

# Chrono Cross New Game+ and Continue+ Mastering Guide

by Nev

Updated to v1.01 on Nov 27, 2000

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## Chrono Cross New Game+ and Continue+ Mastering Guide

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Version: 1.01 27/11/00

Author: Nev <Neville Collins>

E-mail: nev@r67.net

ICQ: 73074367

AIM: EvilNev

Yahoo IMS: evil\_nev

Homepage: <http://redrival.com/nev> <The Grotto of Serenity>

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G A M E I N F O R M A T I O N  
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Title: Chrono Cross  
Series: Chrono Trigger and Radical Dreamers: Unstolen Jeweller sequel  
Developer: Squaresoft  
Publisher: Square (Japan), Square Electronics Arts L.L.C. (US and Canada)  
Genre: SRPG  
Players: 1  
System: SONY PlayStation  
ROM Size: 2 discs (1300 MB)  
Memory Card: 1 block  
Analogue Control Compatible: Yes  
Vibration Function Compatible: Yes  
PocketStation Compatible: No  
Chrono Cross Release:  
Japan 18/11/1999 (NTSC format)  
USA 15/08/2000 (NTSC format)  
Canada 15/08/2000 (NTSC format)

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The dream our planet once had  
Defeated the darkness and brought forth a brighter future.  
However, this was also the dawn of a new nightmare...

The final battle over the legendary treasure, "The Frozen Flame"  
A battle between dragons, humans, and FATE

That will surpass even space and time is about to begin...

Our Planet's dream has not yet ended...

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1. Introduction  
=====

This is a short guide for building up a "mastered" game file for an obscure little known RPG named Chrono Cross from Square. It is intended for players who either have completed, or are near completion (by that I mean you're a fair chunk through disc 2, at least at the Terra Tower). I'll warn you now, though I have tried to avoid any unnecessary plot spoilers, there are spoilers present, so please, for your own enjoyment of the game, if you haven't completed or near completed it DON'T READ ON.

Anyways, it just covers all new features added to the game that you will receive upon completion, how to obtain all 44 playable characters, items required to forge their best possible equipment, the locations of all @Rainbow Shells required to forge the best equipment, a short list of Sprigg's Doppelgangs that can be accumulated from clear game to clear game, little secrets and how and when to trigger all eleven known endings. Its undoubtedly mostly covered elsewhere, but it is still nice for players to have a single guide for a lot of what there is to do after completing Chrono Cross, and I haven't seen some of this stuff anywhere else, like the complete US Doppelgang list, and location of all 23 @Rainbow Shells, hope you find it helpful...

BTW, I've tried to base it all on the US version, using the US names, as that's the version ppl will most likely be playing O\_o

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2. Chrono Trigger Series  
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Nothing to do with the guide, but to quickly recap for any younger gamers who don't know, Chrono Cross is the second sequel to a Super Famicom RPG

called Chrono Trigger, widely regarded as one of the best RPGs ever alongside Final Fantasy IV-IX, Dragon Quest III-VII, any Zelda etc. IMO its a little overhyped, but enough of that =P Here's just a quick analysis of the series and related media ROMs...

#### Chrono Trigger:

Released in 1995 for the Super Famicom, ported to the US SNES, later remade for the Japanese PlayStation but not ported out of Japan, the direct prequel to Chrono Cross in which you control Crono, a silent protagonist in an adventure through various times, ending in a quest to save the planet from an entity named Lavos. There are many direct references in Chrono Cross to Chrono Trigger, and they should both be played, or else neither, to fully appreciate the complexities (and irregularities for that matter) of the plot.

#### Radical Dreamers: Unstolen Jeweller:

Released in 1996 via the Sattelaview dialup service for the Super Famicom add-on Broadcast Satellite System, and never ported out of Japan, it was a semi-sequel to Chrono Trigger done in a text adventure format. You control Serge, Kid and Gil (referred to in CC as Magil) (SPOILER WARNING!), who yes, is later revealed to be Janus/Magus from Chrono Trigger, trying to steal the Frozen Flame from Yamaneko (called Lynx in the US port of CC). Though it features characters from Chrono Cross, they're not the same, they're intended to be set on parallel worlds, so Radical Dreamers can be assumed to be set on a third world, "another another world" from Chrono Cross if you want, and though there are billions of cross references to each other they aren't directly linked in plot succession like Chrono Trigger and Chrono Cross. Just for the record, Guile from Chrono Cross WAS intended to be Gil, but was NOT in the final version, the developers have said as much in interviews. Don't ask me for the ROM image.

#### Chrono Trigger Pre Release:

Not a game in itself, simply a Japanese preview cart that was distributed to the Japanese gaming media, and somehow ended up dumped and put up on the internet... Don't ask me for it.

#### Chrono Trigger Characters:

Another pre-release dumped ROM, or it could be a BS piece of software, I don't know off the top of my head, but it has been dumped. Its just something that lets you view all the characters and enemies in the game. Again, do not ask me for it.

#### Chrono Trigger Race Demo:

Another non-game curiosity ROM that has found its way onto the Internet. It's just the race section from 2300 AD in a ROM. Don't ask me for it.

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### 3. Clear Game Explanation and Features

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Upon completing the game for the first time, regardless of which of the two possible endings you got, you'll be given the option to save the game after pressing the confirm firm button on the "fin" screen. Save it to your memory card, preferably not over your last save file from the game you have just completed, then in the New Game/Continue menu screen when you boot up the game, choose continue. You will have to change to the disc the game used to create the clear game file was on, if it is not all ready in your PSX. You'll notice the clear game file you saved at the end

of the game has the number of stars you collected as yellow, character display, G and time being displayed from the file used to create the clear file. Select the file and the game will go back to the New Game/Continue Game screen, except now you have the option of New Game+ and Continue+.

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New Game+: Start a new game with the stats and some of the elements, equipment and items you had in the game the clear game file was saved from, and one or two new features.

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Continue+: Choose another file, that has not been completed and is not already a Continue+ file, i.e. IS NOT a saved New Game+ file or Continue+ file, and have some of the features from the game the clear game file used to start the Continue+ was saved from.

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New Game+  
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Features:

1. Relief Charm - the Relief Charm key item will be present in your Key Item list from the start, allowing you to choose a character to be substituted in Serge's place whenever you enter battles, meaning better balanced statistic bonuses from boss battles, and you get to mess around more with all the characters you have accumulated. Just select it in the Key items menu, then select the character you wish to be subbed in, if you want Serge back then choose Serge.

2. Time Shifter - the time Shifter key item will be added to your Key item list from the start, allowing you to speed up play with the R2 button, or slow it down with the L2 button. The buttons can be reassigned if you want. (Fast forward is vital in New Game+ to avoid tedious replays!).

3. Time Egg - will be found by Serge when he awakes in Arni straight after the introduction. This enables you to go to the final boss at any time during the game, when used on the purple portal on Opassa Beach. Depending on when it is used, you will get different endings, all known of which are covered in section 4. Endings.

4. Locked Door in The Bend of Time - will be unlocked, allowing you to fight Ozzie, Slash and Flea, which will get you a minimum of a Slasher (strong sword), Ozzie Pants (high defence helm, but with all status afflictions) and a Dreamer's Sash (start off with element level 2 in battle). And after beating them you can get a Dreamer's Sarong (start off with element level 8 in battle) from the giant blob-plant thing in the room. See the @Rainbow Shell section for more info.

