

Chrono Cross Criosphinx FAQ

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Criosphinx FAQ

Chrono Cross

Optional boss fight walkthrough

Criosphinx FAQ - Chrono Cross - Optional boss fight walkthrough
Version 1.2
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// Author's Note //

This FAQ contains information on how to beat the Criosphinx (an optional boss in Chrono Cross) in an ordinary game (not New Game +) by means of attacking at the most reasonable point of the game (which is as early as possible but a little delayed [just by half an hour or so] for definite survival).

This FAQ does not hold any spoilers whatsoever unless mentioning characters' names might be considered a spoiler for you.

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If you like to ask a question, give me a suggestion, complains, flames and death threats, feel free to e-mail me.

// Version History //

Version 1.20 - Minor fixes and clean-up.

Version 1.10 - Added the complete "How to kill the Criosphinx without the Yellow Plate" walkthrough by Greg (roytonp@hotmail.com)
- Minor fixes

Version 1.01 - Some additions, corrections and minor fixes.

Version 1.00 - FAQ at full version, everything not mentioned in my updates added.

Now, I will get on how to defeat the Criosphinx in a normal game (not New Game +) by means of attacking it.

// Defeating Criosphinx //

The way to defeat the Criosphinx, supposedly was to answer his riddles. According to [EWU internet sucks lemons] of <ewucscd@hotmail.com>, the answer to his riddles are the exact combination of using the Chrono Cross equipment. But still, besides that, there is nothing else so it can be considered useless.

However, if you defeat Criosphinx by attacking it, you will get a real cool stuff, the Sunglasses. The Sunglasses makes you deal damage as if your character is strong against the element your fighting (like Blue attacking Red always etc.).

I suggest you try answering the riddles first, listing down the combination then re-loading your game and beating the Criosphinx by attacking it in order to get the Sunglasses.

The earliest possible time you can beat the Criosphinx is with Lynx (Serge comes later ... much later and you'll be missing the greatest accessory ever). So for everyone's pleasure, this FAQ is optimized for use with Lynx but of course, this FAQ is also applicable to Serge to a far extent.

Prerequisite:

\
 _ Yellow Plate

If you missed the Yellow Plate, check the Contributions section.

In order to beat the Criosphinx, you need this item, the Yellow Plate. The Yellow Plate can be stolen (Pillage*d or any other command in order to steal items from enemies [I just personally used Fargo for this]) from the Earth Dragon Island (a desert island in the map) at the Another World (I know this sounds awkward).

This armor absorbs Yellow Elemental attacks which is the Criosphinx elemental magic attacks. By doing this, you need not bring a lot of HP restore Elements (Actually, by following this guide, you don't need HP restore elements).

If you missed this armor, then you will have a VERY hard time [not really impossible] on defeating the Criosphinx unless you try solving the riddle (which I said was useless).

* - Pillage - Fargo's LV3 Skill. Steals an item from an enemy.

Preparation:

Though not required but these things will help you a lot and make the battle faster.

1. EagleEye Element - Boosts your attacks to the hit rate of 99%
- You can buy this at Another World's Marbule for 430.

- You must have 10 (you need less but just to be sure)
2. Star Fragment
 - So that Sprain (from Earthquake) wouldn't affect you
 - Sprain reduces the damage you deal in battle
 - Get this at the El Nido Triangle at the Home World
 3. TurnGreen Elmnt.
 - Not a must but it will let you deal more damage to Criosphinx (Criosphinx is Yellow and TurnWhite won't affect him [I tried it once])
 - Buy 5 (10 is fine too) of these at Marbule for 75 each
 4. Mastermune
 - So that you'll have great attack power and deal critical hits easy
 - Beat Dario to get this. (See below for more details)
 - If not, get the Stone Swallow for <deity here> sakes! But still, the Mastermune is a better idea
 5. Stone Helmet
 - Criosphinx also does physical attacks
 - This serves as your physical defense booster
 - Forge this
 6. Either a Power Seal or a Stamina Belt, if not, a Dragoon Gauntlet will do
 - A Power Seal increases your strength by 5 and can be acquired by stealing from the Tyrano* at the Home World's Gaea's Navel.
 - A Stamina Belt increases your Stamina restoration so you can get more attacks in, thus, saving you time. This can be rarely stolen from the Pterodact in Home World's Gaea's Navel or by defeating Jeanice for one round in the Grand Slam Tournament in the S. S. Invincible (at Home World)

* This is a boss or a sub-boss (not a common monster at Gaea's Navel)

That is optional stuff you need to own. But they are a must for a quicker time (less than 30 minutes) and safer battle (I guarantee that one of your character will be alive)

Preparation Part II:

Place those EagleEye and TurnGreen Elements in anyway (alternately is what I suggest but give more importance to Eagle Eye) starting from the your highest Element grid level to the lowest on Lynx's Elements

Equip the following accessories (in any order) on Lynx

- |--> Stone Helmet
- |--> Star Fragment
- |--> Power Seal/Stamina Belt/Dragoon Gauntlet

Equip the Yellow Plate and the Mastermune (or Stone Swallow) onto Lynx. I really suggest you get the Mastermune for this battle.

