain the mushroom
2. Get Funguy in your party

Note: you can't push the rock to close the hole in Another World before you save the guy trapped by the monster in Home World or else you won't be able to get the Mushroom because the rock will be covering the hole and no monster will exist, so you will not be able to get Funguy to join.

Go through the forest to a hole in the tree. A monster guards a hole deeper into the tree. Fight him, and the person trapped inside gives you a mushroom. Leave the tree. Look around the area that's right before the area with the tree, and you'll find a small waterfall with a cave inside it. Talk to the man inside, and give him the mushroom. After he joins you as Funguy, get his treasure.

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### Segment 7: My Favorite Alien (Optional)

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\*\*\* El Nido Triangle \*\*\*

Goal: Get the Star Fragment

At the bottom of the El Nido Triangle is a treasure chest. After 4 battles, you can get the Star Fragment inside.

\*\*\* Sky Dragon Isle \*\*\*

Goals:

1. Defeat Megastarky
2. Catch Starky

At the top of the pyramid is a treasure chest. Open it. Megastarky comes after you.

Boss: Megastarky

Use any elements except white. Megastarky isn't much of a challenge.

Now catch Starky by pressing X. Chase him around, and when you catch him, he will join you.

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### Segment 8: Investigation

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\*\*\* Viper Manor \*\*\*

Goal: Get Norris to Join

After talking to the guard blocking the docks in Termina, go to Viper Manor. Go down the well, up the ladder, and into the door beyond the jail. Talk to Norris.

\*\*\* Marbule \*\*\*

(Marbule is a town on an island.)

Goal: Find out about the S. S. Zelebes

Talk to Toma twice, and ask him about the Dead Sea.

\*\*\* S. S. Zelebes \*\*\*

I'll organize this section by objectives.

Goals:

1. Find Fargo in his quarters

2. Find the Sage in the room by the hold
3. Watch Sneff's show
4. Play the compass game with Fargo
5. Go to the inn
6. Have Sneff turn you into cats
7. Steal the Handle
8. Get changed back
9. Challenge Fargo to a rematch
10. Chase the Sage
11. Fight the Sage
12. Get Sneff to join
13. Go to Nikki's boat

1. Find Fargo in his quarters

Enter the door with a skull and crossbones over it. Talk to Fargo.

2. Find the Sage in the room by the hold

Enter the door by the hold. Let the Sage by, then leave the room. After the Sage goes through, talk to the person blocking the door.

3. Watch Sneff's show

Go into the show room by the dressing room and walk up to the stage.

4. Play the compass game with Fargo

Talk to Fargo. He challenges you to the compass game. No matter what you will lose, and Fargo will get your boat.

#### Compass Game Trick:

Pause while the compass is spinning. If the spinner is between south and west, then press X as soon as you unpaue. It should land on North or East.

5. Go to the inn

Enter the inn, and you will see an odd occurrence.

6. Have Sneff turn you into cats

Go back to the show room. Walk to the stage, and Sneff will turn you into cats. Run out of the room once you become cats.

As cats, go investigate the room the ladder in the inn leads to. Fargo cheats when he plays, and cheats to be sure Sneff doesn't win.

That's really all you need to know, but you can go to the Magical Dreamers ship as well as entering the kitchen as long as you're a cat.

7. Steal the Handle

Go back up the ladder. The innkeeper will be asleep. Grab the handle that he uses to crank the magnet. Now the game's fair.

8. Get changed back

In the show room, go through the hole in the thing that looks like a fireplace. Talk to Sneff, and he will change you back.

9. Challenge Fargo to a rematch

Go talk to Fargo, and challenge him to a rematch. He'll lose on his first spin. You now have access to the hold, as well as your boat back.

10. Chase the Sage

In the hold, keep following the Sage. Go through the exact door the Sage goes through.

11. Fight the Sage



Eventually the Sage stops and fights.

Boss: Sage of Marbule

Lynx has a severe disadvantage in this battle. Equip all healing on your other two characters. Have Lynx use his techs before he dies. Use the same strategy the sage does: Cast a turn, then an element of the opposite color (i. e. TurnBlue then MagmaBomb). Try not to have another Innate black character in your group.

After the battle, the Sage gives you the Fiddler Crab. Use this on the map where you see Dead Sea in green letters.

12. Get Sneff to join

Go to the casino and watch Sneff win the compass game. He will then join you in his dressing room.

13. Go to Nikki's boat

The person on the mast will now allow you to get to the Magical Dreamers boat. Go to the bottom room there. As long as you agree to help, Irene's will join.

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Segment 9: Masamune: Sword of Evil

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\*\*\* Death's Door \*\*\*

Use the Fiddler Crab where you see Dead Sea in green letters on the world map to get to Death's Door.

Goal: Proceed into the cave

As you go into the cave, Radius will notice the Masamune. Tough, if you proceed you'll go mad. You'll have to leave for now.

\*\*\* Hermit's Hideout \*\*\*

Goal: Get Garai's Keepsake

As you enter, Radius will get the Keepsake and give it to you. Be sure to collect items from his home.

Note: If you cooled of the patch of hot ground with the Ice Breath in Another World, there will be a plant here. If Poshul is in your party, he will dig up a new character.

\*\*\* Isle of the Damned \*\*\*

Goals:

1. Defeat Garai
2. Get the Einlanzer

Make your way through the Isle, using the Garai Keepsake on the mirror-like objects. At Garai's grave, you fight Garai.

Boss: Garai

Garai usually uses tech skills, so use Strengthen, Weaken, and other similar elements. Use Harle's MoonShine tech to avoid being eliminated by the techs.

Afterwards, you get the Einlanzer

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Segment 10: A Forgotten Future

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\*\*\* Death's Door \*\*\*

Goal: Get to the Dead Sea

You can now proceed through Death's Door.

\*\*\* Highway Ruins \*\*\*

Goal: Defeat Highwayman

Proceed through the highway ruins, which begins the deja vu for Chrono Trigger players.

Boss: Highwayman

Have some BlackOuts on hand to cure darkness.

At the beginning, use all physical attacks. Then the highwayman will use an attack that causes darkness. Use every color of elements except black: even if you use a TurnWhite element. If the field effect is all black, the highwayman will devastate you with a Rampage attack.

\*\*\* City Ruins \*\*\*

Goal: Find out about Lavos

There's a tower in the city ruins. Climb it, and go inside. Press X at the red button. Norris activates the display, and you'll find out about Lavos. Afterwards, proceed onwards.

\*\*\* Tower of Gheddon \*\*\*

Goals:

1. Obtain Station Pass
2. Obtain Medical Book
3. Follow the Ghost Children
4. Go through the vortex
5. Fight Miguel

On the third floor, go to the right. Go to the end of the room. You find out that you need a Station Pass to proceed to Arris Dome. Go back and talk to the ghoul near the beginning of the area. He goes up the stairway, where you will find a station pass. Go to Arris Dome. Most of it is cut off by rubble, but you can grab the medical book. Now go through the passageway on the left side of the upper floor in the main room. Follow the ghost children, avoiding the bigger ghosts. The children lead you to the rest of Arris Dome, where there is a vortex that takes you to another area. Save and proceed. At the end is the broken Nadia's Bell. Read the plaque, and then fight Miguel after hearing of more stuff from Chrono Trigger.

Boss: Miguel

A tough boss, indeed. Don't even try putting a second Innate black character in your group. I used Starky, Irenes, and Lynx for this boss battle. Use powerful black elements in this battle. Pulling off a Frog Prince is possible. Harle's MoonShine may help. When Miguel sags at about 1,600 HP of damage, finish him quick, or he'll use Holy Light. Make sure to spread Revives and HealAll/RecoverAlls in this battle.

Alternate Boss Strategy (by AzSkier04@aol.com):

use Starky and give him four or five "Magnetate" elements, sold in Guldove. When he casts it on a party member, all of Miguel's magic (Holy Dragon Sword) will miss. Having more will allow you to cast it again when it wears out.

After the battle, fate makes a decision to destroy the Dead Sea and its forgotten future. Fortunately, the Sky Dragon saves you and returns you to Marbule.



5. Fight Hell's Cook

Go to the room where Norris joined you in the Home World. You will fight the cook to save Riddel.

Boss: Hell's Cook

Use elements like Ice Blast and use some powerful elements and techniques. Zoah's Toss & Spike will help a lot.

6. Fight Grobyc

Proceed to the throne room after saving Riddel.

Boss: Grobyc

Use RecoverAll and Heal frequently. Lynx and Zoah's techniques will devastate Grobyc.

7. Fight Guillot Twice

After you fight Grobyc, you'll fight this mad machine.

Boss: Guillot

Both times the battle won't last long. Very easy. Just make sure you healed with consumables after Grobyc!

8. Escape

As you run away, Grobyc joins you. You'll be out of there, and have a boat.

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Segment 13: Hermit's Hideout/The Pearly Gates

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\*\*\* Hermit's Hideout \*\*\*

Goal: Be Rescued by Polly & Fargo

Go talk to those in the hideout. Riddel will join. Serge then invades with Kid. Fargo will help you escape via his bird Polly.

\*\*\* SS Invincible \*\*\*

Goal: Get New Characters

On the Invincible, you will see some scenes. Viper, Fargo, and Marcy joins. ZOAH or Karsh also joins (whoever you didn't pick).

\*\*\* The Pearly Gates \*\*\*

Goal: Get through all the talk!

Several scenes will trigger at the Dead Sea Ruins, a.k.a. the Pearly Gates.

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Segment 14: The Second Tear

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Go to Guldove (Home World) and try to enter the temple. Now go to Guldove (Another World). Orlha fights you.

Boss: Orlha

A Frog Prince and good elements will finish this girl off.

Now proceed to the temple and get the Dragon Emblem. Go back to the Home World and show the emblem to the guard at the entrance of the temple. Inside you will discover that Steena has the Dragon Tear and will give it up if you gain the approval of the 6 dragon gods.

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Segment 15: Song of Marbule

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\*\*\* SS Zelebes \*\*\*

Goals:

1. Show Fargo to Fargo
2. Play a Song
3. Gain the Invincible Technique

Have Fargo meet Fargo aboard the SS Zelebes. Several scenes will trigger. After several scenes, Fargo gets his level 7 technique.

\*\*\* Marbule \*\*\*

Goal: Defeat all the monsters.

The scene shifts to Marbule. The goal is self-explanatory, right?

After the monsters are gone, the Black Dragon in Another World awakens.

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Segment 16: The Dragons Six

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Note: All dragons have a type of plate you can steal from them. There is also one trap element that will trap each dragon's element. These traps can be bought in Marbule after you perform the optional Song of Marbule quest.

The Water Dragon:

Go to Water Dragon Isle and fight the Dragon.

Boss: Water Dragon

Steal from the Water Dragon (with Fargo) after it has taken around 2,000 HP to steal the Blue Plate. Lay a trap for Iceberg. Use a Frog Prince if you have any trouble.

The Earth Dragon:

First you have to sink into the quicksand in the Home World. Find the object that blocks the path, and then leave via the sand boil. The people there will move the object after some time.

After they move it, the person where the Rockroach was blocking gives you some Explosives. Go into the next room. Blast the Rockroach to the right with the explosives. Fight the one that is moving when he's right by the edge. Then push him or use explosives. Fight the final Rockroach and push him. The sand boil in the middle bursts up and leads to the Earth Dragon.

Boss: Earth Dragon

Steal the Yellow Plate at the initiation of the fight. Use a trap to catch Earthquake. Heal frequently, and keep attacking.

The Green Dragon:

The Green Dragon rests on Gaia's Navel in the Home World. To get there, obtain the Ancient fruit from a Beeba in the Hydra Marshes (up the log) in Another World. Go to the same area in Home World, and a Beeba will attack. Talk to the other Beebas. One tells you how to tame the Wingape. Do so, and he will fly you to the "Ancient Ground." Once at Gaia's Navel, eliminate all the monsters. Go back to where you landed and you will fight the Tyrano.

Mini-Boss: Tyrano

A Pterodact fights along with the Tyrano in this fight. Throw all your attacks at the Tyrano, and you'll win before you know it.

Afterwards, Leah runs to investigate the growl and finds...

Boss: Green Dragon

After about 500 HP of damage, steal some green plate from the dragon. Set a trap for Carnivore. Just fight him the way you did the other Dragons. Zoah's Toss&Spike can hurt the dragon a lot.

The Fire Dragon:

In Another World, go to Mount Pyre. A new cave opened up in the area with magma waterfalls. Beyond this is your friend from before, the "Kid Dragon."