5. Chrono Cross - the Chrono Cross now has a function that it didn't have in your first playthru, it can be used in the Dimensional Vortex where you ended up after the Dragon Tear shattered at Another's Fort Dragonia, and where you meet Sprigg. Use the Astral Amulet on the portal in Home's Hydra Marshes where you exited the Dimensional Vortex with Lynx, Harle and Sprigg, and you'll end up in Sprigg's home. If you have obtained the Chrono Cross, you will get told it is reacting to the unstable vortex, use it in the Key Items menu and you will receive all characters from the past game that have been used to start the New Game+ you are playing, or all past games that have been played as the first playthru or New

Game+ leading up to your current New Game+. This basically allows you to have all characters present in the party by the end of your third New Game+, if played correctly (as covered in section 6. Characters.).

6. Statistics Carry Over - all stats, HP, Strength, Resistance, Accuracy, all, will be carried for each and every character, and all new characters that you recruit with have stats proportional to Serge's (i.e., high). This way you will be twice as strong by the end of a first New Game+ than you were at the end of a first normal playthru. You keep on levelling up stats all the way through, but it becomes a lot less frequent the more you replay, until certain stats reach a highest possible level, or you get to 99 stars. So don't worry that your Serge with 850 HP will not go to 999 HP, there is no way to make him without using a cheat peripheral.

7. Equipment Retained and Lost - all equipment on all characters from the file used to start the New Game+ will be unequipped, placed in the list of all equipment and materials, and then the whole list will be present at the start of a New Game+, with the following exceptions:

Mastermune - as Mastermune is present in the New Game+, and it wouldn't make sense to accumulate them (so make sure you forge a Spectra Swallow for serge in the New Game+). It won't even revert back to a Sea Swallow and be present as a second Sea Swallow in your equipment list, but if you complete the game before or without getting the Mastermune, you will retain the Sea Swallow you had from the start and have two any Continue+ or New Game+ spawned from a clear file created from the game.

Einlanzer - same as above, it/they is/are a key item, and regardless of whether you got one or two for Glenn, they will be lost.

Hero's Blade - because it comes from the prop sword key item and is for an event involving Pierre.

Master Hammer - as it is required to forge @Rainbow Shell gear, even though not a key item, and is needed for an event involving Zappa.

Dragoon's Honour - even if you got more than one, all are lost, as one is required for an event involving Guile and the Termina fortune teller.

Blue Brooch - again, even if you somehow got more than one, all are lost as one is gained from the Sapphire Brooch key item in an event involving Orpha.

Hero's Medal - a key item required in the recruiting of Pierre, and for an event involving Pierre. NOTE: If you complete the game with Pierre in the character list, then on the next New Game+ playthru you choose to take the Guile or Nikki route so don't get Pierre, then you use the Chrono Cross later to get Pierre into the character list, he will have the Hero's Medal equipped as you will have missed getting it by not recruiting him earlier.

Hero's Shield - again, required for an event involving Pierre.

Star Fragment - required for an event involving Starky.

8. Key Items Lost - all key items, ALL, are lost, though the Time Egg is instantly regained and you will retain the Time Shifter and Relief Charm when starting a New Game+ from a clear file created from a New Game+.

9. Elements Retained and Lost - uncertain one this... You will loose all

Summon Elements, whether level 7 or 8, so stock up on Shiny Items at the end of games before creating a clear file to start a New Game+. All level 7 tech elements, except those automatically gained when a certain star level is reached, are lost, including Pip's as he returns to normal form if you changed him (I think... yet to confirm fully), and Steena loses her level 5 tech as well. So you will have to get them each time you play through the game. I still can't fathom a pattern to what spell elements you retain and what you lose though, I suspect some may have an upper limit whereby you will retain up to a certain number of certain elements, then you lose any over that number.

10. G Carried Over - you will retain all G you accumulated in the game used to create the clear file.

11. Star Level Carries Over - you will retain the star level you achieved in the game used to create the clear game, until you reach 99 stars, and will keep earning stars (though with less frequency) until you reach 99 stars at about the start of a third time through the game.

12. Time - resets to 00:00:00.

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Continue+  
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Features:

1. Relief Charm - the Relief Charm key item will be added to your Key Item list, see New Game+ for details.

2. Time Shifter - the time Shifter key item will be added to your Key item list, allowing you to speed up play with the R2 button, or slow it down with the L2 button. The buttons can be reassigned if you want.

3. Time Egg - will be added to your Key Items list right away. This enables you to go to the final boss at any time during the game, when used on the purple portal on Opassa Beach. Depending on when it is used, you will get different endings, all known of which are covered in section 4. Endings. Of course, the number of endings accessible will be determined by how far you played through the game when it became a Continue+ game, so if you did it right at the end you will still only have two possible endings to see.

4. Locked Door in The Bend of Time - see New Game+.

5. Chrono Cross - you will lose the Chrono Cross from the game saved to create the clear file, but if you already have it in the file you are making a Continue+ from you'll retain that one, and all characters saved to the Chrono Cross in the game used to create the clear file can be recalled to the Continue+ game using the Chrono Cross in the Temporal Vortex, as with New Game+. See new Game+ and Characters section for more info.

6. Statistics Carry Over - All statistics for every character in the game used to make the clear file used to make the Continue+ will be carried over and written over the stats of the characters in the first playthrough file. Any new characters found in the Continue+ file that hadn't been found in the game used to make the Continue+ file will have stats proportional to Serge's, i.e. high. Of course this helps immeasurably, making you near invincible if the file used to create the

Continue+ had high stats. All stats will be higher, they won't be written over higher stats as you must have completed the game whose stats are being carried over, and Continue+ will only work on a first playthru, therefore must be lower (I think).

7. Equipment Gained and Lost - see New Game+ conditions for equipment being carried over.

8. Key Items Gained and Lost - see New Game+. All Key Items already accumulated in the file you are making into a Continue+ will be retained, but all from the game used to make the clear file, except the Relief Charm, Time Shifter and Time Egg (if you had them), will be lost.

9. Elements carry over - see New Game+, see the critirea for elements being carried to a New Game+. As with equipment, this should mean the possibility for infinite elements, but I can't be sure...

10. G Carries Over and is Added - all your gold from the game used to create the clear file used to create the Continue+ game will be added to the amount of G in the game the clear file is used on to make the Continue+ game.

11. Star Level Carries Over - your star level in the game used to create the clear file used to create the Continue+ file will replace that originally in the file (I think, not certain). It will be a higher star level as you must have completed the game whose star level is being carried over, and Continue+ will only work on a first playthru.

12. Doubling Items - Read section 4. Infinite Items. I haven't confirmed it yet but it should work.

13. Time - remains as it was on the game being made into a Continue+ file.

=====  
4. Infinite Items  
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This is unverified to date as I have not played another first playthru to confirm it since realising it could be done, but in theory it will work. If done correctly it should add a quantity of all none vital items (i.e., ones that you don't loose when starting a Continue+ or New Game+) to your items list, equal to the amount of items you have amassed by the end of a first playthru, just for beating the final boss each time you want to add that quantity. So say you amassed 12 @Rainbow Shells on a first playthru, you do this trick and you'll get 24, do it again and get 36, then 48, going up by the original number of 12 each time you beat the boss. First of all, to set it up and execute the trick, do the following:

1. Play the game through on New Game mode, NOT NEW GAME+ OR CONTINUE+. Amass as many items as you can, especially @Rainbow Shells and @Rainbow Shell gear.

