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READ HERE FIRST----->

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01. INTRODUCTION

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M Y G A M E T I M E S O F A R:

< 89:25:29 >

This is my Guide for the kick ass Chrono Cross™ from Squaresoft. Right now it only has the Walkthrough for the American Version of the game, but after I finish the Walkthrough, I will concentrate on doing all types of Lists and such, as well as a Bestiary Lists. As of right now (08/16/00), this guide only contains some of the walkthrough, which isn't that much to be honest with you. The reason why I have submitted it so early is because CC will be oversaturated soon with all kinds of FAQs, and I wanted to make sure I got mine in before "the rush". Please excuse any mistakes that might be in this FAQ, and as always, please e-mail me with tips, or corrections to help make this FAQ better.

D I S C L A I M E R:

!!
! WARNING: !
! This FAQ/Walkthrough contains story !
! information, as well as numerous !
! spoilers. This walkthrough should also !
! only be used when you are COMPLETELY !
! stuck or stumped on an area in the game. !
! Please do not blame me for anything that !
! might have ruined or spoiled the game !
! for you that is in this FAQ. It's your !
! fault for ignoring this Disclaimer. !
! Do not send me any hate mail claiming !
! that this Guide has ruined your !
! of this wonderful game. Play the game on !
! your own to enjoy Chrono Cross™ to it's !
! fullest extent. !
! !
! READ AT YOUR OWN RISK. !
! !
!!

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02. Legal Stuff

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- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- FAQ Domain <<http://faqdomain.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

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If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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03. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. It's done...for good!

Version: Final (09/18/00)

- Changed the layout a bit, changed my e-mail address, and fixed some stuff for this Final version.

Version 6.0 (09/16/00)

- Added the Bestiary List. I know I said that I probably wouldn't do one of these, but hey, I got bored, so here it is.

- Updated the FAQ section

Version 5.0 (09/10/00)

- Added the Dropped Items and Stolen Items Lists

Version 4.0 (09/06/00)

- Added the rest of the Questions that I could possibly think of, as well as the main Questions that people have asked me via e-mail.
- Added the New Game + Section, as well as the NOTICE Section, which has all of my Notice boxes. Why? Because I didn't want them to clutter the top of this FAQ, that's why.

Version 3.9 (09/05/00)

- Typed up the Double / Triple Tech Skills Lists. Not too hard, but the sheer task of actually FINDING how to get all of the Double and Triple Techs is a tough task. Good thing there aren't many of them in the game. ;)
- Begin the F.A.Q section

Version 3.6 (09/04/00)

- Finished up the Character Lists, as well as the Character Tech Skills Lists. Now begins the Double and Triple Tech Skills Lists...

Version 3.3 (09/02/00)

- Typed up some of the Character List, as well as those character's Tech Skills

Version 3.0 (09/01/00)

- ...and here it is! I have added (well, what I have so far...) everything that I know of, and that I had written down for Items, Weapons, Accessories, and Armor information. I'm pretty sure that I have missed some stuff, so please bear with me.

- Fortunately, I had PLENTY of time to type it all up....sick days from school are WONDERFUL. :P

Version 2.0 (08/31/00)

- Typed up and added the Element List that I had from my MANY pages of notes in my cherished notebook...
- ...as was some neatly-kept Boss info, including the Boss Innate Colors, as well as their HP (Hit Points). It took me a short while (about 2-3 hours straight...yeah, I sorta got into it...well, a lot :P) to type it all up in a format that I liked, but I put all of this super-useful info together to make up the Quick Boss Guide. I like it. Check it out, take one dosage of boss info every 2 hours, then call me in the morning.
- I also have some other info written down, but I was too tired to type it up today. I'll start on it tonight, then finish it up tomorrow. What is it you ask? Why, if I told you, it would ruin the suspense. :P

Version 1.0 (08/30/00)

- Updated the Walkthrough through the end of the Second Disc
- The Walkthrough is now complete!

Version 0.8 (08/29/00)

- Updated the Walkthrough through the end of the Sky Dragon

Version 0.7 (08/28/00)

- Updated the Walkthrough through the start of the Quest for the 6 Dragons

Version 0.5 (08/27/00)

- Updated the Walkthrough through the end of the First Disc

Version 0.45 (08/26/00)

- Just a quick update to let everyone know I'm still alive

- Updated the Walkthrough portion up to the area after you have saved Riddle from Viper Manor

Version 0.4 (08/23/00)

- Updated the Walkthrough portion up to the Dimensional Vortex

Version 0.39 (08/22/00)

- Updated the Walkthrough portion up to the middle of Fort Dragonia

Version 0.35 (08/21/00)

- Updated the Walkthrough portion up to Fort Dragonia

Version 0.33 (08/19/00)

- Updated the Walkthrough portion up to the fight with the Hi-Ho Tank
- Also added some various ways on how to recruit Pierre into your party

Version 0.3 (08/19/00)

- Updated the Walkthrough portion up to the Water Dragon Isle

Version 0.25 (08/18/00)

- Updated the Walkthrough portion up to when you enter Viper Manor with the correct code for the snake statue

Version 0.2 (08/17/00)

- Updated the Walkthrough portion up to when Leena joins your party

- First version of this FAQ

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04. About Chrono Cross™

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Chrono Cross™ is the present sequel to one of the greatest RPG's, and one of the best games of all time, Chrono Trigger for the Super Nintendo. Chrono Trigger was released way back in 1995, and it's been a long wait for it's proper sequel...5 years actually. Chrono Cross™ doesn't feature every single character from Chrono Trigger, nor does it need to. Chrono Cross is it's own game, and you DO NOT need to have played Chrono Trigger in order to understand Chrono Cross™ to the fullest extent. Also, Chrono Cross is mainly based on a World-Jumping feature in the game, and this is what makes the game unique. Whenever you feel stuck or stumped, changing dimensions will most likely give you the solution you need. Use the different World feature whenever you get stuck in the game.

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05. Main Characters

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Serge

The silent protagonist, Serge, represents the persona of the player. He lives in Arni Village, on the El Nido Archipelago, located in the seas of the far south. One ominous day, Serge stumbles upon a parallel universe, and an encounter with Kid leads him to become involved in an epic adventure to unveil the mysteries of the world.

Kid

The mysterious girl who invites Serge to join her on a fateful journey. Unyielding in spirit, she does not allow herself to reveal her weak side to others. She is agile and carries a Dagger in hand wherever she goes. Kid seems to have some past connections with Lynx.

Lynx

A feline demi-human who is Kid's archenemy. Cruel and cunning, Lynx remains a mystery to all. He is said to be seeking the "Frozen Flame" and is also out to capture Serge. What connection is there between Lynx, Serge, and Kid?

.....

06. Walkthrough: Disc 1

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Alright, after watching an AMAZING opening cinema for Chrono Cross™, begin a new game, and start your journey. Listen to what Kid and Fargo say, then exit the elevator. Head to the east, and down the hallway to the end in the south. Enter the main room in this small dungeon. Go across the balcony, and to the other side. See that doorway that is to the left of the door you just entered? The one that is on the floor beneath you and has two torches on each side of it? Good. You need to get to that doorway.

Make your way downstairs, and follow the path, walk (or run) underneath the center purple platform, and into the doorway with the torches. Inside here, approach the purple flame on the pedestal, and use X (or your action button) on it. Doing this will cause the flame to die out and disappear. Leave the room and go back into the main room with the large center platform.

Run up the nearby stairs and follow the path again, and make your way over to the center circular platform. Use the action button again, and you, Kid, and Fargo will be warped to another area. After the conversation, approach the large doors, and watch the strange cinema...

It was just a dream! You find this out once Serge's mother wakes him up. Once Serge (aka you) is awakened, search the bed to find Serge's Secret stash--200g to be exact. Now search the dark area near the doorway to find the Tablet Element. Head out of the bedroom, and speak with Serge's mother. She'll tell you that you had slept in until high noon, and that Leena was looking for you, and that you should go and meet her. Do as she says (she IS your mother you know!), and leave the house.

Once outside, speak with the first man to the left, and he'll tell you about a swordfish. Run to the left and speak with the second man, and he'll ask you if you think the swordfish is the largest you've ever seen. Say yes (agree with him), and he'll thank you and hand you a Komodo Scale for being so nice to him.

Now head to the east, and speak to the old ladies if you please. Run to the right some more, and speak with the girl in Red. She sells Elements and Weapons/Armor. Use her to buy any element or to forge a piece of armor or a weapon that you would like, although she doesn't

carry everything. Run up the small wooden ramp that is to the north of her, and speak with the small child. He'll explain to you that necklaces made out of Komodo scales are "all the rage". Give him your Komodo Scale for free, and he'll give you the Uplift Element in return for your kindness.

Go into the house that is to the right of your house, and search the empty pot next to the large green plant. You will find the PhotonRay Element inside! Exit the house, and enter the next house to the right, just past the Pier Entrance. Talk to the Komodo Expert inside to find some tips from him. Now head down the stairs to the right, and speak with the old fisherman. He'll tell you about his life, and about his wife and daughter. After the conversation, he'll give you a Shark Tooth.

RANDOM QUOTE TIME:

"Oh...how I would love to seem them jiggle...Err, I'm talking about her arms, of course."

Leave the house, and run right and head into the next house to the right. Speak with everyone in here to learn about some soup, a stripper, and some nasty bastard thieves. Head out the door that is to the very right of the room, and enter the next room. Approach the bed near the window, and you'll find a Heckran Bone. Head right and search the chest to find the Ivory Helmet. After getting the items, leave the house.

Once outside, head back to the girl in red, and search her little cart to get the Shellfish Frame. Pretty cool. Head back up the small wooden ramp, and head on over to the Pier to meet Leena. When you meet her, she'll bite your head off (so to speak), and be angry with you. She'll ask you to make a Komodo Necklace, and tell you to go and collect Komodo Scales for her...3 to be exact. She says to meet her on Opassa Island when you get them all. In the meantime...head off to Lizard Rock!

Now leave and head back past your house to the west, and run past the Giant Swordfish, and onto the nextscreen to the far left. Here you will meet Radius, an old man who knows TONS about Elementals and such. Listen to him, and agree to learn about Elementals from him. This starts a pretty long tutorial on how to fight with Elementals, and will teach you a lot on how to use them. When the tutorial is done, speak to Poshul (that pink dog running around behind Radius), and give him (or her?) the Heckran Bone as a gift. Poshul will be so happy and thankful for the gift that "it" will join your party!

Speak to the locals around here if you wish, then head into the house near Radius. In here you will learn how to save your game, and what to use to save. You'll learn about the Record of Fate, which is a green crystal that lets you save your game. Exit the house, and run to the very right of the screen, and onto the World Map.

Save your game here, then head southwest to Lizard Rock. Push the pink rock out of your way at the beginning, and head south, then right. There

is a treasure chest just beyond some enemies. The chest contains Fireball. If you want this Elemental, then go ahead and fight the 3 monsters blocking the path to get to the chest. If not, then skip this chest. Now take the southeast path to the next screen. Either avoid or fight the monster here, then follow the path all the way until you get to an area on the far west, a spot with a hole in the ground. Hop into the hole to come out on a island not too far from here. This island has a treasure chest on it. Inside is a @Bone. Take it, then get off the island, and into the surrounding water.

Fight the monsters that appear in front of the small hole in the side of the island to the north, then run through it to get to the other side. Here you will find another Treasure Chest, this one containing an Ivory Helmet. Also, all around this island you will find Komodos running about. They are hard to catch, since they run away whenever you get near them. You'll have to catch them, then fight them in order to get their Komodo Scales. Here is how to catch all of the Komodo Pups:

(In order of when you see them):

- 1.) For the first one, run over to it so that it runs into the small cave opening. Now push the pink rock over the hole it just ran into to block it's path. Ok, now just run over to where the Pup is, and force it to run into the cave again. Surprise! The Komodo Pup is trapped inside the cave, since you blocked off the other exit with the rock. Run into the cave and fight the Pup, along with 2 other monsters. After the battle, you will find a Komodo Scale!
- 2.) This is for the second Pup, the one that is on the Southeast screen. This pup runs into the southern pond if it sees you. For now, just ignore it. Instead, fight the Beach Bums that are to the west of the pond. After the fight, push the pink rock into the pond. This will cause the Treasure Chest to rise to the surface, and will allow you access to it's contents. Open it to find Silver Loupe! Now it's time to get that second pup. Head north a bit, and run up the green plant that has a Beach Bum on it. Fight the Beach Bum and continue up the plant. At the top, fight the second Beach Bum. Now run to the edge of the cliff to see the Pup running around below you. Now when the pup gets near you, press X to jump on it and catch it. This may take a few tries to get the Pup though. Once again, after the battle, you will find a Komodo Scale!
- 3.) This is one of the easier Pups to get. This one is located in the area with the hole in the ground. Just start chasing the Komodo Pup around in a circle until you finally catch it. Fight it and win to find a Komodo Scale! Oh, and you'll have your first boss fight as well after you beat the 2 Komodo Pups...

BOSS: MAMA KOMODO

This first boss fight isn't really all that hard, but you might need to use one Cure Elemental, and possibly two if you suck. She uses water-based attacks, so keep at her with plenty of Fire-based Elementals like Fireball.

After the fight, you'll receive the last Komodo Scale! Now exit to the

World Map, and go south of Lizard Rock, to Opassa Island to meet Leena. Once there, Leena will arrive after a short wait, and take the Komodo Scales from you. Now you'll watch a long conversation, and a short but sweet cut-scene. You'll find yourself laying in the sand alone, and that Leena disappeared or something. Head back to the village.

On your way back, on the second screen you enter, look near the pond where you first found a floating treasure chest, and you'll find a new chest near the pond. Examine it to find @Bone. Now back on the first screen where you found the first chest and the first Komodo Pup, you'll see another chest, this one being guarded by a Komodo Pup. Defeat the Pup to gain access to the chest, and to get another Ivory Helmet! Ok, now return to Arni Village to find Leena.

Once back at the village, you should find Leena back where you first met her--on the Pier. Speak to Leena to discover a bizarre twist...but I'll let you find out what, since I don't like spoiling a good story for people. :P

If you need some rest for yourself, then head back to your house, and you can get some much needed rest upstairs...but beware that you'll be forced to pay 100G! Search the room up here to find a MagmaBomb as well. Leave the Village and head onto the World Map again. Head northwest to Cape Kowl.

Ok, once here, avoid the steaming gysers, and run over to the first treasure chest to the left to find ElectroJolt Element. Climb the ladder that is to the northeast of it to find another Chest, this one containing @Bone. Now just run north to the next screen. Run north and examine the tombstone...

After some talk, Kid (or "Girl" as she's refered to right now) will enter, and get on your side when the hoodlems come to take you away.

RANDOM QUOTE TIME:

"I'm gonna kick yer sorry arses so hard you'll kiss the moons!"

Ahem. Time for a Boss Fight of sorts...

BOSS: KARSH (As well as Peppor and Solt)

This boss fight is a bit harder than the first one, but still pretty damn easy. Your main focus should be on Karsh, the leader, since he's more dangerous, and can take a lot more damage than the other two goons. Normal attacks don't work so well on Karsh, so pound him into the ground with tons of Elemental Attacks. Fireball works pretty good, but almost any Elemental Attack is fine. Keep note that Kid is now fighting along side with you, but Poshul is not.

After the fight, Karsh, Peppor and Solt all run away in fear. Kid will talk with you for a while, then ask if she can join you. Here is where some serious thinking must come into play. Two things can happen here:

- A) You can let her join you NOW, but then Leena will never be able to join your party for the rest of the game...
- B) Or you can deny her acceptance into your party, and she'll run away.

I definitely say go with option B, since if you do this, Leena will be able to join you, as will Kid later on in the game. You'll get the best of both worlds if you are patient. When she runs off, Poshul will come back to you. You'll end up back in your old house, and Leena will enter and speak with you a bit. After some talk, she'll join your party! She'll also tell you that you should head over to Fossil Valley. Leave the house, but instead of going back to the World Map, go into the house where you met the fisherman in the basement earlier (the first house to the right of the Pier). Head into the basement and speak with him. You'll learn about Mojo, and the ways of his life now. Hand him the Shark Tooth, and he'll freak out. Start to leave, but as you leave, Mojo will come to life!

He'll join your party as well. Select your 3 party members (I have Serge, Leena, and Poshul right now), then go out to the World Map and save your game.

Head to the north, and into Fossil Valley. Your main goal as of right now is to get to Termina, but you can only get there by heading through Fossil Valley first. Run past the two men near the entrance, and head around the bend to the west. Speak to the man blocking the ladder to the north, and he'll ask you if you are the Exorcists they were expecting. Say yes, and he'll let you pass and climb the ladder. Do this. Run north some more, and you should find a Bellflower on a peak. Pick it, then run back to the other side of the area, and run north some more to find a lonely skull. Agree to help him find his parts.

Run south a bit and get near the tent that is set up. Climb down the side of the cliff, and the man at the top will warn you about a monster that is down there. Ignore him, and continue down to the bottom, and you should spot a rather large bird to the left of the screen. Run over to the un-hatched egg near the bird, then run off fast so the mother bird doesn't see you. You know have the Big Egg! Return to the first screen with the ladder.

Climb down the ladder, and head west. At the end of the path is none other than Solt and Peppor, who are blocking your path to Termina. You'll hear them arguing about the recent fight, then Solt spots you. Uh oh...

BOSS: SOLT AND PEPPOR

This fight is just like the previous fight with Solt and Peppor, but this time they are alone. Remember that Peppor has Red Elements as his main weapon, and Solt has some Yellow Elements. Just pound them with some Yellow Elementals, and just try to defeat them both at the same time (almost, but Peppor has a higher HP number than Solt, so he can take longer to defeat than Solt).

After the fight, your party members should have leveled up. Now continue north to reach the World Map. Run to the northwest, and to the large City of Termina.

Right when you enter Termina, and before you can do anything, you will find that Glenn (a dragoon) is looking for a Bellflower, and the merchant will tell him that they are out of Bellflowers because of the "ruckus" at Fossil Valley. Hmm... Anyways, after he leaves, run right, and head into the Inn. Either stay the night to heal up, or don't, it's up to you. There is also a Record of Fate in here. Save your game pronto. Leave the Inn.

Outside, head up the stairs, and enter the Shop. The clerk will speak with Leena for a bit, then she'll offer some Elements. Buy up as much as you can for later, because you'll need it. Now leave the Shop, and run up the next set of stairs. At the top you will find the Statue Shiner talking to the giant statue. Talk to him and he'll tell you about Lord Viper's manor, and how the guards are very powerful, the ones who guard his manor that is.

Right after the conversation, Kid will come running in again, and tells you that "we" have to sneak into Viper Manor. She'll offer to join your party again. This time it is good to let her join, since (to my knowledge), this doesn't affect anything at all. After letting her join, she'll give you the Tele-Porter! This is a great gadget that lets you switch party members from afar without finding them! The catch? You can only use it at a Record of Fate, or on the World Map...the same requirements for saving your game.

Examine the corner that is to the left of the statue to find a hidden person trying to cool off. "Understand" him, and he'll give you a new frame--the "Tea for Three" frame. Go down the stairs again, and head right onto the next screen. In here, run to the right and some kids will come running in, and someone will show you a mermaid! After some talk, Korcha will come running in, and ruin the show. Once he leaves, continue to the right, and run downstairs.

Head on past the house, and make your way around the bend near the water, until you reach the people on the small island. You will overhear them speaking about the Bellflower. He will ask you for the Bellflower you have. You can charge anything, and they will pay it. I charged 99G, and he payed it. Now return the way you came, and run down to the man with the boat. To get there,

run northwest, and underneath the house. Speak with him, and he'll tell you that he will take you to Viper Manor if you have a guide.

Time to choose a guide: Either Guile, Pierre, or Nikki. I personally choose Guile, but it's your choice:

GUILE: Just go to the bar to find him, and allow him to join your party.

PIERRE: Ok, since I haven't got Pierre myself just yet, I decided to accept submissions from readers, and since one walkthrough or directions on how to get Pierre might not work for one person as well as it would work for another, I have posted more than one submission on how to get Pierre:

Contributors:

pixcmix@hotmail.com
Chi Tran
ccv2k@hotmail.com
jedikestrel@hotmail.com

From: pixcmix@hotmail.com

Go to termina talk to Pierre (he is in the room next to the smithy) he will tell you how he lost his metal then to get pierre you have to have Poshula with you in the yard next smithy their should be a kid running around go talk to him he should give you the metal then go give it to Pierre and he will join you if you want him to.

From: Chi Tran

In Chrono Cross™, to get pierre in termina, go to the blacksmith's shop. go into the back room and talk to pierre. He will say he can't go to viper mansion w/o his medal. Go outside (bottom left) and talk to the boy running around. He should give you the Hero's Medal. Give the medal to pierre, and he will insist on having you come along with him. Battle-wise, he sucks. his attack is 5, res is 3, how worse can you get...but after a star level or 2, he gets better (not as good as serge or kid, but gettin there...). Go to viper mansion. the guards refuse to let you in. Here, Pierre offers I think (can't remember) 3 options: CHARGE!; think of a plan; give up. Charge lands you a fight with 2 soldiers, then 2 generals for a star level. Think of a plan makes Pierre pretend he's sick, then when the medics say throw them out, he stands up and yells CHARGE!, essentially the same as the first choice. give up, obviously, means what it says. Afterwards, you wait for nightfall, and its the same as you have written.

From: ccv2k@hotmail.com

OK, this is how to get Pierre in Chrono Cross™. Once it's decided that you

need to go to Viper Mansion, head to the Blacksmith it says "Smithy" on the building. After getting to the blacksmith, go through the door in the area that the Blacksmith is working, it'll be at the bottom left of the screen. Go through that door and explore the room, Pierre will be standing in the room on the far right corner, talk to him. He'll say something about missing his medal, then go out the door in that room, also on the bottom left of that room, you should see it. Anyways, when you go through the door you'll be outside and there will be a kid running around outside, talk to him and he'll be happy about finding the a medal, but he'll give it to you because he wants to be a hero. Go back to Pierre and using the item menu, give him the Medal and he'll be happy to take you to the mansion. Just walk there and he'll talk to the guards and they'll deny him, then you get the choice of "Plan", "Charge!" or "Cancel". Planning will make Pierre act sick and then he'll ruin it and you'll have to fight anyways. I haven't been past that cause I went back to my save and chose Guile...

From: jedikestrel@hotmail.com

I got Pierre here is how. Talk to him before anyone else, he can be found in the room adjacent to the Blacksmith shop. He complains he lost his Hero Medal. After that go out side to the kid running around in circles and he has found it and gladly gives it to you when he finds out the owner is looking for it. Then give it back to Pierre and he offers to let you join him going to the manor. At gate the refuse him and you have to bum rush the gate. I suggest waiting and take the option to make a plan its fuun to watch Pierre pretend to be sick. Word of caution though Pierre is very weak! Hope this helps.

NIKKI: Just go to the west of where you came into Termina, and you will see a boat. Run into her dressing room to find some guy, and he'll ask you to find Nikki in Shadow Forest.

Now after getting Guile (this is how this walkthrough is set up, for people who have Guile...so far...), return to Korcha and he will take you to Viper Manor Bluffs. Oh, and on your way back, speak to the Churro seller, and tell him that his Churros are too expensive, and reccommend that they be cheaper. Give him a lower price, and they'll start to sell. Now you can speak to him whenever you need to heal up, since he gives you free churros now!

Once you get to the Bluffs, it's time to climb some rocks. Soon after you reach the second screen, someone starts to toss rocks and boulders down at you. Make your way up the mountain, avoiding the rocks as you go. You can also try to reach the Treasure Chests that you find as you go along, but beware, they are hard to get to. Another element to avoid are the steam geysers that shoot out of the rocks as well. Avoid these, or you will fall to the bottom again.