Boss: Fire Dragon

The battle starts out the same as the one against the dragon before did. However, after some damage, the dragon shows his true self. Immediately steal the Red Plate and lay a trap for Volcano. At this point also have Fargo charge with his Invincible attack to do some serious damage. Have some Ointments to heal burns. You will need lots of HealAlls and RecoverAlls.

The Black Dragon:

Complete the Song of Marbule quest before facing off with this dragon. However, if when you try to complete the Song of Marbule quest you cannot because you didn't visit the dressing room on the Magical Dreamers boat after talking to the Sage, then you will have to just walk up to the pool where the Black Dragon is sleeping and press X.

Boss: Black Dragon

You can steal the Black Plate from it at the beginning of the battle. Set a trap for FreeFall. Fight the dragon like you did the others. Use level 7 techs and powerful elements of any color.

The Sky Dragon:

With all the other dragon's relics, the Sky Dragon will now fight you at his Isle in Another World.

Boss: Sky Dragon

As the Dragon casts Magnify, cast Diminish and steal the White Plate. At any other time in the battle use Diminish when you need healing. After 1,500 damage, be sure to lay a trap to catch the UltraNova element. Otherwise, you can go on and die by this devastating attack. Again, buy traps in Marbule (After Song of Marbule?).

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Segment 17: Back to the Fortress

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\*\*\* Guldove (Home World) \*\*\*

Go to the temple. Steena joins and gives you the Dragon Tear.

\*\*\* Fort Dragonia (Home World) \*\*\*

Goals:

1. Defeat Dark Serge

2. Switch Lynx with Serge

Upon entering, the Dragon Tear unlocks the whole fortress.

In the room where the white crystal was is...

Boss: Dark Serge

An Ultra Nova can devastate Dark Serge. This is basically like another battle against Lynx, except you are controlling Lynx. Equipping Black Plate on a party member will do a great deal of good. Use Lynx's Forever Zero and other techs. Having an innate white character in the party is a bad idea.

Note: Any level 6 trap element will work.

Note: If you got the Big Egg at Fossil Valley (Another World) you can place it in the incubators on the bottom floor to get a new character.

Go to where you became Lynx, and you'll be good old Serge again. Remember to re-allocate your elements.

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Segment 18: Riddle Me This (Optional)

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\*\*\* Earth Dragon Isle (Another World) \*\*\*

After defeating the Earth Dragon in the Home World, go to the Isle in another world and proceed to where the Earth Dragon was.

Boss: Criosphinx

If you answer all of the riddles right, you won't have to face the wrath of this boss. Answer riddles by casting elements of a certain color on the Criosphinx. If you get the last riddle right, he also won't fight. The answer to the last riddle for me was a white element. Good luck.

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Segment 19: Murderer! (Optional)

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\*\*\* Isle of the Damned (Another World) \*\*\*

Go to where Garai's tombstone would be in the Home World. Take Karsh with you, and you'll meet up with two familiar people:

Boss: Solt and Peppor

No lesson this time. If you cast powerful elements, the warriors will prove themselves powerless. Also, steal from Peppor to get a Forget-Me-Not-Pot.

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Segment 20: Another Soul Possessed (Optional)

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\*\*\* Forbidden Isle (Home World) \*\*\*

Just off the main continent is a little island with smoke coming from it. This is the Forbidden Isle. Go there with Riddel and talk to the man in the house on the Isle. Show him the MementoPendant that you get from the Murderer!

Adventure.

Boss: Dario

Possessed by the Masamune, Dario will fight you. Immediately cast Riddel's level 5 technique. Have Riddel equipped with the Black Plate. Fight this battle as if it were Lynx. White elements, and whatever else necessary.

Alternate Boss Strategy (By vettechickmn@yahoo.com (Erica Z)):

Equip Lynx with a Black Plate. During the battle, only use plain attacks. Use no elements whatsoever. Two of your characters will die, but Lynx will stay alive. As long as you only attack, Dario follows this attack pattern:

Attack - Black Element - Attack - Black Element

As long as you only attack, you should have no trouble staying alive.

Alternate Boss Strategy (by Slosh120@aol.com):

Before the fight fill your Element Grid with nothing but Red and Green ATTACK Elements, it will be a long fight but no healing elements should be necessary. To start the cycle with out damage have your first character that attacks use 2 or 3 stamina points and then cast either a red or green attack element. For the rest of the battle attack using any combination of 6 stamina points and use the

last point to cast a red or green element. Dario will use his turn to counter your attacks, his attack depends on what you do, If you....

1) cast a green attack element, he responds by casting LoRes

2) cast a red attack element, he responds by casting Numble

So if every 7 stamina points you end with a red or green attack element he will never physically attack and will only cast LoRes or Numble, which have no effect because he will not be able to attack.

a white attack element is answered with Conductarod will usually drop an average character

a black attack element is answered with a Recover All to himself

a blue attack element gets your character Weakened

and a yellow attack element gets a Bat's Eye

As you can see red and green elements are the way to go.

Alternate Boss Strategy (by adamstation@hotmail.com (Adam Ward)):

Fortunately, this strategy does NOT involve the Black Plate, so for the people who don't have the Black Plate, they won't have to worry. :) Anyway, take your strongest physical character (mine at the time was the main character), give him/her NOTHING BUT BLUE ATTACK ELEMENTS. This strategy is actually more effective when the character you're using is the only one alive. Or, you can equip all of the characters with blue attack elements. But anyway, use two Level 3 attacks (or whatever you prefer), then use your strongest available blue element. I mainly had IceBlast's equipped. When you use the blue attack element, this will cause Dario to cast Weaken on the character who used the element. The beauty of this is that using Weaken takes up Dario's turn! You can keep using the characters blue elements while still attacking with Dario doing nothing but cast Weaken! It's amazing how easy this is.

Alternate Boss Strategy (by kayell155@hotmail.com ):

if you keep attacking him on every turn using red elements, he only counters with 'numble'. However, you have to attack him using the red element on every turn for every character and you cannot do anything else. Beating him is easy using this method.

Alternate Boss Strategy (by l.coda@terra.com.br):

All that you have to do is:

1) Allocate your elements. You have to put elements that are not black or white.

Put any other ones as you wish on your grid.

2) Never use black or white elements, use only the other ones, so then he won't attack with harmful elements.

3) What you also have to do is never pass a round without using elements.

4) Attack dario physically until you have 1 stamina left, then use elements (not black or white), he should respond your attack with supportive elements, like numble, weaken, etc.

The battle can take a really long time, but it is really easy to do it.

As said in other emails it is not true that you can use only blue elements, or blue and red, all elements besides black and white are possible.

And, there's no need on using the black plate.

Alternate Boss Strategy (by swordstardreamer@home.com):

Party: Lynx, Riddel, and the fastest character you have at that point in the game.

Before the battle put the black plate on riddel, then a sight scope or third eye on the third party member, along with something that will make them as fast as possible, Lynx doesn't matter that much.

First round-build up your elemental levels, then have cast Bat-eye on Dario, then have Lynx cast Forever Zero if you have it.

Second round-Cast Snakeskin on Riddel, then cast PhysNegate (you have to have







After FATE does 2 countdown attacks use healall. Finally get down to where you can use saints (after using recoverall or photonbeam ect.). If FATE isn't dead just use x-strike with Glenn and Serge and FATE doesn't stand a chance.

Alternate Boss Strategy (by KarmaBlue9@aol.com):

The best party I found to fight FATE is Serge(Mastermune), Glenn(Einlanzers), and Leah(Rainbow Axe-take Zappa to see Zappa with the Great Hammer and a rainbow shell; you'll then get the rainbow axe) or Serge, Norris(Plasma Pistol-after Serge is reborn, go back to the Home World Arni w/ Starky in the party. Go to where the big sawfish is at and press X; Starky will do some things and ask for something in the fish; he'll then get his Plasma Pistol and learn something else...), and Grobyc(Granite Glove). Serge and Glenn can do their X-Strike tech or Norris(needs TopShot) and Grobyc(w/ StrongArm tech) can do their PitchBlack tech. I chose Leah b/c she's a strong fighter with high HP.

Equip white elements and alot of healing elements to everybody plus more strong different color elements. Make sure to give Serge the black plate.

FATE does a countdown, but during every round, it's the same. If you heal between every count, you'll-hopefully-survive. The countdown is:

5: Diminish

4: Gravitonne

3: HeatRay

2: FreeFall

1: GravityBlow (2 times)

0: DarkEnergy

Use normal attacks after Diminish is cast and heal after every attack from FATE, no matter how small the damage. Attack with white elements before FreeFall and DarkEnergy. If the Field Effect is all black, it will hurt. Use Serge's techs after DarkEnergy so they have the most damage. Try to keep your element levels high, so you can use the more powerful attacks.

You can attempt to cast the GrimReaper before the countdown reaches 1. Let FATE make the Field Effect all black and then cast it, it will cause some damage, then change the Field Color!!! Use the same method if you want to use Norris' and Grobyc's double tech.

After a number of rounds, FATE's countdown will fail. At this time, you can also use the Saints summon. Get everyone to level 8, get everyone to use a level 1 white element, then get Serge to go up one more level and cast Saints. If FATE doesn't fall, just keep on fighting it and she will fall.

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Segment 2: The Chrono Cross (Optional)

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\*\*\* Divine Dragon Falls - Another World \*\*\*

Go to the waterfall behind the lake near Arni Village. You'll have to enter from the left side of the lake. Although the location isn't labeled yet, press X by the falls to get in.

Climb the falls and place the Tear of Love and Tear of Hate on the alters. You can get the Tear of Love from the Back to the Fortress sequence described under the Disc One section. It can be completed in disc 2, though.

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Segment 3: The Flaming Orphanage (Optional)

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Go back in time, to the event that changed Kid's life forever...

\*\*\* Hermit's Hideaway \*\*\*

Go to Hermits Hideaway and speak to Kid. The Chrono Cross sends you to save her from herself...

Note: The Mastermune can also be used to go back into Kid's past. I'm not sure if you have to have it equipped or not. Unlike using the Chrono Cross, you

will take all three party members back in time instead of just Serge. However, the power of the sword slowly gives away, and you lose party members from your group temporarily as you proceed.

\*\*\* Lucca's House \*\*\*

Yet more deja vu for Chrono Trigger players. Fight the Lava-Boys in every room, Then save the children:

First Room: One child beneath the table, another behind the clock.

Second Room: One Child behind the plant

Balcony: One kid on the balcony

Room to the right of stairs: One kid under the bed

Go to the room up the right of the stairs and grab the Ice Gun on the wall. Go Into Lara's room and into the secret passage the kid told you about. Using the Ice Gun to put out any flame, proceed until you see a familiar person, one, last, time.

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Segment 4: Tower from Another World

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\*\*\* El Nido Triangle - Another World \*\*\*

Go into the El Nido Triangle with Starky and red elements equipped. You must have completed My Favorite Alien by now, if not, go complete it. Go down to where the Star Fragment was in the Home World and fight the monster by it.

Boss: Royal Jelly

Only red elements will hurt him, so equip as many red elements as possible. If you aren't ready for the fight, run away.

Afterwards, Starky enters the spaceship and puts an Anti-Grav device on your boat.

\*\*\* Terra Tower \*\*\*

Organized by Goals

1. Defeat the yellow doll
2. Defeat the red doll
3. Speak to the Prophet of Time
4. Defeat the green doll
5. Defeat the black doll
6. Defeat the white doll
7. Defeat the blue doll
8. Defeat the TimeDevourer

Note: If you have traps for any summons, you can use them on the dolls of that color to trap the element.

1. Defeat the yellow doll

Boss: Terrator

If you don't have a trap for Golem, just keep the field effect all yellow. Heal often.

2. Defeat the red doll

After releasing several bridges and climbing stuff, fight the Pyrotor.

Boss: Pyrotor

Don't be fooled by him curing with tablets. Immediately use a non-red element after he heals to prevent him from pulling off RedWolf, unless you set a trap for it. Heal often.



Perform whatever actions necessary to get the TimeDevourer to use a yellow element. After the yellow element, do as follows:

Fargo: red element  
Zoah: green element  
Serge: blue element  
Fargo: black element  
Zoah: white element  
Serge: one level 1 (weakest) attack, Chrono Cross

If you have trouble pulling getting the TimeDevourer to cast a yellow element, then do the following:

Fargo: yellow element  
Zoah: red element  
Serge: defend  
Fargo: defend  
Zoah: defend

The TimeDevourer should cast a yellow element.

