

Chrono Cross Secrets FAQ

by Inoffensive

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CHRONO CROSS: SECRETS OF EL NIDO

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00. PROLOGUE

001. INTRO ID#00.001

This is a Secrets FAQ. This means that I will not be giving any explanations on how to actually beat the game or how to defeat any kind of monster or boss, with some honorable exceptions. This guide is meant for people who have already finished the game at least once.

Spoilers do run free in this guide. I didn't make any attempt to avoid them so if you don't want to know how it all goes down I would avoid continuing reading further if I were you. You won't be warned again.

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002. COMMONS DEED ID#00.002

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01. ABOUT THE GAME

001. SCHALA'S JOURNAL	ID#01.001
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What was the start of all this?
When did the cogs of fate begin to turn?

Perhaps it is impossible to grasp that answer now,
From deep within the flow of time...

But, for a certainty, back then,
We loved so many, yet hated so much,
We hurt others and were hurt ourselves...

Yet even then we ran like the wind
Whilst our laughter echoed,
Under cerulean skies...

003. STORYLINE	ID#01.002
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Chrono Cross is a sequel to the famous Chrono Trigger, still one of the greatest games ever made. This chapter looks back at what happened with Crono, Marle and Lucca in Chrono Trigger and sums up the events of Chrono Cross.

CHRONO TRIGGER

Chrono Trigger's story begins with the Millennial Fair of 1000 A.D., a celebration of the millennium since the founding of the Kingdom of Guardia. The protagonist, Crono, is awakened by his mother and proceeds to Leene Square, where the fair is being held. After accidentally bumping into a girl named "Marle", they quickly become friends and visit the main attraction of the fair, a teleportation device constructed by Crono's inventor friend, Lucca. An eager volunteer, Marle disappears when the demonstration goes awry and reacts with her pendant, teleporting her through a mysterious portal.[9] Determined to find his new friend, Crono retrieves the discarded pendant and Lucca activates the machine once more, sending Crono through the same portal. He reappears in a forest grove, and upon finding a nearby town learns that he has gone back in time four hundred years. At Guardia Castle, he soon discovers Marle dressed in royal garb, and she reveals that the queen of Guardia in this era, Leene, has

gone missing. A search party found Marle, and mistaking her for the queen brought her to the castle. A moment later, Marle vanishes once again and Lucca arrives, having created a device called the "Gate Key" that allows her to open nearby time portals. Lucca determines that Marle is actually the princess of Guardia in 1000 A.D., and that the death of her missing ancestor could cause Marle to never exist. With the help of a talking, humanoid frog called "Frog", Crono and Lucca discover that Queen Leene was kidnapped by the "Mystics", intelligent animals and demonic creatures who worship the wizard Magus. They then rescue her, save Marle and return to their own time

There, Crono is placed on trial for allegedly kidnapping Marle. Through the manipulations of the king's chancellor, Crono is sentenced to death, but later breaks free from his prison. While making his escape, he locates Lucca and Marle, and the three flee into a nearby forest, where they are cornered by royal soldiers. There, the king asks Marle to return to his side, but she refuses due to his ill consideration of her friends and personal wishes. The three adventurers then stumble into a time gate activated by Lucca's Gate Key, and escape to a future era. There, they are shocked to find a devastated world filled with the ruins of advanced technology. While investigating a large dome structure, they discover a video recording of the destruction of the game world's surface, caused by a creature called "Lavos", who had been dwelling inside the planet's mantle until 1999 A.D. Determined to stop Lavos before it can destroy the world, the group enlists a robot from the future called "Robo" and via another "time gate" arrive at the End of Time, where an enigmatic old man offers advice to the player for the game's quest. Additionally, various time gates located here allow access to all eras significant to the storyline.

Crono and his friends return to 1000 A.D., and soon discover that Magus apparently created Lavos during the Middle Ages. They return to 600 A.D. and learn that they must obtain a sword called the "Masamune" in order to defeat Magus, but that only the legendary "Hero" can wield it. After helping Guardia's knights defend against an assault from Magus' army, they climb the Denadoro mountains and discover from its guardians, Masa and Mune, that the Masamune is broken. It is soon revealed that the legendary Hero is actually Frog, who keeps the hilt of the Masamune, and that the sword was made by Melchior, a swordsmith living in Crono's time. Returning to 1000 A.D., Melchior informs Crono and his companions that they require Dreamstone, a rock only found in ancient times, to repair the Masamune. The player must then guide the adventurers to 65,000,000 B.C. via a time gate at the End of Time in order to locate the mineral. There the party meets the cavewoman Ayla, who gives Crono Dreamstone after he wins a drinking contest with her. However, the Gate Key is stolen the next day by Reptites, advanced humanoid dinosaurs who are at war with humans, whom they refer to as "apes". Ayla helps Crono retrieve the Gate Key, and he and his friends return to Melchior's hut. With the aid of Lucca and Robo, Melchior repairs the blade, and Frog agrees to accompany Crono to Magus' castle and wield the Masamune against him.