If you like, let your other character be someone else and another one who can steal like Fargo (as you can steal a @Rainbow Shell from Criosphinx) and someone else. If possible, equip some Dreamer's Scarf (start with +1 Element LV on battle each) onto the stealer.

That's everything, now is the time to fight!

Onto Battle:

First, you need to have gotten the Yellow Relic (you should have it by now since you already have a Yellow Plate [but if you don't have a Yellow Plate, forget about fighting because you just wasted your time reading my guide]).

I advice you fight him after defeating the Sky Dragon for further ease.

Now, go to the Another World's Earth Dragon Island. Jump down the pit and head for the place where you should supposedly meet the Earth Dragon. You'll meet the Criosphinx instead. It might be a good idea to save.

Battle Proper:

<NOTE: The Criosphinx has high HP so good luck!>

<Ignore what Criosphinx said>

First move, have Lynx attack using a LV 2 attack (uses up 2 Stamina points)

<Ignore what he says again>

Second move, have Fargo attack some to attain an Elemental LV 3 and after that, let him use Pillage in order for you to get the @Rainbow Shell (This isn't really a must but if you fail, just reset and load your game [Ummm, you saved right?])

<NOTE: Don't heal even if he damages your other characters a lot and already dead etc. (Lynx should be alive because you equipped him with the Yellow Plate)>

<NOTE: Lynx maybe the only one alive, if not, ignore your other character(s) that is/are alive>

----- Criosphinx's Pattern -----

There is a basic pattern in this battle. Criosphinx will attack you with ThundaStorm which will kill or damage your other characters (Lynx should be ok). After that, he will cast Earthquake* for a number of turns. After that, he will use Thunda Storm again and begin attacking.

He will attack for 3 turns which is his only chance of killing you (I suggest you defend). The first attack will consist of 3 consecutive blows. The second will be a single blow and the last will be 2 blows.

After that, he'll use ThundaStorm again after that comes the Earthquake and so on (and at that time, Lynx's HP will be restored to the max). He will repeat the same process until you die or he dies.

*Earthquake deals the status effect Sprain which reduces the damage you deal.

----- Criosphinx's Pattern -----

<NOTE: If you equipped the Star Fragment, Sprain wouldn't affect you, but if it did, don't bother healing>

Third move, have Lynx max his Elemental bar and let him use EagleEye.

<NOTE: If ever the Criosphinx finishes his barrage, remember that whenever you

think your Stamina is 3 or below, DEFEND! [Not applicable if Stamina is less than 0]>

Forth move, have Lynx max his Elemental bar (Use LV 3 Attacks ONLY!) and let him use TurnGreen.

----- NOTE: Further Steps -----

Continue on with your LV3 attacks, defending as I said at the above NOTE. Using EagleEye or TurnGreen when effects wear off. If ever you have no TurnGreen left, it doesn't matter.

However if you don't have EagleEye anymore, which is highly unlikely if you equipped 10, use your own judgement whether to attack using LV 1, LV 2 or LV 3. The attack only with LV 3 must be ignored if you wish to land hits on Criosphinx

The Criosphinx wouldn't show whether he is weakened or not I think so just follow the redundant method until you beat him, battle should last for less than 30 minutes I assure you, even less than 25 I suppose.

----- NOTE: Further Steps -----

This concludes this section. Have fun with the Sunglasses!

// Getting the Mastermune//

I know this shouldn't be a part of this FAQ but since I require you to get the Mastermune, then better off get it.

First, you need to have beaten the Black Dragon and I suggest you steal the Black Plate from him. Though I've seen someone not beating him with the Black Plate, I still suggest you must have it for further ease.

You must have Riddel in your party and equip the Black Plate on her.

Your characters must have their Stone equipments (Complete from Stone/Denadorite [whatever] Weapons, Armor and Helmets)

You need a lot of HealAlls. I suggest filling everyone's Elemental Grids with HealAll (I mean every single one). But put one Revive on Lynx and probably another to Riddel or that other party member if you have more. Putting some EagleEye or Strengthen would be nice too.