When you get to the area with only 3 different paths to go up, take the left-most path to find a chest containing Meteorite! Return to

the other paths, and take one of them up. Beware of the Lock Nest monsters that are hiding within the mountain as you climb, for they will jump out at you at any moment.

Once you reach the top, the ACACIA PVTs will freak out, and cause a Boss fight...

BOSS: ASACIA PVT(s)

This fight, once again, isn't too tough, just as long you use the proper techniques when fighting the two Asacia PVTs. First of all, use tons of Green Elementals, since they take lots of damage from these type of attacks. Pounding them with Tech Skills doesn't hurt either. ;)

When the fight has ended, a large bird will come flying in, and take care of the Asacia PVTs for you...unfortunatly, you will now have to fight another boss fight with this bird...

BOSS: KINGMOAMAN

This fight might seem hard at first, but it really isn't. The trick is to use White Elementals to beat Kingmoaman first, then slaughter the other two Moamans after he is gone. Use plenty of Elementals on them, and use MagmaBomb or Meteorite for some great results, as well as PhotonRay. Just make sure you get rid of KingMoaman first, and you should do ok for the rest of the fight with the Moamans.

As the battle ends, it becomes odd outside, and Guile says that you should wait until nighttime comes around to enter the Manor. You will then watch a kick-ass (if not short) FMV showing the Viper Manor.

Immediately run through the door where you start to find a Treasure Chest containing TurnBlue! Leave out the door, and head north to the dragon stables to find a Record of Fate, and some Dragons. Make sure you avoid the guards as well as the green spotlight in order to avoid fights with the guards.

Once inside the barn, save your game, then talk to the old man at the top. He'll ask you if you are the helpers, and say yes. He'll explain how to feed the dragons, and that you will need to feed them 10 times to get the Manor Key that you need. Feed them more times to get special items. Once you have done this 10 times, you will recieve the Manor Key from the man. Oh, and he'll also give you the KneePad! Here are what else he gives you for feeding the Dragons:

Times	Reward
-------	--------

10	KneePad
20	Bronze Helmet
30	Bronze Mail
40	RecoverAll
100	Iron Vest

Grab the Key from the cupboard, then leave the barn.

Head west to the second screen, then northwest to the third screen to find the Manor Gates. Make sure to avoid the guards as well as the green spotlight in order to avoid fights with the guards again. Listen to the guard's conversation, and take the TurnYellow from the chest near the main gate. Use the Manor Key on the gate, and now you will have to fight the four guards on the other side.

Once inside, approach the statue that is to the north, and try to input a code. No matter what you put in, you will fall into a hole in the ground. The Dragoons will mess with you and your party, and after a bit of conversation, you will be forced to fight them. Once the fight is over with (it's an easy fight), your party members will disguise themselves as Dragoons. Run down the nearby stairs. At the foot of the stairs, turn left, and talk with the guard here. He'll say something about hiding the Parlor Key, so return back upstairs, then go through the door to the left, then the first door to the north, which is the eating area. Speak to Glenn here to find the code for the door upstairs. Get the Dragoon's Honor from the Treasure Chest in the room, then leave the area. Return back through the door you entered through, then run past your cell, and through the door to the right of it. Speak to the guards here, and they'll ask for the password. DO NOT say anything at all, just sit there. The password is silence according to the guards. They will move and let you enter the room.

Fight the Box enemy in here, and then attempt to take the Silver Pendant off the wall. No matter how to take it, it's another trap. A woman named Luccia will "help" you at first, but then wants to experiment with you by making you fight some of her projects...

BOSS: NEO - N - BULB A and B

This boss fight is rather simple to beat, since there are only 2 of the same enemy. These Neo - N- Bulbs use Green Elementals, so you should use Yellow to counter them, as well as lots and lots of Tech Attacks to add some more damage. Defeating these puny bulbs shouldn't pose much of a problem to you or your party.

After the fight has finished, Luccia will tell you to leave, but as you go, she tells you that she can help you whenever you need help, and to "Kom" by sometime. Now return to the right, up the stairs, and into the main room with the snake statue, and input the correct code into it to open the doors.

(NOTE: I'm not sure what happens if you enter the wrong code, or how to really get back to the main room without having to fight that giant green and yellow robot that is blocking your way. You can always fight that huge thing, but it's risky, since you need to be very strong and have strong party members to beat it. If you enter the wrong code you will be dropped back down through the hole in the ground, and will end up back in the cell where you first started, only this time you can actually get out of the cell. The only problem is that I cannot find a easy way back to Luccia's lab, where it is safe and she can help you out or how to return to the main snake statue room. Another problem I encountered was that I do not know how to find out the correct code or combo for the door from Glenn again after he reads it for the first time...)

(Sorry, I would have updated this until the fight with Lynx, but I am extremely tired right now, so forgive me. I have yet to find a save point within the Viper Manor, so I still need to explore the area some more in order to find more and more items, as well as key locations, enemies, and other useful (and not so useful) information. More to come tomorrow...)

Ahh. Finally, I have completed my goals. I have found a good save point AND how to get the snake statue code in the same room. To get this, enter the third door to the left of the Kitchen and Dining room door to find the soldier's bunkers. There is a Record of Fate here, as well as Glenn. Examine the wall to the north of Glenn to find "This Week's Code", which is the code to the snake statue. BE SURE TO WRITE THIS CODE DOWN NOW IF YOU HAVE NOT DONE SO YET. Trust me, you won't want to forget it.

Go to the other side of the room, and check to southeast corner to find a rather large box. Open it to find Revive! Awesome. Now return to the main statue room, and on the way you will have to fight the large robot to get past it. This guy isn't that hard, but he does dish out some decent damage. Remember to use plenty of elementals, and use Guile's Tech Skill against him to do over 100 Hp of damage at a time.

You should choose on fighting the robot near Luccia's lab, so you can enter the lab after you finish the fight. Enter the lab, and run to the far west part of the room, and talk to Pip in the small cage. Open the cage for Pip, and then leave the room. Go right and into the main statue room.

Enter the correct code on the statue, and the large double doors will open for you. Enter these doors. (Or you can enter the room next to Luccia's lab to find some traps and a chest containing Bronze Helmet). Anyways, run up the stairs to the next floor. (Along the way back you will find a room with Karsh in it and a Treasure Chest. At first he won't let you open it, but after a while, he'll start to count the number of times you try to open it. On the 19th or 20th time, he'll finally let you have whatever is in the chest--which is a Dragoon Gauntlet!)

At the top of the stairs you will find two doors, one on each side of you. The one to the right has a Robot blocking it, so head through the door to the left. Run across the pathway, and through the door to the left at the end. In this area, climb the stairs, and speak with the girl. You will then speak with a Prophet of Time. After some shocking revelations, Marcy will want to fight you, and indeed she will...

BOSS: MARCY

This is probably the first semi-difficult fights in recent time. Marcy is Innate Blue, so cast plenty of Red Elementals and White ones just to dish out some extra damage. She also casts some Turncolor Elements so her attacks will do more damage, so be sure to counter this with your own Turncolor Elementals. Any type of Red Element will do fine, and Tech Skills are great too. Watch out for her many Ice attacks like Ice Blast.

After the fight, Marcy runs away, saying that "it's not over yet!" The prophet will talk to you some more, and tell you to press the button behind the 2nd to last pillar in the main room. You will do this later, but for right now, run back up the stairs in this room, and press the hidden switch that is on the bookshelves to lower the ladder. Climb it and open the chest to find the TurnWhite Elemental! Leave the room and go into the main pillar room.

In here you will meet Harlequin the jester. Heh. Harlequin will call you "sexy"...cool. Run forward after the little meeting, and hit the switch that is behind the second pillar to the left to lower a platform. But first you will have to fight the three guards here. When the fight is over, use the platform and ride it upstairs. Go left to find a Record of Fate. Save your game!!! Run into the door to the right of the stairs you came in here through, and examine the blue flame on the desk. Lynx and the General come out, and Lynx will be challenged by Kid for a TOUGH Boss fight...

BOSS: LYNX

This is by far the hardest boss fight so far, and one of the harder ones in the game. Lynx has 1000 HP! Good thing he has Black Elementals, which means everyone in your party should have some White elementals to combat this. He'll use AntiWhite on all of your party members, so just use some type of Turncolor Elemental on him, then attack him with the opposite color. Make sure to build up everyone's level so that almost all of your Elementals for that person is usable in the fight. Pound him into the ground with almost any type of Elemental, and for great results, cast TurnWhite on Lynx and then use Guile's Tech Skill (which is black) on Lynx to do some serious damage. It'll take a while, but you should defeat him within time.

After the fight, a long line of cut-scenes will be shown. When they are done, the option screen will come up. Save your game to continue the game.

Leave the house to find Kid and Karsh. Kid will fall ill, and you will find out that Kid must be saved. You can choose any option that you wish, but the thing is that if you choose to save Kid, you will have to go a longer route, and fight many bosses at Hydra Marsh. The result? Well, you can save Kid. But I recommend NOT saving Kid, since Kid will be cured anyways not matter what route you take. However, if you choose to save Kid, here is a short mini-walkthrough on how to save her:

- Leave area
 - Go to the Hydra Marshes in Another World
 - Enter Marshes, and go north to find Safety Gear for your journey
 - You get it from a man by speaking to him
 - Explore and find the Life Sparkle
 - Go to Viper Manor and to the top most purple room
 - Use Life Sparkle on the pond
 - Recruit NeoFio to your party
 - Go to Opassa Beach to switch worlds
 - Return to Hydra Marshes in Home World
 - Go west to fight the Beebas
 - Recieve the Beeba Flute after this
 - Run through some paths until a Beeba gives you Bushbasher
 - Say you are "strong" to him to get this element
 - Find a empty area to play the Beeba Flute
 - Wingapede will come and you will have to fight it
 - Use lots of Yellow Elements on Wingapede to kill it fast
 - Use the Record of Fate from the first area to save your game
 - Speak to Razzly
 - Fight Pentapus boss battle
 - Use plenty of green and red elementals against Pentapus
 - Find the dwarves and elves
 - Fight the Dwarves
 - Use the Green and Blue elementals on them
 - Move on and fight Hydra
 - To do this, follow the Dwarves
 - Again, use Green Elementals against Hydra
 - NEVER use Yellow Elementals, since this brings it's health back up (it is Innate to Yellow)
 - Get the Hydra Humour from the Hydra
 - Return to Opassa Beach to switch worlds
 - Go back to Guldove and save Kid
 - Go to Termina, and find Korcha
 - Talk to him and have him join your party
-

Phew. Well, the only advantage that I can think of for this route is that since there are so many boss fights, your party will grow faster than ever. Oh, and you can also get the Boat from Korcha. Now if you choose to go and forget about Kid, go to Hermit's Hidaway.

But first, you need a boat. Go to the Residential Tower (I think that's what it's called...), and ask for Korcha's boat by speaking to him. He'll refuse, but as you try to leave, his ma will come in! She'll give Korcha a good talking to, and will make Korcha stay home while she borrows the boat. Her name as you find out, is Morcha. She'll hand you the Tropical Paradise frame, and will join your party later. Time to meet Shaman. Run all the way to the left of the ladder, and enter the Dragon Shrine to find her,

as well as a Record of Fate. Speak to her, then save your game. Return to the ladder, take it down, and head east to the docks, and board the boat with Morcha.

She'll take you to Termina. Head over to where you first found Glenn and Korcha's boat, and you will watch a small ceremony. When it finishes, walk into the house and speak with Greco. Allow him to help you, and he will join your party. Explore Termina for any new things, then return to the boat. Tell Morcha that you want to straighten things out, and she'll let you borrow the boat. Soon after, Glenn comes in, and asks if he may join you. Let him, and he'll say that you should go to a small island.

Now let Macha join your party as well. Now take the boat out to sea, and make your way to the northeast to Hermit's Hidaway -shore- (it's the island with the black smoke coming out of it).

When you reach the area, you will find that it has been burned down. Now you will meet Harle, and will be forced to fight her. At first it might seem like a boss fight, but it's not, since A) It's easy, and B) You don't gain any stars afterward. When you have defeated her, she'll run away. Radius will enter the scene, and speak to you about Lynx and the General. He'll also let you stay the night to heal up. When you wake up, leave the house and leave Hermit's Hidaway, and board your boat again. Head south and enter the thick fog to find the ghost ship.

On board you will meet some scarvy pirates, as well as Fargo. You'll explain to him why you are looking for Lynx, and he agrees with you somewhat. After that he decides to test your skills, and pits you up against a series of enemies, one by one. First off, you'll have to fight 3 Man-o-Wars, then his giant Polly...

BOSS: POLLY

Polly is a bird, which is Red Innate. This means that you should use Blue Elementals for the fight. If you manage to defeat Polly, you and your party will gain a star and level up.

BOSS: FARGO

And if you REALLY are strong, and beat Polly, then you'll have to face Fargo himself, which isn't an easy task. Keep in mind that Fargo is Innate Blue, so use Red Elementals against him. If you manage to defeat Fargo, you will be rewarded with another star, and your party will level up again.

Well it appears that Fargo isn't happy with you, since you DID manage to defeat him. He puts you and your party to sleep, and throws you into the hold. Soon afterwards, some enemies will come running into your hold, and fight you. They are all Black Innate, since they are working for Lynx and

such. Use White Elements on them for best results. After the fight, heal up and cure any poison that may have been caught from the enemies. Save your game at the Record of Fate here, then leave the hold. But before you go, allocate at least one White Element to each of your party members for the enemies later on.

Enter the room to the left of your hold, and climb up onto the counter to get the AquaBall from the chest. Leave the room. Run to the end of the hallway to the left and get the FirePillar from the chest. Go back to the right a bit, and head up the ladder. Go right, and head into the room. Speak to the guy who's laying on the floor, and then approach the treasure chest. Fight the monster who is blocking your way to the chest. Grab the Panacea from the chest, then go through the grate to the right on the wall to end up in a new room. Either fight or avoid the monster blocking the chest, and get the Capsule from the chest.

Leave the room through the door, and go right. Speak with the pirates here to learn about a Key that is with someone downstairs...Return to the ladder and go back downstairs. Go into the door to the left of your hold, and help the pirate who is fighting the Crossbones. Win the fight, and speak to the man twice to get the key. Go down the hall to the right, and use the Key on the door at the end. Go outside, and drink the sailor's drink to restore your HP! Or it can poison you, it's your choice on whether or not you should risk it. Head down the ladder, and fight the Dead Beats at the bottom. Go right and enter the door at the end. Run past the Dead Beats if you wish to, then you will find Pip in the area. Speak to Pip, and he'll run away. Run after him, and after you catch him, he'll join your party.

Search the area and the two Treasure Chests to get Capsule, and Gravitone. Go up the stairs near where you catch Pip, and take the PhotonBeam from the chest. Allocate PhotonBeam to another party member while you're at it.

Leave to go outside, and save your game at the Record of Fate. Climb the ladder here. Run up the stairs, and you will have a fight right away. Fight the monsters, then go and help out Fargo. This all leads to a boss fight...

BOSS: DEAD HEAD

Dead Head is one of the harder bosses so far, because he decreases the power of your Elements at the start of the fight, therefore making your all powerful PhotonBeams not very powerful. To beat him, attack him over and over until you can tell that his spell has disappeared, then pound him into the ground with White Elements, as well as some Tech Skills. Use the PhotonBeam for best results against this tough foe.

After the fight, return to Guldove, and check on Kid...and you will find out something remarkable. Kid is ok!!!! Yay! See, I told ya...you never had to save her yourself after all. The Doctor comes in later on, and explains how Kid was saved. When this is done, Doc will ask if he may join your party. Kid will agree, and he will join you!

Kid and the others will talk about the missing key to the other Dimension, and Kid will say that Serge is the key. She says that you need to go and get the divine protection from the water dragon. Kid then gives you the Astral Amulet. Leave the hut, go left and up the ladder, go left again, and enter the Dragon Shrine and save your game. Remember that you must transport back to Home World, then head on over to Water Dragon Isle...

Alright, now to do this, return to your boat, and sail to Oppassa Beach. Here is where you will be transported back to Home World again. But to get there, first go to Arni Village, and use the World Map to get to Opassa Beach. Once there, approach the small green wormhole, and use the Astrel Amulet on it to return to Home World.

Wait. Now there is a slight problem. What is it you ask? Simple. You have no boat! The return back in time caused you to lose your boat. Great, now how do we get to Water Dragon Isle without a boat? Simple. Go get one.

Head into Arni Village again, and go to the pier. Speak to the fisherman here, and he'll mention taking you to Water Dragon Isle. He'll charge you 100G, so pay the man, and off you go to Water Dragon Isle.

Once here, use the floating lily pads as navigation across the pond. Search the area for 2 Treasure chests, one with AquaBall, and the other with IceBlast. The one with Aquaball is hidden underwater towards the northwest. The chest with IceBlast is to the northeast, or east. It's easier to spot than the AquaBall chest. There is also a Record of Fate near the waterfall, and if you search underneath the waterfall, you will find some Iron. Immediately allocate plenty of green and blue (Ice preferred) Elements for later...trust me. Exit this area to the north, near the Record of Fate.

In the next area you will see that Dwarves have killed all the faeries in this place, and that they are going on a rampage. FIGHT EVERY DWARF HERE! Why? Because you can level up easily, and get great yellow elements, as well as Iron and Copper and such. Once the entire area has been cleared out, head into the cave to the north.

BOSS: DWARF MINIONS

Inside here, you will meet the Chief, and he'll sick his minions on you and your party...5-6 of them to be exact. This is a boss fight, so beware of their power. Although each one of them isn't that strong, all of them combined makes them very strong. They use Yellow Elements, and they are--Surprise!--Yellow Innate. Use plenty of Green Elementals and you should do fine in this fight.

Search this area for a Treasure Chest containing Magic Ring. Once again, defeat all Dwarves in this area before moving on. At the bottom of the large waterfall, run left to find a new cave with a Record of Fate. Fight

the dwarves blocking it, and save your game.

Search the waterfall area to find a Scaley Dress! Allocate lots of Green Elementals, as well as some healing elements for the next fight. Run down below the waterfall where you got the Scaley Dress, and prepare to fight the Hi-Ho Tank...

BOSS: HI-HO TANK

This is the hardest fight so far in the game, in my opinion. The Tank has at least 1000 HP, and he has 2 dwarves to repair him whenever he wants to, or needs it. Also, the tank dishes out some serious damage to your party. It's Yellow Innatem so you should use LOTS of Green Elementals on him, as well as Tech Skills. Be prepared to lose at least one party member in this fight, if not more. Use plenty of Healing Items, and equip more than one (if you can) of your most powerful Elements. NEVER USE YELLOW ELEMENTS. Focus on the Hi-Ho Tank first, then set your sights on the other 2 dwarves. Also, Iron-made and forged weapons doesn't hurt either, so use everything to your advantage to beat him. It takes a lot, so be ready to fight for a long while, or not long (if he kills your party in fast time that is). Just as long as you saved your game at the last Record of Fate, you shouldn't have to worry about dying and restarting your game if you lose to the Hi-Ho Tank, because you can just restart the fight over again without losing precious info or time.

NOTE: You might want to return to a large town like Termina or Guldove to forge some more weapons, or to stock up on lots of Elements, because you will need them for this fight, and for later fights...ESPECIALLY the next boss fight which isn't too far off into the future...but it's very much so worth it to backtrack to stock up on anything you think might give you the edge in the fight against Hi-Ho Tank, or any other boss for that matter.

Finally when the fight is over (took long enough! :P), the Dwarves will start a conversation, and die off. You will then meet a dying Faerie on the ground near the Dwarves. She'll also start a deep conversation about life and such. This starts a long chain of cut-scenes, and story advancement. When it stops momentarily, move on and see the Water Dragon near you. He'll give you the IceBreath, and the FrogPrince summon, both for the Red Dragon you will encounter later...

Now starts another long chain of cut-scenes. When they are finished, move down the cliff, and use the Lilypads to get back to the entrance. Tell the fisherman you are ready to leave, and he'll take you back to the village.

Once you have returned to Arni Village, go to the World Map, and head south to Opassa Beach, and return to Another World. Now return to your boat, and sail to the east to Pyre Shore, and run into Mount Pyre -East-. Be prepared for this area with Blue Elements, tons of them.

Anyways, make your way north, and search the first Chest to the left to find MagmaBurst, and then the Chest to the northwest of this screen to find Tablet. When the chests are empty, leave this area through the exit to the north. You will meet Solt and Peppor once again...

BOSS: SOLT AND PEPPOR

This battle starts out like usual, with Solt and Peppor giving you handy tips, all while fighting with each other. They teach you about Trap Elements, and how to steal opponent's Elements. They start to fight, and then they start attacking each other! Anyways, just use your Elementals (any color but Yellow should do the trick), and defeat them quickly, as they are NO CHALLENGE to you (or they shouldn't be).

When the fight has ended, Solt and Peppor will both run off yelling. Follow them up to the north, and into a new area, complete with more lava.

NOTE: THE LAVA IN THIS (AND OTHER AREAS) CAUSES SERIOUS DAMAGE TO YOU AND YOUR PARTY MEMEBERS. THE ONLY REASON YOU SHOULD STAY IN THE LAVA FOR A LONG TIME IS TO GET TO A TREASURE CHEST. ONLY DO THIS IF YOU HAVE THE ICEBREATH (WHICH YOU SHOULD).

Search the chests here to find TrapInferno, and Capsule. Now exit through the north. Save your game at the Record of Fate near the doorway, and enter it...

BOSS: FIRE DRAGON

This is definetly the hardest bossfight so far in the game, the only other fight becoming close is the Hi-Ho Tank. Even though the Fire Dragon is small, he does LOTS of damage with his attacks, and especially with his FieryBreath attack...oh boy. First build up your characters so they are at level 5, then blast him with all of the Blue Elementals that you can before he attacks you back. Also have lots of Healing Items on hand, and Revive and HealAll is great for surviving this fight. Good Luck.

As you try to leave this area, someone stops you at the doorway, and Gleen reconizes Karsh! Uh oh...

BOSS: KARSH, MARCY, ZOAH

Hmmm...3 tough bosses rolled into one nasty package. Not nice at all. For starters, Zoah is the most powerful person here, since he has the most

HP (I presume, since it takes longer to take him out). Marcy is easy to get rid of, and Karsh is right in between. Their Innates are as follows:

KARSH: Green

MARCY: Blue

ZOAH: Yellow

Use this info to your advantage, and use the opposite Innate elemental colors against each foe. Take out Zoah first, then Karsh, then Marcy last. Tech Skills also work great, but a few of the Elementals don't work as well as they should.

After the fight, attempt to leave again, but Harle will show up again, and speak to you. When she leaves, exit outside to watch a cool FMV, and to enter Fort Dragonia.

Something different can happen here. One of two things will happen:

- A) You will see nothing at the beginning of the Fort, and you can just continue on into the Fort
- B) You will meet a Dragoon Boss at the beginning of the Fort. This begins a boss fight:

BOSS: DRAGOON

This fight isn't really much of a challenge, just as long as you use Blue Elements, as well as Tech Skills, and the Color Elements that are the same as your party members are (i.e., a Blue Innate character should use Blue Elements against him). This fight shouldn't take all that long to end.

After the fight, or even if you didn't fight, enter the Fort, and run across the bridge into the main room, and save your game at the Record of Fate to the left. Now you should see four doors in this room. The object of this Fort is to de-activate all five colored crystals:

- Blue
- Red
- Green
- Yellow
- White
- Black

Each door leads to a different crystal mind you.