This time, the figure in the barrier above TimeDevourer lives instead of dies...

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Section F: New Game +

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As you scroll through the credits, it becomes hard to believe that that is all. Well, it isn't. You now can explore the world over again, in a New Game +.

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Segment 1: About

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Once you beat the game, you are given the option to save. Once you save, your star level will be in yellow text, to show that you have completed the game. Load your game, and choose to continue the game from before you fought the Devourer, or select New Game + to start all over... With everything except your summon elements and several key items. Later in the game, when you get the Chrono Cross, you can also retrieve all of your characters you have ever had in any number of New Game +s or your original game. To do this, simply go to the Dimensional Vortex via Hydra Marshes and use the Chrono Cross (in Sprigg's house?).

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Segment 2: Extra Features

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You start your New Game + with a Time Shifter and a Relief Charm. The Time Shifter allows you to change the speed of the game. You can speed it up by pressing R2, and slow it down by using R1. The Relief Charm makes it so you don't always have to have Serge/Lynx in your group. You also wake up with the Time Egg in your hands, so you can fight the TimeDevourer at any time to see special endings.

Oh, by the way. Did you have trouble feeding the dragons at Viper Manor 100 times? I did. Using slow motion, this feat becomes possible. And you don't die from a heart attack, either.

And also... If you ever stumbled upon a little place called the Bend of Time (Go to the small islands south of the main continent and press X, the area is not labeled until you find it), you remember that there was a door there that was locked and never to be opened until the time is right. Well, the time is right.







Fargo:

Joining Forces with Cap'n Fargo:

Fargo joins on the Invincible along with General Viper.

Level 7 Technique (Invincible):

As described in 'Song of Marbule\*.'

Funguy:

Picking Fungi-Man:

As described in the Shadow Forest\* section of Disc One, Part Two.

Level 7 Technique (Myconoids):

Take Funguy to the cave where he joined and examine the new mushroom there.

Glenn:

Helping Glenn:

Choose not to save Kid. Go to the entrance of Termina when you arrive there from Korcha's boat. After the conversation, go talk to Macha.

Level 7 Technique (Dive&Drive):

Learned automatically at 40 growth stars.

Greco:

Getting to join:

After choosing to save Kid or not, you will wind up back in Termina. Go to the shrines and follow Greco into his house, where he offers to join you.

Level 7 Technique (GraveDigger):

Take Greco to what would be his house in Termina (Home World) and talk to the old person who has been talking to the ghost.

Grobyc:

Commanding Grobyc:

Grobyc joins after rescuing Riddel from Viper Manor.

Level 7 Technique (StrongArm):

Have Grobyc inspect the coffin on the 2nd floor of Chronopolis.

Guile:

Getting Guile to join:

Talk to the lady polishing Viper's statue in Termina (Another World). Go into the bar, where Guile joins.

Level 7 Technique (LightninRod):

Learned automatically at 35 growth stars.

Harle:

Getting Harle:

Harle joins you in the dimensional vortex.

Level 7 Technique (Lunalretic):

Learned automatically at 25 growth stars.

Irenes:

Getting Irenes:

As described in the Investigating section of Disc One, Part Two aboard the Zelebes.

Level 7 Technique (SirenSong):

After 'Song of Marbule\*,' take Irenes to the doctor in Marbule (Home World) and talk to him twice.

Janice:

Getting Janice:

Conquer the Grand Slam in the SS Zelebes. To do this, equip Sprigg with a Forget-Me-Not-Pot (which allows creatures to be in her Dopplegang ability as well as at the Grand Slam). Travel the world (or just go to the Bend of Time), fighting powerful monsters, and letting Sprigg deliver the final blow. (You get

the Forget-Me-Not-Pot under the stairway in the Chronopolis.) Now you have monsters that can actually beat Janice's beasts.

Level 7 Technique (What'sUpDoc):

Place Janice in front of your party and talk to the creature at the Bend of Time several times.

Karsh:

Gaining the aid of a Dragoon Deva:

Go to the hidden room in Termina (Another World) after the Dead Sea is destroyed. He can join then. If he doesn't, he joins later on after you rescue Riddel.

Level 7 Technique (Axiomatic):

Get it after completing the section 'Murderer!'

Korcha:

Getting Korcha:

Choose to save Kid. Korcha joins in Termina after you get the Hydra Humour for Kid.

Level 7 Technique (BigCatch):

After you get through Terra Tower, check the mermaid tank in Termina (Another World). Then speak to the mermaid at the shrine area.

Kid:

Getting her to join:

She constantly requests to come with you.

Level 7 Technique (HotShot):

When visiting Lucca's burning house (Section: The Flaming Orphanage\*), enter the password L-A-R-A (L1-Triangle-R1-Triangle) at the machine in the first room.

Leena:

Getting Leena:

At Cape Howl (Another World), refuse to let Kid accompany you (refuse her offer three times). After spending the night in Termina, Leena joins you. Poshul also joins, if he hasn't yet.

Level 7 Technique (MaidenFaith):

At the beginning of the game, when on Opassa Beach, tell Leena that you will always remember that day. After Serge is 'reborn,' talk to Leena's mother when Leena is at the front of the party.

Luccia:

Getting the Scientist's Help:

After you decide whether or not to save Kid, go to Viper Manor and find Luccia on the balcony. Follow her down to her lab, where she will join. (You might have to release Pip from his cage while invading Viper Manor)

Level 7 Technique (TestAmeba):

Go to the sewers under Viper Manor (Another World) and find the strange object.

Leah:

Getting a Cave Girl:

Leah joins when you search for the Green Dragon.

Level 7 Technique (TripleKick):

Learned automatically at 35 growth stars.

Lynx:

Getting him to join:

You will find out sooner or later...

Level 7 Technique (ForeverZero):

Learned automatically at 35 growth stars.

Macha:

Getting Korcha's Ma:

Choose not to save Kid. Macha joins along with Glenn.

Level 7 Technique (DirtyDishes):

Learned automatically at 35 stars.

Marcy:

Getting Marcy:

She joins on the SS Invincible along with General Viper.

Level 7 Technique (WebSurfer):

Learned automatically at 40 growth stars.

Mel:

Joining Mel:

Choose to save Kid. When Mel steals Kid's elements, choose to get them back.

Come back after The Flaming Orphanage\* event in Disc Two with Kid in your party.

Talk to Mel to get her in your group.

Level 7 Technique (Tantrum):

Learned automatically at 40 growth stars.

Miki:

Hiring the Dancer:

She joins in the restaurant of the SS Zelebes after you complete the Song of Marbule section in Disc One, Part, Two.

Level 7 Technique (DanceOnAir):

Learned automatically at 35 growth stars.

Mojo:

Getting the Straw Doll:

Go to Arni (Home World) and get the shark tooth from the fisherman in his basement. Give the shark tooth to the would-be-fisherman in Arni (Another World) in his basement. Mojo joins as you leave.

Level 7 Technique (HoodooGuroo):

With Mojo in your party, talk to the fisherman in Arni (Home World). Take Mojo to Arni (Another World) and talk to the cat statues in the following order: Lasery, Aurey, Lickey.

Nikki:

Rocking on with Nikki:

Described in the Trek to Termina section.

Level 7 Technique (LimeLight):

Take Nikki to the other Nikki on the Magical Dreamers ship by the SS Zelebes.

NeoFio:

Activating the Experiment:

Get the Life Sparkle where the Hydra would be in Hydra Marshes (Another World). Use the Life Sparkle on the pool on the balcony of Viper Manor.

Level 7 Technique (BamBamBam):

Take NeoFio to Sky Dragon Isle (Home World) and try to stop the red creature from chasing the butterfly. Go up the stairway and go back down. Walk up to the red creature and press X.

Norris:

Enlisting Norris:

After you become Lynx, talk to the guard blocking the path to the port in Termina (Home World). Go to Viper Manor, where Norris will join in the back room of the prison.

Level 7 Technique (TopShot):

After rescuing Riddel, return to Viper Manor with Norris and talk to the other Norris.

Orcha:

Hiring a Cook:

Orcha joins after you defeat his evil form while rescuing Riddel from Viper Manor.

Level 7 Technique (DinnerGuest):

Place Orcha at the front of the party and talk to the cook in Arni Village (Home World).

Orlha:

Getting Orlha:

Give Orlha the Sapphire Brooch in Guldove (Another World) after you control Serge again.

Level 7 Technique (SisterHoods):

Have Orlha speak to Doc in Guldove (Home World).

Pierre:

Hiring a Hero:

As described in the Trek to Termina section in Disc One, Part One.

Level 7 Technique (StopOfCyrus):

Give the Prop Sword to Pierre.

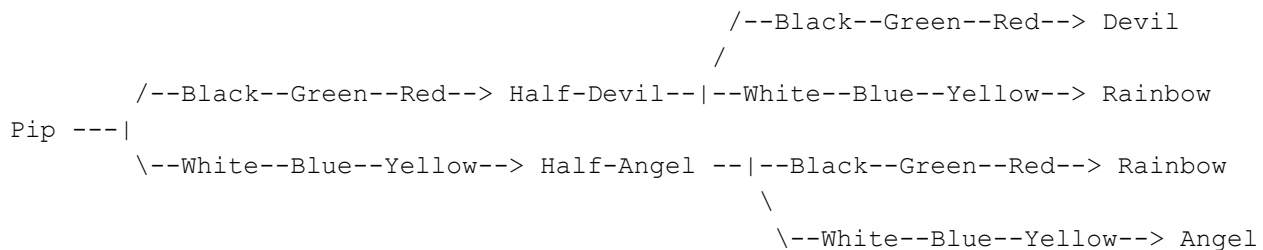
Pip:

Getting Pip:

Release Pip from his cage while Invading Viper Manor. Chase Pip through the hold when the Invincible gets haunted, and Pip will tag along with you.

Evolving:

Pip is one of the more complex characters. The game keeps track of what color elements he has cast and have been cast on him. If black, red, or green have been used on him more than white, yellow, or blue, then Pip evolves into a demon form. If it is the other way around, Pip evolves into angel form. Pip evolves a first time, but he still evolves one more time. Here's the chart:



Level 7 Technique:

Based on how Pip evolves. You get the skill at 40 growth stars.

Poshul:

Getting Man's Best Friend:

Find the Heckran Bone under the bed in the room above the restaurant in Arni Village (Home World). Give it to Poshul, who is by Radius before you talk to Leena at Opassa Beach. If you don't do this, Poshul will join when Leena joins.

Level 7 Technique (Unleashed):

After Serge is re-obtained, take Poshul to Arni (Home World) and talk to Leena.

Radius:

Getting Radius:

Described in the To Termina! section in Disc One, Part Two.

Level 7 Technique (VitalEnergy):

Learned automatically at 35 growth stars.

Razzly:

Getting the Fairy's Help:

Fight the Pentapus, as described in the Hydra Marshes section under the Choose

to Save Kid section.

Level 7 Technique (Raz-Flower):

After Serge is 'reborn,' take Razzly to Water Dragon Isle (Another World) and talk to Rosetta.

Riddel:

Having Riddel tag along:

After rescuing her, she joins at Hermit's Hideaway (Another World).

Level 7 Technique (SnakeFangs):

Obtained after the event 'Another Soul Possessed\*.'

Serge:

Getting him to join:

Start a new game.

Level 7 Technique (Flying Arrow):

Learn automatically at 35 growth stars.

Skelly:

Piecing Together the Skeleton:

Find all of his body parts, all in Another World. One is up the ladder inside the big skull at Fossil Valley (he will hop out and come with you). The second body part is in the Hydra Marshes in a small cave. The third piece of Skelly is in the cave under the waterfall in Shadow Forest. The fourth piece can be obtained by talking to the element/material trader in Guldove. The fifth piece is given to you by an explorer at Water Dragon Isle. The final piece of Skelly is in a cave in the first are of Isle of the Damned.

After all of this, go to Skelly's house. It's to the right of Viper's statue in Termina (Another World). Talk to Skelly's grandma. Re-enter the house and talk to Skelly.

Level 7 Technique (OnARoll):

After Serge is 'reborn,' go with Skelly to Termina (Home World) and talk with the bartender.

Sneff:

Getting Sneff:

As described in the Investigating section in Disc One, Part Two aboard the Zelebes.

Level 7 Technique (SwordTrick):

Learned automatically at 35 growth stars.

Sprigg:

Getting Sprigg:

Shake the berry tree in the dimensional vortex and get to Sprigg's house before she does.