[Don't e-mail me about where you can get more Revive because I don't know]

How to fight him:

First, go to the small island with a smoking hut near Mt. Pyre in the Home World. It is not marked. Put Riddel on your party and enter it then go to the house. Talk.

After that, go to the Another World's Isle of the Damned. Bring Karsh with you and go to the place where you found the Elranzer in home. Defeat Solt and Peppor and you will get the Memento Pendant.

Get on with your quest until you have stolen the Black Plate (for greater ease as I mentioned above) from the Black Dragon.

Go back to the small island with a smoking hut near Mt. Pyre in the

Home World, prepare your party, as said somewhere above (equipping etc.) and save before entering. Go inside the house and talk to Dario with Riddel in front of your party.

Battle Advice:

Whack and use HealAll when necessary. Keep Riddel on defend. Have her attack a few times if her Element LV is low for a few Element LVs immediately after Dario has done his move.

You'll deal little damage in this battle so I suggest using Strengthen and Eagle Eye so you can thrash Dario real good.

When the battle is over, you will receive the Mastermune. The Mastermune is Lynx's/Serge's strongest weapon and it deals critical hits often.

There are other ways to beat them, like using specific color of elements so that Dario would not damage you, for more information on that, check out Dingo_Jellybean's FAQ over at his web site <www.vfaqs.net> or <www.gamefaqs.com>.

// Contributions //

[The worth of beating the Crioshpinx]
from EWU internet sucks lemons <ewucscd@hotmail.com>

You can get the combination in order to pull off the Chrono Cross element. Although you can get the combination at another place (Dragon Tower), the Crioshpinx gives away the exact way on how to do it unlike that other place which can be quite inaccurate.

[Beating the Crioshpinx without the Yellow Plate]
from Greg <roytonp@hotmail.com>

It is not impossible to defeat the Crioshpinx according to him if you don't have the Yellow Plate. Note that I only edited certain spellings (only on the walkthrough proper) and the format (to fit this document) his walkthrough.

DISCLAIMER: THE FOLLOWING (FROM THE [*****] LINE BREAK UNTIL THE NEXT
[*** END OF DOCUMENT *****] LINE BREAK) IS INTELLECTUAL
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| You must realise that I am divulging my secret, even if it is NOT
| published, without proof of it NOT been unique.
|
| Meaning, one "could" say that is idea is not unique or original; and
| say that this idea has already been published. However, I already
| have the satisfaction of accomplishing it without aid or knowledge of
| THIS technique! Here we go!
|
| - "Greg" (roytonp@hotmail.com)

CHROSS CROSS CROISHPINX WALKTHROUGH
(Normal game)

"How to kill the Criosphinx without the Yellow Plate"

INTRODUCTION "Let those who disturb the peace of the land be punished..."

MYSTERIOUS MONSTER: "Quid me vis?" "I am the Criosphinx, and thou hast trespass on my domain! Why must thou turmoil to this land bring? Now turmoil onto thee, I give.."

"Depending on how thou meet this trial, thou may be allowed to alive here leave! However, this be an island to which no man has visited for aeons and Criosphinx is grown bored..."

"If thou possesseth the courage to match thy wits to mine, thy sins may be forgiven when thou answer correct my questions six!"

"Now riddle me this!"

EQUIPMENT SERGE:

Equipment:

MasterMune, Prism Mail, Pendragon Sigil A, Dragoon's Glory, Yellow Brooch

Elements:

Level 1:Turn Green, Turn Red, Turn White, CurePlus-ES, Revive x2

Level 2:EagleEye-ES, FullRevive

Level 3:RecoverAll-ES, Imbecile, Genius

Level 4:HealAll-ES

Level 5:HealAll-ES, RecoverAll-ES,

Level 6:HealAll-ES, HolyHealing x2

Level 7:HealAll-ES, RecoverAll-ES

Level 8:Chrono Cross, AllSaints

RAZZLY:

Equipment:

Prism Staff, Prism Mail, Magic Seal, Silver Pendant, Yellow Brooch

Elements:

Level 1:Turn Green, Turn Red, Turn White, CurePlus-ES, Revive

Level 2:EagleEye-ES, Bat Eye-ES

Level 3:RecoverAll-ES

Level 4:HealAll-ES

Level 5:HealAll-ES, RecoverAll-ES

Level 6:HealAll-ES

Level 7:HealAll-ES, Sonja

Level 8:Genie

KID:

Equipment:

Prism dagger, Prism Mail, Magic ring, Profiteer's Purse, Yellow Brooch

Elements:

Level 1:CurePlusES, Revive

Level 2:EagleEye-ES

Level 3:RecoverAll-ES

Level 4:HealAll-ES

Level 5:HealAll-ES, RecoverAll-ES

Level 6:HealAll-ES
Level 7:HealAll-ES, RecoverAll-ES
Level 8:Salamander

PREPARATION TEAM: Serge, Razzly, Kid

NOTE: After EACH question, DEFEND 'til you have access to level 8 elements.
He keeps repeating the riddle.