2. When you have reached the very end of the game, got the Time Egg and the only thing left to do is fight the Time Devourer, save the game, and save it again to a different file on a second memory card, so you have a back up to copy from, and in case you mess up.

3. Complete the game, when it asks if you would like to save, save the



game as a clear file to a third file, NOT over either of the other two files you saved. The exit to the title screen.

4. Go to continue, and select the clear game file, then go to Continue+ select to use the Continue+ file on one of the two file saved at the end of the game.
5. When the Continue+ game loads, you'll have all the items that were saved to the clear game file, and all the items you had at the end of the game, effectively double all the items you had at the end of the game except for stuff like the Mastermune and Einlanzer that don't get saved to the clear file.
6. Complete the game again, and save the new clear game file over the old one. The double amount of items will be saved to the clear game file.
7. Exit, turn off the PSX, remove the disc, turn it on so you go to the PSX's built in memory manager, delete the Continue+ file, copy the back up regular New Game file at the end of the game from the second memory card onto the first.
8. Use the clear game file with double the amount of items to Continue+ the copied regular game file at the end of game, you'll have all the items you accumulated, plus double that amount from the clear file.
9. Repeat as desired, not bothering for one second to contemplate those who played the game through seven times to accumulate @Rainbow Shells.

As I said, not 100% confirmed, but it should work, and should amass elements too, though not carrying 100% perfectly all elements, and amass a tonne of G...

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5. Endings  
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There are 11 known endings to Chrono Cross, I am just going to give the conditions for them, not details, so as not to ruin them for you. The first 2 can be accessed the first time through, the other 9 can only be accessed in New Game+ or Continue+, using the Time Egg on Opassa Beach at certain times. If you have found anymore then e-mail me!

Ending #1 - "Bad" Ending:

Complete the game after defeating the Dragon God's temporary form in Terra Tower, without using the Chrono Cross properly.

Ending #2 - "Good" Ending:

Complete the game after defeating the Dragon God's temporary form in Terra Tower, use the Chrono Cross after using elements in the sequence yellow, red, green, blue, black, white during the final battle.

Ending #3 - Developer's Room:

Complete the game before talking to Leena on the Pier in Home's Arni Village, or recruiting Home's Poshul.

Ending #4 - General Kid:

Complete the game after talking to Leena on the Pier in Home's Arni Village or recruiting Home's Poshul, and before breaking into Another's Viper Manor.

Ending #5 - Cat Fight, Red Scorpion and The Squirts:

Complete the game after Korcha takes you to Gulldove after falling from Viper Manor and before completing Another's Fort Dragonia and Lynx becoming a playable character. Nikki and Razzly cannot be in the party together.

Ending #6 - Magical Dreamers:

Complete the game after recruiting Razzly in Home's Hydra Marshes, having chosen to go and get the Hydra Humour for Kid, and before completing Another's Fort Dragonia and Lynx becoming a playable character. Nikki and Razzly must be in the party.

Ending #7 - Marbule Reborn:

Complete the game after Lynx becomes playable and before you save Riddel from Hell Orcha in Another's Viper Manor.

Ending #8 - The Dark Serge War:

Complete the game after saving Riddel in Another's Viper Manor and before staying the night at Another's Hermit's Hideaway so triggering automatic events leading to Harle leaving the party. This is probably the hardest to get because of small time frame in which you can get it.

Ending #9 - Lynx is Victorious:

Complete the game after Harle leaves the party on the S.S. Zebless, and before defeating FATE at Chronopolis.

Ending #10 - Kindergartens, Restaurant Scams and Alien Invasions:

Complete the game after defeating Dario and getting the Mastermune, and before defeating FATE at Chronopolis.

Ending #11 - Vengeance on the Humans:

Complete the game after defeating FATE a Chronopolis and before defeating the Dragons God's temporary from in Terra Tower.

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6. Characters  
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PLEASE NOTE: For this section I assume you know how to recruit each character, or have access to one of many guides that covers the recruitment of individual characters. This covers how to get all 44 on your character list, not how to recruit each one. I may implement that into a future if there is much call for it.

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All 44 Characters by New Game+  
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To get all possible 44 characters in one game via New Game+s requires at least four playthrus, with two complete clear games, the third clear game should allow you to have all characters in the roster using the Chrono Cross later in the game at Sprigg's house in the Temporal Vortex.

The requirements are as follows:

1. You must refuse to go with Kid at Cape Howl in Another in at least one game to make certain you get Leena, and Poshul if you didn't get her with the Heckran Bone in Home's Arni.

2. You must choose Guile as your guide into Viper Manor in Another in at least one game.
3. You must choose Pierre as your guide into Viper Manor in Another in at least one game.
4. You must choose Nikki as your guide into Viper Manor in Another in at least one game.
5. You must not get the Hydra Humour in at least one game so you get Glenn, Macha and Doc at least once.
6. You must get the Hydra Humour in at least one game so you get Korcha, Razzly and Mel at least once.
7. You must get all optional characters Luccia, Zappa, Miki, Janice, Draggy, Starky, Mojo/Mojoy, Turnip, NeoFio, Greco, Skelly, Irenes, Leah, Van, Sneff, Grobyc, Orlha and Pip, at least once. (Some characters I haven't listed also give you the option of declining, you must accept these characters at least once).
8. In one of the games, you must complete the game as Lynx with Harle in the party roster, using the Time Egg when she is still present, and save it, then continue with another New Game+ or Continue+, so Harle is able to be accessed.

Do all that and from at least the third time through the game or more, when you use the Chrono Cross in the Temporal Vortex, you will have all 44 characters, and in any clear games from then on you can get all 44 characters listed below by using the Chrono Cross.

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 Character List:  
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Just a checklist of names, if you want more info, such as how to get some of their level 7 and Steena's level 5 techs, or how to find them, there are a billion guides out there that cover it. All names based on the US version, because as I stated at the start, that's what most ppl are likely to be playing. I know they're different in the Japanese ok!

Serge/Lynx	Luccia	Harle	Irenes
Kid	Poshul	Janice	Mel
Guile	Razzly	Draggy	Leah
Norris	Zappa	Starky	Van
Nikki	Orcha	Sprigg	Sneff
Viper	Radius	Mojo/Mojoy	Steena
Riddel	Fargo	Turnip	Doc
Karsh	Macha	NeoFio	Grobyc
Zoah	Glenn	Greco	Pierre
Marcy	Leena	Skelly	Orlha
Korcha	Miki	Funguy	Pip

I'll add how to obtain them and where to get their none-automatic tech elements if lots of ppl want me to, but its all covered so much elsewhere it would just double the size of this document needlessly.

If you're still having trouble getting all of them, I'll show you exactly

how I did it:

1. First Game (none New Game+ or Continue+, just a regular New Game):

I got Completed the game with the good ending (either of the two possible endings is OK), and in my character list when I completed the game were:

Serge	Luccia	-	Irenes
Kid	Poshul	Janice	-
Guile	-	Draggy	Leah
Norris	Zappa	Starky	Van
-	Orcha	Sprigg	Sneff
Viper	Radius	Mojoy	Steen
Riddel	Fargo	Turnip	Doc
Karsh	Macha	NeoFio	Grobyc
Zoah	Glenn	Greco	-
Marcy	Leena	Skelly	Orlha
-	Miki	Funguy	Pip

This means that all these characters are saved to the Chrono Cross, and can all be recalled to a game in the future, if I use the Chrono Cross in the Temporal Vortex, and they aren't already present in the party.