Level 7 Technique:

Sprigg does not have a level 7 technique.

Starky:

Joining Forces with the Alien:

See the My Favorite Alien\* section under Disc One, Part Two.

Level 7 Technique (StarStruck):

After getting to Terra Tower, go back to Starky's spaceship under the El Nido Triangle (Another World) and check the hatch inside with Starky in your party.

Steen:

Getting Steena:

Go to the shrine in Guldove (Home World) after defeating the six Dragon Gods.

Level 5 Technique (HydraShadow):

After Serge is 'reborn,' and after you defeated the Hydra, go to where the Pentapus would have been in the Hydra Marshes (Home World). Fight the

De-Hydrate.

Level 7 Technique (GaraiShadow):

Take Steena to Garai's grave on the Isle of the Damned (Home World).

Turnip:

Getting the Vegetable:

Cool the hot ground at Hermit's Hideaway (Another World) with the Ice Breath or Ice Gun. Go to Hermit's Hideaway (Home World) with Poshul to dig up this guy.

Level 7 Technique (VegOut):

Take NeoFio and Turnip to the pool where NeoFio was 'born' in Viper Manor (Another World).

Van:

Getting Van:

In Termina (Home World) after you get Lynx, go into Van's house and go to Van's room.

Level 7 Technique (PiggyBoink):

Learned automatically at 35 growth stars.

Viper:

Getting Viper in your group:

He joins after Dark Serge and Kid invade the Hermit's Hideaway in Another World.

Level 7 Technique (FlagBearer):

After getting Serge back in your group, take Viper to Termina (Home World) and speak to the bartender. Examine the tapestry on the back wall of the back room.

Zappa:

Obtaining the Blacksmith's Help:

Go to Zappa's Smithy in Termina (Home World) with Radius in your group. Zappa also gives you the Smith Spirit when he joins.

Level 7 Technique (BallsOfIron):

Learned automatically at 40 growth stars.

Zoah:

Gaining the aid of a Dragoon Deva:

Go to the hidden room in Termina (Another World) after the Dead Sea is destroyed. He can join then. If he doesn't, he joins later on after you rescue Riddel.

Level 7 Technique (Toss&Spike):

Go to Zoah's room in Viper Manor. Place Zoah in front of your party and open the treasure chest.

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Section H: Rainbow Equipment

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The ultimate equipment in the game, that will make your party better than all other enemies and bosses...

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Segment 1: Getting Rainbow Equipment

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After you visit Fort Dragonia in the Home World (to get Serge back) as well as getting Zappa in your party, go talk to the Another World Zappa with Zappa in your party. Make sure you have a rainbow shell with you. If you don't have one, there's one at the abandoned trading cart in Arni (Another World). You'll find out that you need a better hammer. Go to Marbule (Home World) and go to the cave where the Black Dragon would be. You can buy the Master Hammer here from someone for 10,000 gold! (I believe you can only buy it if you are on disc two and have completed the Song of Marbule\*.) Equip Zappa with the Master Hammer, and go talk to the Zappa in Another World. You can now buy rainbow



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Segment 1: Element List

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Quick List:

Name - Levels - Classification - Area of Effect - Special (If applies)

Black Elements (By Alpha):

Anti Black - 3/5 - 'Anti' Element - One Enemy - Innate Color Must be Black  
Black Hole - 6/0 - 'Trap' Element - All Enemies  
Black Hole - 6/2 - Attack - All Enemies - Innate Color Must be Black  
BlackOut - 2/0 - Healing - One Ally - Consumable  
Diminish - 6/2 - Affecting - Everybody  
FreeFall - 5/0 - 'Trap' Element - All Enemies  
FreeFall - 5/3 - Attack - All Enemies  
Genius - 4/4 - Affecting - One Ally  
Gravitronne - 3/5 - Attack - One Enemy  
Gravity Blow - 1/7 - Attack - One Enemy  
Grim Reaper - 8/0 - Summon - All Enemies - Innate Color Must be Black  
Hell Bound - 4/0 - Attack - One Enemy  
Hell Soul - 2/0 - Attack - One Enemy  
Imbecile - 4/4 - Affecting - One Enemy  
MotherShip - 7/0 - 'Trap' Element - All Enemies  
MotherShip - 7/1 - Summon - All Enemies - Innate Color Must be Black  
Nostrum - 6/0 - Healing - One Ally - Consumable  
Seal All - 6/2 - Affecting - One Ally - Innate Color Must be Black  
Turn Black - 1/7 - 'Turn' Element - Anybody

Blue Elements (By Alpha):

Anti Red - 3/5 - 'Anti' Element - One Enemy - Innate Color Must be Blue  
Aqua Ball - 3/5 - Attack - One Enemy  
Aqua Beam - 1/7 - Attack - One Enemy  
Blue Field - 5/3 - 'Field' Element - Everybody  
Blue Whale - 8/0 - Summon - All Enemies - Innate Color Must be Blue  
Cure - 1/7 - Healing - One Enemy  
Cure All - 5/3 - Healing - All Allies - Innate Color Must be Blue  
Cure Plus - 3/5 - Healing - One Ally  
Deluge - 5/0 - 'Trap' Element - All Enemies  
Deluge - 5/3 - Attack - All Enemies  
Frog Prince - 7/0 - 'Trap' Element - All Enemies  
Frog Prince - 7/1 - Summon - All Enemies - Innate Color Must be Blue  
Ice Blast - 4/4 - Attack - One Enemy  
Ice Lance - 2/6 - Attack - One Enemy  
Iceberg - 7/0 - 'Trap' Element - All Enemies  
Iceberg - 6/2 - Attack - All Enemies - Innate Color Must be Blue  
Medicine - 2/0 - Healing - One Ally - Consumable  
Nimble - 4/4 - Affecting - One Ally  
Numble - 4/4 - Affecting - One Enemy  
Turn Blue - 1/7 - 'Turn' Element - Anybody  
Vigora - 6/2 - Affecting - One Enemy - Innate Color Must be Blue

Green Elements (By Alpha):

AeroBlaster - 4/4 - Attack - One Enemy  
AeroSaucer - 2/6 - Attack - One Enemy  
Anti Yellow - 3/5 - 'Anti' Element - One Enemy - Innate Color Must be Green  
Antidote - 2/0 - Healing - One Ally  
Bat Eye - 4/4 - Affecting - One Enemy



Bushbasher - 3/5 - Attack - One Enemy  
Bushwhacker - 1/7 - Attack - One Enemy  
Carnivore - 5/0 - 'Trap' Element - All Enemies  
Carnivore - 5/3 - Attack - All Enemies  
Eagle Eye - 4/4 - Affecting - One Ally  
Genie - 8/0 - Summon - All Enemies - Innate Color Must be Green  
Green Field - 5/3 - 'Field' Element - Everybody  
Heal All - 4/4 - Healing - All Allies  
Heal Plus - 6/2 - Healing - One Ally - Innate Color Must be Green  
Heal - 2/6 - Healing - One Enemy  
Info Scope - 6/2 - Affecting - One Enemy - Innate Color Must be Green  
Sonja - 7/0 - 'Trap' Element - All Enemies  
Sonja - 7/1 - Summon - All Enemies - Innate Color Must be Green  
Tornado - 6/0 - 'Trap' Element - All Enemies  
Tornado - 6/2 - Attack - All Enemies - Innate Color Must be Green  
Turn Green - 1/7 - 'Turn' Element - Anybody

Red Elements (By Alpha):

Anti Blue - 3/5 - 'Anti' Element - One Enemy - Innate Color Must be Red  
Fire Pillar - 3/5 - Attack - One Enemy  
Fireball - 1/7 - Attack - One Enemy  
Inferno - 5/0 - 'Trap' Element - All Enemies - Consumable  
Inferno - 5/3 - Attack - All Enemies  
Magma Bomb - 2/6 - Attack - One Enemy  
Magma Burst - 4/4 - Attack - One Enemy  
Ninety Nine - 6/2 - Affecting - One Enemy - Innate Color Must be Red  
Ointment - 2/0 - Healing - One Ally  
Red Field - 5/3 - 'Field' Element - Everybody  
Red Wolf - 7/0 - 'Trap' Element - All Enemies  
Red Wolf - 7/1 - Summon - All Enemies - Innate Color Must be Green  
Salamander - 8/0 - Summon - All Enemies - Innate Color Must be Red  
Strengthen - 4/4 - Affecting - One Ally  
Tablet - 1/0 - Healing - One Ally  
Turn Red - 1/7 - 'Turn' Element - Anybody  
Volcano - 6/0 - 'Trap' Element - All Enemies  
Volcano - 6/2 - Attack - All Enemies - Innate Color Must be Green  
Weaken - 4/4 - Affecting - One Enemy

White Elements (By Alpha):

Anti White - 3/5 - 'Anti' Element - One Enemy - Innate Color Must be White  
Holy Healing - 6/2 - Healing - All Allies - Innate Color Must be White  
Holy Light - 5/0 - 'Trap' Element - All Enemies - Consumable  
Holy Light - 5/3 - Attack - All Enemies  
Mag Negate - 6/2 - Affecting - One Ally - Innate Color Must be White  
Magnify - 6/2 - Affecting - Everybody  
Meteor Shower - 4/4 - Attack - All Enemies  
Meteorite - 2/6 - Attack - One Enemy  
Panacea - 4/0 - Healing - One Ally - Consumable  
Photon Ray - 1/7 - Attack - One Enemy  
Photon Beam - 3/5 - Attack - One Enemy  
Purify - 4/4 - Healing - One Ally  
RecoverAll - 3/5 - Healing - All Allies  
Revive - 1/7 - Healing - One Ally  
Saints - 8/0 - Summon - Everybody - Innate Color Must be White  
Strong Minded - 4/4 - Affecting - One Ally  
Turn White - 1/7 - 'Turn' Element - Anybody  
Ultra Nova - 5/0 - 'Trap' Element - All Enemies - Consumable  
Ultra Nova - 6/2 - Attack - All Enemies - Innate Color Must be White  
Unicorn - 7/0 - 'Trap' Element - All Enemies - Consumable  
Unicorn - 7/1 - Summon - All Allies - Innate Color Must be White



1 Shiny Soot : 24,000 Gold

Stone Mail : +12 : +12 : -3 : 1 Mythril, 1 Denadorite, 1 Humour, 2 Leather, 2 Carapace : 9,310 Gold

Plates:

Black Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Soot, 2 Shiny Salt : Cannot Forge : Black Elements heal the wearer

Blue Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 2 Shiny Ember, 1 Shiny Dew : Cannot Forge : Blue elements heal the wearer

Green Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Leaf, 2 Shiny Sand : Cannot Forge : Green Elements heal the wearer

Red Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Ember, 2 Shiny Dew : Cannot Forge : Red Elements heal the wearer

White Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Salt, 2 Shiny Soot : Cannot Forge : White Elements heal the wearer

Yellow Plate : +7 : +4 : -3 : 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Sand, 2 Shiny Leaf : Cannot Forge : Yellow Elements heal the wearer

Suits:

Energizer Suit : +6 : +4 : -3 : 1 Copper, 1 Iron, 1 Mythril, 4 Feather, 4 Scale, 2 Leather, 1 Shiny Salt : Cannot Forge : Automatically Recovers HP

Vests:

Bronze Vest : +2 : +2 : -0 : 1 Copper, 1 Fur : 100 Gold

Iron Vest : +5 : +4 : -0 : 1 Iron, 1 Fur, 1 Fang : 420 Gold

Ivory Vest : +0 : +0 : -0 : 1 Bone, 1 Fur : 40 Gold

Mythril Vest : +8 : +7 : -0 : 1 Mythril, 1 Fur, 1 Fang : 1,200 Gold

Prism Vest : +14 : +12 : -0 : 1 Rainbow Shell, 1 Fur, 1 Fang, 1 Carapace, 1 Shiny Ember, 1 Shiny Sand, 1 Shiny Dew, 1 Shiny Leaf : 19,200 Gold

Stone Vest : +11 : +10 : -0 : 1 Denadorite, 1 Fur, 1 Fang : 3,990 Gold

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Segment 3: Weapon List

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Quick List:

Format:

Name : Attack Power : Hit% : Materials : Cost to Forge

Axe:

Bone Axe : +0 : +0 : 1 Bone, 1 Copper, 1 Fang: Cannot Forge

Iron Axe : +5 : +1 : 1 Copper, 1 Iron, 1 Humour, 1 Fang : 560 Gold

Rainbow Axe : +17 : +3 : 1 Rainbow Shell, 1 Copper, 1 Humour, 1 Fang, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot :

24,000 Gold

Silver Axe : +8 : +2 : 1 Copper, 1 Mythril, 1 Humour, 1 Fang, 1 Screw : 2,000 Gold

Stone Axe : +12 : +3 : 1 Copper, 1 Denadorite, 1 Humour, 2 Fang, 1 Screw : 7,980 Gold

Boomerang:

Prismarang : +12 : +2 : 1 Rainbow Shell, 1 Feather, 1 Scale, 1 Fur, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 24,000 Gold

Rockerang : +7 : +1 : 1 Denadorite, 2 Feather, 2 Scale, 1 Fur : 7,980 Gold

Silverang : +3 : +0 : 1 Mythril, 1 Feather, 1 Scale, 1 Fur : 1,600 Gold

Steelrang : +0 : +0 : 1 Iron, 1 Feather, 1 Scale : 420 Gold

Carrot:

Betta Carotene : +6 : +0 : 1 Rainbow Shell, 4 Seed, 1 Shiny Ember, 1

Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : Cannot Forge

Carrot : +0 : +0 : Cannot Forge/Disassemble

Dagger:

Bronze Dagger : +2 : +1 : 1 Copper, 1 Humour, 1 Fang : 150 Gold

Iron Dagger : +5 : +2 : 1 Iron, 1 Humour, 1 Fang : 420 Gold

Ivory Dagger : +0 : +0 : 1 Bone, 1 Fang : 40 Gold

Mythril Dagger: +8 : +2 : 1 Mythril, 1 Humour, 1 Fang : 1,200 Gold

Prism Dagger: +19 : +4 : 1 Rainbow Shell, 1 Feather, 1 Fang, 1 Shiny Ember, 1

Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 21,600 Gold

Stone Dagger : +12 : +3 : 1 Denadorite, 2 Humour, 1 Feather, 2 Fang : 7,890 Gold

Decks:

Pack of Lies : +15 : +3 : 1 Denadorite, 6 Eyeball, 6 Fur : Cannot Forge

Private Deck : +10 : +3 : 1 Mythril, 3 Eyeball, 3 Fur : Cannot Forge

Glove:

Bone Glove : +0 : +0 : 1 Bone, 1 Leather : 40 Gold

Bronze Glove : +2 : +1 : 1 Copper, 1 Humour, 1 Leather : 150 Gold

Granite Glove : +12 : +3 : 1 Denadorite, 1 Humour, 2 Leather, 2 Fang : 7,980 Gold

Iron Glove : +5 : +2 : 1 Iron, 1 Humour, 1 Leather : 420 Gold

Mythril Glove : +12 : +3 : 1 Denadorite, 1 Humour, 1 Leather, 1 Fang : 1,600 Gold

Spectral Glove : +17 : +4 : 1 Rainbow Shell, 1 Humour, 1 Leather, 1 Fang, 1

Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 24,000 Gold

Gun:

Agent Gun : +3 : +0 : 1 Copper, 1 Mythril, 1 Eyeball, 1 Humour, 1 Screw, 2,000 Gold

Ferrous Gun : +0 : +0 : 1 Copper, 1 Iron, 1 Humour, 1 Screw : Cannot Forge

Denadorite Gun : +7 : +1 : 1 Copper, 1 Denadorite, 2 Scale, 2 Screw : 7,980 Gold

Plasma Pistol : +11 : +2 : Cannot Forge/Disassemble

Shockwave Gun : +5 : +2 : Cannot Forge/Disassemble

Spectral Gun : +12 : +2 : 1 Rainbow Shell, 1 Copper, 1 Scale, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 24,000 Gold

## Hammer:

Great Hammer : +9 : +5 : 1 Copper, 1 Iron, 1 Mythril, 1 Eyeball, 1 Fang, 1 Screw  
: Cannot Forge

Master Hammer : +15 : +5 : 1 Bone, 1 Copper, 1 Iron, 1 Mythril, 1 Denadorite, 1  
Eyeball, 1 Fang, 1 Screw : Buy (Not Forge) for 10,000 Gold

## Kitchen Stuff:

Besom Cu29 : +2 : +1 : 1 Copper, 1 Humour, 1 Carapace : 150 Gold

Crystalpan C6 : +14 : +4 : 1 Rainbow Shell, 1 Humour, 1 Fur, 1 Carapace, 1 Shiny  
Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot :  
24,000 Gold

Frypan Ag47 : +8 : +2 : 1 Mythril, 1 Humour, 1 Fur, 1 Carapace : 1,600 Gold

Ladle Fe26 : +5 : +2 : 1 Iron, 1 Humour, 1 Carapace : 420 Gold

Saucepan Si02 : +12 : +3 : 1 Denadorite : 2 Humour, 1 Fur, 2 Carapace : 7.980  
Gold

Spatula Ca20 : +0 : +0 : 1 Bone, 1 Carapace : Cannot Forge

## Lures:

Bronze Lure : +0 : +0 : 1 Bone, 1 Copper, 1 Scale, 1 Seed : Cannot Forge

Iron Lure : +3 : +1 : 1 Bone, 1 Iron, 1 Scale, 1 Seed : 560 Gold

Mythril Lure : +6 : +1 : 1 Bone, 1 Mythril, 1 Scale, 1 Seed : 1,600 Gold

Prism Lure : +15 : +3 : 1 Rainbow Shell, 1 Bone, 1 Scale, 1 Seed, 1 Shiny Ember,  
1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 24,000  
Gold

Stone Lure : +10 : +2 : 1 Bone, 1 Denadorite, 2 Scale, 2 Seed : 7,980 Gold

## Pick:

Brass Pick : +2 : +1 : 1 Copper, 1 Feather, 1 Fur : 150 Gold

Iron Pick : +5 : +2 : 1 Iron, 1 Feather, 1 Fur : 420 Gold

Mythril Pick : +8 : +2 : 1 Mythril, 1 Eyeball, 1 Feather, 1 Fur : 1,600 Gold

Pebble Pick : +12 : +3 : 1 Denadorite, 1 Eyeball, 1 Feather, 2 Fur : 7,980 Gold

Porcelain Pick : +0 : +0 : 1 Bone, 1 Fur : Cannot Forge

Prism Pick : +17 : +4 : 1 Rainbow Shell, 2 Feather, 1 Fur, 1 Shiny Ember, 1  
Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 24,000 Gold

## Rod:

Brass Rod : +2 : -1 : 1 Copper, 1 Eyeball, 1 Humour : 150 Gold

Denadorite Rod : +12 : +1 : 1 Denadorite, 1 Eyeball, 1 Humour, 1 Feather, 2  
Screw : 7,980 Gold

Floral Rod : +16 : +0 : Cannot Forge/Disassemble

Iron Rod : +5 : +0 : 1 Iron, 1 Eyeball, 1 Humour : 420 Gold

Mythril Rod : +8 : +0 : 1 Mythril, 1 Eyeball, 1 Humour, 1 Screw : 1,600 Gold

Porcelain Rod : +0 : +0 : 1 Bone, 1 Eyeball : Cannot Forge

Rainbow Rod : +17 : +2 : 1 Rainbow Shell, 1 Eyeball, 1 Screw, 1 Shiny Ember, 1  
Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot : 21,600 Gold

## Shot:

Bronze Shot : +0 : +0 : 1 Copper, 1 Humour, 1 Feather : 150 Gold

Prism Pellets : +15 : +3 : 1 Rainbow Shell, 1 Humour, 1 Feather, 1 Scale, 1  
Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot  
: 24,000 Gold

Silver Shot : +6 : +1 : 1 Mythril, 1 Humour, 1 Feather, 1 Scale : 1,600 Gold

Steel Shot : +3 : +1 : 1 Iron, 1 Humour, 1 Feather : 420 Gold

Stone Shot : +10 : +2 : 1 Denadorite, 2 Humour, 1 Feather, 1 Scale : 7,980 Gold



White Brooch : None : Cannot Disassemble : Pro. Anti-White and White status effects

#### Caps:

Antitoxinal Cap : Def +1, M.Def +1 : 1 Copper, 1 Shiny Leaf : Pro. Poison

Antiviral Cap : Def +1, M.Def + 1 : 1 Copper, 1 Shiny Dew : Pro. Flu

Plaster Cap : Def +1, M.Def +1 : 1 Copper, 1 Shiny Sand : Pro. Sprains

Poultice Cap : Def +1, M.Def +1 : 1 Copper, 1 Shiny Ember : Pro. Burns

#### Charms:

Angel Charm : None : 1 Copper, 1 Mythril, 1 Shiny Salt : Pro. Anti-White

Daemon Charm : None : 1 Copper, 1 Mythril, 1 Shiny Soot : Pro. Anti-Black

Earth Charm : None : 1 Copper, 1 Mythril, 1 Shiny Sand : Pro. Anti-Yellow

Flame Charm : None : 1 Copper, 1 Mythril, 1 Shiny Ember : Pro. Anti-Red

Forest Charm : None : 1 Copper, 1 Mythril, 1 Shiny Leaf : Pro. Anti-Green

Sea Charm : None : 1 Copper, 1 Mythril, 1 Shiny Dew : Pro. Anti-Blue

#### Earrings:

Earring of Hope : 1 Iron, 1 Mythril, 1 Denadorite, 5 Humour : Increases HP during battle

Earring of Light : None : 1 Denadorite, 4 Humour : Increases HP during battle

Gold Earring : None : 1 Mythril, 3 Humour : Increases HP during battle

Silver Earring : None : 1 Iron, 2 Humour : Increases HP during battle

#### Helmets:

Bronze Helmet : Def +2, M.Def +1 : 1 Copper, 1 Screw : 100 Gold

Iron Helmet : Def +3, M.Def +1 : 1 Iron, 1 Fang, 1 Screw : 200 Gold

Ivory Helmet: Def +1, M.Def +1 : 1 Bone, 1 Screw : 40 Gold

Mythril Helmet : Def +4, M.Def +2 : 1 Mythril, 1 Leather, 1 Fang, 1 Screw : 1,600 Gold

Prism Helmet : Def +6, M.Def +3 : 1 Rainbow Shell, 1 Fang, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand : 16,800 Gold

Stone Helmet : Def +5, M.Def +2 : 1 Denadorite, 1 Scale, 1 Leather, 1 Fang, 1 Screw : 6,650 Gold

#### Other:

Defender : Def. +1, E% +6, M.Def +1 : 1 Mythril, 2 Feather, 2 Leather, 2

Carapace

Defender Plus : Def. +3, E% +12, M.Def +2 : 1 Denadorite, 2 Feather, 2 Leather, 2 Carapace

Dragoon Gauntlet : Atk. +3 : 1 Iron, 2 Fang

Dragoon's Glory : Atk. +3, H% +3, Mgc. +2 : 1 Denadorite, 2 Scale, 2 Fur, 2 Fang

Dragoon's Honor : Atk. +1, H% +2, Mgc. +1 : 1 Mythril, 2 Scale, 2 Fur, 2 Fang

Dreamer's Sarong : None : 1 Mythril, 1 Denadorite, 1 Rainbow Shell : Start with element level at 8

Dreamer's Sash : None : 1 Iron, 1 Mythril, 1 Denadorite : Start with element level at 2

Dreamer's Scarf : None : 1 Copper, 1 Iron, 1 Mythril : Start with element level at 1

Flea Vest : M.Def +13 : 1 Mythril, 10 Feather

Forget-me-not-pot : None : 5 Bone : Memorize skills for Doppelgang ability

Hero's Medal : E% +24 : Cannot disassemble

Hero's Shield : Def +1, M.Def +1 : Cannot disassemble

Memento Pendant : M.Def +4 : Cannot Disassemble

Moonglasses : None : 1 Iron, 1 Mythril, 1 Denadorite : Reduces damage taken

Ozzie Pants : Def. +13 : 1 Denadorite, 10 Fur

Power Glove : Atk. =1 : 1 Copper, 1 Fang

Profiteer Purse : None : 3 Bone, 3 Copper, 3 Iron : Get more money!