NOTE: THIS PART OF THE WALKTHROUGH ONLY CONTAINS THE FASTEST WAY TO DEACTIVATE ALL 6 OF THE CRYSTALS, AND DOES NOT POINT OUT THE SPECIFIC TREASURE CHESTS, OR WHAT IS IN THEM. IT WILL, HOWEVER, SHOW OUT ANY BOSSES OR ANYTHING THAT IS OF SUPREME SIGNIFICANCE

Here is how to get the Crystals (BTW, these mini-walkthroughs all start from the main room with the Record of Fate and the four main doors):

RED CRYSTAL: This one is pretty easy. From the main room, enter the door to the far right, and run across the bridge to the end, and until you are in a different room. This room has a Dragon Statue, and if you read it, it says that it is always facing North, no matter what way it faces (it's random). With this in mind, your goal is to make the statue turn so it faces the gap to the far east of you. So choose a direction for it to face (based on your knowledge that the Dragon starts off facing to the north), and let it drop you into the correct gap. Once here, you can easily run around to the north, and use the X Button to deactivate the Red Crystal.

GREEN CRYSTAL: From the main room, head through the door to the left of the Red Crystal door, and run north over the bridge. The next series of rooms are a maze, but they can easily be navigated. I will let you navigate them yourself, since there are tons of Chests in this area for you to plunder. Just remember to move to the north, and eventually you will find the Green Crystal, but there is a rather large robot blocking it...

BOSS: TAURUSOID

One thing to remember about this fight: He has a Tornado Element that is extremely powerful. If you wish, you can try to trap it by using the TrapTornado Element, or just leave it. Taurusoid is Green Innate, so use Yellow Elementals against him, as well as Tech Skills. When the fight is over, run forward and deactivate the Green Crystal. To get back to the main room faster, hit the blue ground switch on the maze near that room to lower some stairs.

BLUE CRYSTAL: From the main room, go through the door to the left of the Green Crystal door. This path leads to a weird area that functions with the use of chests, believe it or not. Right when you walk into the room, you will see a doorway to your right, but you can't get to it since it's high up. That's your destination goal. To get there, run over to the southwest corner of the room, and open and close the chests so the bridge comes to you and allows you to cross. Now run across that bridge, and run to the northwest corner of the room and open both of the chests. Run to the northeast corner, and open and close the chests so the bridge comes to you, and lets you access that doorway near the entrance. Go to the doorway, and hit that blue floor switch to cause some more stairs to come down, giving you another shortcut back to the main room. Run up to the Blue Crystal, and you will not see anything at first, but you then spot a large blob in your

way...

BOSS: GIANTGLOOP

GiantGloop is Blue Innate, so use lots of Red Innate Elements against him, as well as that character's main Innate color elements once again. Having a Character in your party who is Red Innate is also a good idea for the fight. When the GiantGloop is defeated, run forward, and deactivate the Blue Crystal.

YELLOW CRYSTAL: From the main room, enter the room to the far west, to left of the Blue Crystal doorway. Run to the west across the bridge, and into the next room. Run to the east side of the room, and into the doorway on the upper level. You will see some green circles on the ground. Examine the instructions to see that you can change the order of the Dragon body parts: Head, Body, and Tail. Each character represents a body part (for example, Serge is Head, your second party member is the Body, and your third party member is the Tail). Use either the Select button in this room to change party member order, or the blue circles just outside this room to make the order go in this way:

Head - Body - Tail

Doing this allows you access to a blue floor switch, which lowers some stairs, and can let you access more areas like the Yellow Crystal. Now go back and set the path to this:

Tail - Body - Head

Doing this allows you access to the Yellow Crystal. But to actually get to the Crystal, you must lower it to ground level. Do this by using the new block that leads you to a platform with a switch on it. Hit this switch to lower the Yellow Crystal, and then run around to the ground level, and deactivate it. Return to the main room, and save your game.

WHITE CRYSTAL: In the main room, enter the new center area, through the door. You will automatically see the White Crystal, but as you approach it, a boss enters the scene...

BOSS: SUN-OF-A-GUN

SonOfAGun eh? Err....sure thing. Anyways, even though you might think that this boss is Red Innate (he is a sun after all...), you would be wrong. He's White Innate! Bad news for Serge. Serge's attacks and Elements will drastically decrease in power against this guy, so use a Black Innate Character and/or plenty of Black Elements against him. Tech Skills work well against him, although not as well as they usually do for some odd reason. When the fight is over, deactivate the White Crystal, then ride

the elevator up...

BLACK CRYSTAL: At the top of this area, you will find that it is oddly familiar....do you remember this area? I thought you did. Run right from the elevator, and into the next room. See that door to the left, on the lower floor? The one with the torches? You need to get to this door. When you get here, you will see the Black Crystal ahead, but yet another boss is blocking your way...

BOSS: BUNYIP

This boss fight is sorta weird, since Bunyip starts out the fight as Red Innate, but after you have dealt out about 400 Hp of damage, he morphs into something different, something that is Black Innate. Well, for the first part, use Yellow and Blue Innate Elements and Tech Skills against him, then for the second part of the fight, use White Innate elements as well as Serge's Tech Skills, since he is White Innate. The PhotonBeam works extremely well against him. After the fight, run up the platform, and deactivate the Black Crystal. Return to the center room, and head onto the main purple teleporter circle in the center of the room to get to the top of the tower. If you want to, go back down to the main room and save your game.

At the top, attempt to enter to door to the north, and you will watch a short FMV. When this ends, enter the door. In the next room, you will find Lynx and General Viper waiting for you. Time for some tough fights!

BOSS: GENERAL VIPER

General Viper is EXTREMELY powerful, and his normal attacks can cause up to 100 Hp of damage a piece! Sheeesh. Anyways, he's Yellow Innate, so try to use a Green Innate character and/or lots of Green Elements against him. If you think this fight is hard, just wait for the next one...

When the fight ends, you will witness a very big story advancement, and Lynx will challenge you to a real fight!

BOSS: LYNX

There is a strange thing that happens in this fight as well. Lynx is Black Innate, yet he uses a White Innate Element against Serge: PhotonBeam. Odd...Well, since you know he's Black Innate, use Serge's attacks, Tech Skills, and White Innate Elements against the all-powerful Lynx. For everyone else in your party, level them up until their meters are at least 5, then let loose as many Element and Tech Skills as you can. Oh, and here's another oddity -- after you beat Lynx, you will (unless it's just me...) recieve exactly 666 G.....666? HMMMMM...

RANDOM QUOTE TIME:

"This is because denying me is the same as erasing your very existance."

This will begin an odd series of events, and since I don't want to ruin anything good for you, i'll just skip to the next fight.

BOSS: SERGE + PARTY ?!?!

This is a strange twist. It seems that you are Lynx for some reason, and you are fighting against Serge and the party! Freaky! Well, just to let you know, you cannot win this fight. Everyone in the party has incredible HP and strength, so you have almost no chance at winning.

Whee. That was quite a ride wasn't it? You betcha it was. Well, after the TREMENDOUS story advancement and cut-scenes, you will start back up the game in a brightly colored area as.....Lynx?!?! WTF?! Geez, this game gets really weird on you at times, but that's what I like about it. :)

Well, since you are now in Lynx's body, all of your previous party members are now gone, since they aren't with Lynx, they're with "Serge"...or something. It's confusing, but lets just say they are loyal to Serge, and Serge only...

Once you start out, run up and around to the north of the screen, near a giant leaf that hangs out. Run on it to shake it, and a large berry will drop. A man (Sprigg), will come out of his house to chase the berry, so quickly run into his house before he returns. Inside, he'll give you a good talking to, and let you rest up at his place. When you are done, head down the ladder and save your game at the Record of Fate here, then return back to the first floor. Attempt to leave, and Sprigg will join your party! Yay!

Leave the house, and run north. Run up the ramps to reach the caves, use them to get to the top, and run up the next ramp to reach the tower. You can roll the boulder here to get the Chest containing Revive in it if you want to. Enter the tower, and you will find Harle.

She'll talk to you, and tell you to get a move on. It doesn't matter what you say back to her at all. Now, someone else will enter the scene, and start entering doors. Just enter the same door as they did 3 times in a row, and you will end up on a rooftop or something with Harle. She'll join your party right away!

Run around to the south and use the lever here to open up access to a new area. Run down to the next level where the door opened, and open the Chest here to get Mythril. Search this area for more chests that contain more Mythril, and one that contains Pendragon Sigil C. When you are ready,

go back upstairs and hit the lever again, then return to the lowest floor. Run over to the southeast corner of the area, and use the X button on the hole in the ground to return to "realite" as Harle calls it.

Actually, you are in the Hydra Marshes. You need to find the green wormhole that USED to be at Opassa Beach to return to Another World, but it's not there anymore. Go to Arni Village, and into Serge's house and speak with his mother. She'll reveal some stuff to you that might be useful to you later on, then Radius enters, freaks out, and challenges you to a fight...

BOSS: RADIUS

Radius isn't all that tough, but he does use a lot of White Elemental attacks against you and Harle. He's Green Innate, so you should be using Yellow Elementals against Radius. Use plenty of Tech Skills, especially Lynx's GlideHook Tech Skill, since it does some good damage to the old guy (Radius that is).

After the fight, Radius understands that you are not really Lynx, but Serge in Lynx's body, and he joins your party! Alright! Choose your new party, then exit the village and onto the World Map. Head north to Fossil Valley, and make your way through it to get to the other side, and back onto the World Map. Run northwest and go to Termina.

Not much to do here, except to get more party members for your journey. To get Zappa, the blacksmith in town, get Radius in your group, and enter his place of business. Speak to him, and after a conversation, Zappa will join your cause. Afterwards, he'll give Lynx the Smith Spirit, which allows you to forge weapons/armor/accessories either on the World Map or at a Record of Fate.

To get Van, go to the house near Zappa's place, and find Van in the back room. Speak to him, and he'll offer to give you a tour around for a price. Agree, and after a long scene involving Van's family crisis, he'll finally join your party! Finally.

One more thing, you can try to save Lisa's father from the Shadow Forest if you wish, but it just wastes time in my opinion. Sure you may get some cool materials and spoils, but nothing that is extremely rare. It's best to just go straight to Viper Manor instead. In case you do try to rescue Lisa's father, here's how (NOTE: You must do this if you plan on getting into Viper Manor):

-
- Exit to World Map
 - Go to Shadow Forest
 - Speak with cave-man at first
 - Find the cave near a waterfall
 - Leave the cave
 - Make your way through the Forest, and find the large, empty tree

- Move the large rock in the Tree by chasing the bugs into a hole
 - Lisa's father will be found
 - You will get Mushroom
 - Return to World Map
-

Ok, now head on over to Viper Manor. There will be two things here:

- A) Guards will be out of your way, allowing you to pass
- B) Guards are in your way, not allowing you to pass

If the latter happens, then return to Termina, and speak to the guard who is guarding the Dock to the left of the main screen. He'll tell you to go to Viper Manor. Now go back, and A will occur. Run past the guards and to the next screen. Listen to the conversation about the Dragoons, and run south to the well, and go down it. Enter the tunnel to the left of the first guard here, and into the tunnel system. In the main large room, you will find a chest containing a Mythril Helmet. Go to the northwest part of this room to find the ladder that leads upstairs to the main prison.

Enter the only unlocked door, the one being guarded by two soldiers, and enter it to meet Sir Norris. After a long winded conversation, Norris will join your party! This is great, since Norris is a awesome fighter in battles. You will end up back in Termina, near the dock. Go east a bit to find your new boat.

Sail towards towards the south, and go to El Nido Triangle. Once here, sail towards the large white circle and dive beneath the surface to go underwater. This area is very linear, so you shouldn't have much trouble navigating the area. Your main objective here is simple: To get the Star Fragment. Make your way through the water until you reach a small cave, one with lots of fish and whatnot. Fight these guys (all of them) to get access to the chest near them, and to collect the Star Fragment. Return to the surface, and sail back onto the World Map.

Once back here, sail to the west, and onto Sky Dragon Isle -Shore-, and run to Sky Dragon Isle. If you speak with some people here, they'll tell you about the monster who only attacks those with a star fragment with them, and that he is on the mountain top. Make your way up the mountain. Look for the easy to see Treasure Chest. Right when you attempt to open it, a blue alien guy comes out and screams for the Fragment! This starts a boss fight...

BOSS: MEGASTARKY

You need Starky. If you have him, then get him in your party, and he'll open it for you. If you do not, then return to Home World, go to El Nido Triangle, and find the Star Fragment from where the UFO was in Another World. Now head to Sky Dragon Isle, and you will find Starky on the mountain.

Open the Chest in the center of the mountain top to attract MegaStarky...

This guy ain't so hard, since he's just a funny looking UFO. MegaStarky is White Innate, so try not to use many White Innate Elements against him. Use many Black and other color Innate Elements against him if possible. Level 7 and 8 Tech Skills are VERY powerful at this time, and will cause MegaStarky a lot of damage. Have fun. :) Also, he uses Meteorite and other weak White Innate Elements, so don't be very cautious about his power.

When the fight is over, he'll begin to run around. Chase him around, and when you finally catch him, speak to him, and he'll join your party for good! Now go back down the mountain, get the Our Favorite Martian window frame, then return to the World Map. Sail north, and to Earth Dragon Isle -Shore-. Run into Earth Isle.

Speak to the people here, and they'll tell you that they cannot find anything here at all. Attempt to run into the quicksand, and they'll yell at you and warn you not to enter there. Run back into it, and you'll sink to an underground area. Check the chests here to find some more Mythril. Search the object that is blocking your way to the south, then run up to the Sand Boil and jump into it to return to the surface again. The captain will talk to you, and inform you that he'll take care of the rock, and get his men to use explosives on it. He'll also tell you that it might take a while, so you should return later on. Leave the Earth Dragon Isle, and onto the World Map. Before you go, you should check the chest here to find a Capsule!

Sail southeast, and to the large island of Marbule. Run north, and talk with Great Explorer Toma to find out much info about the Village and that it used to belong to Demi-Humans, but now is run by ghosts. He'll also tell you to stay the night here in the hut near the entrance. Do so...

Ask Toma every one of the four questions, then go to the Hut, and choose to spend the night. Now choose the "Check it out" option when it says that you hear voices outside. Run to the northeast, and speak to the Mermaid, and she'll run off. Toma will return, and tell you about crying mermaids and such. Lynx will return to the hut for the rest of the night.

The next morning, the mermaid will ask you to take her to the SS Zelbess. After she flees, run to the World Map, and sail to the north, and board the SS Zelbess. Once on the ship, run upstairs to the main deck, then inside the ship. Run to the right to the end, and go up the stairs, and into the room with the skull above it. Inside here, you will find the Mermaid and Fargo. You will listen to a long conversation between Fargo and the mermaid, and it will get boring, trust me. When it ends, go down the ladder in the deck, and go to the right all the way to the end, and speak with the guard. He says he's guarding the "Grand Slam", and that you need Fargo's permission to enter. Enter the room next to him to find an old man who mops floors now. Ask him about the Sage, then leave the room. Return to Fargo's room, and ask him for permission to enter the "Grand Slam" room.

He'll challenge you to a game at the Casino. If you win, you will get access to the "Grand Slam". But if you lose, he'll take your boat! Agree, then go downstairs to the Casino.

You can't win this game. After a while, you will land on South, and Fargo will take your boat. Keep in mind that Fargo never gets South, and never will. When this ends, go back to the ladder, and take it downstairs. Run to the far left, and enter the Inn. You will see the Innkeeper climbing back down a secret ladder...odd. You and your party will talk, and they'll say they wish they could become a cat and move like one...hmmm...

Go right of the Inn, and enter the first door to the right of the ladder to find a magic show. Approach the stage to start the show. Sneff will ask for volunteers to turn into cats, so when he asks you, agree with him. He'll turn your entire party into cats! Run out of the room, and enter the Inn at the end of the hallway.

Run behind the counter, and climb up the ladder to watch a scam in action. You will find out that the casino game is rigged by Fargo and his Innkeeper. When the Innkeeper leaves, search the wheel to find the Handle. Exit the Inn, and climb up the ladder. Go right, and try to enter the door to the right of the ladder. It's the Kitchen, but you cannot enter it...hmmm. Look to the right of the door to see a small hole. Run through the hole to get into the Kitchen. Speak to the other cat in here to get the Monster Mouth Frame, then search the large box in the back of the Kitchen to get the Frypan Ag47! Go back downstairs, and into the Magic Room, only to find out that all shows are now over. When you look at the stage though, you will see Solt and Peppor slapping each other! Oh man...that is funny...well, sorta. Anyways, enter the hole on the right side of the room to enter Sneff's room, and he'll change you back to your Human (or Demi-Human) forms again. Leave the room, and go up the ladder once more, and run into Fargo's room.

After you watch the newest conversation between Fargo and Nikki, talk to him again, and challenge him to another round at the Casino. He'll laugh at you, and meet you there. Leave the room and head into the Casino.

Fargo will lose this time right away, since you revealed that he cheated. He'll give you access to Grand Slam, as well as your boat. Return to the Grand Slam door, and the guard will allow you to enter. Once inside, go out one of the doors, and you will see the Sage walking through door-to-door, over and over again. Just keep on following him, and after a while, he'll talk to you. Ask him about the Dead Sea. When he asks what you will do about him, say you will use Brute Force, and this will start a boss fight...

BOSS: SAGE

This fight isn't that hard really, since Sage is White Innate, and you and

Harle are Black Innate. Use all of your Black Elementals before he casts a Turncolor Elemental on you, in which case your Black Elements will lose power against him. Also let loose on your Tech Skills, and make sure to build up everyone's level before letting your Elementals rip on the Sage. Lynx's Glidehook works EXTREMELY well against the Sage too.

After the fight, the Sage will give Lynx the Fiddler Crab as a gift to you and your party.

Nikki then enters, and pleads to the Sage to teach him the song of Marbule. The sage refuses, and walks off. Nikki says that he would be glad if you came onto his ship. If you wish, you may enter the Grand Slam, which is a Pokemon-type game, where you and a girl (Janice) fight each other's monsters, and you can win different prizes each time you win, and for each place as well:

ROUND #	PRIZE
1st Round	Stamina Belt
2nd Round	Resistance Belt
3rd Round	Dreamer's Scarf

Try your hand at the Grand Slam competition! When you are finished or ready, return to the main deck of the ship. Go to the Casino again, and visit Sneff. When he leaves, go to his dressing room, and after a long talk, allow him to join your party! Return upstairs, and go back to the outside deck of the ship.

Go right, and climb up the ladder to meet a guy who asks you to hop onto the rope! Do this to get to Nikki's ship. Enter the first floor door, and Nikki will tell you his plan to save Marbule. Agree to help him, and everyone will leave the room, except for Irenes. Allow her to join your party, then return to your boat, and sail to the area near the Dead Sea.

Use the Fiddler Crab near the Dead Sea to cause a large commotion, and to reveal an entrance. Enter Death's Door. Save your game at the Record of Fate here, then run north in the cave. Radius enters the scene, and tells you that you cannot pass because of the evil sword, Masamune. He tells you of a sword that you will need to pass this area. This area that you need to visit is Hermit's Hideaway. Get onto your boat, and go to Hermit's Hideaway. Radius will tell you a semi-interesting story about him and Garai, and will hand you Garai's Keepsake. Now re-enter the island, and search Radius's house to find two chests:

-
- Resistance Ring
 - Energizer Suit

Leave and enter your boat, and sail to the northeast to The Isle of the Damned. Make your way through the bones on the ground, and run to the south-east part of the first screen, and fight the fire enemies here. Go through the door that they reveal, and make your way through the center dragon spine, and follow it until you reach a orange door that leads to a cliff with a tombstone on it. Read it to see that your party members' names are on it. You'll watch a short cut-scene, then Garai will enter in dramatic fashion, and challenge you to a fight! A boss fight!

BOSS: GARAI

Garai is a damn hard boss, since he has some REALLY powerful attacks that can kill your party in no time. His only weakness is that he's White Innate, which is great since Harle and Lynx are both Black Innate, which gives you the slight advantage in the fight. Use a lot of Tech Skills and Elements (Black ones are preferred), as well as TurnColor Elements to highten your advantage.

When the fight ends, you will recieve the Einlanzer. Return to Death's Door to get rid of Masamune for good. When you enter the cave again, save your game, then run north, and Radius will use Einlanzer on Masamune to get rid of the dark ora of the evil sword. When he has finished, you will now be allowed to pass it, and enter the Dead Sea.

Dead Sea is a weird place, since you can actually walk on the water here for some reason. You can also find some handy treasure chests here as well. Go to the northeast to find a chest containing AntiRed. Now enter the Highway Ruins -South-. In this area, there are multiple paths, all ones that lead to some Chests containing items like @Screw, as well as some cool Elements. I suggest using all of the various paths (like the 2 paths to the north on the first screen, they lead to many other paths), before you decide to move along and exit the Highway Ruins back to the Dead Sea. Once you are ready, return to the first screen, then take the path to the northwest, and you will meet a large robot blocking your path on the Highway...

BOSS: HIGHWAYMAN

This guy is really tough to beat, since he has around 2000 Hp, and his Element Attacks dish out a lot of damage to your party, and will most likely kill 1 - 2 of your party members in the fight. He's Blue Innate, but he uses a lot of killer Black Element attacks, so this makes him even more powerful than one might think. His Exhaust Gas attack and Rampage attacks are the worst, and will kill parts of your party. Use plenty of Healing Items, as well as White and Red Elemental attacks on Highwayman, and most of all, be patient, since this may take you a while to get done.

Well, after you have finally killed him, pass by where he was, and continue to the north, and exit onto the World Map of the Dead Sea once more. Back outside you will notice that you are on the other side of the Highway Ruins. This is good, since you can now access more Chests, and more areas from here.

Run around to the north, then to the west, and you will find a chest containing AntiBlue. Enter the City Ruins near that chest. In here, you will find that everything seems frozen or something...odd. Anyways, go right and open the chest with Resistance Belt in it, then go southwest, and climb up the ladder (tower) with the red light on it. Inside, search the chest to find the Earring of Light. Run up to the control panel with the small red light, and use the X button to examine it. Norris will check it out for you. He'll get the computer going, and the screen will display some new information about the Ruin. Just as Norris is about to find out more information, the power supply runs out, and the computer goes offline, as well as the screen itself. Leave this area through the exit to the south, or you can return to the entrance, and go west to find another Chest with something special for you. Now go to the south exit of the City Ruins.

Run to the south to find a chest containing AntiGreen. Now go back northeast a bit, and enter the Tower of Geddon. Climb up the stairs to get to the second floor balcony, and run counter-clockwise to the southeast to find a Chest containing @Feather. Return to the stairs, but go to the right of them, and enter the blue doorway. Run to the left side of the screen, and climb up the stairs and onto the crashed train to find a chest with Purify. Go to the top part of the screen, and try to enter the station. The game tells you that you need a Station Pass to get through...return to the first floor of this area, near the stairs to the train, and you will find an almost invisible ghost. Talk to him, and he'll slowly walk away. Follow him to find the Station Pass on the ground. Return to the Station entrance, and use the Station Pass to get through the gates.

Go through the gates, and head right to find a chest with HolyLight. Go through the door to the left, the large, bright doorway. Enter here to find the Holy Book in a chest to the southeast. Return to the main area of the Tower, and head up the stairs to the top floor. Go left, and use the red light to activate the elevator. Make it go to the 1F, and go downstairs to the first floor, and enter the elevator and get the Trashy Tiara from the chest in the elevator.

Return to the top floor, and go through the large bright doorway to the northeast. In this next room, enter the main area of the room, and Lynx will see a child. The other party members won't see it, but you will. Check the chest to the southeast part of the room to get a @Feather. Now go to the north part of the room, where the grass is, and take the Prop Sword from the blue floor plate. Now exit the room through the door to the northwest, just below the grassy area.