2. Second Game (New Game+ from clear file saved at end of first game):

In the next game I completed the game with ending #7, the only characters in the character list were:

Lynx	-	Harle	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	Sprigg	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-

BUT, I used Pierre as the Viper manor Guide, and went to get the Hydra Humour to save Kid, so before I lost all the characters present at Fort Dragonia the characters list looked like this:

Serge	Luccia	-	-
Kid	Poshul	-	-
-	Razzly	-	-
-	-	-	-
-	-	-	-
-	-	Mojoy	-
-	-	-	-
-	-	NeoFio	-
-	-	Greco	Pierre
-	Leena	Skelly	-
Korcha	-	-	Pip

This means that in addition to all the characters from the first game saved to the Chrono Cross, Harle is added, and so are Pierre, Korcha and Razzly, though they weren't present when I completed the game, they get

saved to it to as they are actually technically present in the party, but won't be accessible till Lynx changes to Serge. If you are wondering why, when Harle has been in your party in all games where you play till after Harle leaves, as Pierre, Korcha and Razzly have been present in this game but at the time you complete it have "left", but why she doesn't get saved when you complete the game after she leaves, its because she leaves PERMANTLY, Pierre, Korcha and Razzly are technically still on your character list, you just can't access them.

So the current list of characters I can recall using the Chrono Cross in any New Game+ or Continue+ created from this game now looks like this:

Serge	Luccia	Harle	Irenes
Kid	Poshul	Janice	-
Guile	Razzly	Draggy	Leah
Norris	Zappa	Starky	Van
-	Orcha	Sprigg	Sneff
Viper	Radius	Mojo/Mojoy	Steen
Riddel	Fargo	Turnip	Doc
Karsh	Macha	NeoFio	Grobyc
Zoah	Glenn	Greco	Pierre
Marcy	Leena	Skelly	Orlha
Korcha	Miki	Funguy	Pip

### 3. Third Game (New Game+ from clear file saved at end of second game):

In the next game, I played all the way through again to get the good ending, but I chose Nikki as the Viper Manor guide, and chose to get the Hydra Humour (IMPORTANT: as if you do not, you cannot get Steena's Level 5 tech as the De-Hydrate won't appear. Apparently it should, but I didn't encounter it when I went to the place on Hydra Marshes late in the game, so...). Once Kid had rejoined the Party after the orphanage fire event, I went to Guldove and got Mel, so the character list for this game looked like:

Serge	Luccia	-	Irenes
Kid	Poshul	Janice	Mel
-	Razzly	Draggy	Leah
Norris	Zappa	Starky	Van
Nikki	Orcha	Sprigg	Sneff
Viper	Radius	Mojoy	Steen
Riddel	Fargo	Turnip	-
Karsh	-	NeoFio	Grobyc
Zoah	-	Greco	-
Marcy	Leena	Skelly	Orlha
Korcha	Miki	Funguy	Pip

The characters not present are Harle, Guile, Pierre, Glenn, Macha and Doc - all of whom have been saved and can be retrieved from the Chrono Cross, so take the Tears of Hate and Love to the Divine Dragon Falls, make it, take it to the Temporal Vortex via the portal in Home's Hydra Marshes, use the Chrono Cross and your character list will look like:

Serge/Lynx	Luccia	Harle	Irenes
Kid	Poshul	Janice	Mel
Guile	Razzly	Draggy	Leah
Norris	Zappa	Starky	Van
Nikki	Orcha	Sprigg	Sneff
Viper	Radius	Mojo/Mojoy	Steen
Riddel	Fargo	Turnip	Doc

Karsh	Macha	NeoFio	Grobyc
Zoah	Glenn	Greco	Pierre
Marcy	Leena	Skelly	Orlha
Korcha	Miki	Funguy	Pip

All characters, including Harle back in your party for the end of the game. Nikki and Mel will be saved to the Chrono Cross permanently along with all the others, and now all 44 characters can be recalled in all future games.

That is not the only way to do it, but it is the joint quickest way to do it by New Game+s (there are other way of doing it just as quickly, but I've done it this way and confirmed it to work).

-----  
All 44 Characters by Continue+  
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Zach Keene has devised an even quicker way of getting all 44 characters into one file by using Continue+s. Given some thought, this is probably the quickest way to get all characters into one single file, and not only that it gives hand item multiplying bonuses by doing repeated Continue+s and using multiple save file!

<This is all Zach's excellent original work, so big credit to him>

1. Start a new game.
2. Save your game before selecting a guide to Viper Manor, and keep that save (call it Save A).
3. Continue as usual (for the sake of illustration, pick Guile at Viper Manor and choose not to save Kid), but make another save before Harle leaves your party (call it Save B).
4. After getting as many characters as possible, beat the game (but keep a save right before you do so, call it Save C). Choose to save after you beat the game (Save D).
5. Continue+ into Save A, but select a different guide to Viper Manor (Nikki for example), and make a different choice of whether or not to save Kid. (In this example, chooseto save Kid.) After getting all the characters you can from this (Nikki, Macha, Glenn, and Doc for example), go back to Opassa and beat the game again. Replace Save D with the save you make after beating the game.
- 6) Continue+ back into Save A, and get the last Viper Manor guide (Pierre in this case.) Beat game, replace Save D, etc.
- 7) Continue+ into Save B (with Harle), beat the game, replace Save D, etc.
- 8) Continue+ into Save C, go to Sprigg's and use the Chrono Cross. Voila! All 44 characters in less time than it takes to go through the game twice. Hopefully that made sense. But it works; I've got a 44 Character file at only 56 stars, not to mention a nice surplus of @Rainbow Shells from all that Continue+ing.

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## 7. Best Equipment

### Weapons:

If you want everybody's best weapons, that's a lot of @Rainbow Shell, it can be done on just over three playthrus (I did it at the same time I got all 44 characters), using fast forward in clear games and avoiding fights, that's maybe 100+ hours. Not too bad when you consider the 200 hours required on a single playthru of FFXIII, to get seven three piece master materia sets and all stats to 255 from the Gelinka, though you'll get sick of going through the plot by probably the second time. Anyways, you'll need:

- 1 Mastermune - Serge (though Spectra Swallow is slightly stronger, the Mastermune does critical hits much more frequently and so does more damage on average)
- 1 Spectra Swallow - Serge (so you have a weapon for Serge at the start of clear games when you lose the Mastermune)
- 1 Prism Dagger - Kid
- 2 Spectral Staffs - Radius, Sprigg
- 3 Spectral Rods - Guile, Riddel, Razzly (you may prefer Flower Rod for Razzly)
- 2 Einlanzers - Glenn
- 6 Spectral Swords - Viper, Fargo, Glenn, Turnip, Steena, Pierre (can be 5, but with 6 you have one for Glenn when you lose the Einlanzer at the start of clear games, but then again, by the time you have Einlanzer you won't have Turnip, Steena, Fargo or Viper, but never mind... You may also prefer Viper's Venom for Viper ('cause it looks cool!), and Hero's Blade for Pierre, for being able to use his level 7 tech if you give him the three piece hero set)
- 2 Spectral Guns - Norris, Starky (you may prefer to give Starky a Plasma Pistol, 'cause it's his personal weapon, though weaker)
- 2 Prism Picks - Nikki, Irenes
- 4 Rainbow Axes - Karsh, Zappa, Funguy, Leah (you may prefer to give Zappa the Master Hammer because he's the blacksmith...)
- 1 Betta Carotene - Janice
- 1 Prism Lure - Korcha
- 2 Prism Rings - Van, Mel
- 4 Prism Pellets or 4 Pack of Lies - Sneff, Luccia, Doc, Harle (Pack of Lies don't require @Rainbow Shells, but you can only get one per game. I give Sneff and Harle Pack of Lies as they're a magician and jester, so it's more personalised, Luccia and Doc I give Prism Pellets (even though I have 4 Pack of Lies O\_o))
- 3 Crystalpan C6s - Leena, Orcha, Macha
- 12 Spectral Gloves - Poshul, Zoah, Marcy, Miki, Draggy, Mojo, NeoFio, Greco, Skelly, Grobyc, Orha, Pip

