

Chrono Cross Easy Best Ending Guide

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|CHRONO CROSS          |  
|Easy Best Ending Guide |  
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| Introduction |  
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Here's a guide to easily win the final battle against Time Devourer AND get the best ending. For me, it worked 99% (I wanna put 100% since I NEVER failed to get the best ending this way, but I don't wanna sound too confident ^_^). If you want a sure way to get the best ending on your first play (not at NewGame+), this is the way for you.

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| Pre-Battle Preparations |  
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- Members:

You can use anyone, no matter their innate, due the only thing matter here is speed. Make sure your party members are faster than Time Devourer. And just to be safe, you probably wanna choose those who had 500 HPs minimum.

- Equipment:

First, you need to have at least 2 Dreamer's Scarfs. Equip it to Serge and your second attacker. If you have 3, give each your party members one (I have 3, 2 from treasure chests at the dungeons and 1 from winning monster battle against Janice).

Second, you need to have at least 2 stamina accessories such as Stamina Belt or Stamina Ring, and equip it to Serge and your second attacker. If you have 3, equip them all (I have 3, 2 from treasure chests at the dungeons and 1 from winning monster battle against Janice). I give my Serge a Stamina Belt, my second attacker another Stamina Belt, and my last member a Stamina Ring. But it doesn't have to be like that.

Weapons and other equipment didn't matter. Just give your party the best weapon and equipment he/she could get (I didn't have the Rainbow Shell weapons and equipments, but Denadorite ones work finely).

- Elements Needed:

Make sure to have all the COLORS combination needed to cast Chrono Cross (the order is: Yellow, Red, Green,

Blue, Black, White, and finally Chrono Cross) at your party's level 1 element grid. Put Chrono Cross element at Serge's level 1 grid too. Don't worry, you can freely put the Chrono Cross at any grid you like, so it's okay to put it there. It also doesn't matter whether it'll be a healing & supplemental element or attacking element, coz all we need is the color.

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| The Battle |
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Now, at the beginning of the battle, normally after your two or at most three moves, Time Devourer will immediately do an element attack. Therefore, on your first turn, BEFORE Time Devourer attack you for the first time, make all the members to DEFEND. This way, Time Devourer will cast a Green element, which is what always Happened to me every time. So if you also get Time Devourer cast a green, then your ok. If not, I'm not sure whether my guide will still work since like I said I ALWAYS have him cast green against me. So if you got other than green, you could try to continue, and if failed you could reset until he did green element attack on his first move.

Next, after Time Devourer's first move, make those equipped with Dreamer's Scarf immediately cast the first 2 elements (3 if all of them was equipped with Dreamer's Scarfs) in order I have mentioned above.

Afterward, attack him with level 1 attack and immediately cast the next element. This is why I told you to have all the colors combination on level 1 element grid, no matter how weak they are. Repeat this step over and over.

NOTE - When at his/her turn your party member's stamina is not enough to do an attack and element cast after (this requires a minimum of 2 stamina), switch his/her turn with other member who had stamina left to do it and repeat. Switching party members' turns could be done by pressing the arrow button (left or right) at your turn. Or you could also make him/her defend and let the next guy do his/her turn.

The next thing you know, you've casted the Chrono Cross and Schala's free!! And you'll be glad when you saw the time. Less than a minute! Well, two minutes if you're taking your time.

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| Explanation |
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You don't have to worry for Time Devourer will interrupt and ruin your color rhythm. Coz he won't move at all after his first and only move. I've done some researching and found a theory that "Time Devourer is COUNTING our moves with numbers AFTER his first move". Here's how it goes:

Let's say that after Time Devourer's first move you make

Serge does an attack to Time Devourer on his first turn (assuming he's your first attacker). Serge do a 1-2-3-1 attack or 1-2-3-Element attack. Time Devourer will count it as 1+2+3+1 moves. Making it counted as 7 moves. Then your second attacker does the same thing, making it 14 moves so far. Then your last party member did the same thing also, making it 21 moves so far. And so on. It didn't depend on your stamina, but the type of attack. So if you do a lv 1 attack followed by element casting, Time Devourer will count it as 2 moves. If you only do an element casting (with the help of Dreamer's Scarf) without attacking, Time Devourer will count it as 1 move. If you defend, Time Devourer will count it as 1 move. And so on. You get what I mean here, rite?

Now, Time Devourer's pretty slow. We all know that. He will do his move after 15-22 moves of yours, depend on what you do. If you do all out physical attacks to him after his first move, he'll move again after your 20th-22nd or so moves. But if you cast any element while attacking him after his first move, he'll move again after your 15th-19th or so moves.

Okay, it's time to count your moves if you're using this guide. Here's a sample of my battle:

- My favorite party member (in order of attacking) was Serge, Karsh, and Kid. But like I said before, you are free to use any member you like as long as they [exclude Serge coz you can't replace our main chara :P] have better speed than Time Devourer.

- The order of the turns I got described below. But bear in mind that you don't have to follow or do the exact same move. I also got variations of moves other than this one. This is just one example.

1st turn:

Serge - Defend.

2nd turn:

Karsh - Defend.

3rd turn:

Time Devourer - Green Element attack.

4th turn:

NOTE - THIS IS WHERE TIME DEVOURER START TO COUNT OUR MOVES!!

Kid - Cast Yellow element (forgot what, but I think it's UpHeaval or UpLift toward Time Devourer).

5th turn:

Serge - Cast Red element (Tablet to Kid).

6th turn:

Karsh - Cast Green element (BushWhacker if I'm not mistaken).

7th turn:

Kid - Lv 1 attack and cast Blue element (AquaBall to Time Devourer).

8th turn:

Serge - Lv 1 attack and cast Black element (Nostrum to Karsh).

9th turn:

Karsh - Lv 1 attack and cast White element (MeteorShower to Time Devourer).

10th turn:

Serge should be the one who move here coz he's the one who's holding the Chrono Cross element, so I just make Kid to defend.

11th turn:

It's suppose to be Serge's turn, but he didn't have enough stamina yet, so I switch to Karsh and make him defend.

12th turn: If you follow the turn based system, it was Kid who should've done her move here, but I switch to Serge since he got enough stamina now. So, Serge do a lv 1 attack and cast Chrono Cross. The end.

If we count it, then I've done 13 moves, including the defensive moves. This is why Time Devourer couldn't interrupt my element rhythm. He needs 2 more of my moves to gain his turn!

By now, you should understand why and how this guide works perfectly.

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| Conclusion |
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I've tried this like hundreds of time and it never failed me, but if somehow you didn't get the results like I did, maybe your party member is not fast enough or there's other reason I didn't know of.

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| Last Words |
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Enjoy!

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