Follow the path in the next room to the center circle, and you will see the child again, this time running away to the right. Follow the child by climbing the first ladder, then running right. Be sure to take the SealAll from the chest on the way. Now go back to the second ladder, climb up it (it's to the right of the first one), and search the balcony to find a hidden chest containing Mythril. Return down the ladder, and follow the

Child again. Do this by leaving through the large hole in the wall, the one that is purple-ish in color. After seeing the child once more, run to the southwest part of the room to find a chest containing Diminish! Now exit through the swirling hole to the north.

In this next area, you will see a sunset?! Weird. Anyways, go right and save your game at the Record of Fate. The Treasure Chest to the northeast contains Screwy Dress, and the other chest to the west contains HellBound. Continue to follow the children through the exit at the top of the stairs here. Examine the tombstone here, and you will then get a lecture from the three dead children about YOU killing off everything and ruining everything. Then they call you a murderer!!! They'll eventually leave, but then a man, who introduces himself as Miguel, enters the scene, and tells you about the truth. After a long talk about the "Bell" (coughcoughChronoTriggercoughcoughl....Ahem), Miguel will tell you that you must defeat him to break the spell of the Dead Sea...

BOSS: MIGUEL

Miguel is a tough adversary, but he's not invincible. He's White Innate, so that makes Lynx's attacks more powerful in a way, but also makes him much more vulnerable to Miguel's potent Elemental attacks, like PhotonBeam, HolyDragSwd, as well as AntiBlack he casts on you and your party to start the fight off. The HolyDragSwd can deal out over 500 Hp of damage to Black Innate characters, so be prepared with numerous Healing Items, as well as Revive Elements. Also, using TurnColor Elements is a good idea, since if you can turn him into a color instead of black, then your attacks will deal out WAY more damage, and your Black Innate characters won't take as much damage that way. His HolyLight attack can do some SERIOUS damage to Lynx and Harle, so be sure to cast a TurnColor Element ASAP.

Once the battle ends, Miguel will talk for a LONG time about the events of the past, and future. This is a great storyline advancer, so pay attention. The Dead Sea will be destroyed, and the Sky Dragon will come and rescue you from the Dead Sea. He'll drop you off on another island, and your party members will tell you that you should head to Opassa Beach to return to Another World.

Sail back to Arni Village, and then run to Opassa Beach. Once here, use the Wormhole to transport back to the Home World. Upon returning, a young child will be chased by Shadows into the beach. The shadows will leave, as will the kid. He'll tell you that Serge is leading a rebellion and killing off people....hmmmm. Go to Arni Village to find it deserted and unoccupied by the villagers.

Once in the village, search the cart to find a Rainbow Shell. Since there is nothing here, leave to the World Map, and go to Termina. Search the city if you wish, but everything is the same as before, except for the Bar. Enter the bar, and the bartender will automatically open the back room for you upon entering the bar. In here you will find Guile. Now examine the back left wall in this room to enter a secret, hidden room.

Inside is Zoah and Karsh. Karsh will tell you about what happened at Fort Dragonia when they were there. Karsh will give you the Tear of Hate, and give you a choice on who to take with you to rescue Lady Riddle. Choose whoever you wish, but I chose Zoah, since he's a badass.

Leave Termina, and head to Viper Manor. Speak to the guards, and they will let you pass through them. Enter the Manor itself through the front gates, and you will find Norris there. There will be a scene involving Riddle being taken to the prison. Take the right-hand gate, and enter the second door to the right. Place Zoah to the first party member, and open the chest here to get Zoah's Toss&Strike Tech Skill.

Exit the room, and go through the other gate to the left, and enter the second door to the left. Search the chest to find TurnBlack, then speak with Norris. He'll give you the Prison Key.

To get to the sewars, go downstairs, and enter the kitchen. Use the grate in the northwest portion of the room to get to the sewers. Your main objective here is simple: Find the two barrels and push them into the water. Do this (they're really easy to find), then see where they go. They will create a bridge that allows you to access the valve that controls the strength of the currents. Tighten the Valve, then leave the sewers through the ladder to the northwest, and enter the sewers again through the same grate in the kitchen.

If you hop onto the ledge to the right of the waterway, you can find a chest containing Magic Seal. Now go onto the walkway to the right, just below it and follow the path until you get to the valve that opens a door near where you entered the area. Go through that door, and follow it until you reach yet another valve, this one is up the stairs below the second screen after the first valve, and just follow this path until you reach the second valve. It will open a door in some water, so go to that water, and run through the doorway to see a ladder just ahead of you. Climb the ladder, and open the valve, and enter the newly opened path below you. As you approach the ladder, you will encounter a boss fight...

BOSS: ROACHESTER

This boss isn't hard at all, just as long as you have plenty of Red Elements with you on more than one of your party members. Remember to build your party members to their maximum levels first, then let the Elements rip. Tech Skills are always good in a battle like this.

After the fight, climb the ladder, and you will see 3 different paths to different cells. Climb the one nearest the ladder you came from to find Fargo, sleeping. He'll wake up, and he'll use the Prison Key on the cell to escape, and allow you access to the prison. Go right, save your game at the Record of Fate, then head through the steel door. Inside you will find Riddle, and Hell's Cook...

BOSS: HELL'S COOK

Not much to say here really, since Hell's Cook is just like every other boss in the game: Use the opposite Innate Element color against him, use Opposite Color Innate Characters, and lots of Tech Skills and healing items as well. By the way, Hell's Cook is Red Innate, so you should use Blue Elements against him.

After the fight, Orcha will see his mistakes, and join your party! When this is done, you will end up back at the main entrance to the Manor. Norris will lead Riddle to safety, so she's gone for now. Head through the main doors behind you, and go up the stairs. A group of soldiers will attack you, then they will sick Grobyc on you...

BOSS: GROBYC

This is the all-powerful cyborg, Grobyc, and he is indeed strong. Once more, Use the opposite Innate Element color against him, use Opposite Color Innate Characters, and lots of Tech Skills and healing items as well. Grobyc is Black Innate, which is bad for Lynx and Harle's defense and attacking power.

Just as soon as the fight ends, you fight in yet another boss fight...

BOSS: GUILLOT

Ugh, yet another robot enemy, only this time this battle is easier than the others before it for some reason. Use your Green Elementals against him, and you should do fine in this fight.

But wait! Guillot chases you! Use the same techniques as before, and you should be able to take down this sly robot again with relative ease. After you and your party jumps out of the window after the second fight (you must climb the ladder first), choose "Hehehhhe" option from the man, and he'll have the dragons chase the Soldiers over. Next, Grobyc joins your party too! You will return to the World Map automatically. Save your game, then head over to Hermit's Hideaway.

Climb up the tree bark where Radius's home used to be, and climb down the ladder here to find Radius, Karsh, Darcy, and Riddle. Speak to everyone, then speak to Riddle to have her join your party. After this, take her up on her offer to rest...

You will be suddenly awakened by large blasts and booms coming from outside. General Viper will tell you that they have come...whatever that means.

You'll find out that Kid is the one who is yelling, and that she is with Serge outside. At first it seem like there is no escape, but then Fargo comes in and flies you out of there on Polly, and saves you guys. Now there will be a long conversation, and some flashbacks with Kid and stuff. This'll take a while, so I'll come back when it finished....

....done? Ok, good. Anyways, when it finishes, you will get tons of people to join your party:

- General Viper
- Marcy
- Fargo
- Karsh or Zoah

Eventually, you will end up back at Death's Door. Run forward, and speak to Harle. She'll inform you that you must find the 6 Dragons, all of which are scattered throughout the two Worlds. You need their powers to get through Pearly Gates. Sail over to Guldove, and watch the scene involving Orlha beating down some soldiers. She'll notice you and your party, and tell you to get out of the village now, then challenge you to a fight...

BOSS: ORLHA

Orlha is pretty easy compared to the previous bosses in the game, so you shouldn't need to worry about losing to her. She's Blue Innate, so use Red Innate Elements against her, and you should have no problem beating her at her own game...or just the fight. ;)

When the fight ends, you will speak with her momentarily, then she'll give Lynx the SapphireBrooch. When you regain control of your party, exit the hut, and visit the Dragon Shrine here. Talk with Direa here, Give her the Tear of Hate, and she'll be suprised to see it. Next she will hand you the Dragon Emblem. Don't worry about the Tear of Hate, since she never takes it from you, and you get to keep it. Direa tells you to make haste to the alternate world, so return to Opassa Beach, switch to Home World, and go back to Guldove, and return to the Dragon Shrine.

Show the guard who is guarding the Dragon Shrine the Dragon Emblem, and he'll let you pass him and enter the shrine. Speak to Steena, and she will tell you that you must seek the 6 Dragon Gods. To start off, head to Water Dragon Isle to find the Water Dragon.

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WATER DRAGON

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Once here, use the Lilypads to get across the pond, and use the Record of Fate on the other side, then go north and enter the next screen. Now continue north, and enter the caves. Remember the route you had to go

in these caves to meet the Water Dragon earlier with Serge? Good. Take that same route, which is just to go down the waterfalls, past the Record of Fate, down the next waterfall, and fight the 2 Sidesteppas blocking the path to the Water Dragon. Well, you can avoid the first one if you wish, but the second one is un-avoidable.

For these fights, just use Red Innate elements, as well as ones that attack all foes (like Inferno). This will make the fights much easier. After defeating the monsters, run into the cave, and up the stairs to meet the Water Dragon...

BOSS: WATER DRAGON

First of all, Water Dragon isn't very hard to beat, but he is a tough foe overall. The bad part is, is that he is the easiest of all 6 Dragons to defeat. He's Blue Innate, so use all of your Red Innate Elements against him, as well as party members who are Red Innate, since they can do more damage to Water Dragon than the others. Another good strategy is to build up everyone's Element level first, since they can access all of their Elements with this done, therefore increasing your chance to win the fight. Water Dragon's TsunamiBeam is very potent, so be weary of this attack.

After the fight, Lynx will bestowed the Blue Relic from the Water Dragon. Leave the caves, and return to your boat.

EARTH DRAGON

Sail over to Earth Dragon Isle. Run into the quicksand to the north, and talk with the guy near the southern cave entrance. He'll tell you about the RockRoach, and that you can use Explosives to move them out of your way. He'll then give you some Explosives, so take them. Enter the cave. Search the chest to the left of where you entered to find some @Denadorite. Run right and set an Explosive on the RockRock on the edge of the cliff. It'll fall down and cover the sand boil below. Climb down to the second level, and talk with the scientist watching the behavior of the RockRoach. Fight the thing when it's near the sand boil below, then defeat it. After the fight, push it over the cliff, and it will fall over the sand boil.

Run around to the right to find another chest containing @Denadorite. Head down the rocky ladder near the scientist, and fight the other RockRoach near another sand boil. After the fight once more, push it into the sand boil. Now you will notice that the only remaining sand boil is now working. Hop into it to get shot onto a new path, then take the path onto the next screen. Save your game here, and get a Green Innate character with plenty of Green Elements. Speak to the Earth Dragon in here to begin the fight...

BOSS: EARTH DRAGON

No real new strategies here. The Earth Dragon is Yellow Innate, so use Green Innate characters, and Green Innate Elements. Earth Dragon is tougher than the Water Dragon, but still not as tough as the next four Dragons to come.

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GREEN DRAGON

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After the fight, the Earth Dragon will hand you the Yellow Relic. Return to your boat. Sail over to Arni Village, and walk to the Hydra Marshes to the east. Head northwest, and you will see a large Wingaped fly by you. Continue north, and open the chest to get Brace! Now keep on going east then to the north to spot a Beeba near the Record of Fate. You'll have to fight the Beeba quickly though. If you don't already have the BeebaFlute, he'll give it to you after the fight. Run north, save your game, then go right and follow the path until you meet another Beeba. Fight him if you wish, then you will get the BushBasher element from the chest behind him.

Continue to follow the path to the east. You will find nothing, so return to the main screen, leave the area, then go back to where you met the first Beeba, and fight him again. He'll give you the Ancient Fruit, which is what you need to catch the Wingapede. Go right, and talk with the next Beeba. He'll say you can use the Beeba Flute here to call Wingapede. Now do so, and the Wingapede will come flying in, and take you to Gaea's Navel.

Right when you enter Gaea's Navel, Leah will temporarily join your party. Head left of the area, and save your game at the Record of Fate. I suggest that you take this time to fully explore the island, and get all of the chests that contain mostly Denadorite. There is also a chest containing Green Brooch that is on a tree top in the eastern area. Defeat a majority of the enemies here, then return to the main screen, and watch as a Dinosaur attacks your party...

BOSS: TYRANO

Tyrano is a damn easy boss, since his HP is lower than most Bosses in the entire game. The thing that makes this fight tougher than normal, is that he is with a Pterodact. They're both Red Innate, so just as long as you use Blue Elementals against them, you should do fine...just make sure to take out Tyrano first, then the Pterodact...

After the fight, Leah will run off, and you and your party will chase her down. Run forward on the next screen to meet the Green Dragon...

BOSS: GREEN DRAGON

Green Dragon is yet another powerful being in the long line of colored Dragons, and so far he is the strongest. Green Dragon is (you guessed it) Green Innate, so use Yellow Innate Elements against him for best results. Use Fargo to steal items from him, like Green Plate, which is a great item to steal. Green Dragon uses GreenField a lot for some reason too... Also, beware of the Carnivore attack, since it can cause over 300 HP of damage to your party members...each. The Upheaval Element works great on the Green Dragon too.

After taking enough damage, the Green Dragon will let out a mighty roar, then collapse to the ground. Green Dragon will then hand you the Green Relic. Next in business, Leah will officially join your party! Now return to the same spot you entered the island from, and play your BeebaFlute to call the Wingapede.

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FIRE DRAGON

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Now to get to the Fire Dragon, go to Opassa Beach, and transport to Another World, then go to Mount Pyre. Be sure to get Fargo in your party, since he's Blue Innate, and the Fire Dragon is Red Innate. Go onto your boat and sail to Mount Pyre shore, and enter Mount Pyre.

Allocate plenty of Blue Elements to your party members, and head north and find the Fire Dragon where you first met him in your last encounter with him. Be sure to save your game at the Record of Fate along the way. Go back a few screens, and where you went north at a fork, go east instead and enter the cave to the right. Slide down the lava to the left, and enter the cave to the right, and take the MagmaBomb out of the chest here. Follow the path, and make your way to the next cave. Talk to the Fire Dragon in here to start the fight for the Red Relic...

BOSS: FIRE DRAGON

He's the same guy as before, so you should use the same techniques as before: Use plenty of healing items, build your character's Element levels up first, then pound him with Blue Innate Elements, since he's Red Innate. Use Fargo and Plunder the Red Plate from him. FrogPrince summon works good too. One more thing...after Fire Dragon has taken enough damage, he'll transform into a larger, stronger Dragon! After this, he uses FireyBreath a whole lot, and this will surely kill off at least one of your party members eventually. After a HARD battle, the Fire Dragon will fall to the ground with a mighty THUMP!

When the fight ends, he'll give you the Red Relic. Leave Mount Pyre,

and head to the Island of Marbule.

BLACK DRAGON

Create a party of demi-humans or non-humans before entering the village of Marbule (I used Lynx, Sprigg, and Grobyc). Speak to the man in blue near the entrance to get the Valencian Cloth window frame. Run up the cliff to the north, and enter the last cave to the left to find the Black Dragon, who is sleeping. You need to wake him up.

Return to Home World, and sail to SS Zelbess. Talk to Fargo (make sure Fargo is in your party), then he'll make the ship sail to Marbule. This begins a long-assed line of cut-scenes, mostly involving Nikki's performance and concert. It gets boring though...

After all of it ends, Fargo gets the Tech Skill, Invincible! Board your boat, and you will end up on Marbule, and see Ash and Toma flee the area of fear. Defeat all of the blue monsters here to awaken the Black Dragon. Return to Another World, and come back to the cave at Marbule, and see the Black Dragon to fight him for the Black Relic...

BOSS: BLACK DRAGON

Let me tell you this now: Black Dragon is HARD. He is the toughest foe so far in the game, and he can kill your entire party in no time if you are not careful and use LOTS of Healing Items, and HealAlls and RecoverAlls. He's Black Innate, so Lynx's attacks will be greatly decreased against the Black Dragon. In this case, use a lot of White Elements, but not until the Black Dragon shows signs of death, because whenever you use a White Element, he'll attempt to use AntiWhite against you, which is bad. Instead, use other Elements and Tech Skills until he's close to death, in which case you should pound him with White Elements. Oh, and have Fargo steal the Black Plate right at the beginning of the fight.

Phew. After that long, tough fight, the Black Dragon will give Lynx the Black Relic. Woohoo! Only one more to go...

SKY DRAGON

Head to the Sky Dragon Isle. Now run up the mountaintop to meet the Sky Dragon at the very top...

BOSS: SKY DRAGON

Right off the bat, have Fargo steal the White Plate from the Sky Dragon before he gets killed off or something. For some reason, the Sky Dragon doesn't seem to be all that hard, or much tougher than the previous Dragons, mainly because he's the opposite Innate color of Lynx, and Lynx's damage will be higher than before. NEVER USE WHITE ELEMENTS ON THE SKY DRAGON! Why? Because White Elements will HEAL him, not damage him. Be sure to continuously heal your party, and use all the Black Innate Elements as you possibly can. After a while, Sky Dragon will attempt to use UltraNova, so try to set a Element Trap for it, since this Element kicks so much ass. His WhiteBreath Attacks will do some serious damage to Lynx, so use a HealAll after each attack.

When the fight finally ends, the Sky Dragon will give you the White Relic! Now that you have all 6 Dragon Relics, return to Home World, and go to Guldove, and visit Steena in the Dragon Shrine. She'll join your party, and give you the Dragon Tear, and tell you to visit Fort Dragonia once more...

To get to Fort Dragonia, make your way through Mount Pyre, and you will find Fort Dragonia on the other side. As you enter the Fort, Steena tells you to place the Dragon Tear on the mantle to open the entire Fort. Lynx does so, and everything opens up. Once inside, enter the center area, save your game at the Record of Fate, and enter the middle doors...

BOSS: DARK SERGE

Ahhh...a good 'ol evil-man-in-good-guy's-body vs. good-guy-in-evil-man's-body battle! This fight is hard, considering that Dark Serge's attacks will do mega damage to the rest of your party, but none to you if he uses Black Innate Elements, since they actually HEAL you! Word of advice though: Never use Black Innate Elements on Dark Serge, since you can heal him as well. Instead, build up your characters, and then let all of your different colored elements (except Black) on him! When Dark Serge begins to slouch, use some potent White Innate Elements to finish him off. Be sure to heal often as well, or else it'll be a short fight.

After the fight, take the elevator upstairs. Search the area for spoils in the Treasure Chests, then use the center purple transporter to get to the top of the Tower. Enter the doorway, and place the Dragon Tear in the center holder. I'll let the following events take place before your eyes, since I don't want to spoil anything for you...

After everything has finished, the Dragon Tear will turn into the Tear of Love! Leave the Fort, and go to your boat. Sail to the Dead Sea Ruins to the southeast, and enter it. Sail to one of the Fate Distortions, and press X to end Disc 1. YaY!!!! Finally!!!!

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06. Walkthrough: Disc 2

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You may be thinking that you want to explore this area to start, but you will want the Masamune sword before going on...

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QUEST FOR MASAMUNE

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Okay, begin by exiting to the World Map, and visiting the Isle of the Damned in Another World. Make sure Karsh is with you, then head to the main cliff you visited before. Here, there will be LONG cut-scenes involving Karsh and Dario, as well as Solt and Peppor. After the cut-scenes, you will have to fight Solt and Peppor again...

BOSS: SOLT AND PEPPOR

This fight is just like the previous fight with Solt and Peppor, but this time they are alone. Remember that Peppor has Red Elements as his main weapon, and Solt has some Yellow Elements. Just pound them with some Yellow Elementals, and just try to defeat them both at the same time (almost, but Peppor has a higher HP number than Solt, so he can take longer to defeat than Solt).

After the fight, they will apologize, and give you the MomentoPendant. Great. Now with this in hand, go back to the World Map, and visit the TINY smoking island near Mount Pyre (it has no name, but you can visit it). Enter the hut, and speak with Dario. Show him the MomentoPendant. (BTW, the Island is known as Forbiddan Island later one, after you have visited it once). Oh, and make sure Riddle is in your party as well. Be sure to visit the Island in Home World too.

A fight will soon ensure between you, Dario, and the Masamune...

BOSS: DARIO

This is one of the toughest fights in the game, and for good reason. Dario is using the most powerful (or one of the most powerful) weapons in the entire game against you, and his Hp is much higher than any of the Dragons from earlier. He's Black Innate, and for some odd reason, whenever he used Black Elements on Serge, Serge was actually HEALED, not damaged...odd. Anywho, just use White Elements and Lv. 7 Tech Skills for the best results

against the tough Dario.

After the fight, the Masamune will replace your Sea Swallow as your main weapon!

Alright, once you are done, sail to the Sea of Eden. Now you are here, only this time it's WAY different than before, and there is no way to sail out of here, since you seem to be trapped in a concealed sea, surrounded by mountains and land. You can return back to normal time and the first disc if you wish, just use one of the Fate Distortions scattered around this area.

To get to the next phase of the game, you will need to visit and examine each of the three main islands:

- Past
- Present
- Future

For "time" sake, lets head over to the Past island first. Approach the purple Record of Fate (Atroops), and examine it, and it will read:

"Atroops: Cutting the thread of life."

It will say this, then it will just dissappear into thin air. Weird. Leave the area, and hop onto your boat again.

Make your way south, and go onto the Present Island. Run forward, and examine the reddish-orange Record of Fate, (Clotho), which reads:

"Clotho: Spinning the threads of life."

Leave the island, and head northwest and get onto the Future Island (Lachesis). Run forward and examine the green Record of Fate, and it will read:

"Lachesis: Measuring the thread of life."

Uh, huh. Anywho, after this (it flies away, then all three Records of Fate come together to form a weird being), you will have to fight Vita <blank> to continue the game)...

BOSS: VITA <Blank. Why? Because it's different boss form, depending on how you chose the islands)

Even though the boss can come in 3 different forms, it's still the same old boss all the time, so the same strategy is required for it...well, sorta.

Each form is a different color innate:

- Unus: Red Innate
- Dos: Green Innate
- Tres: Blue Innate

This boss isn't all that hard, especiall if you have the Mastermune sword, or your character's Level 7 Tech Skills, since these are VERY powerful, or should be by now. Use the opposite color Innate Elementals against each form (Green = Blue, Red = Blue, Blue = Red), as well as your character's main color Innate Elements (Red uses Red Elements...). Eventually all of the Records of Fate (Island names) will stop working. A quick note: Even though a certain form may be a certain color Innate, it will still use many various color Innate Elements against you, so be ready. Also, the boss doesn't use very many attacking Elements, but he uses just straight up punches and jabs, which are powerful indeed. Actually, scratch that previous comment about this boss being not so tough...Vita is a ***** to beat.

When the fight finally ends, you will hear a large noise from another area...leave the Island and investigate it. Ahh! That huge water shield that was blocking the center city is now gone! Great! Time to check out that city, and why it's so important...

Enter Future Ruins, and then Time Fortress -Chronopolis-. Kick ass. Enter the area, and listen to the conversation between the ghosts as you run north. Continue north, and a giant robot will stop you in your tracks...