Assuming that you want all the strongest weapons rather than personalised weapons, including the backups for Serge and Glenn, and you use 2 Prism Pellets and 2 Pack of Lies, because you're the type of person who would have renamed Robo as Prometheus if Chrono Trigger had allowed you to, and bearing in mind you don't (and can't) forge the Betta Carotene, that's a grand total requirement of:

- 41 @Rainbow Shells
- 41 @Shiny Embers
- 41 @Shiny Dewes
- 41 @Shiny Leafes

41 @Shiny Sands  
41 @Shiny Salts  
41 @Shiny Soots  
27 @Humours  
18 @Leathers  
16 @Fangs  
10 @Feathers  
11 @Screws  
8 @Scales  
7 @Furs  
6 @Coppers  
5 @Eyeballs  
3 @Carapaces  
1 @Bone  
962400 G

(NOTE: not accounting for the fact you can get a free Spectral Glove per playthru...)

-----  
Armour:  
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After amassing all those weapons, you can get by on as few as three sets of Prism Mail and Prism Helmets, changing them round for which ever characters you have in the party. You'll want at least five Prism Mails though, if you have two sets equipped on the two characters in Another's Fort Dragonia, you'll loose their body armour, so two of the Prism Mails for a good chunk of the game. You'll also want three Yellow Plates for fighting the Criosphix, of which you can only steal one per playthru when fighting the Earth Dragon. If you're crazy enough to forge 44 sets of Prism Mail and Prism Helmets though, that'll be:

88 @Rainbow Shells  
44 @Denadorites  
44 @Leathers  
44 @Carapaces  
44 @Fangs  
44 @Screws  
88 @Shiny Embers  
88 @Shiny Dews  
88 @Shiny Leafs  
88 @Shiny Sands  
44 @Shiny Salts  
44 @Shiny Soots  
1795200 G

If you're sane though, and make 5 Prism Mails and 3 Prism Helmets, then you'll need a much more realistic:

8 @Rainbow Shells  
5 @Denadorites  
5 @Leathers  
5 @Carapaces  
3 @Fangs  
3 @Screws  
8 @Shiny Embers  
8 @Shiny Dews  
8 @Shiny Leafs  
8 @Shiny Sands



5 @Shiny Salts  
5 @Shiny Soots  
170400 G

If you're crazy enough to make all pieces of @Rainbow Equipment to have a complete set for everyone, that's approx. six full playthrus, collecting at least 21 of the 23 known @Rainbow Shells covered in the next section in each playthru, or doing the infinite item trick till you have 99 @Rainbow Shells, forging at least 30 of them into stuff, then proceeding to get 30 more @Rainbow shells...

=====  
8. @Rainbow Shells  
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This is the location of all 23 @Rainbow Shells or @Rainbow Shell equipment that are in the game, verified thanks to Emeraldal and the Ultimania Guide, each can only be got once per playthru meaning if you want a set of @Rainbow Shell gear for every character that's a lot of playthrus. The one rarely dropped by the Wight Knight and the one rarely stolen from Dark Serge must be credited to Dan Birlew and Tom Schmidt from the official Chrono Cross Brady games guide as I didn't know of their existence till I saw them in it, and the one from the boy under the bed in the Orphanage on Fire I learnt about from Emeraldal. DK also told me how to get the Dreamer's Sarong, so big credit to him.

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@Rainbow Shells Obtained in Battles  
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1. Wight Knight: Isle of the Damned (Home World), once you have got Garai's Keepsake key item from Radius at Hermit's Hideaway in Home World, you can reach the third area at the Isle of the Damned. Lure the WillO'Wisp floating around all the way around the area by walking slowly in front of it, being careful not to touch it and enter battle, until you have directly adjacent to the suit of armour in the lower left area. It must be very precisely positioned for it to work, but fight and defeat the enemies you encounter by touching the WillO'Wisp, and when you return to the field screen after the battle a ring of flame will resonate around the surrounding area, and hopefully if you were positioned right, activate the Wight Knight so you'll fight it. This is the annoying part, most of the time, when you beat it, the Wight Knight will drop an @Iron, if anything, there is a very rare chance it may drop a @Rainbow Shell. This one is too fiddily and takes to long to reset Imo, as it is so rare its best not to be fussed, just be happy if you get it by luck. I have never encountered a Wight Knight anywhere else, once you beat the one at the Isle of the Damned it won't come back, so be sure you have Sprigg beat it with a Forget-Me-Not Pot equipped. It may occur at the bend of time, but it must be incredibly rare as I've never seen it, add that to the rarity of it dropping a @Rainbow Shell and its not worth it. I only have ever got one from the Wight Knight, on my third playthru, so it does exist, its just rare as heck.

2. Criosphinx: Earth Dragon Isle (Another World), after beating the Earth Dragon in Home World, you'll have activated the geyser in Another World, allowing you to go to the place where you fought the Earth Dragon, but in Another World. There you will encounter an optional boss, Criosphinx. There are two ways to do this battle, either way you can steal a @Rainbow Shell from him. The first way is to answer his riddles

by using an element of the corresponding colour to the colour he is riddling, and use a stealing element to steal it. This way you'll take no damage at all unless you use an incorrect element. Or you can fight him outright and steal it too. You'll need Fargo, Mel or Kid in the party, this can be done any time on either disc after beating the Earth Dragon.

This is the important bit no other guides seem to make clear: If you are going to fight him outright to get the very useful Sunglasses accessory that Criosphinx drops and cannot be forged or found anywhere else in the game, you MUST attack him right away before he starts to riddle, then you need to do about 17000+ HP damage and eventually he will die. You can steal a @Rainbow Shell from him at any time during the fight, if you get a @Denadorite, reset, as @Denadorite occurs about equally as often as @Rainbow Shell as the reward for stealing, so you should get a @Rainbow Shell after just one or two attempts. PLEASE NOTE! If you do not attack right away, and he starts to riddle, he cannot be beaten normally and you cannot get the Sunglasses he drops. Likewise, to activate the riddling, just defend with all three characters and it will start, and you're element levels will boost to level 8 each time you have all three characters defend for a round. Unfortunately normal battle element rules apply when fighting him outright, and he'll counter lots of the time with powerful yellow elements. I did over 30000 HP damage to him whilst he was riddling and he simply doesn't die. Also, his HP is listed as 13000 by many guides, and the Official guide, but I have recorded the damage I dealt and it took over 17000...