There, they fight Magus' generals Ozzie, Flea and Slash and an army of Mystics before facing Magus himself, who was in the process of casting a spell involving Lavos. Upon his defeat, he reveals that he did not create Lavos, but merely intended to summon it, and that the creature lies within the planet, siphoning its energy. The interruption of Magus' summon spell causes a massive time gate to open, swallowing Magus' castle and everyone within. Crono and his friends awaken in 65,000,000 B.C. once again, and after helping Ayla defeat the Reptites for a final time at their central fortress, it is revealed to the player that Lavos is an extraterrestrial life form that arrived on the world during this era. Discovering a new time gate at Lavos' impact crater, they visit the ancient, enlightened Kingdom of Zeal in 12000 B.C., where they learn more about the creature. This floating kingdom had recently discovered Lavos, and seeking to drain its power constructed a conduit for the energy known as the

"Mammon Machine" and a facility to house it called the "Ocean Palace". A mysterious prophet in Zeal warns the kingdom's queen about the adventurers, and they are forced to return to 65,000,000 B.C., with the time gate they used then sealed. Unable to return to Zeal via the time gate, they go to the End of Time for advice and learn of the Wings of Time, a time machine constructed by Belthasar, a Guru of Zeal sent to the far future. Locating the machine in 2300 A.D., they rename it "Epoch" and return to 12000 B.C., where they learn that the Ocean Palace is soon to be activated. Rushing to the facility, they witness Lavos awakening, disturbed by the Mammon Machine. At this time, the prophet reveals himself to be Magus and attempts to destroy Lavos, but is defeated and his powers drained.

Crono then challenges the creature, attempting to save the lives of his companions, but Crono is killed, his body vaporized by the monster. Lavos then destroys the entire kingdom, transports its prince, Janus, to the Middle Ages, and sends the three Gurus Melchior, Belthasar and a man named "Gaspar" to various places throughout time. Before the remaining party members and Magus can be killed, Schala, Zeal's princess, saves them by transporting them out of the palace and to the only remaining human settlement while she remains behind. However, Crono's friends have little time to grieve before Dalton, a former leader of security in the kingdom, arrives at the village and declares himself ruler of the world. Having saved the Blackbird an ornate airplane from destruction, he interns the party aboard and takes to the sky. Additionally, Dalton impounds the Epoch, and has his henchmen give it flight capabilities. The party soon escapes, however, and defeats Dalton in a battle atop the redesigned Epoch, which the adventurers then use to accidentally blast the Blackbird while they escape. Distraught over Crono's death, they meet with Magus, who reveals that he is Janus Zeal, and grew up in the Middle Ages waiting for a chance to get revenge on Lavos. Moreover, he offers the party members the opportunity to settle their feud in a final battle, and informs them that Gaspar could possibly help bring Crono back. Should the player refuse to fight Magus, he then joins the party. Visiting the old man at the End of Time, the player learns that he is Gaspar, transported here during Lavos' destruction of Zeal. He gives them an egg-shaped device called the "Chrono Trigger", which he explains allows for a special form of time travel. Following his instructions, they soon use the device to visit the moment of Crono's death and freeze it in time, extracting him from the moment just before he would have been killed.