BOSS: POLISPOLICE

For this mega-robot, use Black Innate Elements, since he's White Innate. Try not to use White Innate Elements unless you want to heal him. If you have the White Plate equipped, then you won't take much or any damage from his White Innate elements, in fact, you will be healed. His MegatonFist is a bad Element to mess with, but it's his Bazooka is the worst. Level 7 Tech Skills (by everyone except for Serge) is great against him. The GrimReaper (Black) Element is REALLY good for this fight, since it does over 700 HP of damage to PolisPolice.

Enter the next room that was being blocked off by the robot (or get the Yellow Brooch from the chest to the east of this room first), and enter the grate that leads to the sewers that is to the southeast of this room. Once inside, go north right away, and up the small ramp. Hit the flashing switch to form a bridge. Now run west and operate the control panel, and operate the Cleaning Robot. Move it along the path underwater to the 2 chests containing WhiteBrooch and CureAll. Now head to the northeast part of the room, and use the other switch to activate the second part of the bridge. Make the robot drown, and make your way across the bridge, and climb up the ladder on the other side of the bridge.

Once in the next room, hit the switch on the desk to open the other door on the other side of this room. Exit through the door to the north. In this next area, enter the right hand door, and make your way up the stairs to

the second level. Run forward through the laser beams, avoid the robot, and enter the door to the south. Watch out for the robots in here, and enter the door to the northwest part of the room. In the room with the large map on the ground, head to the northwest part of this room, and hit the pink switch near the black ghost. This deactivates the Level 2 locks.

Leave the room, and go to the area with the laser beams, and enter the door to the north of you. In this locker room, open the left-most locker, the one near the hatch that is locked. Now enter the number "16" as the code, and the hatch will open, giving you Recharge Elements.

Leave the room, and go back through the door to the south, and find the Level 3 Elevator. Head up to level 3. Go left of the elevator, and head into the left room. Run through this room, and enter the small room to the north to find a chest containing @Rainbow Shell. Return to the main 3rd Floor room, then either fight the robot with a HellBound element in the right-hand room, or go up to Level 4 with the Elevator.

Run into the right-hand room to find out about some experiments with a Time Egg, and time-travel conducted by Lucca. Whoa. Anyways, go right through the door in this room, and through the next door and in the stairwell again. Run down the stairs a bit, talk with the ghost to find out about the chief's plans. Check the chest for some Magnify.

Go back up to the fourth floor, and take the elevator back down to the first level. You have to find the Chief. Head to the stairs to the east of the elevator, and locate the chief who is to the northwest part of the catwalk. Talk to him, and he'll leave. On your way back to the 4F, save your game at the Record of Fate, then use the Elevator to go to the 4F.

Head into the door to the left of the elevator on the 4F. Head up the ramp to the left and fight the Combot and 2 Aero-Guards to gain access to the chest behind it. It contains the Card Key. Return to the Elevator, and ride down to B1 Floor. Run forward, and fight one of the Combots that are in your way, then run past the second one after the first fight. Head through the door past them by activating the switch next to the door, and enter...

BOSS: FATE

HOLY F---ING CRAP! This is the hardest boss in the entire game, and will cause you to become VERY frustrated and mad. Hell, you might even break a controller or two (or SOMETHING) while trying to defeat Fate. She is VERY powerful, and has incredlble Hp, since it takes a lot to kill her.

After the battle, watch the long cut-scenes, and INCREDIBLY cool FMVs that follow. This advances the story much further, and is wonderful. At first you may think this is the end of the game...well think again. You'll find that you must find a way to access that huge new tower, and fast. Well, first you'll want the Chrono Cross...

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QUEST FOR THE CHRONO CROSS

Well, not much of a quest, it's still very important. To get the Chrono Cross, find Divine Dragon Falls, which is near Arni Village, to the north-east, near the small lake and the waterfall there. Press X to enter the Divine Dragon Falls. Once here, run up to the north, and follow the path to the next screen. Now head west, and through the green doorway to find two gold "holders". Use the Tear of Hate on one of them, and the Tear of Love on the other. This will create the Chrono Cross! Allocate the Chrono Cross on Serge.

Sail out to the El Nido Triangle (after getting the Chrono Cross first). Enter the depths of the El Nido Triangle, and make your way to the north, and enter the deeper portion of the sea. Run to the entrance to the sunken UFO here, and wake up the JellyFish that is here...

BOSS: ROYALJELLY

Okay, this Royal Jelly is just a bit weird, and tough too. It's HP isn't very high at all, but he's a pain to kill. Why? Simple. Because you can't hurt it with normal attacks, since every attack reads 0 HP against him. Same goes with almost every other Element attack, except for Red Innate Elements. Not every other Element does a whole lot of damage, or any at all. Just pound him into the ground with Red Innate Elements, and be patient.

You now have access to the ship, but you need someone to get it to work. You need Starky. If you have him, then get him in your party, and he'll open it for you. If you do not, then return to Home World, go to El Nido Triangle, and find the Star Fragment from where the UFO was in Another World. Now head to Sky Dragon Isle, and you will find Starky on the mountain. Open the Chest in the center of the mountain top to attract MegaStarky...

BOSS: MEGASTARKY

This guy ain't so hard, since he's just a funny looking UFO. MegaStarky is White Innate, so try not to use many White Innate Elements against him. Use many Black and other color Innate Elements against him if possible. Level 7 and 8 Tech Skills are VERY powerful at this time, and will cause MegaStarky a lot of damage. Have fun. :) Also, he uses Meteorite and other weak White Innate Elements, so don't be very cautious about his power.

Chase him down after the battle, and catch him with X. After catching him, he'll join your party! Yay!

Now return to Another World, and to El Nido Triangle, take Starky with you, and return to the UFO in the center of the sea. Starky will be happy to see his Ship again, and open the door for you. Once inside the UFO ship, Starky will get out an Anti-Gravitational device that you can hook onto your ship to let it fly. You'll meet up at Chronopolis on the dock.

Save your game on the Record of Fate outside of Terra Tower, then enter the tower by climbing the stairs. Once inside, you will meet the first of many bosses to come. This one is the Yellow Innate Boss...

BOSS: TERRATOR

This guy is tough, but not as tough as some of the other bosses. He's Yellow Innate, so be ready to use lots and lots of Green Innate Elements against him. Level 7 Tech Skills are great, as are some summons. Make sure you have at least one Green Innate Character in your party for best results. Any type of Element that blocks or nullifies the enemy's Magic and Elements is great, since most of the time his Elements won't hurt you.

After the fight, move on into the main room. Once here, go left, and push over the stone log, cross it, then head downstairs to the very bottom of the stairs. At the bottom, go left, and make sure you are at the very top of the screen, and run through the waterfall. You should be able to make it across without being swept away by the current. Now climb down the redish vines beyond it to the next screen.

NOTE: THIS NEXT REGION HAS TONS OF CHESTS TO PILLAGE, AND TREASURES TO FIND. NONE OF THEM ARE NECESSARY, SO THEREFORE I AM GOING TO SKIP THEM IN THIS PORTION OF THE WALKTHROUGH. THIS WALKTHROUGH WILL JUST SHOW YOU THE FASTEST WAY THROUGH ALL OF THE BOSSES IN TERRA TOWER, AND NOT ANY OF THE CHESTS YOU HAVE TO GET BY GOING AN ALTERNATE PATH. IF YOU MUST, THEN EXPLORE THIS AREA THROUGHOULY, AS TO GET ANYTHING THAT YOU WANT BEFORE MOVING ON.

Make your way across the water to the south, then climb up onto the catwalk, and enter the doorway to the west. Now follow the catwalk down, then back up again to the northeast, then to the southwest to the next doorway...but your party will fall through the catwalk on the way. As you run forward, a giant head will talk to you about the Tower. Weird. After the little conversation, run forward and climb up to the next screen. Follow the path until you reach a door to the right, so go through it to find a chest containing Pack of Lies. Return to the next screen, and continue to follow the path to the north. Climb up to the doorway to the north, and enter the water, climb up the vine, go left, and check the chest underneath the waterfall to find Rainbow Shell. Go back right, and climb up the next vine. Continue up all of the vines until you reach the large doorway at the top. Go through it, then go right on the next screen, and push down the two stone pillars, and cross them as bridges, and exit this room to the northwest. Now head up the ramps to the northeast to find a red blob, which is the Red Innate boss...

BOSS: PYROTOR

Here comes your Red Innate boss for the Terra Tower. He's a toughie, but not as hard to beat as you might think...but he is harder than the previous boss, which isn't a good thing. Once again, since he's Red Innate, use Blue Innate Elements, and a Blue Innate Character (if possible) to attack him. This will heighten the HP loss of Pyrotor, as well as strengthen his Blue Innate elements. Oh, and one more thing... Any type of Element that blocks or nullifies the enemy's Magic and Elements is great, since most of the time his Elements won't hurt you.

After the fight, continue to the north, and into the next area, complete with circles on the ground. Make your way to the north once again, and climb the ladders to get there. On the way, veer south and check the chest to find Rainbow Shell, then continue north. When you are ready, climb up the vine to the north at the top of the screen.

On this next screen, search the chests to find some Holy Healing and Rainbow Shell. Head north up the stairs, and exit through the door to the northwest. You'll find yourself on a balcony similar to Viper Manor's balcony that leads to the library. Weird. Anyways, head right and enter the door at the end.

Enter and speak with the Prophet. After the conversation, leave the library, and go back across the bridge. The room is now...different?! Odd. Well, now that there are new areas, enter the door to the right of you, then run past the large gems, and through the door at the end of the path. Enter and approach the yellow blob to fight the yellow innate boss...

BOSS: ANEMOTOR

Hmmmm...this is the third boss, yet he seems a bit easier than Pyrotor. Odd. He'll use OmegaRed a whole lot, and this does some SERIOUS damage to your party, as well as any Blue Innate characters in your party (in which case, the Blue Innate character will lose plenty of damage, and more than the other party members. After you do some damage to Anemotor, he'll use a lot of Tablets over and over again, healing himself...Not cool. Any type of Element that blocks or nullifies the enemy's Magic and Elements is great, since most of the time his Elements won't hurt you. I use MagNegate (White Element), and I recommend it.

After the fight is over, go onto the purple teleporter, and transport to the top of the tower. Look at the shield, and then go left and save your game at the Record of Fate. Head left and through the door. Run forward, and avoid (or fight) the small Cupoids until you reach the far west. Step on the black transporter, and it'll take you to the Black Innate Boss...

BOSS: GRAVITOR

Here is the Black Innate Boss for the tower, and this guy is easy to beat, so you should be able to finish him off fast. Why? Simple. He's Black Innate, Serge is White Innate. Put those facts together, and you will see that Serge's attacks will do a lot more damage to Gravitor more than any other boss here. Of course, his attacks will do more damage, but let's not think of that right now...heh. Like the other bosses, he uses OmegaBlack, which can kill a party member FAST, so be ready with a healing item after he casts it. Level 7 and 8 Tech Skills are wonderful against him, especially Serge's. Oh, and have Serge equipped with the Black Plate, so when he takes damage from Black Innate Elementals, they will HEAL him instead of hurting him. Niiiiiiiice...

After the fight, take the transporter back, and go to the main room again. Run to the right, and take the right-hand route to find another transporter, and this one leads to the White Innate boss...

BOSS: LUXATOR

Welcome to the White Innate boss, and one that is pretty hard (the toughest "colored" boss so far). Using White Elements isn't a good idea, since they can either do very little damage, or heal him. Use Black Innate Elements against him to be safe, and use a lot of Healing Items, especially ones that heal your entire party at once.

By defeating both of these last two bosses, you have shut down the shields, allowing you access to the main part of the tower. Return to the main room, save your game, then enter the doors to the north. Run up the stairs, and you will meet the blue boss...

BOSS: AQUATOR

The Blue boss is easier than the White Innate boss, so that's a good thing. Like the others, he uses OmegaBlue a lot, so be ready to heal after that, and use Red Innate Elements, and Kid if you have her, since she's Red Innate, and powerful too. Aquator also uses the FrogPrince summon, which isn't very nice of him...healing items should be ready (see a pattern yet?). Any type of Element that blocks or nullifies the enemy's Magic and Elements is great, since most of the time his Elements won't hurt you.

BOSS: TIMEDEVOURER

Oh boy...whadda fight! This is BY FAR the hardest, longest (sounds like a

porno don't it?), fight in the entire game, so be ready with the following: Lots of healing items, all of your party's Level 7 Tech Skills, summons, and a variety of different colored Elements. Why? Because TimeDevourer changes Innate colors, depending on his location. After enough damage, he'll change locations, and that location will reflect his Innate color. When he changes to Blue Innate, IMMEDIATELY use the MagNegate (White Element) on him, so that his IceLance attack won't freeze you, and so that your party won't exhaust energy, and lose the battle. He uses all the different colored Omega<Color> Elements, so be ready to retaliate with some healing items and Elements of your own.

Once this LONG fight has ended, the Terra Tower will collapse, and transform into a new Tower, one that is newer, stronger, and lies in the ocean. You will also receive the Time Egg...

You may think this is the end, but nope. You still have the final boss to beat, as well as one more task (that is, if you want to see the GOOD ending of the game...). What's the task? To save Kid of course!

=====
SAVING KID
=====

To do this, sail over to Hermit's Hideaway, and speak to Kid, who is on the bed. The Masamune will talk, then transport you to her past. You will end up in a burning building, with fire surrounding everything. Your main goal is to get the Ice Gun, locate Kid, then save her. But there are other things to do here as well, like defeating the Lava Boys to save the other children inside this house, as well as searching some chests to find some items like Rainbow Shell, Stardust Cape, as well as some Elements. You can also get Kid's Level 7 Tech Skill:

To get the Tech Skill, go to the main room, approach the clock, and press L1, Triangle, R1, Triangle, and X. You will receive Kid's Level 7 Tech Skill!

To get the Ice Gun, head upstairs to the left, and take it from the back, eastern wall in the room. Now head up the right stairs, and open the grate in the back, east part of the room. Enter it, fight the Lava Boys blocking your way, enter the next room, use the Ice Gun to put out the fire, then head into the next room to find Kid, and see some other "enemies" as well.

After you have saved Kid, she'll return to your party for good! Great. Now head to Opassa Beach. Change worlds for the last time, and once you have returned back to the beach, you will see three small children, as well as a new, different colored Wormhole. Speak to the kids in a clockwise manner, then use the Time Egg on the Wormhole to transport to the Darkness at the End of Time, and to finally fight the final boss of the game...

Hmmm...almost like the previous boss, only somewhat easier. She's got some powerful attacks, but you can beat her in one of two ways:

A) The "easy" way. If you do it this way, then you will get the "bad" ending, and you will get laughed at by your friends, and humiliated at school (or work) by your peers, and called a wuss by old people. How do you go the "easy" way? Simple. Just use the same strategy as you did with the previous boss, and pound her into the ground with Tech Skills, Elements, and Summons...

B) Or, you can go the "manly" way (or "womanly way :P). How? Easy. Just perform element attacks of certain colors in this order:

- Yellow
- Red
- Green
- Blue
- Black
- White
- Chrono Cross element (in order to do this, you will need the Chrono Cross element...duh)

If you do this in the right order, and without the boss changing the order, you can beat her easily. But that's not easy. She'll change the color order in the middle of the sequence, and irritate you. In this case, start over and do it over and over again until you get it done. For best results and speed, allocate different color elements in the Level 1 and 2 slots of your menu, so that you can get to them faster, and without the Boss getting her turn to fight or attack you with some elements and f*** up the color sequence. When you have done this successfully, you will be able to watch the "good" ending, which is well worth it. :)

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TIME OF GAME COMPLETION- 43:54:09 (43 hours, 54 mins, 09 seconds).

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07. Quick Boss Guide

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This section will be a short, "mini-guide" for all of the Bosses in Chrono Cross. This won't tell you the specific strategies for all the bosses, but it will list out each boss, and tell you what Color Innate the boss is. Think of it as a Boss guide for people not looking for spoilers, and people who want to fight and defeat the bosses by themselves, without any other help from me. ;)

NOTE: This section lists the bosses in order of encounters, and not in

alphabetical order. I might change this later, but for now, I think it would be easiest to list them in the order you encounter them (or roughly the order that you encounter them, since most people will be playing in another order. This is the order that you will encounter them if you follow my walkthrough.)

DISC ONE:

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BOSS NAME	COLOR INNATE OF BOSS
Mama Komodo	Blue Innate
Karsh, Solt, Peppor	Green, Yellow, and Yellow Innate
Solt and Peppor	Yellow and Yellow Innate
Acacia PVT	Yellow Innate
KingMoaman	Black Innate
Acacia Guards	Yellow Innate
Solt, Peppor, Ketchop	Yellow, Yellow, Yellow Innate
CassoWarries	Yellow Innate
Zoah, Solt, Peppor	Yellow, Yellow, Yellow Innate
Neo - N - Blubs	Green Innate
Marcy	Blue Innate
Lynx	Black Innate
WingaPede	Green Innate
Pentapus	Blue Innate
Hi-Ho Dwarves	Yellow Innate
Hydra	Yellow Innate
Dead Head	Black Innate
Hi-Hi Dwarves	Yellow Innate
Hi-Ho Tank	Yellow Innate
Solt and Peppor	Yellow Innate
Fire Dragon	Red Innate
Devas (Karsh, Marcy, Zoah)	Green, Blue, Yellow Innates

Dagoon	Red Innate
Taurusoid	Green Innate
GiantGloop	Blue Innate
SunOfAGun	White Innate
BunYip	Red Innate ---> Black Innate
General Viper	Yellow Innate
Lynx	Black Innate

DISC TWO:

=====

BOSS NAME	COLOR INNATE OF BOSS
Radius	Green Innate
MegaStarky	White Innate
Sage (of Marbule)	White Innate
Garai	White Innate
HighwayMan	Blue Innate
Miguel	White Innate
RoachSter	Blue Innate
Hell's Cook	Red Innate
Grobyc	Black Innate
Guillot	Yellow Innate
De-Hydrate	Black Innate
Orlha	Blue Innate
Water Dragon	Blue Innate
Earth Dragon	Yellow Innate
Tyrano	Red Innate
Green Dragon	Green Innate
Fire Dragon	Red Innate
Black Dragon	Black Innate

Sky Dragon	White Innate
Criosphinx	Yellow Innate
Dario	Blue Innate
Dark Serge	Black Innate
Vita Unus, Dos, Tres	Unus: Red, Dos: Green, Tres: Blue
PolisPolice	White Innate
Fate	Black Innate
RoyalJelly	Blue Innate
MegaStarky	White Innate
Terrator	Yellow Innate
Pyrotor	Red Innate
Anemotor	Green Innate
Gravitor	Black Innate
Luxator	White Innate
Aquator	Blue Innate
TimeDevourer (Part I)	All Element Innates
TimeDevourer (Part II)	All Element Innates

This part of the "mini boss guide" shows the HP of each boss, to my closest knowlegdge. How can you tell a Boss's (or any enemy for that matter) HP? Easy. Just use the InfoScope Element on them, and you will find out their HP. But of course, if you lazy, or don't have InfoScope, then this part of the guide will prove useful to you. Enjoy.

DISC ONE:

=====

BOSS NAME	HIT POINTS (HP) OF BOSS
Mama Komodo	160 HP
Karsh, Solt, Peppor	155 HP (All)
Solt and Peppor	52 HP, 60 HP

Acacia PVT	70 HP
KingMoaman	245 HP
Acacia Guards	210 HP
Solt, Peppor, Ketchop	80 HP, 90 HP, 260 HP
CassoWaries	500 HP
Zoah, Solt, Peppor	200 HP, 80 HP, 90 HP
Neo - N - Blubs	160 HP
Marcy	525 HP
Lynx	1000 HP
WingaPede	430 HP
Pentapus	600 HP
Hi-Ho Dwarves	90 HP
Hydra	700 HP
Dead Head	700 HP
Hi-Hi Dwarves	200 HP
Hi-Ho Tank	1000 HP
Solt and Peppor	150 HP, 180 HP
Fire Dragon	3400(!) HP
Devas (Karsh, Marcy, Zoah)	370 HP, 300 HP, 436 HP
Dragoon	350 HP
Taurusoid	1200 HP
GiantGloop	800 HP
SunOfAGun	365 HP
BunYip	400 HP
General Viper	820 HP
Lynx	1000 HP

DISC TWO:

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BOSS NAME	COLOR INNATE OF BOSS
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Radius	750 HP
MegaStarky	2800 HP
Sage (of Marbule)	1500 HP
Garai	1987 HP
HighwayMan	2000 HP
Miguel	1950 HP
RoachSter	1245 HP
Hell's Cook	2800 HP
Grobyc	2800 HP
Guillot	1001 HP
De-Hydrate	1042 HP
Orlha	1800 HP
Water Dragon	2800 HP
Earth Dragon	3100 HP
Tyrano	1600 HP
Green Dragon	3700 HP
Fire Dragon	3400 HP
Black Dragon	3900 HP
Sky Dragon	3800 HP
Criosphinx	13,000 (!!)
Dario	3500 HP
Dark Serge	3000 HP
Vita Unus, Dos, Tres	2500 HP
PolisPolice	3200 HP
Fate	5000+ HP
RoyalJelly	1657 HP
MegaStarky	2800 HP
Terrator	2200 HP
Pyrotor	2400 HP

Anemotor	2500 HP
Gravitor	3000 HP
Luxator	3000 HP
Aquator	2800 HP
TimeDevourer (Part I)	10,000+ HP
TimeDevourer (Part II)	12,000+ HP

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08. Element List

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LEGEND:
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* Shows a Summon Element
** Shows a Trap Element
*** Shows a Healing Element

BLACK ELEMENTS:

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ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AntiWhite	N/A	Single Foe	3
BlackHole	N/A	All Foes	6
BlackHole **	400 G	All Foes	6
BlackHole ***	15 G	Single Ally	2
Diminish	1670 G	Everyone	6
FreeFall	N/A	Single Foe	5
FreeFall **	300 G	All Foes	5
Genius	430 G	Single Ally	4
Gravitonne	N/A	All Foes	4
GravityBlow	60 G	Single Foe	1
GrimReaper *	N/A	All Foes	8

HellBound	N/A	Single Foe	4
HellSoul	100 G	Single Foe	2
Imbecile	430 G	Single Ally	4
Nostrum ***	60 G	Single Ally	6
MotherShip **	400 G	All Foes	7
MotherShip *	N/A	All Foes	7

BLUE ELEMENTS:

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ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AntiRed	N/A	Single Foe	3
AquaBall	100 G	Single Foe	3
AquaBeam	50 G	Single Foe	1
BlueWhale *	N/A	All Foes	8
BlueField	N/A	Everyone	5
Cure ***	100 G	Single Ally	1
CureAll ***	N/A	All Allies	5
CurePlus ***	220 G	Single Ally	3
Deluge **	300 G	All Foes	5
Deluge	N/A	All Foes	5
FrogPrince *	N/A	All Foes	7
FrogPrince **	500 G	All Foes	7
IceBerg	N/A	All Foes	6
IceBerg **	400 G	All Foes	6
IceBlast	240 G	Single Foe	4
IceLance	80 G	Single Foe	2
Nimble	430 G	Single Ally	4
Numble	430 G	Single Foe	4

Medicine ***	N/A	Single Ally	2
TurnBlue	75 G	Single Foe	2
Vigora	N/A	Single Ally	6

GREEN ELEMENTS:

=====

ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AeroBlaster	240 G	Single Foe	4
AeroSaucer	80 G	Single Foe	2
Antidote ***	15 G	Single Ally	2
AntiYellow	N/A	Single Foe	3
BatEye	430 G	Single Foe	4
BushBasher	100 G	Single Foe	5
BushWhacker	50 G	Single Foe	1
Carnivore	N/A	All Foes	5
Carnivore **	300 G	All Foes	5
EagleEye	N/A	Single Foe	4
Genie *	N/A	All Foes	8
GreenField	N/A	Everyone	5
Heal ***	100 G	Single Foe	2
HealAll ***	300 G	All Allies	4
HealPlus ***	N/A	Single Ally	6
InfoScope	880 G	Single Foe	6
Sonja *	N/A	All Foes	7
Sonja **	500 G	All Foes	7
Tornado	N/A	All Foes	6
Tornado **	400 G	All Foes	6
TurnGreen	75 G	Single Foe	1

RED ELEMENTS:

=====

ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AntiBlue	N/A	Single Foe	3
FireBall	50 G	SingleFoe	1
FirePillar	100 G	Single Foe	3
Inferno **	N/A	All Foes	5
MagmaBomb	80 G	All Foes	2
MagmaBurst	240 G	Single Foe	4
NinetyNine	2880 G	Single Ally	6
Ointment ***	15 G	Single Ally	2
Recharge ***	N/A	Single Ally	6
RedField	N/A	Everyone	5
RedWolf **	500 G	All Foes	7
RedWolf *	N/A	All Foes	7
Salamander *	N/A	All Foes	8
Strengthen	430 G	Single Ally	4
Tablet ***	10 G	Single Ally	1
TurnRed	75 G	Single Foe	1
Volcano	N/A	All Foes	6
Volcano **	400 G	All Foes	6
Weaken	430 G	Single Foe	4

WHITE ELEMENTS:

=====

ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AntiBlack	N/A	Single Foe	3

FullReveal ***	N/A	All Allies	5
HolyHealing ***	N/A	All Allies	6
HolyLight	N/A	All Foes	5
HolyLight **	300 G	All Foes	5
MagNegate	2880 G	Single Ally	6
Magnify	1670 G	Everyone	6
Meteroite	100 G	Single Foe	2
MeteorShower	N/A	All Foes	4
Pamacea ***	500 G	Single Ally	4
PhotonBeam	N/A	Single Foe	3
PhotonRay	60 G	Single Foe	1
Purify ***	210 G	Single Ally	4
RecoverAll ***	380 G	All Allies	3
Revive ***	N/A	Single Ally	1
Saints *	N/A	Everyone	8
StrongMinded	430 G	Single Ally	4
UltraNova **	400 G	All Foes	6
UltraNova	N/A	All Foes	6
Unicorn **	500 G	All Foes	7
Unicorn *	N/A	All Foes	7

YELLOW ELEMENTS:

=====

ELEMENT NAME	COST (GENERAL)	EFFECT	LEVEL
AntiGreen	N/A	Everyone	3
Brace ***	15 G	Single Ally	2
Capsule ***	25 G	Single Ally	3
Earthquake **	300 G	All Foes	5

Earthquake	N/A	All Foes	5
ElectroBolt	240	Single Foe	4
ElectroJolt	80	Single Foe	2
Golem **	500 G	All Foes	7
Golem *	N/A	All Foes	7
HiRes	430 G	Single Ally	4
LoRes	430 G	Single Ally	4
PhysNegate	N/A	Single Ally	6
ThundaSnake *	N/A	All Foes	8
ThundaStorm	N/A	All Foes	6
ThundaStorm **	500 G	All Foes	6
TurnYellow	75 G	Single Foe	1
Upheaval	100 G	Single Foe	3
Uplift	50 G	Single Foe	1
YellowField	N/A	Everyone	5

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09. Accessory List

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LEGEND:

- DEF (Defense)- How much your character can defend and protect themselves.