Ok, now, on a first playthru, you can beat him, but you'll need a Yellow Plate armour stolen from the Earth Dragon equipped to defend yourself from his attacks, and it will take ages, so I would recommend just stealing a @Rainbow Shell and solving the riddle. On clear games, beat him outright and steal the @Rainbow Shell and to get the Sunglasses as they provide all kinds of boosts and multipliers to your physical and elemental attacks.

And just so you know, Criosphinx can only be fought once per playthru.

3. Dark Serge: Fort Dragonia (Home World), when he appears in the elevator room and you fight him, you'll need Fargo in the party to do his level 3 tech element Pillage, to steal a @Rainbow Shell from Dark Serge. It is more likely that you'll get a Trashy Tiara, about 7 times out of 8 probably, but persevere and reset if you get a Trashy Tiara and eventually you'll get it. Dark Serge does not occur at the Bend of Time as he is a boss, so you can only do it once per game.

4. Polis Police: Chronopolis (Sea of Eden), as soon as you enter Chronopolis at the start of disc 2, and have heard the shadow's conversation, when you try to proceed you enter the boss fight with Polis Police. You must have Fargo in the party to do Pillage, you can steal a @Rainbow Shell from Polis Police. It seems you sometimes get Capsule elements by stealing from the Polis Police too, but I can't say whether it happens more or less frequently than @Rainbow Shells, it seems about equal to me. You can only fight Polis Police once per playthru, and he doesn't occur at the Bend of Time.

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@Rainbow Shells Obtained Outside of Battle  
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5. Arni Village (Another World), when in Arni Village in Home World at the start of the game talk to the girl working in the bar and listen to her poetry. Then talk to the same girl in Another's Arni and she'll tell you that she gave up on poetry. Any time after you have the Astral

Amulet, and therefore access to both worlds, speak to the girl in Home's Arni and she'll give you a book of poems, take it to the girl in Another's Arni, show it to her in key item menu, and she'll give you a @Rainbow Shell.

6. Arni Village (Another World), check the merchants stall and time before completing Fort Dragonia in Another World and you will find a @Rainbow Shell, only to be told it is not for sale. Return any time in the game after you return to Another World as Lynx through the Hydra Marshes, and the village will be deserted so you can just take it, in the name of the age-old tradition in RPGs of stealing NPC's personal belongings...

7. Termina (Another World, when you first visit Termina in Another World, talk to the merchant at the Viper Churros stall by the fortune teller on the bridge on the right hand side of town. Tell him 100GP is too high, and tell him to set it to 60GP. Then go to Skelly's Grandmother's house and walk to the window and you'll see an event showing the merchants new found success, and return at any time in the game and he'll give you free churros that'll replenish your health. Return after Serge's rebirth and get another free churro, and you'll find a @Rainbow Shell too.

8. Viper Manor (Another World), in the treasure room right of Luccia's lab, take the Decor Shield key item from the wall next to the snake statue and put it on the suit of armour without a shield through the key item menu. You'll fight five Man-O-Wars. After beating them, push the snake statue in the middle of the room so that it is symmetrical with the other one, and a panel will open. You can't get the chests yet though. Wait till the Porre occupation of Termina and the Acacia Dragoon guard will have moved, push the snake statue into position again, then go and check the torch where the Dragoon was standing, and push the switch. You can now get to the two chests behind the panel, one contains a Viper's Venom, General Viper's personalised sword, and the other has a @Rainbow Shell.

9. Water Dragon Isle (Another World), the architect standing in front of the dried up waterfall will ask you to take the key item Sturdy Ribs, part of Skelly. Take them, collect all the other parts and get Skelly to join your party. Then return to Water Dragon Isle and speak to the same architect to receive a @Rainbow Shell.

10. Earth Dragon Isle (Another World), when you get control of Korcha's boat, go to Earth Dragon Isle and talk to the captain of the investigation team, standing next to the blow hole. Then go down through the quicksand, and check the Rockroach blocking your way in the next area. Go back to the surface through the blowhole and talk to the captain of the expedition again. Return any time after the events at Another's Fort Dragonia and talk to the captain twice, he'll give you an @Rainbow Shell the second time.

11. S.S. Zebless (Home World), at the Vegas Casino, play the roulette game. you need to score over 10000 points and you'll get a rank 1 item. The first time you'll get a @Rainbow Shell, but after that it will be a @Denadorite, so only one per playthru. The easiest way to get enough points is to cheat, pause the game and unpaue till you pause it so that the roulette is pointing to between South and West. Hold down X (or whatever you have as confirm), unpaue the game and it will land on North every time, doubling your score. The slow motion function of the Time Shifter in clear games doesn't work here, as if you needed to cheat even more...

12. Chronopolis (Sea of Eden), on the 3rd floor, the room at the back of the room left of the elevator, where you see a computer display talking about Lavos, there is a @Rainbow Shell in the chest.

13. Orphanage on Fire (Another World), after defeating FATE, when you use the Chrono Cross or Mastermune to go into Kid's past, in the first room of the orphanage, beat the Lava Boy(s), then check the clock, a boy will run out, talk to him and say it'll be ok, and he'll give you a @Rainbow Shell.

14. Orphanage on Fire (Another World), after defeating FATE, when you use the Chrono Cross or Mastermune to go into Kid's past, Lucca's mother's room, beat any Lava Boy(s), then check the bed, a boy will run out, talk to him and say it'll be ok, and he'll give you a @Rainbow Shell.

15. Viper Manor (Another World), after Kid has rejoined after the Orphanage on fire event, go to Luccia's lab in Another's Viper Manor with kid in the party. Kid'll read a letter and you'll get a @Rainbow Shell at the end. No, again, Serge, Norris, LYNX and Guile are NOT Janus. Nor, Magus, nor Gil. Guile was intended to be the Gil character from Radical Dreamers, but IS NOT in the final code of the game, the developers have said this in interviews.

16. El Nido Triangle (Another World), after Orphanage on fire event, you can enter the Triangle and go underwater as you could in Home's Triangle. There is a chest with a @Rainbow Shell in the first area, in the upper right corner.

17. El Nido Triangle (Another World), same as above, in the second area with the flying saucer, on the far right side of the screen is another chest with a @Rainbow Shell.

18. Terra Tower, (Another World), in the room above the room after the room with the big head in, behind one of the waterfalls on the second level is a chest with a @Rainbow Shell in.

19. Terra Tower, (Another World), from the room with #18 in, go to the top right corner of the room and walk right so you slide down. You'll land next to a hole, go through it to get a Betta Carotene, Janice's strongest weapon, cannot be forged, made with a @Rainbow Shell. You'll want at least one, but once you have one, in clear games you can dismantle it for the @Rainbow Shell, especially since no one else can use a Betta Carotene.

20. Terra Tower, (Another World), in the room after where you fight Pyrotor, follow the ladders and in the middle of the room you can go down a ladder to a chest with a @Rainbow Shell in it.

21. Terra Tower, (Another World), in the same room as #18, go to the top of the room and down the ladders on the left hand side until you reach another chest, inside is a Spectral glove, the best weapon for Zoah, Marcy, Poshul, Miki, Draggy, Mojy, NeoFio, Greco, Skelly, Grobyc, Orlha and Pip, if you have 12, or even three, you may want to dismantle it for the @Rainbow Shell, but chances are you'll keep it intact for any of the characters, as it is the most common weapon amongst playable characters.