Resistance Ring : None : 1 Mythril, 2 Seed: Decreases duration of status effects

Resistance Ring : None : 1 Iron, 1 Seed : Decreases duration of status effects





|                             |              |
|-----------------------------|--------------|
| Black Dragon                | 3900         |
| Cassowaries                 | 500          |
| Criosphinx                  | 13,000       |
| Dario                       | 3500         |
| Dark Serge                  | 3000         |
| De-Hydrate                  | 1042         |
| DeadHead                    | 700          |
| Dwarves (Hydra Marshes)     | 90 each      |
| Dwarves (Water Dragon Isle) | 200 each     |
| Earth Dragon                | 3100         |
| FATE                        | 5000         |
| Fire Dragon (1st time)      | 3400         |
| Fire Dragon (2nd time)      | 3400         |
| Garai                       | 1990         |
| Giant Gloop                 | 800          |
| Gravitor                    | 3000         |
| Green Dragon                | 3700         |
| Grobyc                      | 2800         |
| Guillot                     | 1001         |
| Hell's Cook                 | 2800         |
| Hi-Ho Tank                  | 1000         |
| Highwayman                  | 2000         |
| Hydra                       | 700          |
| Karsh (Cape Howl)           | 115          |
| Karsh (Mount Pyre)          | 370          |
| Ketchop                     | 260          |
| King Moaman                 | 245          |
| Luxator                     | 3000         |
| Lynx (Fort Dragonia)        | 1000         |
| Lynx (Viper Manor)          | 1000         |
| Mama Komodo                 | 160          |
| Marcy (Mount Pyre)          | 300          |
| Marcy (Viper Manor)         | 525          |
| Miguel                      | 1950         |
| Neo 'n' Bulbs               | 160          |
| Orlha                       | 1800         |
| Pentapus                    | 600          |
| PolisPolice                 | 3200         |
| Pyrotor                     | 2400         |
| Radius                      | 750          |
| Roachster                   | 1245         |
| Sage of Marbule             | 1500         |
| Sky Dragon                  | 3800         |
| Sun Of A Gun                | 365          |
| Taurusoid                   | 1200         |
| Terrator                    | 2200         |
| TimeDevourer                | About 10,000 |
| TimeDevourer (2nd time)     | About 12,500 |
| Tyrano                      | 1600         |
| Viper                       | 820          |
| Vita (Unus, Dos, and Tres)  | 2500         |
| Water Dragon                | 2800         |
| Zoah (Shadow Forest)        | 200          |
| Zoah (Mount Pyre)           | 430          |

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Segment 6: Key Items

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Ancient Fruit:

Getting It: When searching for the six dragons, go to Hydra Marshes and defeat the Beeba. (As described in 'The Dragons Six')

Using It: As described in 'The Dragons Six' under 'The Green Dragon.'

Angry Scapula:

Getting It: Read the letter inside the cave under the waterfall in Shadow Forest (Another World). (As described in 'Characters -> Skelly')

Using It: As described in 'Characters -> Skelly.'

Aroma Pouch:

Getting It: Inside a chest in the cave under the waterfall in Shadow Forest (Another World).

Using It: As described in 'Enter Viper Manor (With Nikki).'

Astral Amulet:

Getting It: If you choose to help Kid, then Kid gives it to you. Otherwise, Kid gives it to you when you go back to check on her.

Using It: Travel between worlds at Opassa Beach, and travel to the Dimensional Vortex from Hydra Marshes.

Beeba Flute:

Getting It: Defeat the Beeba in Hydra Marshes and he hands over the flute.

Using It: As described in 'The Dragons Six -> Green Dragon.'

Bellflower:

Getting It: Find it in Fossil Valley (Another World).

Using It: Sell it to Glenn and Riddel at the shrine in Termina (Another World).

Big Egg:

Getting It: Take it from the nest in Fossil Valley (Another World).

Using It: As described in 'Characters -> Draggy.'

Black Relic:

Getting It: Defeat the Black Dragon.

Using It: Allows you to enter the Sea of Eden.

Blue Relic:

Getting It: Defeat the Blue Dragon.

Using It: Allows you to enter the Sea of Eden.

Book of Poems:

Getting It: Speak to the waitress in the pub in Arni (Home World). Speak to the same waitress in Another World. Talk to the waitress in the Home World again.

Using It: Give to the waitress in Another World to get a Rainbow Shell (?).

Card Key:

Getting It: A treasure chest on floor 4 of Chronopolis.

Using It: Access the basement of Chronopolis from the elevator.

Chrono Cross:

Getting It: As described in 'The Chrono Cross\*.'

Using It: Use it as an item and as an element...

Decor Shield:

Getting It: On the wall in the puzzle room in Viper Manor.

Using It: Place it on the suit of armor in Viper Manor.

Dragon Emblem:

Getting It: Show the priestess in Guldove (Another World) the Tear of Hate.

Using It: Use it to get in the temple in Guldove (Home World).

Einlanzer:

Getting It: Get it from Garai in Isle of the Damned (Home World).

Using It: Use it to destroy the Masamune. Also, equip it on Glenn to be able to get the other Einlanzer from Termina (Home World).

Explosive:

Getting It: Talk to the first person you meet in the cave on Earth Dragon Isle (Home World).

Using It: As described in 'The Dragons Six -> Earth Dragon.'

Fiddler Crab:

Getting It: Defeat the Sage of Marbule on the SS Zelebes.

Using It: Opens the passageway to the Dead Sea.

Garai Keepsake:

Getting It: Go with Radius to Hermit's Hideout (Home World).

Using It: Use it to get through the mirror-like objects on the Isle of the Damned.

Good Backbone:

Getting It: Inside a cave in the Hydra Marshes (Home World).

Using It: As described in 'Characters -> Skelly.'

Green Relic:

Getting It: Defeat the Green Dragon.

Using It: Allows you to enter the Sea of Eden.

Green Tinkler:

Getting It: Talk to the dwarf in Orlha's pub after speaking to the shrine maiden in Guldove (Another World).

Using It: Use it to bend plants in Hydra Marshes.

Handle:

Getting It: As described in 'Investigating -> SS Zelebes.'

Using It: Without this, Fargo can't cheat at the compass game.

Heavy Skull:

Getting It: Walk up to the skull of the dragon in Fossil Valley (Another World).

Using It: As described in 'Characters -> Skelly.'

Heckran Bone:

Getting It: Under the bed in the back room of the Arni (Home World) pub.

Using It: As described in 'Characters -> Poshul.'

Hero's Medal:

Getting It: As described in 'Characters - Pierre.'

Using It: As described in 'Characters - Pierre.'

Hydra Humour:

Getting It: Defeat the Hydra in Hydra Marshes (Home World).

Using It: Give it to Doc to cure Kid in Guldove (Another World)

Ice Breath:

Getting It: As described in 'The Water Dragon.'

Using It: Use it to freeze lava in Mount Pyre.

Ice Gun:

Getting It: On the back wall of Lucca's room.

Using It: Put out fires in Lucca's house.

Komodo Scale:

Getting It: Say 'You're probably right' to the fisherman under the sawfish in Arni (Home World).

Using It: Give it freely to a kid in Arni (Home World) to get a free Uplift.

Life Sparkle:

Getting It: A chest in Hydra Marshes (Another World).

Using It: As described in 'Characters -> NeoFio.'

Manor Key:

Getting It: Cupboard in the dragon stables at Viper Manor (Another World).

Using It: Opens the front door of Viper Manor.

Medical Book:

Getting It: As described in 'A Forgotten Future (The Dead Sea).'

Using It: Give it to Doc to get his level 7 tech skill.

Memento Pendant:

Getting It: As described in 'Murderer!\*.'

Using It: As described in 'Another Soul Possessed\*.'

Mixed Bones:

Getting It: Inside a cave in the first area of the Isle of the Damned (Another World).

Using It: As described in 'Characters -> Skelly.'

Mushroom:

Getting It: As described in 'Characters -> Funguy.'

Using It: As described in 'Characters -> Funguy.'

Parlor Key:

Getting It: After you become Lynx, return to Viper Manor (Another World). Check the pot in the room with the prison.

Using It: Opens the locked door on the first level of the manor.

Pelvic Bone:

Getting It: Talk to the material trader in Guldove (Another World).

Using It: As described in 'Characters -> Skelly.'

Prison Key:

Getting It: Norris gives it to you while you are trying to rescue Riddel.

Using It: Unlocks the prison area of Viper Manor.

Prop Sword:

Getting It: Find it on the stage in the Tower of Gheddon in the Dead Sea

Using It: Give it to Pierre and it becomes the Hero's Sword.

Red Relic:

Getting It: Defeat the Red Dragon.

Using It: Use it to enter the Sea of Eden.

Relief Charm:

Getting It: Star a New Game +.

Using It: Use it at a save point to switch Serge or Lynx for another character.

Safety Gear:

Getting It: In Hydra Marshes (Another World), speak to the man by the big pit (The Pentapus would be below if it was Home World).

Using It: Prevents loss of HP while walking through the poisoned marshes.

Sapphire Brooch:

Getting It: Defeat Orlha in Guldove (Another World) after rescuing Riddel from Viper Manor.

Using It: Show it to Orlha after you become Serge again to get Orlha in your party.

Shark Tooth:

Getting It: As described in 'Characters -> Mojo.'

Using It: As described in 'Characters -> Mojo.'

Smith Spirit:

Getting It: Zappa gives you the Smith Spirit when he joins.

Using It: Use it at a save point to forge weapons, armor, or accessories.

Star Fragment:

Getting It: As described in 'My Favorite Martian\*.'

Using It: As described in 'My Favorite Martian\*.'

Station Pass:

Getting It: As described in 'A Forgotten Future (The Dead Sea).'

Using It: As described in 'A Forgotten Future (The Dead Sea).'

Sturdy Ribs:

Getting It: Get it from one of the people on Water Dragon Isle (Another World).

Using It: As described in 'Characters -> Skelly.'

Tear of Hate:

Getting It: In Termina in the secret room behind the bar, Karsh gives it to Serge (Lynx at the time).

Using It: As described in 'The Chrono Cross\*.'

Tear of Love:

Getting It: Get it after you switch from Lynx back to Serge.

Using It: As described in 'The Chrono Cross\*.'

Teleporter:

Getting It: Kid gives it to you in Termina (Another World).

Using It: Use it at a save point to switch between party members.

Time Egg:

Getting It: Defeat the TimeDevourer on top of Terra Tower, OR start a New Game +.

Using It: Use it at Opassa Beach to go to fight the TimeDevourer one last time.

Time Shifter:

Getting It: Start a New Game +.

Using It: As described in 'New Game +.'

White Relic:

Getting It: Defeat the White Dragon.

Using It: Allows you to enter the Sea of Eden.

Yellow Relic:

Getting It: Defeat the Yellow Dragon.

Using It: Allows you to enter the Sea of Eden.

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Section J: Trapping Elements

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Most information in this section was provided by Wolvie (Xwolvix3@aol.com).  
This section tells what enemies give what elements.

Red Elements:

Inferno - Radius, Tourminators (Mt. Pyre)  
RedWolf - Hotdiggit in Mount Pyre (Home World)  
Volcano - Tragedienne\*

Blue Elements:

Deluge - Water Dragon  
Iceberg - Water Dragon  
FrogPrince - Water Dragon (when getting Ice Breath)

Yellow Elements:

Earthquake - Solt & Peppor (Isle of the Damned)  
Golem - Centaurpedes in Hydra Marshes (Another World)  
ThundaStorm - Solt & Peppor (Isle of the Damned)

Green Elements:

Carnivore - Green Dragon  
Tornado - Tragedienne\*  
Sonja - PreyMantis in Gaia's Navel (Home World)

Black Elements:

BlackHole - Tragedienne\*  
MotherShip - ShadowCats in Fossil Valley (Home World, after Dimensional Vortex)

White Elements:

UltraNova - Sky Dragon, Luxator  
Unicorn - Dodo in Fossil Valley (Home World), Luxator

\* Tragedienne - These monsters appear in the Tower of Geddon and announce what spell they cast before the battle.