With the team reassembled, the group visits Gaspar once again, who relates various issues affecting the world across the eras. He suggests that participating in these optional sidequests will help the party prepare for Lavos. Traveling to 600 A.D., they defeat a creature named "Retinite" who caused a forest to become a desert. To help cultivate the forest and ensure its survival, the party leaves Robo behind, and he spends the next several hundred years working to maintain the land. Returning to pick him up in 1000 A.D., the group holds a campfire reunion in the forest and speculate that the gates through time were created by an entity other than Lavos, who wished for the adventurers to travel through time and fulfill a specific purpose. After the group falls asleep, a mysterious red time gate appears, which Lucca enters. Traveling to 990 A.D., Lucca has the opportunity to save her mother from the accident that cost her the use of her legs. The incident prompts Lucca's younger self to take up an interest in machinery so that she can prevent any future accidents. Additionally, the party confronts the few remaining members of Magus' army in 600 A.D. His former generals, now realizing that he was only using the Mystics, attack the group once again, but die in the battle that follows. In 2300 A.D., the journey takes them to the facility where Robo was constructed. There, they discover that the programming of his AI creator, Mother Brain, has become corrupt, and that she is using the facility as an extermination plant for humans. With much regret, Robo destroys both his creator and reprogrammed friend, Atropos, shutting down the facility's system. Later, in 1000 A.D., the

party learns that the ghost of Frog's friend, Cyrus, is haunting ancient ruins near a town. Traveling there, Frog visits the grave he had constructed for his friend, and helps his spirit find peace, even if he did not kill Magus.

On another journey, the party embarks to find the Sun Stone, a mythical artifact once used as a power source in Zeal. They locate it in a lost stronghold of the kingdom, uprooted from the sea floor in 2300 A.D., but learn that its power has burned out. Taking it to 65,000,000 B.C., they leave it to recharge over the course of millions of years, but later find that it was looted in 1000 A.D. In order to coax it from its captor, the greedy Porre mayor, they travel to 600 A.D. and teach charity to his ancestor by giving food to him and his wife. With the Sun Stone secured, in 600 A.D. they soon discover another legendary artifact, the Rainbow Shell. Located in the underground remains of the Reptite fortress preserved since its destruction in 65,000,000 B.C. the large shell is too large for the group to remove, so they procure the aid of the Middle Age's King Guardia XXI, who stores the large shell in Guardia Castle. However, when the party returns to 1000 A.D., they find that Marle's father, King Guardia XXXIII, is being put on trial by his own chancellor for allegedly attempting to sell the shell, now a royal heirloom. Crono and his companions soon publicly reveal the chancellor to be a Mystic imposter, defeat him and help Marle and her father put their differences aside.

Finally, the adventurers infiltrate the arisen Ocean Palace now called the "Black Omen" where Queen Zeal still resides, having survived Lavos' destruction of her kingdom and become a puppet to the creature's power. The party defeats the corrupted queen and destroys the Mammon Machine at the heart of the palace, causing the entire facility to be disintegrated. A final confrontation with Lavos itself follows, in which the party first penetrates the creature's shell, and then discovers that Lavos has been harvesting DNA on the planet in self-directed evolution while absorbing the energy produced. Presented with the results of Lavos' controlled genetics, they confront its true form and finally destroy the creature.

The actual ending of the game depends on when the player defeated Lavos, as well as some other choices that can produce minor variations. The first time through the game, team members say their goodbyes during the last night of the Millennial Fair and return to their own eras in time. Additionally, if Magus joined the party earlier, it is revealed that he now plans to search for his missing sister, Schala. Crono's mom then accidentally enters the time gate at the fair before it closes, however, prompting Crono, Marle and Lucca to set out in the Epoch on another adventure to find her while fireworks light up the night sky.

CHRONO CROSS

The story of Chrono Cross begins with Serge, who must collect colorful scales on the beach for his girlfriend. The setting is El Nido, a tropical archipelago inhabited by ancient natives, mainland colonists, and beings called Demi-humans who are often prejudiced against. While meeting his girlfriend, Serge slips into an alternate dimension in which he drowned on the beach ten years prior. While searching for truth behind his supposed death, Serge meets the famous thief Kid, a teenage girl intent on finding the mysterious Frozen Flame. Serge joins her search, and they recruit help and infiltrate Viper Manor, rumored to host the artifact. Viper Manor is home to the Acacia Dragoons the combative, affluent, and revered protectors of the island. While in the manor's library, a mysterious old man known as the prophet of time reveals that ten years before the present, the universe split into two dimensions, one in which Serge lived (Home world), and one in which he perished (Another world). The shadowy antagonist Lynx foils the break-in, poisoning Kid and causing the would-be thieves to flee.