22. Terra Tower, (Another World), in the room above the room with #19 and #18, that leads on to the Viper Manor Library, in the top right

hand corner there is a chest with a @RainbowShell in it.

23. Bend of Time, (Another World or Home World, New Game+ or Continue+), after beating the game and starting a New Game+ or Continue+, you will be able to access the door at the back of the Bend of Time. In there you will see a very large blob-plant thing, talk to it and run round the room 3 times, then you will fight Ozzie, Slash and Flea from Chrono Trigger. After beating them, the very large blob-plant thing wobbling about in the centre of the room, talk to it and it'll tell you to guess a number between 1 and 20 that he is thinking of, and he'll give you three clues. Run around the room so you hear the number of beeps of the number you want to guess, and then talk to him, he'll say if its correct, higher, lower, if you're doing the right thing etc, and if you get it within three attempts you'll get a Dreamer's Sarong, if not you can just try again. The Dreamer's Sarong is an accessory made with a @Rainbow Shell, and cannot be forged or found anywhere else in the game. It gives you a starting elemental level of 8 in battle, so unless you have three accumulated through clear games, and you want the @Rainbow Shell for something else, you really won't want to dismantle it. Use three Dreamer's Sarongs and getting the good ending is incredibly easy...

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@Shiny Item Techniques  
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The other materials required for forging the best equipment are of course @Shiny Items obtained when a summoning element kills an enemy. All these techniques are intended for New Game+ and Continue+ files, not first playthrus...

@Shiny Ember, Dew, Sand and Leaf are easy after a Continue+ and New Game+ or two New Game+s, you should have two Dreamer's Sarongs preferably or at least a Dreamer's Sarong and Dreamer's Scarf, equip one on the character you want to cast the summoning element, and the other on another character, along with the field element of the corresponding character (you will have the field elements you got from the bosses in Terra Tower from past playthrus, if you have that character with a Dreamer's Scarf rather than Sarong put the field element into a element level 2 slot, it will have -3, but still work). As soon as you enter a battle, cast the field, then the summon, unless the enemy has very high HP or is a boss they'll die and you'll get some shiny stuff.

@Shiny Soot and Salt are a little more complex as there are no Blackfield or Whitefield elements in the game. For @Shiny Soot, I'd recommend putting Mothership or Grimreaper, along with a Dreamer's Sarong, on any dark affiliated character, then go to Another's Fossil Valley any time after you return to Home as Lynx, enter from the south entrance and go up to fight the Shadow Cat bouncing around. Once you enter battle, kill any Tutanshamans as they cast red elements, then defend till the Shadow Cat(s) have used their Shadow or Hypnosis tech element tree times in a row, and cast the black summon. You'll want to equip the character casting the summon with a Daemon Charm or Black Brooch to prevent Hypnosis having an antiblack effect on them... Then leave Fossil Valley and repeat till you have all the @Shiny Soot you want.

@Shiny Salt is the same pretty much, except you'll want to give Unicorn or Saints to Serge or another white affiliated character, and then go Terra Tower and fight Myxomycetes and Cupoids till they turn the field all white and cast the summon. You'll almost certainly want a Dreamer's Sarong on the character you're using, as well as a White Brooch or Angel

Charm for protection from Antiwhite effects that can be caused from some of the Cupoids' attacks. The down side is it can only be done towards the end of the game, and not after Terra Tower changes to its final form...

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### 9. Sprigg's Doppelgangs

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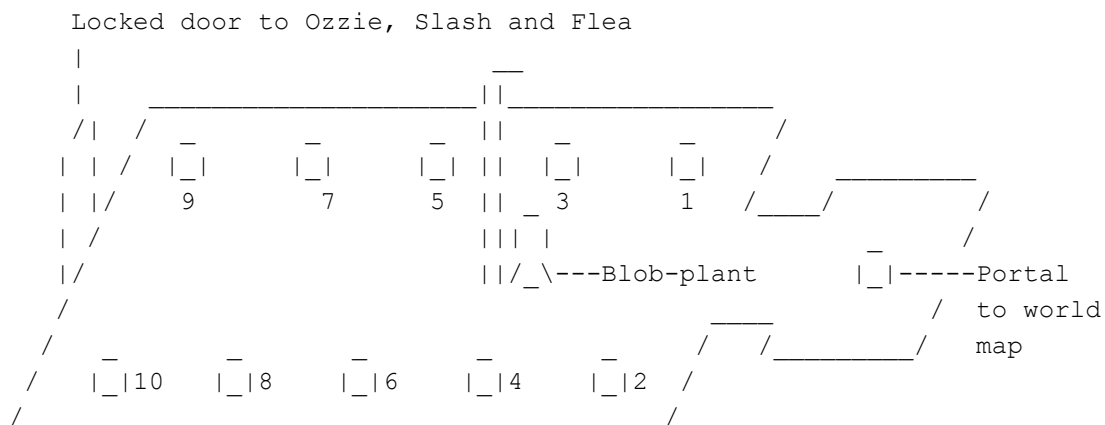
Another thing that can be accumulated over clear games, Sprigg's doppelgangs are CC's equivalent of Gau's Rages in FFVI, Quistis's blue magic limit breaks in FFVIII etc. Except Sprigg actually turns into the enemy, explaining her measly four element slots, poor stats etc. To gain the doppelgang, Sprigg must beat the enemy in battle, to remember it she MUST have a Forget-me-not Pot equipped as an accessory. NOTE: Any other character can learn a doppelgang for Sprigg if they have a Forget-me-not Pot equipped too, in fact this is required for Acacia PVT, Acacia SGT and Neo-N-Bulb, all of which cannot be fought under any conditions after Sprigg joins the party.

Forget-me-not Pot Locations:

1. Chest in Chronopolis under stairs to right of the first floor elevator room.
2. Steal from Peppor when you go to Another's Isle of the Damned with Karsh, after checking the chest in the right tower of Another's Viper Manor.

They are required to beat Janice on Home's S.S. Zebless too, as any doppelgangs you attain can be used in the battle arena to beat her.

Some of these enemies can be encountered in the Bend of time, those with #s by the will occur in the corresponding portal from the ASCII diagram below. those with ?s beside the number should occur in the corresponding portals as all other enemies from the same area do, but I haven't encountered them yet, or least not noted it. N/A means the enemy doesn't occur in the Bend of Time's portals. the portals are numbered in the order in which they appear, for them to appear you must defeat enemies from all the areas which they represent and/or complete certain events, i.e.. portal 10, the last portal, will appear after you have fought enemies from Terra Tower and beaten the Dragon God's temporary form to complete Terra Tower, portal 1, the first portal represents the enemies from the start of the game, from Lizard Rock in Home and Another and Fossil Valley in Another. And just as some enemies appear in multiple locations with different stats, they occur in multiple portals with different stats:



Some of these enemies cannot be found outside of The Bend of Time after you recruit Sprigg, so can only be doppelganged if you beat them at the Bend of Time, if you didn't have a Forget-me-not Pot equipped at the time you fought them earlier. Some can only be got by fighting them on a Continue+ or New Game+ with a Forget-me-not Pot prior to Sprigg joining. NOTE: Emeralda has told me there are 72 listed in the Ultimania Guide, so unless the Ultimania Guide is wrong and there are more (which there probably are not), this is the first complete list based on the US version, and I had to find them all manually, so I hope you appreciate this. Emeralda has also translated the enemy occurrences in the Bend of Time so I can now confirm they are all correct thanks to her.