- EVD (Evade)- How well your character can evade an attack or element/summon.

- Magic Defense (M.DEF)- How well your character can defend or protect themselves from Magic attacks.

- ATK (attack)- The amount of power your attacks have on enemies.

- HIT - The chance that your charater will connect with an attack or element/summon against the enemy.

Angel Charm	AntiWhite protection
Antirival Cap	+1 Def, +1 M. Def
Antitoxinal Cap	+1 Def, +1 M. Def
Black Brooch	AntiBlack and Black effects protection
Blue Brooch	AntiBlue and Blue effects protection
Bronze Helmet	+3 Def, +1 M. Def
Daemon Charm	AntiBlack protection
Dancing Shoes	+6 Evd
Defender	+1 M. Def, +1 Def, +6 Evd
Dragoon's Glory	+3 Atk, +2 Mag, +3 Hit
Dragoon's Honor	+1 Atk, +1 Mag, +2 Hit
Dreamer's Sarong	Increases level # by one in battle
Dreamer's Sash	Increases level # by one in battle
Dreamer's Scarf	Increases level # by one in battle
Earring of Light	Increases HP in battle
Earth Charm	AntiYellow protection
Elbow Pad	+3 Def
Flame Charm	AntiRed protection
Flea Vest	+13 M. Def
Forest Charm	AntiGreen protection
Gold Earring	Increases HP in battle
Gold Pendant	+2 M. Def
Golden Tiara	+1 M. Def
Green Brooch	AntiGreen and Green effects protection
Hero's Medal	+24 Evd
Hero's Shield	+1 Def, +1 M. Def
Iron Helmet	+3 Def, +1 M. Def
Ivory Helmet	+1 Def, +1 M. Def
Knee Pad	+1 Def

Kung-Fu Shoes	+12 Evd	
Magic Ring	+1 Mag	
Magic Seal	+4 Mag	
Memento	+4 M. Def	
Moonglasses	Reduces damage taken	
Mythril Helmet	+4 Def, +2 M. Def	
Ozzie Pants	+13 Def	
Pendragon Sigil A	Moves Element attributes to weapon	
Pendragon Sigil B	Moves Element attributes to weapon	
Pendragon Sigil C	Moves Element attributes to weapon	
Plaster Cap	+1 Def, +1 M. Def	
Poultice Cap	+1 Def, +1 M. Def	
Power Glove	+1 Atk	
Power Seal	+5 Atk	
Red Brooch	AntiRed and Red effects protection	
Resistance Belt	Decreases status effects length	
Resistance Ring	Decreases status effects length	
Sea Charm	AntiBlue protection	
Sight Scope	+3 Hit	
Silver Earring	Increases HP in battle	
Silver Loupe	+2 Hit	
Silver Pendant	+1 M. Def	
Stamina Belt	Increases Stamina	
Stamina Ring	Increases Stamina	
Star Fragment	Flue, Burn, Sprain, poison protection	
Stone Helmet	+5 Def, +2 M. Def	
Sunglasses	Increases Damage given off	
Third Eye	+4 Hit	
Trashy Tiara	+1 M. Def	
Waist Pad	+5 Def	

White Brooch	AntiWhite and White effects protection
Yellow Brooch	AntiYellow and Yellow effects protection

10. Armor List

LEGEND:

Defense- How much your character can defend and protect themselves.
EVD- How well your character can evade an attack or element/summon.
Magic Defense- How well your character can defend or protect themselves from Magic attacks.

ARMOR NAME	DEFENSE	EVD	MAGIC DEFENSE
Black Plate	N/A	- 3	N/A
Blue Plate	N/A	- 3	N/A
Bronze Mail	N/A	- 3	N/A
Bronze Vest	+ 2	N/A	+ 2
Carapace Dress	N/A	- 3	N/A
Cloud Cape	N/A	+ 12	N/A
Diva Dress	N/A	- 3	N/A
Energizer Suit	N/A	- 3	N/A
Feathery Dress	N/A	- 3	N/A
Green Plate	N/A	- 3	N/A
Iron Mail	N/A	- 3	N/A
Iron Vest	+ 5	N/A	+ 4
Ivory Mail	N/A	- 3	N/A
Ivory Vest	36	N/A	24
Mythril Mail	N/A	- 3	N/A
Mythril Vest	+ 8	N/A	+ 7
Red Plate	N/A	- 3	N/A

Scaley Dress	N/A	- 3	N/A
Screwy Dress	N/A	- 3	N/A
Stardust Cape	N/A	+ 11	N/A
Stone Mail	N/A	- 3	N/A
Stone Vest	+ 14	N/A	+ 12
White Plate	N/A	- 3	N/A
Wisp Cape	N/A	+ 12	N/A
Yellow Plate	N/A	- 3	N/A

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11. Weapon List

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For this list, the ATTACK POWER represents how powerful the weapon is, and the "+ 3" (or just any number), represents how much the power of the weapon grows, and how much stronger the weapon becomes as you upgrade it.

WEAPON NAME	ATTACK POWER	HIT POWER
Argent Gun	+ 3	N/A
Besom Cu29	+ 2	+ 1
Bone Axe	51	82
Bone Glove	47	85
Bone Sword	36	82
Brass Pick	+ 2	N/A
Brass Rod	+ 2	- 1
Bronze Dagger	+ 2	+ 1
Bronze Glove	+ 2	+ 1
Bronze Lure	52	86
Bronze Shot	48	84
Bronze Sword	+ 2	+ 1

Carrot	61	93	
Copper Swallow	+ 2	+ 1	
Denadorite Gun	+ 7	+ 1	
Einlanzer	+ 13	+ 4	
Ferrous Gun	58	87	
Floral Rod	+ 16	N/A	
Rainbow Rod	+ 17	+ 2	
Frypan Ag47	+ 12	+ 3	
Granite Glove	+ 12	+ 3	
Great Hammer	+ 9	+ 5	
Hero's Blade	+ 3	+ 4	
Iron Axe	+ 5	+ 1	
Iron Dagger	+ 5	+ 2	
Iron Glove	+ 5	+ 2	
Iron Lure	+ 3	+ 1	
Iron Pick	+ 5	+ 2	
Iron Rod	+ 5	N/A	
Ivory Dagger	50	89	
Ladle Fe26	+ 8	+ 2	
MasterMune	+ 15	+ 4	
Mythril Dagger	+ 8	+ 2	
Denadorite Dagger	+ 12	+ 3	
Mythril Glove	+ 8	+ 2	
Mythril Lure	+ 6	+ 1	
Mythril Pick	+ 8	+ 2	
Mythril Rod	+ 8	N/A	
Denadorite Rod	+ 12	+ 1	
Pebble Pick	+ 12	+ 3	
Plasma Gun	+ 11	+ 2	
Porcelain Pick	48	90	

	Porcelain Rod	40		85	
	Prism Dagger	+ 19		+ 4	
	Prism Pick	+ 17		+ 4	
	Rockerang	+ 7		+ 1	
	Sea Swallow	60		85	
	Shockwave Gun	+ 5		+ 2	
	Silver Axe	+ 8		+ 2	
	Silver Shot	+ 6		+ 1	
	Silver Staff	54		91	
	Silver Swallow	+ 8		+ 2	
	Silver Sword	+ 8		+ 2	
	Silverang	+ 3		N/A	
	Slasher	+ 15		+ 4	
	Spatula Ca20	51		85	
	Spectra Swallow	+ 17		+ 4	
	Spectral Gun	+ 12		+ 2	
	Spectral Staff	+ 9		+ 2	
	Spectral Sword	+ 17		+ 4	
	Steel Shot	+ 3		+ 1	
	Steel Swallow	+ 5		+ 2	
	Steel Sword	+ 5		+ 2	
	Steelrang	50		84	
	Stone Axe	+ 12		+ 3	
	Stone Lure	+ 10		+ 2	
	Stone Shot	+ 10		+ 2	
	Stone Staff	+ 4		+ 1	
	Stone Swallow	+ 12		+ 3	
	Stone Sword	+ 12		+ 3	
	Viper's Venom	+ 15		N/A	

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12. Item List

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This list is comprised up of all (or most I believe) of the Key Items in the game that you will get throughout the course of your journey. I might not have all of the Items here, since I haven't found them yet, so please be patient. Of course, if you have anything that I missed and how to get that Item, help is appreciated. ;)

ITEM NAME	HOW TO GET IT
Ancient Fruit	Fight the Beeba at Hydra Marshes to get this.
Angry Scapula	Hidden inside the waterfall in Shadow Forest.
Astral Amulet	From Kid (if you save her), or Harle later on.
Beeba Flute	Fight Beebas at Hydra Marshes to get this item.
Bellflower	Fossil Valley (Another World).
Big Egg	Fossil Valley.
Black Relic	Fight the Black Dragon.
Blue Relic	Fight the Water Dragon.
Card Key	On the fourth floor of Chronopolis.
Chrono Cross	Combine Tear of Love/Tear of Hate at Divine Dragon Falls in Another World to get this item.
Decor Shield	Viper Manor.
Dragon Emblem	From Direa at Dragon Shrine (Guldove).
Einlanzer	From Garai (defeat him).
Explosive	Earth Dragon Isle in Home World.
Fiddler Crab	S.S. Zelbess from the Sage.
Garai's Keepsake	Hermit's Hideaway, get it from Radius.
Good Backbone	Hydra Marshes.
Green Relic	Fight the Green Dragon.
Handle	S.S. Zelbess.

Heavy Skull	Fossil Valley (Another World).
Heckrane Bone	Arni Village (Home World).
Hero's Medal	Talk to Pierre near Zappa's house, then to the kid in the small field near his house.
Hydra Humour	Kill Hydra in Hydra Marshes.
Ice Breath	Get it from Water Dragon.
Ice Gun	Inside burning house in Kid's past.
Komodo Scale	Arni Village, from the fisherman.
Life Sparkle	Hydra Marshes, after the semi-boss fight.
Manor Key	Viper Manor, in the dragon-feeding hut.
Memento Pendant	Isle of the Damned, after the Solt and Peppor fight.
Mixed Bones	Isle of the Damned, in a cave.
Mushroom	In the river/cave in the Shadow Forest.
Parlor Key	Viper Manor in Another World.
Pelvic Bone	Guldove, from the trader.
Prison Key	From Norris in Viper Manor.
Prop Sword	Tower of Geddon.
Red Relic	Fight the Red Dragon.
Relief Charm	When you start New Game+.
Safety Gear	Hydra Marshes in Another World.
Sapphire Brooch	Guldove, from Orlha in Another World.
Shark Tooth	Arni Village in Home World.
Smith Spirit	From Zappa, after you have him join your party.
Star Fragment	In the middle of El Nido Triangle in Home World.
Station Pass	Tower of Geddon, near crashed train.
Sturdy Ribs	Water Dragon Isle in Another World.
Tear of Hate	Terminia from Karsh, after you beat Dead Sea.
Tear of Love	Fort Dragonia, with the Dragon Tear.
Tele-Porter	From Kid.
Time Egg	Get it from the Prophet after the TimeDevourer

	(first fight).
Time Shifter	Get it at the start of your New Game+.
White Relic	Fight the Sky Dragon.
Yellow Relic	Fight the Earth Dragon.

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13. Character Lists

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This list shows each character in the game, as well as how to recruit them into your party. Please note that there may be one or more ways to recruit someone, so if MY ways don't work for you, then experiment for yourself!

CHARACTER	HOW TO RECRUIT THEM
Serge	He's your main character, the one you start out the game out with. The Protagonist.
Marcy	Just save Riddle to get Marcy to join your party.
Kid	She can enter your party at any time in the game, just agree with her whenever she asks to join your party.
Guile	Speak to the statue shiner in Another World Termina, then find Guile in the Termina bar. Speak to him to get him to join your party.
Nikki	Just go to the west of where you came into Termina, and you will see a boat. Run into her dressing room to find some guy, and he'll ask you to find Nikki in Shadow Forest.
Pierre	Talk to him before anyone else, he can be found in the room adjacent to the Blacksmith shop. He complains he lost his Hero Medal. After that go out side to the kid running around in circles and he has found it and gladly gives it to you when he finds out the owner is looking for it. Then give it back to Pierre and he offers to let you join him going to the manor. At gate the refuse him and you have to bum rush the gate. I suggest waiting and take the option to make a plan its fun to watch Pierre pretend to be sick.
Lynx	He "joins" your party at the beginning of the first disc.

General Viper	Save Riddle from Viper Manor, then find Viper on the SS Invincible.
Poshul	Give Poshul the Heckran Bone in Arni Village in Home World. Do this, or she'll join you later on either way.
Razzly	Choose to save Kid the first time, then save Razzly from the Pentapus in Hydra Marshes.
Zappa	Just go to his shop in Termina, and have Radius in your party.
Orcha	Save Riddel from Viper Manor.
Zoah	Beat the Dead Sea, then find Zoah in the Termina bar (in the back room). Choose him now, or later on when you get General Viper on SS Invincible.
Korcha	Save Kid the first time, and he'll join you if have him take you to Termina.
Radius	Playing as Lynx, go to Arni Village and talk to Serge's mom, and defeat Radius to have him join your party.
Fargo	He joins your party no matter what after Evil Serge attacks you on Hermit's Hideaway.
Norris	Have Radius in your party, then go to Viper Manor in Home World. Speak to Norris, who is in his room in the basement.
Macha	Don't save Kid the first time, and try to get Korcha to take you to Termina. She'll join your party at Termina.
Glenn	Don't save Kid the first time, and at Termina where Macha took you, talk to Glenn, and he'll join your party.
Leena	Simply deny Kid of joining your party at Cape Howl.
Miki	Watch the performance on the ship (Disc 2), then go to SS Zelbess, and talk to Miki. She'll join your party.
Harle	You will get Harle at the start of Disc 2.
Irenes	Sleep in the house in Marbule, then find the ghost that night. The next day, fight the Sage, then go to Nikki's ship and Irenes will join you.
Greco	Defeat Lynx in Viper Manor, then find Greco in Termina, near the south-eastern part of the town, where Korcha's boat was. Talk to him in the hut to have him join your party.

Leah	She'll join you automatically at Gaea's Navel.
Mel	Save Kid the first time, and after she takes Kid's Elements, locate her at the Residential Tower. Mel will join you later on in the game.
Draggy	Get the Big Egg from the large bird in Fossil Valley, then in Home World, go to Fort Dragonia, and take the elevator down to the basement, and use the Big Egg on the platform to hatch Draggy.
Starky	Simply find the Star Fragment, use it to lure out MegaStarky on Sky Dragon Isle in Home World, defeat him, and catch Starky to have him join you.
Turnip	Get the Ice Gun, then go to Hermit's Hideaway, and get rid of the fire there. Change to the Home World, and go back to Hermit's Hideaway. Get Poshul in your party to find Turnip in that spot where the fire was.
Luccia	Beat Lynx at Viper Manor in Another World, then locate Luccia on the large purple area. Go to her lab to get her to join you.
Mojo	Find the Shark Tooth from the guy in the basement of one of the Huts in Arni Village of Home World. Switch worlds, return to the guy, and have Kid in your party. Try to leave, and Mojo will join you.
NeoFio	Retrieve the Life Sparkel in Hydra Marshes, then go to Viper Manor, and head to the purple area on the roof, and use the Life Sparkel on the flower here.
Sprigg	At the beginning of Disc 2, cause the large fruit to fall off the branch, and run into Sprigg's house. Try to leave, and Sprigg will join you.
Orlha	Fight Orlha on Disc 2 in Guldove, take the SapphireBrooch, then when you get Serge back, take the Brooch back to her, and she'll join you.
FunGuy	Head to Shadow Forest, and enter the tree. You will find that someone is trapped inside the hole in the wall, and that you must save him and move the boulder to get to him. Either kill the monster blocking your way, or run at the small insect in the water and make it run into the hole. After doing this, someone comes out. He'll give the Mushroom item. Go and find FunGuy who is in the waterfall in Shadow Forest, and hand him the Mushroom item.
Riddle	Save Riddle from Viper Manor, then find her on the SS Invincible.
Karsh	Beat the Dead Sea, then find Karsh in the Terminal bar (in the back room). Choose him now, or later

	on when you get General Viper on SS Invincible.
Van	Head to Van's house in Termina, and talk to him to have him join your party.
Doc	Do not save Kid the first time, then when you find out that Kid has been saved, Doc will join your party.
Steena	Defeat all 6 Dragons, then talk to Steena in the Dragon Shrine at Guldove.
Grobyc	Fight Grobyc in Viper Manor, then he'll join you as you try to leave the Manor.
Sneff	Fight the Sage on SS Zelbess, then talk to Sneff in his room on the ship.
Pip	Release the lock of Pip's cage in Luccia's lab, then find Pip on the SS Invincible to get him to join your party.
Skelly	Collect all of his body parts, which are located in Shadow Forest (AW), Fossil Valley (AW), Hydra Marshes (AW), Water Dragon Isle (AW), Isle of the Damned (AW), and Guldove (AW). Take them all back to the house near the statue in Termina.
Janice	Defeat all of her monsters on the SS Zelbess.

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14. Character Tech Skills List

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This list shows each character in the game, as well as everyone's Tech Skills, as well as what level the Tech Skill is, the name of the Tech Skills, and who the Tech Skill affects (foes and/or allies).