Kid eventually recuperates, and Serge prepares to sojourn to Fort Dragonia, an ancient ruin left by Dragonians a mysterious race gone extinct a hundred years before. There, the Acacia Dragoons intend to make a stand against an invading continental army of Porre. While preparing, Serge gains the ability to travel between the dimensions and secure further assistance and items including the Water Dragon's breath, capable of freezing lava. He attempts to voyage by boat to the fort's shores, but is interrupted by the pirate Fargo. Initially imprisoned, Serge is freed when the ship comes under attack from ghosts. After earning Fargo's respect, Serge enters the fort and ascends to its highest floor. Through the use of a Dragonian artifact called the Dragon Tear, Lynx switches bodies with Serge. Unknowing of the switch, Kid confides in Lynx; he stabs her as the real Serge helplessly watches. Lynx boasts of his victory and banishes Serge to a strange realm called the Temporal Vortex. He takes Kid under his wing, brainwashing her to believe the real Serge is her enemy.

Serge escapes with help from Harle. Discovering that his new body prevents him from traveling across the dimensions, he is marooned in Home world. He sets out to regain his former body and learn more of the universal split ten years earlier. He speaks with his mother and recruits new members to his cause. Hearing that a Demi-human sage confined on a cruise ship may be able to help him, he journeys to the S.S. Zelbess. He gains the sage's favor, and is given an artifact that allows access to the Dead Sea, a mysterious body of water. While attempting to enter, he discovers the evil sword Masamune and must counter it with the holy sword Einlanzer. Once inside the Dead Sea, he finds a wasteland frozen in time, dotted with futuristic ruins. At the center, he locates a man named Miguel and presumably Home world's Frozen Flame. Charged with guarding the Dead Sea by an entity named FATE, [13] Miguel unsuccessfully battles Serge. To prevent Serge from obtaining the Frozen Flame, FATE destroys the Dead Sea. Still in Lynx's body, Serge is rescued by a Dragon, one of six mythical entities who inhabit El Nido.

Able to return to Another world, Serge finds the Acacia Dragoons in dire straits from Porre's invasion and rescues General Viper's daughter. After collecting six relics from the Dragons, he locates that dimension's Dragon Tear and travels to Fort Dragonia to initiate a ceremony to recreate his body. He succeeds after staving off Lynx at the base of the fortress. With the Dragon relics in tow, he enters the Sea of Eden, Another world's physical equivalent of the Dead Sea. He finds a temporal research facility called Chronopolis inside are Lynx, Kid, and the Frozen Flame. Confronted by Serge, Lynx bonds with the entity FATE the main computer of the facility to defeat the boy in battle. He is unsuccessful, and with FATE's capitulation, the defense systems of Chronopolis fall. After uniting in air, the six Dragons fly over the facility and scoop up the Frozen Flame. Kid falls into a coma, and Harle bids the party goodbye to fly with the Dragons. The new villains soar to Terra Tower, a massive structure raised from the sea floor.

Serge regroups his party and tends to Kid, who remains comatose. Continuing his adventure, he obtains and cleanses the Masamune. He then uses the Dragon relics and shards of the Dragon Tears to create the mythic Element Chrono Cross. The spiritual power of the Masamune later allows him to lift Kid from her coma and prepare to assault Terra Tower. He outfits his boat with an anti-gravity device and travels to battle the Dragons. At Terra Tower, the prophet of time revealed to be Belthasar from Chrono Trigger visits him and imparts the boy's history. This information is later elaborated on by accompanied apparitions. Serge learns that the time research facility Chronopolis created El Nido thousands of years ago after a catastrophic experimental failure drew it to the past. The introduction of a temporally foreign object in history caused the planet to pull in a counterbalance from a different dimension. This was Dinopolis, a city of Dragonians parallel universe descendants Chrono Trigger's Reptites. The institutions warred and Chronopolis subjugated the Dragonians. Humans captured

their chief creation the Dragon God, an entity capable of controlling nature.

Chronopolis divided this entity into six pieces and created an Elements system, which individuals could use for combat or trade. FATE terraformed an archipelago, erased the memories of most Chronopolis's staff, and sent them to inhabit and populate its new paradise. Chronopolis remained obscured from view by clouds and surrounded by poisonous reef. Thousands of years later, a panther demon attacked three-year old Serge. His father took him to find assistance at Marbule, but Serge's boat blew off course due to a raging magnetic storm caused by Schala. Schala the princess of the Kingdom of Zeal had long ago accidentally fallen to a place known as the Darkness Beyond Time and began merging with Lavos, the chief villain of Chrono Trigger. Schala's storm nullified Chronopolis's defenses and allowed Serge to contact the Frozen Flame. Approaching it healed Serge but corrupted his father. By touching the Flame, Serge was designated its Arbiter by a circuit in Chronopolis, simultaneously preventing FATE from using the artifact by extension. The Dragons were aware of this situation, creating a seventh Dragon under the storm's cover. This Dragon was Harle, who manipulated Lynx by serving as his accomplice.