Special information for trapping from certain monsters:

Solt & Peppor (Isle of the Damned) - Got 10 earthquakes & 2 thundastorms:

Here's how I did it. First, make sure you equip as many single and multiple character heals as possible, then reason for that I'll explain.  
Next, and obviously equip as many trap quakes and you want and spread it across your characters so you won't get caught off guard in case one constantly misses with their attacks and doesn't build up the slots quickly enough. You'll only need one set of trap thunda since its not used that often by Peppor/tall one (I always forget which is which) and you'll eventually want to get rid of him and focus on solt, otherwise they'll be too powerful and it won't work.  
Now for the battle, the enemies and bosses in the game have a general pattern of attack and Solt & Peppor's is Attack, Strengthen/Hi Res, Earthquake, earthquake, thundastorm. Sometimes the pattern goes without the Strengthen/Hi Res.  
For the 1st round, have your characters attack one character, I chose Peppor 'cuz he uses the more powerful tstorm and his pattern is less predictable, until they reached slot 5. then use trap quake immediately. Then defend until they use the first quake. Then trap quake or if you're not confident use trap thundastorm, because peppor uses it right after solt's quake and you might not be fast enough to trap tstorm as well. Next, repeat the pattern of attacking and trapping, but with a warning; make sure to don't get greedy and watch your hp carefully to heal/recover/cure all whenever needed because you WILL get hit and get hit hard for a few rounds till you kill off one of them. Even then, you get hit often by quake 'cuz solt uses it consecutively in a round with no break.



especially the ruler: Queen Zeal. She has ordered the construction of the Blackbird, a gigantic ship similar to an airplane. At this time there are also three gurus, who realize that the acts of Queen Zeal are wrong.

Guru of Time - Gaspar

Guru of Life - Melechoir

Guru of Reason - Belthaser

Melechoir takes action, and is imprisoned down in the ice covered world.

Crono's group saves him, and then proceeds to eliminate the Undersea Palace, where Zeal is harvesting power from Lavos. Crono's group makes it to Zeal and temporarily defeats her... Only to then be crushed by Lavos. Zeal's servant, Dalton takes Crono's group and imprisons them in the Blackbird, seeing that they were the only ones left after a giant gate opens, sucking in Lavos and Schala. (I'm not sure how Lavos and Schala melded into the TimeDevourer or how Lavos returned to the original world.) Crono's group made it to what was left of civilization after escaping the wreck from the Blackbird and defeating Dalton. Dalton had modified Belthaser's ship: the Epoch (which can be found in ruins in a hidden panel behind the desk in the library of Viper Manor once it is revisited). The Epoch now had wings in addition to it's time traveling features. However, Crono had died while fighting Lavos, but was brought back to life thanks to Gaspar giving the remaining group the Time Egg. From here, the Undersea Palace rose from the sea, and became the Black Omen. The Black Omen remained hovering in the sky, until Crono's friends destroyed it.

Note: This is the time period where Janus and Schala lived.

Sometime between 12,000 BC and 600 AD:

Lavos summons Chronopolis to the Sea of Eden and sends Terra Tower to fight it (in attempt to eliminate any future advancements after he was destroyed?). The residents of the Chronopolis win, and seal up Terra Tower.

600 AD:

Magus attempts to summon Lavos. Magus's army, consisting of creatures called Mystics, fought the kingdom of Guardia. Crono's group assisted greatly. After Magus's defeat, Crono's group then sent Ozzie, Slash, and Flea off of the chain of life. Somehow, they ended up at the Bend of Time.

The palace of the Reptites became uncovered, and an explorer named Toma said that the Rainbow Shell was there.

1000 AD:

Crono's group begins their quest. The king is framed for stealing the rainbow shell and illegally selling it.

Between 1000 AD and 1006 AD:

FATE creates the known world in Chrono Cross.

1006 AD:

Miguel and Wazuki get blown into the Sea of Eden during a harsh, electrical storm caused by Kid traveling through time. Serge makes contact with the Frozen Flame in the fifteen minutes while the Chronopolis is shut down because of the storm, which heals his panther poison and registers him as "arbiter" to the FATE computer system. Wazuki becomes Lynx, and Miguel is forever trapped in the sea.

1010 AD:

Serge drowns and is saved by Kid in the Home World. The fisherman in Arni chooses to become a fisherman in the Home World. Somehow, the Sea of Eden is transformed into the Dead Sea in the Home World.

1020 AD:

The events in Chrono Cross occur.



1999 AD:

Crono's party destroys Lavos, and saves the human race. The eliminated future is deposited into the Dead Sea.

2300 AD (Before Lavos was defeated):

Crono's group winds up in the future, and learns of their destiny.

2300 AD (After Lavos):

People flourish, and the Chronopolis is drawn back in time.

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Segment 2: Terminology

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Please send me any terminology I have forgotten. There's just too much! I'm also adding a lot more!

Main Characters:

Chrono Trigger:

Marle, Crono, Magus, Lucca, Robo, Frog, Ayla

Chrono Cross:

See character section.

People/Monsters:

Azala - The leader of the Reptites.

"Arbiter" - The last being that made contact with the Frozen Flame.

Belthaser - One of the three gurus.

Cyrus - A great knight of Guardia. Glenn's (from CT) brother.

Dalton - The servant of Zeal.

Dario - Riddel's long lost suitor. Murdered by Karsh while under influence of the Masamune.

FATE - The rebuilt Mother Brain system.

Flea - One of the three Mystical Knights.

Garai - The lead member of the Acacia Dragoons. Slain by Radius while he was under the influence of the Masamune.

Gaspar - One of the three gurus.

Glenn (from CT) - Frog before Magus transformed him into a frog form.

Janus - Schala's little brother, who later became Magus after falling through a time portal and grew up under the instruction of Ozzie, Slash, and Flea.

Lavos - A being that feasts on the energy of Earth, waiting to come out of the Earth's crust in 1999 AD and destroy the world.

Magus - A wizard who attempted to summon Lavos in 600 AD. His attempt failed because of Crono's group defeating him. He then fell through a time portal and served as a prophet during the time of the kingdom of Zeal.

Masa - Mune's brother. Part of the Masamune.

Melechoir - One of the three gurus.

Miguel - Leena's father.

Mother Brain - A system that created a series of robots. It developed a hate for humans, and idolized Lavos when he destroyed the humans.

Mune - Masa's brother. Part of the Masamune.

Mystics - Creatures that were in great rivalry with the humans during the AD time period.

Nu - A once hunted creature that is also used for guards. Some also believe that life begun, continues, and will end because of the Nu.

"R" Series - The series of robots built by Mother Brain.

Reptites - A highly evolved form of dinosaurs that once threatened the existence of the human race.

Ozzie - One of the three Mystical Knights.

Schala - The princess of Zeal. She made a clone of herself, who is known as Kid.

Slash - One of the three Mystical Knights.  
Spekkio - A monster that lives in the End of Time.  
Toma - Two different people, both are great explorers.  
Wazuki - Serge's father.  
Yakra Family - A series of monsters that imitates the chancellor's of Guardia.  
The commonly attempt to frame people.  
Zeal - The queen of the magical kingdom of Zeal.

#### Objects:

Dreamstone - A power source that was used in the Mammon Machine to re-forged the Masamune.  
Epoch - A ship used for traveling through time.  
Frozen Flame - An energy force extracted by Lavos that has the power to make dreams come true.  
Gate Key - An item used through the course of Chrono Trigger created by Lucca Ashtear for opening 'gates,' or, portals through time.  
Hero Medal - A medal that has been around since 600 AD. It's wearer is typically called a hero.  
Neo Epoch - An improved Epoch.  
Masamune - A sword that adapts to the personality of its owner. Became evil after being wielded by a very evil person.  
Mastermune - The evolved Masamune.  
Moon Stone - A sun stone that has lost its power.  
Sun Stone - A stone that has been under sunlight 24/7 for over 60 million years.  
Rainbow Shell - A giant shell that is used to make legendary weapons and armor. After it was revealed from the Guardia treasury in 1000 AD, its shards were scattered throughout the world.  
Records of Fate - Objects that link directly to FATE. These allow FATE to give instruction to the inhabitants of El Nido.  
Time Gate - A gate used to travel through time.

#### Places:

Another World - In this alternate world, Serge drowned at the age of 7. The Records of Fate here give different instructions than they do in the Home World.  
Arni - Village in Chrono Cross  
Arris Dome - A dome in the future in which a time gate existed.  
Bend of Time - A place in another dimension where monsters gather to fight each other.  
Chronopolis - A futuristic research building.  
Dead Sea - Transformation of the Sea of Eden in the Home World.  
Death's Door - Entrance to the Dead Sea in Chrono Cross  
Earth Dragon Isle - Home of the Earth Dragon.  
El Nido - The world Chrono Cross and Chrono Trigger occurs in.  
El Nido Triangle - A section of ocean in Chrono Cross where Starky's spaceship crashed.  
End of Time - The end of all things. An empty space. Once, the Guru of Time stumbled upon this area. His ship still remains there, floating through nothingness with his companion, Spekkio on it.  
Fossil Valley - A valley where excavations take place.  
Fort Dragonia - The only dragon ruin that has not broken apart in the Chrono Cross world.  
Gaia's Navel - Home of the Green Dragon  
Guardia Kingdom - The largest kingdom in the world of El Nido.  
Guldove - A town on a small island in Chrono Cross.  
Hermit's Hideaway - Home of Radius in Chrono Cross  
Hero's Grave - The resting place of Cyrus.  
Home World - The world parallel to Another World.  
Hydra Marshes - The only place where hydras still exist in the Chrono Cross world.  
Isle of the Damned - The isle where Garai's grave is in Chrono Cross. Inhabited

by demons.

Marbule - A city of the demi-humans in Chrono Cross

Mount Pyre - A mountain that blocks the path to Fort Dragonia.

Pearly Gates - Entrance to the Sea of Eden in Chrono Cross

Porre - Small town in Chrono Trigger.

Sea of Eden - The place where the Chronopolis lies.

Sky Dragon Isle - Home of the Sky Dragon.

Termina - Port city in Chrono Cross

Terra Tower - A great tower of the Reptites summoned from an entirely different world.

Viper Manor - The manor of General Viper, who rules Termina.

Water Dragon Isle - Home of the Water Dragon and fairies.

Zeal - A magical kingdom where magic existed.

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Section L: Commonly Asked Questions/Extra Tips

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Tips:

Here are some tips and secrets of Chrono Cross that don't fit anywhere in this walkthrough.

Tip: By taking characters to things that concern them in other worlds, (i. e., Leena to Cape Howl once you have engraved your love for Leena on it) you can see special events and scenes.

Tip: If you run away after stealing from an enemy, you lose the item you stole.

Tip: You can equip the Forget-Me-Not-Pot on anyone, and it will work.

Tip: You can get the level 7 summons (except FrogPrince) by using traps on common enemies in the game. Here's a list of enemies and their summons:

Golem (Yellow) - Centaurpedes in Hydra Marshes (Another World)

MotherShip (Black) - ShadowCats in Fossil Valley (Home World, after Dimensional Vortex)

RedWolf (Red) - Hotdiggity in Mount Pyre (Home World)

Sonja (Green) - PreyMantis in Gaia's Navel (Home World)

Unicorn (White) - Dodo in Fossil Valley (Home World)

Tip: Here are other enemies you can get summons from:

BlackHole - DeHydrate (Boss)

UltraNova - MegaStarky (boss)

Tip: An easy way to get Shiny Materials is by disassembling caps that can be stolen from various enemies throughout the game.

Tip: You can get the Profiteer Purse in Van's house in Termina (Another World).

Tip (Making Pilfer work nearly 100% of the time): When you have the 3rd slot available, just use a normal attack, I usually choose weak then use pilfer. In other words, don't use pilfer alone and don't let the enemy squeeze in a turn in the middle of it, otherwise you'll have to attack + pilfer again.

Tip (Leveling-up): Everyone knows that you can level only so far after you gain each star right? So, in parts of the game where you boss battles one closely after another, like the dragons and rescuing riddel scenario, you can maximize your stat gains by fighting regular battles immediately after you gain a star until you've maxed out. That window of opportunity does not accumulate, however, if you gained another star without fighting in some battles. i.e. lets say after

getting 31st star you can get one set of stats, and by set i mean around 3-5 stats and not just hp+2, but if you get the 32nd without getting that set, you can still get only one set not two so on and so forth. I'm doing that with all my characters after I gain a star.

Tip: Doreen is Masa and Mune's older sister. She likes dreams alot. In Crono Trigger, she is in Enhasa and when you talk to her she will warp around. When you talk to her for the last time, she will tell you that she is Doreen.

Tip: Total Chaos is the strongest form Sprigg can transform into.

Questions:

Yes, the amount of e-mail I get is overwhelming. I am putting commonly asked questions here. Maybe this will slow down my sudden surge of e-mail.

Q: I can't fight the Black Dragon! Whenever Fargo talks to Fargo, he just says Stuff about how Marbule will always remain the same and...

A: Walk to the pool where the Black Dragon is sleeping. Press X, and you will pick up the Black Relic. You cannot fight the Black Dragon because you did not go to the dressing room on the Magical Dreamers ship after defeating the Sage of Marbule.