CHARACTER	TECH SKILLS	LEVEL	TARGET (FOES)
Serge	Dash&Slash	Lv. 3	Single
	Luminaire	Lv. 5	All
	FlyingArrow	Lv. 7	Single
Marcy	Cat'sCradle	Lv. 3	Single
	StringPhone	Lv. 5	All
	WebSurfer	Lv. 7	All
Kid	Pilfer	Lv. 3	Single
	RedPin	Lv. 5	All

	HotShot	Lv. 7	Single
Guile	Wandaln	Lv. 3	Single
	WandaSwords	Lv. 5	Single
	LightninRod	Lv. 8	Single
Nikki	GrandFinale	Lv. 3	Single
	ChillOut	Lv. 5	Single
	LimeLight	Lv. 7	All
Pierre	Medalsome	Lv. 3	Single (Himself)
	FoiledAgain	Lv. 5	Single
	SlapOfCyrus	Lv. 8	Single
Lynx	GlideHook	Lv. 3	Single
	FeralCats	Lv. 5	All
	Forever Zero	Lv. 7	All
General Viper	G-Force	Lv. 3	Single
	AirForce	Lv. 5	All
	FlagBearer	Lv. 7	Single (Himself)
Poshul	K9-Ball	Lv. 3	Single
	DoggyDunnit	Lv. 5	All
	Unleashed	Lv. 7	Single
Razzly	Raz-Star	Lv. 3	Single
	Raz-Heart	Lv. 5	Single (Ally)
	Raz-Flower	Lv. 7	All (Ally)
Zappa	HammerBlow	Lv. 3	Single
	HammerThrow	Lv. 5	All
	BallsOfIron (LOL)	Lv. 7	Single
Orcha	SpiceOfLife	Lv. 3	All (Ally)
	MysteryMenu	Lv. 5	Single
	DinnerGuest	Lv. 7	Single
Zoah	DragonRider	Lv. 3	Single
	Gyronimo	Lv. 5	Single
	Toss&Spike	Lv. 7	Single
Korcha	HeadButt	Lv. 3	Single
	Hook&Sinker	Lv. 5	Single
	BigCatch	Lv. 7	Single
Radius	LongShot	Lv. 3	Single
	QuickDraw	Lv. 5	Single
	VitalEnergy	Lv. 7	Single
Fargo	Pillage	Lv. 3	Single
	CannonBalls	Lv. 5	All
	Invincible	Lv. 7	Single
Norris	SpiralRay	Lv. 3	Single
	SunShower	Lv. 5	All
	TopShot	Lv. 7	Single
Macha	BottomsUp	Lv. 3	Single
	Folding	Lv. 5	Single

	DirtyDishes	Lv. 7	Single
Glenn	Dash&Gash	Lv. 3	Single
	SonicSword	Lv. 5	Single
	Dive&Drive	Lv. 7	Single
Leena	MaidenHand	Lv. 3	Single
	MaidenHeart	Lv. 5	Single (Herself)
	MaidenFaith	Lv. 7	Single (Herself)
Miki	HeadBopper	Lv. 3	Single
	SexyWink	Lv. 5	Single
	DanceOnAir	Lv. 7	All
Harle	MoonBeams	Lv. 3	All
	MoonShine	Lv. 5	All (Ally)
	Lunalretic	Lv. 7	All
Irenes	WaterBreath	Lv. 3	Single
	MerMelody	Lv. 5	Single (Ally)
	SirenSong	Lv. 7	All
Greco	Clothesline	Lv. 3	Single
	Flip-Flop	Lv. 5	Single
	GraveDigger	Lv. 7	Single
Leah	RockThrow	Lv. 3	Single
	TailSpin	Lv. 5	Single
	TripleKick	Lv. 7	Single
Mel	Snatch	Lv. 3	Single
	Doodle	Lv. 5	Single
	Tantrum	Lv. 7	All
Draggy	CoughDrop	Lv. 3	Single
	CoughMix	Lv. 5	Single
	BigBreath	Lv. 7	All
Starky	StarLight	Lv. 3	Single
	StarBurst	Lv. 5	All
	StarStuck	Lv. 7	Single
Turnip	VegeChopper	Lv. 3	Single
	VegeMight	Lv. 5	Single
	VegOut	Lv. 7	Single
Luccia	Pin-UpGirl	Lv. 3	Single
	Mix&Match	Lv. 5	Single
	TestAmeba	Lv. 7	Single
Mojo	VoodooDance	Lv. 3	Single
	CartWheel	Lv. 5	All
	HoodooGuroo	Lv. 7	Single
NeoFio	PopPopPop	Lv. 3	All
	SlurpSlurp	Lv. 5	Single
	BamBamBam	Lv. 7	Single
Sprigg	None	None	None
	DoppelGang	Lv. 5	Single (Himself)

		None	None	None
Orlha		MultiPunch	Lv. 3	Single
		PunchDrunk	Lv. 5	Single
		SisterHoods	Lv. 7	Single
FunGuy		LumberJack	Lv. 3	Single
		SporeCloud	Lv. 5	Single
		Myconoids	Lv. 7	Single
Riddel		SnakeEyes	Lv. 3	All (Ally)
		SnakeSkin	Lv. 5	Singly (Ally)
		SnakeFangs	Lv. 7	Single (Herself)
Karsh		DragonRider	Lv. 3	Single
		AxialAxe	Lv. 5	All
		Axiomatic	Lv. 7	Single
Van		JumpThrow	Lv. 3	Single
		WetPaint	Lv. 5	All (everyone)
		PiggyBoink	Lv. 7	Single
Doc		HighFive	Lv. 3	Single
		Gnarly	Lv. 5	Single
		HangTen	Lv. 7	All (Ally)
Steenaa		DireaShadow	Lv. 3	Single
		HydraShadow	Lv. 5	All
		GaraiShadow	Lv. 7	Single
Grobyc		RocketFist	Lv. 3	Single
		HairCutter	Lv. 5	All
		StrongArm	Lv. 7	Single
Sneff		BigDeal	Lv. 3	Single
		HPShuffle	Lv. 5	Single (Himself)
		SwordTrick	Lv. 7	Single
Pip		Pounce	Lv. 3	Single
		Sooth	Lv. 5	All (Ally)
		Hell's Fury	Lv. 7	Single
Skelly		JugglerVein	Lv. 3	All
		BalloonLoan	Lv. 5	Single (Himself)
		OnARoll	Lv. 7	Single
Janice		BeatIt	Lv. 3	Single
		Carrots	Lv. 5	Single
		What'sUpDoc	Lv. 7	Single

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15. Double / Triple Tech Skills Lists

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This list shows you each of the Double and Triple Tech Skills that are in

the game. They show each character, who they must team up with to form a Double or Triple Tech Skill, what Tech Skill they need to use to combine to make a Double or Triple Tech Skill.

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DOUBLE TECHS:

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CHARACTER	TECH SKILL	WHO THEY TEAM UP WITH
Draggy	BigBreath	Leah
General Viper	AirForce	Radius
Glenn	Dash&Gash	Serge
Grobyc	StrongArm	Norris
Guile	WandaSwords	Sneff
Karsh	DragonRider	Zoah
Kid	Pilfer	Mel
Leah	TripleKick	Draggy
Mel	Snatch	Kid
Miki	DanceOnAir	Nikki
NeoFio	BamBamBam	Turnip
Nikki	LimeLight	Miki
Norris	TopShot	Grobyc
Radius	VitalEnergy	General Viper
Serge	Dash&Slash	Glenn
Sneff	SwordTrick	Guile
Turnip	VegOut	NeoFio
Zoah	Toss&Spike	Karsh

CHARACTER (TECH)	+	CHARACTER (TECH)	=	DOUBLE TECH SKILL
Draggy	+	Leah	=	DraggyRider

Guile	+	Sneff	=	SwordStorm
Karsh	+	Zoah	=	DragonSpike
Kid	+	Mel	=	DoubleTake
NeoFio	+	Turnip	=	TossedSalad (LoL...)
Nikki	+	Miki	=	Flamenco
Norris	+	Grobyc	=	PitchBlack
Radius	+	General Viper	=	VitalForce
Serge	+	Glenn	=	X-Strike

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TRIPLE TECHS:

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CHARACTER	TECH SKILL	WHO THEY TEAM UP WITH
Kid	Z-Slash	Sprigg and Serge
Leena	DeltaAttack	Razzly and Serge
Razzly	DeltaAttack	Leena and Serge
Serge	Z-Slash	Sprigg and Kid
Serge	DeltaAttack	Leena and Razzly
Sprigg	Z-Slash	Kid and Serge

CHARACTER	+	CHARACTER	+	CHARACTER	=	DOUBLE TECH SKILL
Kid	+	Serge	+	Sprigg	=	Z-Slash
Leena	+	Razzly	+	Serge	=	DeltaAttack



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Here are just some of the strategies that I have come across throughout the course of my game(s) of Chrono Cross™, and I thought it would be nice of me to pass them along to you. ;)

- Whenever you are fighting enemies, take a look at what their Main Innate Color is (example: A Flower-type enemy would be a Green Innate color). This is very important, since if you know what the enemy's Innate color is, you can properly plan ahead in the fight, and know what color Element to use against that enemy.

- ALWAYS use the Opposite color Innate Element against enemys and bosses. This is very basic, but for some reason, a lot of people get confused with this, and don't know how to do this. What does it do? What does it mean? Simple. When you use an OPPOSITE Color Element that is opposite from the Innate of the enemy, your attack will drastically increase, and will be more powerful than a normal attack or a Element Color that is NOT opposite of the enemy's main innate. For info on what this means, read on...

- What are the Opposite Elements? Easy:

- Red is opposite of Blue
- Yellow is opposite of Green
- Black is opposite of White

Simple enough? Eh? Good. So, let's put this into play. Let's say you are fighting a Green Innate enemy. Pop quiz: What color Element do you use against them? Yellow? Very good. And for some more examples, if you are fighting a Black Innate enemy, then you would use White Innate Elements against them for best results. Oh, and don't use the SAME Innate color as the enemy, as described next...

- DO NOT USE THE SAME COLOR INNATE AS YOUR ENEMY!!! Why? Because if you do it will either:

- A) Heal your foe
- B) Do very little or no damage to your foe
- C) Both of the above (if that makes sense...)

So, for example, if you are fighting Lynx with Serge, and you use a Black Innate Element against him, you might heal him instead of damage him, which is a bad thing. Always remember this when fighting in battles, as well as when fighting enemies of the same color Innate of one or more of your party members.

- Try not to use powerful attacks or use more than one party member with the same Innate color as the enemy(s). This is because if you are a Red Innate color fighting a Red Innate color enemy, you will take more damage, as well as give off more damage to that enemy. Although the upside to this is that it goes both ways, so your attacks will give off a bit more damage to your foe, and they will take more damage than usual.

- Save your game whenever possible, no matter what. This is the most basic rule for all RPGs, since saving is crucial, especially for a 40+ hour game like Chrono Cross™. Don't be cocky and try to be "the man" by trying to see how far you can get without saving, because something bad will happen (i.e., you die in battle, the electricity goes out at your place, your little brother/dog/cat/hampster accidentally turns off your PlayStation), and you will lose TONS of gameplay and precious game hours, and you will go crazy, get pissed off, and break your controller, or do something else in a fit of rage. Not good. Not good at all. So remember kiddies: Always save your game.
- Oh, and save your game at the right spots in the game. For all of you out there who do not know how to save your game (don't worry, I forgive you), here's how. There are two ways to save your game:
 - A) Save at a Record of Fate, which is a semi-large green crystal that float at various spots in the game, like Inn's, or at key places in the game, and mainly before a tough area or a boss fight.
 - B) Or you can save on the World Map. To do this, just get onto the World Map, and open your menu, and save your game like normal. Simple eh?
- Choose your fights wisely. In Chrono Cross™, you can actually see your enemies on the screen, therefore getting rid of all Random Battles that are found in many other RPGs (Thank God). This is great, since you can basically avoid anyone that you want in the game, and only fight most enemies if you want to increase your HP fast, or if you are just plain bored. Of course, there are some enemies who you must fight to access a chest or a hidden place, or a new area, but these are useful battles. You can also TRY to avoid some bosses, but this is not recommended.
- When in doubt, run away from the battle. 100% of the time you can run away from a battle successfully, without losing anything except time. I suggest doing this only when you are either VERY low on HP, or you need to replenish your Elements and/or Armor and Accessories. The latter is mainly only used with Bosses, whom of which can be tough at times, so sometimes you might want to run away from the fight, and stock up any items that you may need for the fight, and to beat the ferocious monster.
- Turn on the option that lets you see what world you are in on the World Map. Just by seeing what World you are in increases your chances of succeeding in the game, and vastly decreases the chance that you will get lost or stumped in the game.
- Speak to everyone. Hell, speak to everyone twice or three times in fact. Why? Simple. Because people give you precious hints for your quest, and can also give you Key Items for the game, as well as trigger certain events in the game, some of which are crucial to your game advancement.
- Search high and low, near and far for any items that you can access. Doing this (searching everywhere basically), increases your chance of getting

that Key Item that you need to recruit a party member, or just a item or element that will save you money, since instead of having to purchase that element or item or armor/accessory/weapon, you can just find it in a Chest or under a bed or something.

- Whenever you get lost or confused or stumped in the game, then head over to Opassa Beach, and switch Worlds. What are the worlds? Home World and Another World. Basically, whatever you do in Home World will affect what happens in Another World, since Home World is set earlier than Another World. Keep this in mind always, as you will have to do many things and tasks in the game where you have to do something in Home World, then return to Another World, and you will find that something has changed in Another World.
- Always change the field color whenever possible, and always watch the Field Effect status area at the top of your screen. Just by changing the Field Effect of the fight, you can control the flow and tempo of the fight, and control how the Elements are used.
- Forge items, forge items, forge items! Forging is a wonderful addition to the game, and is a welcome feature to Chrono Cross™. Forging weapons allows you to choose the specific type of weapon/armor/accessories that you want/need for the game, and select how strong your weapon/armor/accessories are.
- Always buy in bulk. Buy your Elements that you can find in bulk, or in other words, buy a lot of them. Buying around 5-8 Elements of the same kind allows you to use some of the more powerful elements more than once in the same battle, which makes you all the more powerful against your enemies.
- Once you find an attack or element that does some SERIOUS damage to your enemy, keep using that attack, since the damage rate won't go down, unless of course they use a TurnColor element on you, in which case your attacks will decrease in power. But if this doesn't happen, just continue to pound your enemies with the effective attacks and elements.
- Use Trap Elements to acquire the most powerful Elements and Summons from enemies. Trap elements are WONDERFUL, since they let you obtain the most powerful Elements and Summons in the game, even the ones that you cannot buy anywhere in the game. You can access the Elements that Bosses use against you, then use them against them back, or just against other enemies or bosses. These are usually the strongest and most powerful elements in the game, and are of great value.

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17. F.A.Q (Frequently Asked Questions)

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1. What is the Chrono Cross™ item?

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This Chrono Cross item is a special item that is mainly used for the Final Boss in the game, but is not required to beat the game. It's primarily used as an optional item for the game. It's a "special" item, so to speak...
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2. What is the Chrono Cross item used for?

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This one will stump some players of Chrono Cross™, and for good reason. When you first get the Chrono Cross item, you will notice that you can equip it as an Element on a party member. It's the elusive 7th Element in the line of different colored elements, and it basically is a combination of all of the elements. It's used for the Final Boss in the game, and is used if you want to get the "good" ending of the game. If you use the Chrono Cross item correctly, then you will automatically beat the boss, and you will be able to watch the "good" ending of the game.
=====

3. How do I properly use the Chrono Cross item?

=====
Easy. To use the Chrono Cross the right way, just cast a series of element colors, all in a certain set way, which goes:

- Yellow
- Red
- Green
- Blue
- Black
- White

Then, you will need to use the Chrono Cross element RIGHT after performing this series of element attacks. Doing this causes the boss to die, and allows you to view the "good" ending, but of course this is only one part that you must complete to get the "good" ending...
=====

4. How do I get the "Good" ending for the game?

=====
From my experience, this is how you get the "good" ending for Chrono Cross™:

- Save Kid on Disc 2, and recover her from her past, and make her come out of her coma
- Kill the Final Boss the right way, with the Chrono Cross element as described in Question # 3 above.

5. How do I save my game?!?

=====
To save your game, simply find a Record of Fate, which is a semi-large green crystal that floats around key areas in the game and in Inn's, or save your game while on the World Map. To actually save your game, enter the Option Screen, and select the Save Option, then go on from there. If you STILL have trouble, then just give up, since the rest of the stuff in the game will cause massive seizures and migraines.
=====

=====
5. Why am I in a different area than you in your guide?
=====

Since Chrono Cross™ has multiple paths that venture to different areas of the game, you will be able to access different areas and paths in the game before others, and vice versa. My guide is based upon my experience, so if you are not in the same spot as I am, then I suggest using Ctrl + F to find what you are looking for in this FAQ.

=====
6. Is it possible to get all 44 Characters in my first game?
=====

In a word, no. Since the game takes different paths, you can only get certain characters for a certain path, and vice versa. One example is for when you have the choice to save Kid or leave her. By choosing to save her, you will be able to recruit some exclusive characters to that path, and likewise, if you do not choose to save Kid, you will be able to exclusive characters that are only exclusive to that path. For more info on what characters you can get through the different paths, I suggest taking a look at ToastyFrog's CC FAQ on www.gamefaqs.com, for his has all of this tasty info in his MASSIVE FAQ.

=====
7. What is the New Game+ feature I hear so much about?
=====

The New Game+ Feature is a cool feature that you can access by beating the game once. But the thing that you must do to get this feature, is to save your game AFTER the ending credits have finished rolling. If you do not save your game, then you will not be able to get the New Game + mode. This save IS the New Game + mode, so you must save your game after the credits. The main gist of this mode is that you can either:

- A) Start a whole new game where you begin with EVERYTHING you had from your last game (HP, Elements, stats, weapons, etc...)
- B) Continue your last game save with the New Game + Features

=====
8. What are the New Game + features?
=====

Good question. The New Game + features are some extra cool things that you can get only in this mode of the game. Some are:

- You can get through the game easier, since you are already built up with (hopefully) high HP, and powerful weapons and armor, as well as strong Elements and high levels
- You can change the game speed with either L2 or R2. R2 causes the game to play faster, while L2 causes your characters and the game to play much s..l..o..w...e...r than normal, respectively.
- You can fight the Final Boss of the game at ANY TIME, just by using the Time Egg.
- You get the Relief Charm, which allows you to get rid of Serge in your

party, and use different characters in your party

Of course these things can get a bit in-depth, so check out my "New Game +" section in this FAQ for more info on the New Game + feature.

=====
9. How many different endings are there in Chrono Cross™?
=====

There are many, and so far I have found only 6 endings. I have heard that there are 9 different endings, all of which can be accessed in the New Game + mode.

=====
10. Is there any way to feed the Dragons in the Viper Manor shed 100 times???
=====

Yes, but it's almost impossible to do in the "normal" game, since they go too fast for you to keep up with. So how do you "slow" them down? Easy. Just use the New Game + features in your Continue game, and when you get to the feeding the Dragons part of the game, or just whenever you want to, press the L2 Button to slow the game down by a good percentage, therefore allowing you to take your time while feeding the Dragons, and allowing you to feed them 100 times, and getting the best prizes from the Dragon-keeper there.

=====
11. How do I get to the Green Dragon?
=====

Easy. He's located at Gaea's Navel, but this island can only be accessed by the air, and not by the sea. How do you get this? First, you must have the Beeba Flute, which can be done by defeating the Beeba near the Record of Fate at the Hydra Marshes. Next, you must get some Ancient Fruit from the same Beeba, of which you can get by defeating him once again in battle. After you have done this, speak to him, and he'll tell you to talk to his Beeba friend and the Wingapede will take you to Gaea's Navel if you use the Beeba Flute and Ancient Fruit.

=====
12. Okay, I have the Ancient Fruit and the Beeba Flute. How do I get the Wingapede to take me to Gaea's Navel without having to fight him?
=====

Whew. I thought I had answered this, but here goes. After getting both the Beeba Flute and the Ancient Fruit from the Beeba, head east and talk with the other Beeba on the edge of the marsh. He'll tell you to use the Ancient Fruit with the Beeba Flute to catch the Wingapede. Use the Beeba Flute, and if you have the Ancient Fruit, he'll automatically take you to Gaea's Navel, without a fight. NOTE: If you do not have the Ancient Fruit, you will have to fight the Wingapede instead.

=====
13. How do I change Worlds?
=====

You can only do this once you have the Astral Amulet from Kid. Once you have this item, head to Opassa Beach, and use it on the Wormhole in the ground. Doing this will allow you to change Worlds (Home World to Another World, and vice versa), at will, and you will be able to switch worlds whenever you

want to, except for a "key time" during the game...

=====
14. Hey, I'm having a tough time beating the Criosphinx. What's the point of fighting him?
=====

Heh heh heh. Good Question. Even though answering Criosphinx's riddles can be tough at times, they can be answered correctly, all within time. But what is the point of beating him? Simple. If you beat him, you will receive the Sunglasses item, which is a kick ass Accessory, since it has some great power. What does it do? It thoroughly increases your overall power against all enemies, and increases your power in all categories. This is a wonderful accessory to use, but is a pain in the ass to get, since you have to defeat the Criosphinx.

=====
15. How long did it take you to beat Chrono Cross™?
=====

The first time? Well, you can find this info in my Walkthrough, but it took me 43:54:09 (43 hours, 54 mins, 09 seconds). But you can find my time progress over time at the top of this FAQ, in the Introduction Section.

=====
16. What is the Masamune?
=====

Well, the Masamune is the MasterMune BEFORE Serge gets it from Garai in a boss fight...

=====
17. Ok...what's the MasterMune?
=====

Oh ok. Well, the MasterMune is the all-powerful sword in Chrono Cross™, one that is made up of three parts. It's hard to describe, but you will understand when you get the Sword in the game, and play the game with the Sword. It sorta talks to itself...Anywho, the MasterMune is the Masamune BEFORE Serge gets it, then called MasterMune AFTER is fuses with Serge's Sea Swallow. Interesting stuff.

=====
18. How do I get the MasterMune sword?
=====

Easy. Simply go to the Forbidden Island, and show Dario the MementoPendant, and he'll remember his past. Make sure Riddel is in your party too. Now you have to fight Dario. Defeat him, and the MasterMune is yours for the keeping. Immediately equip it to Serge to make your battles from here on out much easier.

=====
19. What is the Time Egg?
=====

The Time Egg is used on Opassa Beach, on the "other" wormhole on the beach. Using the Time Egg on the newer Wormhole allows you to visit the Final Boss. In the New Game +, you can use the Time Egg to visit the Final Boss at any time in the game.

=====
20. What is the Time Shifter? How do I get it?
=====

What is it? The Time Shifter is a key item that changes the game speed by pressing different buttons. L2 causes the game to play slowly, and the R2 button causes the game to play faster than normal. You can get this item right after you beat the game; you will get the Time Shifter in the New Game + mode.

=====
21. How come in your walkthrough you say <insert enemy/boss here> healed you instead of damaged you?
=====

Simple. Because I had a Colored Plate that is the same as the Main Color Innate of that boss/enemy. For example, if I said that Dario healed me with his Black Elements, it's because I had the Black Plate equipped on Serge.

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18. New Game +
.....

After you have beaten the game once, and saved your game after the ending credits have rolled, then you will be able to access the New Game + mode in Chrono Cross™. This mode is great, since you will be able to start or continue a game with everything that you have had before in your previous game, as well as New Game + only features like:

- You can get through the game easier, since you are already built up with (hopefully) high HP, and powerful weapons and armor, as well as strong Elements and high levels
- You can change the game speed with either L2 or R2. R2 causes the game to play faster, while L2 causes your characters and the game to play much s..l..o..w...e...r than normal, respectively.
- You can fight the Final Boss of the game at ANY TIME, just by using the Time Egg.
- You get the Relief Charm, which allows you to get rid of Serge in your party, and use different characters in your party

Some of the bonuses of this mode and new features are really cool, and are very beneficial to your game. These new features will allow you to blow through the game faster than before, kill the bosses faster and with more ease, and access new areas and items that you were unable to get in the regular game. You also get the Relief Charm, which allows you to switch characters in your party, including Serge. AKA, you can have a leading party member other than Serge. Damn cool if you ask me.

Another great thing about the New Game + mode, is that since you can access the Final Boss (Lavos) at any time in the game, so you can try out different situations, then fight the boss, and see if you get a new ending. So far, from what I have heard, there are around 9 different endings. Once I find out how to get them, I will tell you, and write up how to get them in this here section.

Oh, and you also receive the Time Shifter, which changes the game speed by pressing different buttons. L2 causes the game to play slowly, and the R2 button causes the game to play faster than normal. Use this to your advantage, and in different key areas in the game.

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19. Enemy Steal List

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This List shows each enemy in the game (including the Bosses), and it shows the most common (or uncommon) items or elements that you can steal from the during the fight, and the rare items and elements too. The (Common) Items are the Items that you will most likely get the majority of the time, while the (Rare) Items are the Items that you will most likely get the minority of the time, thus the name "rare".