After Serge returned home, FATE manipulated his father to try and kill the boy, which would release the lock on the Frozen Flame. His father drowned Serge and became Lynx. However, ten years after the event, the thief Kid presumably on Belthasar's orders went back in time to save Serge and split the dimensions. FATE, locked out of the Frozen Flame again, knew that Serge would one day cross to Another world and prepared to apprehend him. Lynx switched bodies with Serge to dupe the biological check of Chronopolis on the Frozen Flame. When Serge defeated FATE, the freed Dragons snatched the Frozen Flame and raised Terra Tower. Belthasar then reveals that these events were part of a plan he had orchestrated named Project Kid-and that its final purpose would soon be revealed. Serge continues to the top of Terra Tower and defeats the Dragon God.

Continuing to the beach where the split in dimensions had occurred, Serge finds three apparitions resembling the original team from Chrono Trigger. More of the game's history is revealed, such as the revelation that Belthasar planned the entire plot to empower Serge and free Schala from melding with Lavos. The resulting fused being called the Time Devourer would consume and destroy spacetime. Lucca explains that Kid is Schala's clone, sent to the modern age to take part in Project Kid. Crono entreats Serge to use the Chrono Cross to free Schala. Serge uses a Time Egg given to him by Belthasar to enter the Darkness Beyond Time and vanquish the Time Devourer. He separates Schala from Lavos and restores the dimensions to one. Thankful, Schala muses on evolution and the struggle of life and returns Serge to his home, noting that he will forget the entire adventure. She then seemingly records the experience in her diary, set upon a desk on which a wedding photo of Kid and Serge appears. She then embarks on a mysterious search for Serge as cut scenes depict her walking through a modern city. The ambiguous ending leaves the events of the characters' lives following the game up to interpretation.

003. CHARACTERS

ID#01.003

Now let's meet the cast. Every character has an Element Grid which is also displayed here. The number in each slot represents the star level you need to get for they to gain that same slot.

SERGE

Innate Color White
Weapon Swallow or Mastermune
Recruitment The hardest one to get. You'll need to start a New Game.

Info

Serge lives a quiet and peaceful life in Arni Village unaware that his destiny is far more complex than that. His life completely changes when he finds himself in a new world.

Fortune

"You're not dead or anything, are you? Has anybody called you back from the great beyond? Hmm... For some reason, I just can't read your future."

Description Silent Protagonist

Age 17
Sex Male
Origin Arni
Height 5'7"
Weight 128 lbs.
Build Ordinary
Right-Handed

[22] [31] [39]
[19] [20] [24] [30]
[12] [14] [16] [23] [36]
[07] [08] [09] [13] [21] [34] [46] [48]
[00] [00] [00] [05] [11] [18] [26] [37]
[01] [02] [03] [10] [15] [29] [35] [41]
[04] [06] [25] [28] [33] [40] [43] [44]
[17] [27] [32] [47]

KID

Innate Color Red
Weapon Dagger
Recruitment You can keep her away as long as you want but she will eventually have to join you.

Info

Kid is a very mysterious girl and she doesn't talk much about her past. Kid travels through the world in search of the legendary Frozen Flame.

Fortune

"In your eyes, I perceive... both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

Description Mysterious Traveler

Age 16
Sex Female
Origin Unknown
Height 5'5"
Weight 99 lbs.
Build Slender
Ambidextrous

[22] [31] [39]
[19] [20] [24] [30]

[12][14][16][23][36][60]
[07][08][09][13][21][34][46]
[00][00][00][05][11][18][26][37]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43]
[17][27][32]

LYNX

Innate Color Black
Weapon Swallow or Mastermune
Recruitment Lynx will eventually join your party at Fort Dragonia.

Info

Lynx is the main antagonist. He joins your party briefly after the events at Fort Dragonia. At that point Serge will leave and Lynx will become the main character until Serge's return.

Fortune

"You're not dead or anything, are you? Has anybody called you back from the great beyond? Hmm... For some reason, I just can't read your future."