ACTION: Defend X3

- You must DEFEND to be able to answer his questions. You now have access to level 8 elements

CRIOSPHINX: "Usus est magister optimus"
"Here be an easy one to start of with!"

QUESTION 1: "Auburn nay the burn, Iron pyrite nay the fool, All that glitters nay... But silence be... Answer my question what is it be?"

ACTION: Strong Mind (on Serge), Strengthen (on Serge),
Earthquake Trap/Thunderstorm trap
- Use any Yellow AUXILARY element, Preferably on him.

CRIOSPHINX: "Verus. Correct"
"Dimindium facti qui bene coepit habet."
"Well begun is half done. Now, here my second riddle be..."

QUESTION 2: "In my anger I see... Both the rag to charge at and the flag to stop at. Blushing, I walk the royal carpet...Answer my question what is it be?"

ACTION: Strong Minded(on Kid), Turn Red x3 (on yourselves), "Salamander"/
Weakened element/Piler technique(Kid)
- Use any red AUXILARY element, Preferably on him. He takes damage if you use a NON-yellow offensive element!

CRIOSPHINX: "Verus. thou art Correct"
"Now riddle number three Bene remgere!"

QUESTION 3: "It isn't easy being... a friend of the planet, with a jealous monter's eyes giving me a sign to proceed! Answer my question what is it be?"

ACTION: Strong Minded (on Razzly), Turn Green x3 (on yourselves),
"Sonja"/Bateye element (on Serge)
- Use any green AUXILARY element, Preferably on him. He takes damage if you use a NON-yellow offensive element!

CRIOSPHINX: "Thou catch on quick! Question four... Accipe!"
"Mare et caelum et viola"

QUESTION 4: "Give me a meloncholy gloom, but a first prize ribbon, makes me feel I've royal blood! Answer my question what is it be?"

ACTION: Turn Blue(on Criosphinx)
- If you have a BLUE innate character, and a blue summon, use Turn Blue x3 (on YOURSELVES) then use Blue Whale

CRIOSPHINX: "Verus. thou art Correct"

"Velim tibi ita persuadeas... Just two more to go!"

QUESTION 5: "Like pontoon nay the knave, or Jolly Roger nay the bones, even the top rank of self-defense, be no protection form the plague...Answer my question what is it be?"

ACTION: Imbecile(on Criosphinx)

- If you have a BLACK innate character, and a black summon, use Genius, Turn Black x2 (on YOURSELVES) then use "Grim Reaper"

CRIOSPHINX: "Verus. thou art Correct"

"Nigra in candida vertere, by deduction alone ye should my answer already know.."

QUESTION 5: "When the extorted on is bled, with knuckles of fear. The plumage of a coward when faced with the hottest of heat" Answer my question what is it be?"

ACTION: Strong Minded (on Serge), Turn white x3 (on yourselves), All Saints
- Now time for fighting!

BATTLE STRATEGY & TECHNIQUE

NOTE: All the previously used Summons will inflict approximately 1150+ damage; All Saints will inflict 1340+. At this point the Criosphinx is STILL awaiting the response for question 6!

Turn 1: DEFEND x3 (Element level 8 access)

Turn 2: Eagle Eye(on Serge), Attack: 3, 3, (Serge)

Turn 3: Criosphinx uses: Thunder Storm/Earthquake
(you WILL trap it IF you used the correct one!)

Turn 4: Cure/Heal/Recover All/Heal All/

Turn 5: Attack: 3, 3 (Serge)

Turn 6: 1-5 until Criosphinx's CURIOSITY is satisfied!!

"Greg" roytonp@hotmail.com

***** End of Greg's document *****

// Credits //

I'd like to thank Angry Scapula and zAuLt, both from the GameFAQs, Chrono Cross Game board for some tips that I needed before lunging an attack on Criosphinx.

Also to Dingo_Jellybean <dj@vfaqs.net> for his [and since he liked to say, "super" then] I'd call it a super cool guide. Also to the help he gave me while I was in chat. Your "super cool gotta have it alias" rules!

EWU internet sucks lemons <ewucsd@hotmail.com> for enlightening me that beating the Criosphinx has some worth in it.

_Greg <roytonp@hotmail.com> for offering his "How to beat the Criosphinx without a Yellow Plate" guide to this FAQ.

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