Q: How do I use a double technique?

A: First, you must get both characters that use the tech to the appropriate element level, then they both must have enough stamina to do an attack. Go to elements to where one skill used in the technique would be, and it will have been replaced with the double technique. Example:

To use X-Strike (Glenn's and Serge's skill):

Glenn must be at element level 3 so he would be able to use Dash & Gash.

Serge must be at element level 3 so he would be able to use Dash & Slash.

Both characters must have 1.0 stamina or above.

Go to either Glenn's or Serge's element menu. Go to where Dash & Slash/Gash would be, and that technique will not be there. X-Strike will instead.

Q: What are the double techniques?

A: Here's the list of known double and triple techniques:

Double Techniques:

Serge (3)/Glenn (3) - X-Strike (Red)

Kid (3)/Mel (3) - DoubleTake (Red)

Guile (5)/Sneff (7) - SwordStorm (Black)

Norris (7)/Grobyc (7) - PitchBlack (Black)

Radius (7)/Viper (5) - VitalForce (White)

Karsh (3)/Zoah (7) - DragonSpile (Green)

Nikki (7)/Miki (7) - Flamenco (Red)

Draggy (7)/Leah (7) - DraggyRider (Yellow)

NeoFio (7)/Turnip (7) - TossedSalad (Green)

Triple Techniques:

Serge (5)/Leena (7)/Razzly (7) - DeltaAttack (White)

Serge (7)/Kid (5)/Sprigg (Must be doppleganged into Slash and be at level 4) - Z-Slash (Blue)

Q: What do frames do? (My Favorite Martian, Seashell, etc.)

A: Frames are just other message styles. Go to the configuration (or whatever it is) and select Custom for your message style to choose between frames.

Q: I can't cast a summon element. What have I done wrong?

A: To cast a summon (like FrogPrince), you must allocate it to a character with the same attribute color. In battle, not only does that character have to be up at the proper element level, but the Field Effect must be all of the same color as the summon. (The field effect is in the upper left corner, whenever an element is used the color of that element is added to the middle of the field effect and the other colors on it move outwards.) If you currently have 0 growth stars (out of any number), then you cannot use a summon, since using a summon consumes a growth level temporarily.

Q: I went into the fog after getting the boat instead of going to Hermit's Hideaway. Now nothing happens at Hermit's Hideaway!

A: This is perfectly normal. You just miss out on fighting Harle.

Any questions that aren't answered here I will answer for you, just e-mail me.

Q: How do you get <insert character name here> in your party?

A: It tells you how in my characters section. If that character isn't listed, you can't get him in your party.

Q: How do you beat <insert boss here>?

A: Check the strategy in my walkthrough. If it doesn't give enough information, try this generic strategy:

Re-allocate all your elements so that the ones that have been working best for you are equipped. Make sure you have the necessary healing elements you need, as Revive elements are rare and reviving somebody should be avoided. In addition, you'll want to upgrade your equipment so it is the best you can get. You also might want to try fighting monsters that are around. You can occasionally gain statistics by fighting normal battles, though eventually it ceases to happen.

Q: How do I use elements?

A: Elements are "opposite" to each other as follows:

Red - Blue

Yellow - Green

Black - White

As in any other RPG, opposites are good against each other. When you get an element, somewhere in its description (in the allocating menu) is a number, then a symbol, then another number. The first number is the level of the element. I'm not sure what the second number is, I think it's the amount that the element can be below its level.

Above, I've probably jumped the gun. To "equip" (called "allocating") elements, go to the pause menu, then to elements, then to allocate. Each character has 8 "levels" of elements, represented by columns that grow as you gain growth stars. You can equip any element on the list, as I have described above.

Q: Where can I buy trap elements?

A: Marbule (Home World).

Q: Where can I see the wreck of the Epoch?

A: To see the wreck of the Epoch, return to Viper Manor after you beat Lynx's Shadow there. Walk behind the desk in the library, and you will here a noise. Press X where the sound is coming from, and you'll be given an option to go down a secret panel in the floor. The Epoch is down there, or what I thought to be the Epoch, at least.

Q: How do I use the Chrono Cross?

A: Follow the instructions under the last section of me Disc Two section.

Q: Where do I get Shiny materials to forge my rainbow weapons?

A: There's a whole section under Shiny materials. Look there.

Q: How do I beat Dario?

A: There's a boss strategy listed under 'Another Soul Possessed' (Disc One, Part Two). Check there.

Q: How do I get the treasure in the room in Viper Manor that's to the right of Luccia's laboratory?

A: To get the treasure, you have to take the shield off of the wall (I think that's where it is). Put the shield on the knight without a shield. Then, push the statue onto the place where it looks like it should go (by the other statue, a little up though). A door appears between the statues. Now you have to come back after getting Viper in your group. There's a secret switch behind where the guard was. Press that, and you'll get the secret treasure.

Q: I have a different (maybe better) way of beating <insert boss name here>.

A: Send it in to me at SeanKelson@aol.com. I'll publish it, giving you credit, of course.

Q: Is Squaresoft making a sequel to Chrono Cross?

A: Not that I know of. If they were, it would be on Squaresoft's official site: <http://www.squaresoft.com>

Q: I just checked my e-mail and there's a ton of junk mail! Please, take my e-mail address out of the credits!

A: Just e-mail me. Simply include an alias you would like in place of the e-mail address. I get a lot of junk e-mail, and I'll gladly replace your e-mail address with an alias for you.

Q: Hey! The question I requested you put on here isn't on!

A: Sorry. I'm busy enough. Just e-mail me again. I do leave some questions out because I don't feel that they are needed in my walkthrough, but just ask me and I'll tell you the exact reason why it was left out.

Q: One mistake... Poshul is a girl!

A: Sorry. I'm pretty busy, I don't have the time to get gender correct for animals! Anyway, I didn't feel like going through this giant walkthrough and fixing every single mistake.

Q: I was left out of the credits!

A: I'm sorry! Sometimes I accidentally delete mail before I put the name in the credits! Just tell me and I'll fix that!

Q: I just became Lynx, and now all my previous characters aren't with me! Are they gone forever?

A: No, you get them back when you become Serge again.

Q: How do I return to the Dimensional Vortex?

A: After the Dead Sea is destroyed, go to where you wound up when you left the Dimensional Vortex, then use the Astral Amulet.

Q: I never got the Green Tinkler! Now I can never get through the Hydra Marshes!

A: Not true. If you missed the Green Tinkler, you can still get around the marshes, it just isn't as easy.

Q: That door at the Bend of Time...

A: It can open when you're playing a New Game +.

Q: How do I cast trap elements?

A: To set trap elements, just cast them during battle, as demonstrated by Solt and Peppor.

Q: There's this treasure chest in Viper Manor... A trap door opens whenever I try to open it.

A: To get that treasure chest, open it from the back (as something on the back wall comments "Respect my behind.").

Q: Hey! You can't name a character Crono or Chrono!

A: I wonder why... No, seriously, I don't know.

Q: What happened to the Masamune? All the sudden it's in 1020 and it's an evil sword! What's up with that?

A: The following is from darkmoogle@anonymous.to (Darkmoogle Hackupo):

I know who was holding the Masamune in 1005! "The day the Masamune was stolen" I'm referring to one of the new ending in the PSX Chrono Trigger.

And after you fight Solt and Peppor with Karsh in the Isle of the Dammed

I think it quite obvious but It is Lynx who made the Bloodshed in Guardia because at the exact time 1005, 1003 were the events of Kids and Serge (remember FATE know all because it control time and destinies itself!) And. Lucca Ashtear House (or orphanage..) is as you remember in CT is really close to Guardia castle and well it in Guardia so that could explains Lynx's business in Guardia perhaps it was a way to "convince" Lucca to "cooperate" and knowing that the Masamune was a trigger to some events in the future he had to steal it (another fate or history circle..)And.. do you remember when Karsh finally explain what happened when he went to the Isle of the dammed killing (wounding) Dario?. well, well look who here! Lynx

and he take the Masamune WITHOUT GOING MAD!!, why would you ask? well because he was the last owner of the Masamune! and that why he left the Isle of the Dammed with it and put it where it should be to trigger the event that Should happen that that is near the death's Door and before that event before the Karsh and Dario event was the Garai and Radius event here to it was FATE who make so that it has to happening the timelines! et voila!

Q: Why did you copy and paste part of my e-mail into your walkthrough?

A: Sorry. I'm busy as a bee. And believe me, re-writing stuff is a pain. I usually copy and paste parts of e-mail that can be copied and pasted.

Q: Where can I buy revive elements?

A: You can't.

Q: I can't get the Master Hammer. What's wrong?

A: Make sure the Song of Marbule\* quest is complete. If it is, wait until disc two.

Q: I can't find the wormhole in Hydra Marshes!

A: I'll tell you the directions to the wormhole in Hydra Marshes. Note that you must have at least defeated Miguel (I think that's his name) at the Dead Sea before you can get to the wormhole.

```
A
_|_X
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_|
|
|_____X
| /
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|
```

The A is where you're supposed to go. The X's have more beyond them, but you don't have to go there. When you go through A, you wind up at B on the map below:

X X X X X X X

W\*\*\*\*\*

\*\*\* |

B

The \* represents open area of swamp. The wormhole lies on a tiny hill a small way up from what looks like a moldy greenish brown log.

Hope this helps, and, sorry if the ASCII maps are hard to understand. I admit, I'm not an ASCII artist, and this is my first time making maps. Well, practice makes perfect.

Q: How do I bend the plants in Hydra Marshes?

A: To bend the plants, you need an item called the Green Tinkler. You get the Green Tinkler in Guldove (Another World). Talk to a dwarf in front of Orlha's bar after you have visited the temple in Guldove. You may not be able to get the Green Tinkler, but even if you can't, you can still get through the Hydra Marshes, although it is a tad tricky.

Q: How do I get all of the characters in Chrono Cross on my team at one time?

A: Yes, you can get all of the characters. However, you have to play a New Game + to get all of them. Use the method used in the New Game + section. Just take different paths to get characters (Save Kid, Don't Save Kid, etc.) each time you play through. Here's generally a basic plan:

1st time through - Save Kid, Guile as Viper Manor Guide

2nd time through - Don't Save Kid, Nikki as Viper Manor Guide

3rd time through - Defeat the TimeDevourer with Harle in your group

4th time through - Pierre as Viper Manor guide.

Use the New Game + Character Retrieval Method and... All the characters!  
(Except, not Lynx and Serge at the same time)

Q: Is Guile actually Magus from Chrono Trigger?

A: No.

Q: Is Guile actually Gil from the game Magical Dreamers (never released in US)?

A: No.

Q: Is Glenn actually Frog from Chrono Trigger?

A: No.

Q: Is there any relation between Glenn (Chrono Cross) and Frog (Chrono Trigger)?

A: I don't know. Go ask Squaresoft.

Q: Is Luccia actually Lucca from Chrono Trigger?

A: No.

Q: Is Serge actually Janus/Magus from Chrono Trigger?

A: No.

Q: Is the guy at the Bend of Time Spekkio from Chrono Trigger?

A: Probably not.

Q: What's up with Ozzie, Slash and Flea being at the Bend of Time?

A: I don't know. I'm not in any way affiliated with Squaresoft, just let me clear that up.

Q: I think <insert name here> is actually <insert name here>.



A: I think you're right.

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Section M: Other Stuff

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A: Contact Information

\_\_+\_\_+\_\_+\_\_+\_\_+\_\_+\_\_+\_\_+\_\_+\_\_

My e-mail address is SeanKelson@aol.com. I am unavailable to provide help on game-related issues due to the amount of time that has passed since the writing of this walkthrough. However, I would appreciate hearing from you with comments and requests.

If you are interested in including this walkthrough on your site, please read the next section.

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B: Licensing

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As of April 27, 2009, I have updated all of my walkthroughs to be licensed under a Creative Commons Attribution 3.0 Unported License (<http://creativecommons.org/licenses/by/3.0/>). This means you are free to redistribute or build upon my work, even for commercial purposes. The only thing I ask in return is that you give me credit for the content you use.

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C: Credits

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Thanks to keithdorough@hotmail.com (Keith Dorough) for helping me get the secret treasure chest in Viper Manor.

Thanks to AzSkier04@aol.com for notifying me about another gender error: Poshul is a girl.

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vettechickmn@yahoo.com (Dario)

AzSkier04@aol.com (Miguel)

Slosh120@aol.com (Dario)

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wind\_\_tiger@hotmail.com (Dario)

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