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Doppelgangable Enemies:  
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Acacia PVT	N/A	Acacia SGT	N/A	Aero-Guard	9
Air Frame	6	Alphabat	4+5	Beach Bum	1
Beeba	N/A	Bubba Dingo	1+5	Bulb	2+5
CatBurglar	4+6	Cassowary	2+5	Combat	4
Combot	9	Crossbones	3	Cuscus	2+5
Cybot	4+6	Daffy Dwarf	3+6	Daggy Dwarf	3+6
Dead Beat	3+6	Dodo	2+5	Drongo	N/A
Dwarf	3+6	Flea	N/A	Fossicker	8
Gerridae	2+5	Gizmotoid	9	Gloop	2+5
Gobledygook	2+5	Googhoul	4	Gremlin	7
Gurgoyle	6	Gyroblade	9	HotDoggity	4+6
Komodo Pup	1	Lagoonate	6+8	Mama Dingo	1+5
Man-At-Arms	2	Man-Of-War	2	Mantarrey	6+8+9
Myxomycete	10	Neo-N-Bulb	N/A	Opah Fish	1
Ozzie	N/A	Paper Boy	4	Porre PVT	N/A
Porre SGT	N/A	Portalgheist	2	Potty	2
Prehysterick	8	PreyMantis	8	Puffy	9
Rockroach	8	SandSquirt	1	Scorpoid	3
SideSteppa	6+9	SnibGoblin	3	SnobGoblin	3
Spearfisher	8	Sprigg	N/A	Slash	N/A
Taurinator	6	TotalChaos	4	Tragedienne	7
Tutanshaman	8	Tzete Fly	1	Whoot	10
WightKnight	N/A	Willow'Wisp	2+6	Wingapede	N/A
Witchetty	5	Wraith	1+3	YellowBelly	8

=====  
10. Window Frames  
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Another little group of hidden things to accumulate as its doubtful you'll find them all on your first playthru. I'm not going to cover them all as you should try to find them yourself, and if you get really stuck webrunner has done a big guide on how to find them all at GameFAQs. If you're wondering what they are, look in the customisation option on the main menu O\_o Anyway, here is the list of confirmed window frames, all 15 listed in the Ultimania guide (so no hidden 16th in the Japanese version as is rumoured) both those hidden and accessible from the start, so you can check how many you managed to find:

Arnian Wood  
Simple Line  
Shellfish

Skullduggery  
Tropical Paradise  
Snakes & Orbs  
Porre's Furnace  
Valencian Cloth  
Quill and Papyrus  
Iron Plate  
Monster's Mouth  
Infrared Vision  
Tea for Three  
Our Favourite Martian  
Guldovian Stitch

=====  
11. Outroduction  
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If you have anything to contribute, questions to ask or errors to point out, e-mail me at nev@r67.net. All contributors will be fully and correctly credited for their work. I'll try to answer as many queries and requests for help as I humanly can, as long as they're not about something directly tackled within this guide.

History (forwards chronologically):

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Version: A.00 (Alpha)  
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17/11/00 Failed two maths exams today thanks to Chrono Cross, so decided  
| to put my misspent time's gained knowledge to use on this guide.  
22/11/00 Finished all but the admin stuff, short one to write ^\_^

-----  
Version: 1.00  
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22/11/00 v 1.00 release  
27/11/00 v 1.01 Confirmed Bend of Time occurrence, quantity of window  
| frames and number of @Rainbow Shells in the game thanks to  
| Emeraldalda (and corrected some errors-eep), added Zach Keene's  
| method of getting all 44 characters and wrote in some sites I've  
| authorised to put up the guide

The latest version of this Guide can be found at:

<http://redrival.com/nev> (probably)  
<http://www.gamefaqs.com>  
<http://www.gameadvice.com>  
<http://www.psxcodez.com>  
<https://www.neoseeker.com>

I'll update as and when is necessary, or when I receive new info to add.

Once again, it may not be hosted or used anywhere not mentioned without my express permission. E-mail me and wait to receive my permission before you put it on any site. And if you are reading this after buying it for hard cash in a pirate video game store in Indonesia I'd LOVE to hear from you.



And just for reference, this file, v1.01 should be 71.9 KB in .txt format, 24.4 KB in maximum zip compression, and around 116 KB in .doc format. If it isn't, and/or you didn't find it at one of the above sites, please inform me. This Guide was written in Microsoft Notebook, WordPad, and spell checked with Microsoft Word 97 (so please excuse all the typos ^\_^).

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Stuff to Do:  
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If anyone wants to help on these feel free to mail me and you'll be credited!

Update any missing or incorrect information

Maybe expand the characters section to include how and where to recruit them, and how and where to get their none automatic elements, but it would be in the far future, and I'd make it as short and compressed a list as possible to save ppl paper and ink if they want to print it out...

Maybe do a new section on where to find and trap the rarer elements in the game to accumulate them, and/or where to find and steal the rarer items in the game...

Confirm infinite item trick properly...

Confirm the Pip returning to original form in New Game+ and Continue+ thing...

Figure out the level 5 Steena problem.

Check lots of conditions for Continue+.

Verify the HP changes on enemies from first playthru to clear game.

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Credits  
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Thanks to Square of course for making the game.

Thanks to CJC for being such a dedicated gamer and project director at GameFAQs <<http://www.gamefaqs.com>>.

Thanks to DK, Emeraldal and Draco Light at the FFO forums who have helped me on little probs every now and then in CC. Especially thanks to Emeraldal for loads of info including doppelgang Bend of Time locations from the Ultimania Guide, and for going to great lengths to help me confirm stuff like @Rainbow Shells!

Big thnaks to Zach Keene for devising the quickest way to get all 44 characters in the game, and writing it out!

Thnaks to all at FFO <<http://www.ffonline.com>> for that matter for putting up with me every day O\_o

Tahnks to Dan Birllew and Ken Schmidt for the excellent Brady Games Official Strategy Guide, which I must give credit to for 2 Rainbow shell locations.

Tnahks to Christian, don't know why he just seems to worm his way into credit listings...

Thnaks to Project K <<http://www.projectk.com>> for importing it to the UK for me.

Thank to Viper Computers for mod-chipping my PAL 5552 PSX so I could play disc 2 of Chrono Cross and stop breaking the laser with disc swaps.

And a big fat finger to Square Europe for not importing Chrono Cross to at least the UK. France and Germany is understandable with the auto accent translation problems, but the English version is complete. Maybe I'm being too harsh. Hang on, no I'm not, we may have to wait till 2001 for a PAL FFIIX >\_<

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One last thing, try choosing Pierre or Nikki as your Viper Manor guide in a game where Guile is saved to the Chrono Cross. Bring Guile into the character list at the end of the game with the Chrono Cross in the Temporal Vortex, then put him in the party and go and speak to Another's fortune teller in Termina. Those who persist on the Guile/Alf and Magus/Janus/Gil/Magil debate won't be disappointed ^\_^

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"I think happiness is being able to loaf without stress."

Elle to Ark; Tenchi So-Zo: The Creation of Heaven and Earth, aka Terranigma, aka Illusion of Gaia 2, aka Soulblazer 3, aka Illusion of Time 2 aka Gaia 3

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(c) Neville Collins 2000  
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