ENEMY NAME	Steal Item (Common)	Steal Item (Rare)
Acacia PVT	Ivory Helmet	Capsule
Acacia SGT	Bronze Helmet	Capsule
Aero Guard	Denadorite	Holy Light
AirFrame	Mythril	Elbow Pad
Alphabat	GravityBlow	HellBound
Aquator	None	None
Anemotor	Green Brooch	Forest Charm
BeachBum	Medicine	Cure
Beeba	Tablet	Copper
Big Boxer	Heal	ElectroJolt
Black Dragon	Black Plate	None
BlueMoaman	Ice Lance	None
Bomber	Capsule	Cloud Cape
Bubba Dingo	Tablet	Capsule

Bulb	Heal	Capsule
Bunyip	FreeFall	BlackHole
Cassowary	IvoryMail	ElectroJolt
Cat Burglar	Poulice Cap	Power Glove
Centaurapede	ElectorBolt	Earthquake
Chamellion	Denadorite	Trashy Tiara
Combat	Capsule	Nostrum
Combot	Denadorite	Nostrum
CrossBones	Iron	Hellbound
Criosphinx	Rainbow Shell	None
Cupoid	Winged Shoes	Purify
Cuscus	Capsule	AeroBlaster
Cybot	KneePad	HiRes
Daffy Dwarf	Iron	Capsule
Daggy Dwarf	ElectroBolt	AeroBlaster
Dario	Nostrum	None
Dark Serge	Trashy Tiara	Rainbow Shell
Dead Beat	HellSoul	Bone
DeadHead	Plaster Cap	Heal
De-Hydrate	Daemon Charm	HellBound
Dodo	Mythril	Magnify
Dragoon	Silver Pendant	Gold Earring
Drongo	Tablet	Heal
Dwarf	Capsule	Heal
Earth Dragon	Yellow Plate	None
EctoPlasm	CureAll	HealAll
Fargo	Capsule	PhotonBeam
Fate	Earring of Light	None
Fire Dragon	Red Plate	None
Flea	Winged Shoes	Flea Vest

Fossicker	Mythril	Denadorite
Garai	None	None
General Viper	Stamina Ring	None
Geos	Capsule	Heal
Gerridae	CurePlus	Deluge
GiantGloop	Antiviral Cap	None
Gizmotoid	Denadorite	Nostrum
Gloop	Medicine	CurePlus
Gobledygook	HellSoul	MagmaBurst
Googhoul	Capsule	HiRes
Gravitor	Daemon Charm	None
Green Dragon	Green Plate	None
Gremlin	Dancing Shoes	SightScope
Grobyc	None	None
Guillot	None	None
Gurgoyle	Denadorite	Nostrum
Gyroblade	Denadorite	Gold Earring
Harle	PhotonBeam	MoonGlasses
Hell's Cook	None	None
HighwayMan	None	None
Hi Ho Tank	Screw	KneePad
HotDiggity	RedWolf	Mythril
Hydra	None	None
JellyBlubba	CureAll	IceBerg
Karsh	Copper	PowerGlove
Ketchop	Tablet	PowerGlove
KingMoaman	Copper	Feathery Dress
Komodo Pup	Tablet	Medicine
Lagoonate	Capsule	CureAll
Lantern Jaw	MagmaBurst	CloudCape

LavaBoy	RedBrooch	Stone Helmet
Lavos (Final Boss)	Nostrum	None
Li'l Boxer	Heal	ElectroBolt
Locknest	Capsule	Carnivore
Luxator	Angel Charm	None
Lynx	Pendragon Sigil B	Sky Djinn Ring
Mamma Dingo	Poultice Cap	Capsule
Mama Komodo	None	None
ManneQueen	Mythril	SightScope
Man-At-Arms	HellSoul	Iron
Man-o-War	GravityBlow	Iron
Mantarrey	Medicine	Antiviral
Marcy	Silver Loupe	Dancing
MegaStarky	Angel Charm	White Brooch
Miguel	None	None
Neo N Bulb	Seed	Heal
Orlha	Kung Fu Shoes	None
Opah Fish	Ointment	Tablet
Ozzie	Antidote	Tornado
Paper Boy	WhiteOut	RecoverAll
Pentapus	None	None
Peppor	Tablet	KneePad
PolisPolice	Rainbow Shell	None
Polly	SightScope	Inferno
Porre PVT	None	None
Porre SGT	None	None
PortalGheist	Magnify	Heal
Potpourri	Brace	Tablet
Potty	Capsule	Upheaval
Prehysteric	Earth Charm	Yellow Brooch

Prey Mantis	Forest Charm	Green Brooch
Pterodact	Cloud Cape	Stamina Belt
Puffy	Mythril	Deluge
Pyrotor	Red Brooch	Flame Charm
Quaffid	Capsule	Antidote
Radius	Heal	None
RedMoaman	MagmaBomb	None
Roachster	None	None
RoboDucky	Mythril	Gold Earring
Roborg	Screw	Capsule
RockRoach	Sonya	Tornado
RoyalJelly	Earring of Light	Magic Ring
Sage	None	None
SandSquirt	Tablet	None
SchoolMates	CureAll	Nostrum
Scorpoid	Tablet	Capsule
Shadow Cat	Daemon Charm	FreeFall
SideSteppa	Deluge	Nostrum
Sky Dragon	White Plate	None
Slash	IceBerg	None
Snibgoblin	AeroBlaster	Antidote
Snobgoblin	Antidote	Capsule
Solt	Tablet	Silver Loupe
SpearFisher	Antiviral Cap	IceBlast
SunOfAGun	Screw	None
Swamp Bug	Medicine	Numble
Taurminator	Mythril	Gold Earring
Taurusoid	Tornado	Sonya
Terrator	Yellow Brooch	Earth Charm
Terraterror	Waist Pad	Nostrum

Time Devourer	Holy Light	None
Total Chaos	Mythril	Trashy Tiara
Tragedienne	Heal	Carnivore
TutanShaman	Capsule	Sky Djinn Ring
Tyrano	Power Seal	Gold Earring
Tzetze Fly	Heal	BlackOut
Vita Dos	White Brooch	HolyHealing
Vita Tres	White Brooch	HolyHealing
Vita Unus	White Brooch	DivaDress
Water Dragon	Blue Plate	None
Whoot	Third Eye	Trashy Tiara
Wight Knight	Nostrum	HellBound
Willo'Wisp	Capsule	FirePillar
Wingapede	Antitoxinal Cap	Iron
Witchetty	AquaBall	CurePlus
Wraith	Capsule	FreeFall
YellowBelly	Earth Charm	Capsule
Zoah	Stamina Ring	None

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20. Enemy Drop List

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This List shows each enemy in the game (including the Bosses), and it shows the most common (or uncommon) items or elements that they will drop after the fight, or the SPOILS you get after the fight. The (Common) Items are the Items that you will most likely get the majority of the time, while the (Rare) Items are the Items that you will most likely get the minority of the time, thus the name "rare".

ENEMY NAME	Drop Item (Common)	Drop Item (Rare)
Acacia PVT	Tablet	PhotonRay

Acacia SGT	Copper	Meteorite
Aero Guard	Screw	None
AirFrame	Bone	SealAll
Alphabat	Iron	HellBound
Aquator	Blue Field	Sea Charm
Anemotor	Green Field	None
BeachBum	Humour	Tablet
Beeba	Fur	Upheaval
Big Boxer	AeroSaucer	ElectroJolt
Black Dragon	Grim Reaper	Black Plate
BlueMoaman	Feather	IceBlast
Bomber	None	None
Bubba Dingo	Leather	Ointment
Bulb	Seed	Sonja
Bunyip	None	None
Cassowary	Mythril	Nostrum
Cat Burglar	Fur	None
Centaurapede	Fang	Upheaval
Chamellion	WhiteOut	Panacea
Combat	BlackOut	Imbecile
Combob	Inferno	Screw
CrossBones	Bone	Iron
Criosphinx	SunGlasses	Denadorite
Cupoid	Purify	Winged Shoes
Cuscus	Tablet	EyeBall
Cybot	Screw	Iron
Daffy Dwarf	Tablet	Bronze Vest
Daggy Dwarf	Fur	Bronze Vest
Dario	SnakeFangs	Pendragon Sigil A
Dark Serge	Pendragon Sigil A	Stamina Belt

Dead Beat	Iron	HellSoul
DeadHead	HellSoul	HellBound
De-Hydrate	FreeFall	Resistance Ring
Dodo	Mythril	Magnify
Dragoon	Ointment	KneePad
Drongo	Carapace	Mythril
Dwarf	Uplift	Bronze Mail
Earth Dragon	ThundaSnake	None
EctoPlasm	Nostrum	None
Fargo	Meteorite	PhotonBeam
Fate	Magic Seal	HolyHealing
Fire Dragon	Salamander	None
Flea	Dreamer's Sash	None
Fossicker	Mythril	None
Garai	None	None
General Viper	Dragoon's Honor	None
Geos	HiRes	EyeBall
Gerridae	AquaBeam	CurePlus
GiantGloop	AquaBall	IceBlast
Gizmotoid	Denadorite	PowerSeal
Gloop	Humour	Poultice Cap
Goblidygook	Feather	Dancing Shoes
Googhoul	EyeBall	ElectroBolt
Gravitor	Black Hole	Black Brooch
Green Dragon	Genie	None
Gremlin	Humour	Leather
Grobyc	Defender	FreeFall
Guillot	Mythril	Screw
Gurgoyle	Earth Charm	None
Gyroblade	MeteorShower	None

Harle	PhotonBeam	MoonGlasses
Hell's Cook	Gold Pendant	Mythril
HighwayMan	Nimble	Mythril
Hi Ho Tank	Knee Pad	Iron
HotDiggity	Fang	RedWolf
Hydra	Upheaval	Bronze
JellyBlubba	Mythril	CureAll
Karsh	Bone Axe	Power Glove
Ketchop	Silver Earring	None
KingMoaman	GravityBlow	Power Glove
Komodo Pup	Bone	Feather
Lagoonate	Fang	Resistance Ring
Lantern Jaw	Capsule	Inferno
LavaBoy	Inferno	Gold Earring
Lavos (Final Boss)	None	None
Li'l Boxer	IceLance	Meteorite
Locknest	Capsule	HealAll
Luxator	Ultra Nova	White Brooch
Lynx	Pendragon Sigil B	Sky Djinn Ring
Mamma Dingo	Strengthen	Poultice Cap
Mama Komodo	Fang	Tablet
ManneQueen	Mythril	Inferno
Man-At-Arms	Heal	Bronze Mail
Man-o-War	Capsule	Heal
Mantarrey	Leather	CurePlus
Marcy	IceBlast	Iron
MegaStarky	MagNegate	None
Miguel	Dreamer's Scarf	None
Neo N Bulb	AeroSaucer	EagleEye
Orha	Mythril	Waist Pad

Opah Fish	Scale	Bone
Ozzie	Ozzie Pants	None
Paper Boy	Capsule	WeakMinded
Pentapus	AquaBall	IceBlast
Peppor	Uplift	Copper
PolisPolice	PhysNegate	Capsule
Polly	MagmaBurst	None
Porre PVT	AquaBall	Iron Helmet
Porre SGT	IceBlast	Stamina Ring
PortalGheist	Capsule	EyeBall
Potpourri	AeroSaucer	Brace
Potty	Brace	Bronze
Prehysteria	Denadorite	Golem
Prey Mantis	Feather	Sonya
Pterodact	Inferno	Gold Earring
Puffy	Scale	Mythril
Pyrotor	Red Field	None
Quaffid	Seed	Bushbasher
Radius	Pendragon Sigil C	Gravitonne
RedMoaman	Feather	MagmaBomb
Roachster	Elbow Pad	None
RoboDucky	Screw	Mythril
Roborg	Copper	ElectroBolt
RockRoach	Denadorite	Fang
RoyalJelly	Resistance Belt	None
Sage	Mythril	None
SandSquirt	Fang	Scale
SchoolMates	Scale	Mythril
Scorpoid	Feather	Knee Pad
Shadow Cat	Fur	MotherShip

SideSteppa	CureAll	None
Sky Dragon	Saints	None
Slash	Slasher	Third Eye
Snibgoblin	AeroSaucer	BushBasher
Snobgoblin	Fang	BushBasher
Solt	Ivory Vest	Copper
SpearFisher	Nimble	CureAll
SunOfAGun	Iron	None
Swamp Bug	Fang	Feather
Taurinator	Mythril	Mythril Helmet
Taurusoid	Fang	Iron Vest
Terrator	Yellow Field	None
Terraterror	Nostrum	Defender
Time Devourer	Earring of Hope	None
Total Chaos	Gravitonne	Mythril
Tragedienne	AquaBall	Deluge
TutanShaman	Weaken	Elbow Pad
Tyrano	Resistance Ring	None
Tzetze Fly	Humour	GravityBlow
Vita Dos	Earring of Light	Diva Dress
Vita Tres	DivaDress	Golden Tiara
Vita Unus	Vigora	None
Water Dragon	BlueWhale	None
Whoot	Earth Charm	Yellow Brooch
Wight Knight	Iron	Rainbow Shell
Willo'Wisp	Tablet	Ointment
Wingapede	AeroSaucer	None
Witchetty	Humour	None
Wraith	HellSoul	None
YellowBelly	Numble	Earth Charm

Zoah	Gold Earring	None
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21. Bestiary List

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This list shows each enemy and their HP (Hit Points; basically their health bar in a sense), and their Main Color Innate.

ENEMY NAME	HP (Hit Points)	Innate Color
Acacia PVT	70	Yellow
Acacia SGT	240	Yellow
Aero Guard	540	Blue
AirFrame	450	Black
Alphabat	260	Black
Aquator	2800	Blue
Anemotor	2500	Green
BeachBum	32	Blue
Beeba	280	Yellow
Big Boxer	80	Yellow
Black Dragon	3900	Black
BlueMoaman	145	Blue
Bomber	650	Black
Bubba Dingo	140	Red
Bulb	280	Green
Bunyip	1200	Black
Cassowary	500	Yellow
Cat Burglar	588	Red
Centaurapede	370	Yellow
Chamellion	530	Blue

Combat	200	Black
Combot	1900	Red
CrossBones	150	Black
Criosphinx	13,000	Yellow
Cupoid	570	White
Cuscus	200	Green
Cybot	980	Yellow
Daffy Dwarf	90	Yellow
Daggy Dwarf	100	Yellow
Dario	3500	Black
Dark Serge	3000	Black
Dead Beat	90	"
DeadHead	700	"
De-Hydrate	1045	"
Dodo	500	White
Dragoon	350	Red
Drongo	200	Green
Dwarf	140	Yellow
Earth Dragon	3100	Yellow
EctoPlasm	450	Red
Fargo	600	Blue
Fate	5000	Black
Fire Dragon	3400	Red
Flea	1200	"
Fossicker	555	Yellow
Garai	1987	White
General Viper	820	Yellow
Geos	200	Black
Gerridae	260	Blue
GiantGloop	800	"

Gizmotoid	500	Red
Gloop	230	Blue
Gobledygook	270	Red
Googhoul	180	Yellow
Gravitor	3000	Black
Green Dragon	3700	Green
Gremlin	280	"
Grobyc	2800	Black
Guillot	1001	Yellow
Gurgoyle	520	"
Gyroblade	460	White
Harle	400	Black
Hell's Cook	2800	Red
HighwayMan	2000	Black
Hi Ho Tank	1000	Yellow
HotDiggity	165	Red
Hydra	700	Yellow
JellyBlubba	475	Blue
Karsh	115	Green
Ketchop	260	Yellow
KingMoaman	245	Black
Komodo Pup	28	Blue
Lagoonate	510	"
Lantern Jaw	290	"
LavaBoy	780	Red
Lavos (Final Boss)	Unknown	All
Li'l Boxer	70	Yellow
Locknest	210	Green
Luxator	3000	White
Lynx	1000	Black

Mamma Dingo	140	Red
Mama Komodo	160	Blue
ManneQueen	200	Yellow
Man-At-Arms	160	Black
Man-o-War	100	"
Mantarrey	500	Yellow
Marcy	300	Blue
MegaStarky	2800	White
Miguel	1950	"
Neo N Bulb	160	Green
Orlha	1800	Blue
Opah Fish	40	Red
Ozzie	2000	Green
Paper Boy	165	Yellow
Pentapus	600	"
Peppor	60	"
PolisPolice	3200	White
Polly	540	Red
Porre PVT	350	White
Porre SGT	400	"
PortalGheist	330	Yellow
Potpourri	70	Green
Potty	350	Yellow
Prehysteric	550	"
Prey Mantis	610	Green
Pterodact	750	Red
Puffy	300	Yellow
Pyrotor	2400	Red
Quaffid	320	Green
Radius	750	"

RedMoaman	145	Red
Roachster	1245	Blue
RoboDucky	450	White
Roborg	300	Yellow
RockRoach	515	"
RoyalJelly	1657	Blue
Sage	1500	White
SandSquirt	25	Blue
SchoolMates	400	"
Scorpoid	250	"
Shadow Cat	350	Black
SideSteppa	680	Blue
Sky Dragon	3800	White
Slash	1400	Blue
Snibgoblin	110	Green
Snobgoblin	120	"
Solt	80	Yellow
SpearFisher	487	Blue
SunOfAGun	365	White
Swamp Bug	80	Blue
Taurminator	658	Yellow
Taurusoid	1200	Green
Terrator	2200	Yellow
Terraterror	700	White
Time Devourer	Unknown	All
Total Chaos	230	Black
Tragedienne	380	Red
TutanShaman	300	"
Tyrano	1600	"
Tzetze Fly	160	Black

Vita Dos	2500	Green
Vita Tres	70	Blue
Vita Unus	2500	Red
Water Dragon	2800	Blue
Whoot	600	Yellow
Wight Knight	750	Black
Willo'Wisp	200	Red
Wingapede	430	Green
Witchetty	468	Blue
Wraith	400	Black
YellowBelly	621	Yellow
Zoah	200	Green

This list shows each enemy, along with their Attack Power and their Defense number. The higher the number, the better the enemy's attack/defense is.

ENEMY NAME	Attack Power	Defense
Acacia PVT	13	0
Acacia SGT	14	0
Aero Guard	65	65
AirFrame	9	24
Alphabat	30	20
Aquator	133	60
Anemotor	100	65
BeachBum	4	0
Beeba	22	3
Big Boxer	12	5
Black Dragon	96	70

BlueMoaman	11	0
Bomber	20	40
Bubba Dingo	28	32
Bulb	21	31
Bunyip	43	20
Cassowary	41	10
Cat Burglar	58	42
Centaurapede	45	28
Chamellion	60	50
Combat	27	10
Combot	74	70
CrossBones	28	0
Criosphinx	140	95
Cupoid	63	46
Cuscus	32	30
Cybot	72	72
Daffy Dwarf	18	1
Daggy Dwarf	20	1
Dario	130	130
Dark Serge	90	79
Dead Beat	22	2
DeadHead	48	15
De-Hydrate	71	60
Dodo	40	40
Dragoon	42	39
Drongo	32	33
Dwarf	19	1
Earth Dragon	86	70
EctoPlasm	19	40
Fargo	43	12

Fate	109	84
Fire Dragon	93	55
Flea	55	43
Fossicker	50	52
Garai	77	45
General Viper	28	31
Geos	28	31
Gerridae	14	30
GiantGloop	42	60
Gizmotoid	70	68
Gloop	31	21
Gobledegook	32	25
Googhoul	28	8
Gravitor	140	70
Green Dragon	81	52
Gremlin	34	20
Grobyc	75	54
Guillot	65	73
Gurgoyle	60	50
Gyroblade	75	63
Harle	32	10
Hell's Cook	92	27
HighwayMan	78	44
Hi Ho Tank	28	14
HotDiggity	54	40
Hydra	43	20
JellyBlubba	52	25
Karsh	14	0
Ketchop	20	0
KingMoaman	14	0

Komodo Pup	4	0
Lagoonate	45	62
Lantern Jaw	42	25
LavaBoy	63	48
Lavos (Final Boss)	120	95
Li'l Boxer	11	5
Locknest	31	30
Luxator	140	70
Lynx	60	31
Mamma Dingo	28	32
Mama Komodo	13	1
ManneQueen	42	32
Man-At-Arms	20	6
Man-o-War	16	5
Mantarrey	60	46
Marcy	30	0
MegaStarky	65	39
Miguel	69	55
Neo N Bulb	28	1
Orlha	78	49
Opah Fish	8	0
Ozzie	88	68
Paper Boy	26	5
Pentapus	36	15
Peppor	10	0
PolisPolice	115	100
Polly	34	15
Porre PVT	52	28
Porre SGT	55	31
PortalGheist	22	5

Potpourri	19	0
Potty	14	5
Prehysteria	58	54
Prey Mantis	50	50
Pterodactyl	58	50
Puffy	50	23
Pyrotor	130	55
Quaffid	24	0
Radius	44	38
RedMoaman	11	0
Roachster	66	54
RoboDucky	45	38
Roborg	35	8
RockRoach	75	77
RoyalJelly	64	30
Sage	56	41
SandSquirt	3	0
SchoolMates	49	25
Scorpoid	32	5
Shadow Cat	45	25
SideSteppa	82	63
Sky Dragon	97	61
Slash	70	58
Snibgoblin	24	1
Snobgoblin	24	1
Solt	9	0
SpearFisher	44	30
SunOfAGun	47	48
Swamp Bug	20	0
Taurinator	60	45

Taurusoid	43	40
Terrator	100	65
Terraterror	69	53
Time Devourer	120	93
Total Chaos	30	32
Tragedienne	32	18
TutanShaman	43	22
Tyrano	80	55
Tzetze Fly	25	0
Vita Dos	100	100
Vita Tres	13	0
Vita Unus	105	105
Water Dragon	84	50
Whoot	68	60
Wight Knight	80	45
Willo'Wisp	11	0
Wingapede	32	12
Witchetty	34	34
Wraith	47	30
YellowBelly	68	42
Zoah	14	0

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22. NOTICES (PLEASE READ!!!)

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Since I didn't want to Clutter the top of this FAQ, I decided to move my Disclaimers and Notices down here. Note: I kept the SPOILERS warning at the top of the FAQ, since I really need to warn people about Spoilers right away.

D I S C L A I M E R:

+-----+
| N O T I C E: |
| If you have any questions about Chrono Cross™, PLEASE check the |
| Walkthrough first (use Ctrl + F to help you...), and then please |
| check the FAQ Section, because maybe your question can be answered |
| there. If then you STILL cannot find the answer to your question, |
| then e-mail me. But a word of warning: If your question CAN be found |
| somewhere in this document, then I will NOT respond to you. Please |
| try to help yourself before you come to me. I get over 50 e-mails a |
| day, and I do not have time to respond to e-mails asking me |
| questions that can be found in this FAQ. Thank you. |
+-----+

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23. CREDITS

.....

CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

Squaresoft- For making such a kick ass game series, and one of the best RPG's ever, and definitely the best RPG on the PlayStation, bar none. Oh, and also for the many other great games they made too. :P

pixcmix@hotmail.com- For how to find and recruit Pierre into your party.

Chi Tran- For how to find and recruit Pierre into your party.

ccv2k@hotmail.com- For how to find and recruit Pierre into your party.

jedikestrel@hotmail.com- For how to find and recruit Pierre into your party.

Dingo JellyBean- I refered to his FAQ (the Bestiary Lists) to check and see if my values were correct. I used some values for my Steal and Drop Lists, as well as the other Bestiary Info from his FAQ, only because I wasn't sure if my values and information was correct or not. His FAQ is better than ToastyFrog's FAQ, in my oh so humble opinion. Check it out ASAP.

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24. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape™

- Brave Fencer Musashi™
- Chrono Cross™
- Crash Bandicoot 3: Warped™
- Crash Team Racing™
- Dino Crisis™
- Gran Turismo 2™
- Hot Shots Golf 2™
- Legend of Mana™
- Medal Of Honor™
- NBA Live 2000™
- Need for Speed: High Stakes™
- Tony Hawk's Pro Skater™
- Resident Evil 2™
- Resident Evil 3™
- R4: Ridge Racer Type 4™
- Rollcage™
- Syphon Filter 2™
- Vagrant Story™

NINTENDO 64:

- Goldeneye 007™
- NBA Live 2000™
- Mario Party 2™
- Perfect Dark™
- Resident Evil 2™

DREAMCAST:

- Carrier™
- Crazy Taxi™
- Dead or Alive 2™
- Hydro Thunder™
- MDK 2™
- Nexus/Interact 4MB Card FAQ
- Sega GT: Homologation Special™
- Sega Rally 2™
- Sega Swirl™
- Resident Evil Code: Veronica™

::

My Resident Evil Code Veronica™ site: www.geocities.com/residentevilcv
 My website: <http://faqdomain.cjb.net>
 E-Mail Address: nemesis@flipmode.com

 E-MAIL RULES:

Types I WILL respond to / accept:

-
- Small questions that are NOT answered in the FAQ
 - Comments
 - Any types of contributions that can be HELPFUL to others
 - Corrections for this FAQ
 - Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept / respond to:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <http://vgstrategies.about.com>
- GameShark.com <www.gameshark.com>
- FAQ Domain <http://faqdomain.cjb.net>

This document intellectual and legal property of...

Brett

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Franklin

One final word:

"Don't Do Drugs!"

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