Description Feline Demihuman
Age 17
Sex Male
Origin Arni
Height 6'4"
Weight 167 lbs.
Build Solid
Right-Handed

[22][31][39]
[19][20][24][30]
[12][14][16][23][36]
[07][08][09][13][21][34][46][48]
[00][00][00][05][11][18][26][37]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32][47]

GUILE

Innate Color Black
Weapon Rod
Recruitment Ask him to guide you to Viper Manor. You can find him at Termina's bar.

Info

A masked magician who joins your quest as you try to infiltrate Viper Manor. Other motives or details of his past are unknown. In the beginning he will be in the middle of a bet with the Fortune Teller.

Fortune

"- (Grin...) Sir Guile, How did it go? Did you find the item?"
"- Ma'am, I have lost this time. I was able to penetrate the Manor but..."
"- Don't start whining! A promise is a promise. Now, take off your mask and let me see your face."
"- (Nod) ...I guess I have no choice..." (Guile takes off the mask)

"- M-My word!!! I see, so that's what it was... These old bones have just shaved an hour off their life-span..."

"- Ma'am, I have learned that the world is full of 'enigma'. I will be joining their journey for a while. Take care, and we might engage another high-stake gamble again."

"- You bet."

Description Masked Magician
Age 26
Sex Male
Origin Zenan Mainland
Height 6'2"
Weight 152 lbs.
Build Slender
Right-Handed

[78]
[69][72]
[60][63][66]
[21][34][46][48]
[00][00][00][05][11][18][26][37]
[03][10][15][29][35][41]
[28][33][40][43][55]
[75]

NORRIS

Innate Color Yellow
Weapon Gun
Recruitment Norris uses the remaining rooms on the ruins of Viper Manor as a headquarters. When you find him he will join you.

Info

Norris is a commander on Porre's army, a nation on Zenan Mainland which seeks to take control of El Nido. Eventually, Norris was sent to Viper Manor as a spy to gather information.

Fortune

"You work to be more honest more straight... This world is distorted and crooked. Trying to force your honesty on this crooked world may break you. Beware of that."

Description Black Wind Leader
Age 26
Sex Male
Origin Porre
Height 5'10"
Weight 137 lbs.
Build Average
Right-Handed

[22]
[19][20]
[12][14][16]
[07][08][09][13][21]
[00][00][00][05][11][18]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

NIKKI

Innate Color Blue
Weapon Pick
Recruitment Ask him to guide you to Viper Manor. Go to his ship at Termina's Docks and say you'll be looking for him. He will be at Shadow Forest.

Info

Nikki is a famous rocker who breaks the heart of every girl in the land. He grew up without a father and is in search of his own past. His sister, Marcy can be the way to reach his goal.

Fortune

"The reading states that you are a bridge that connects to the other side. Indeed. Two shores, that are separated by an unstoppable stream... It is your role to connect them."

Description Rockin' Bard Superstar
Age 19
Sex Male
Origin S.S. Zelbess
Height 6'0"
Weight 115 lbs.
Build Thin
Right-Handed

[35]
[26][31]
[14][18][21][28][39][44][48]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

VIPER

Innate Color Yellow
Weapon Sword or Viper's Venom
Recruitment He will join your quest after Fargo saves you from Lynx at Hermit's Hideaway.

Info

Viper is the ruler of El Nido. With his Acacia Dragoons he maintains peace on the land protecting it from the invasions of Porre's armies.

Fortune

"You will continue to be the rightful lord that you are... This is no fortune reading, it is my opinion as one who has lived longer than you."

Description Lord of El Nido
Age 57
Sex Male
Origin El Nido
Height 6'7"
Weight 216 lbs.
Build Solid

Right-Handed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

RIDDEL

Innate Color White
Weapon Rod
Recruitment She will join you at Hermit's Hideaway after you rescue her.

Info

Riddel is daughter of General Viper and has spent her childhood together with Dario, Karsh and Glenn. She was to marry Dario until his death.

Fortune

"Deep devotion often makes the impossible possible. I suggest that you keep holding on to your purity."

Description Lady of Viper Manor
Age 24
Sex Female
Origin El Nido
Height 5'7"
Weight 104 lbs.
Build Slender
Right-Handed

[35][43]
[26][31][34][41][46][50]
[14][18][21][28][39][44][48][51]
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[09][20][24][29][33][38][42][47]

KARSH

Innate Color Green
Weapon Axe
Recruitment You can choose Karsh to join your quest at Termina's bar before rescuing Riddel. If not, he will later join your quest.

Info

One of the 4 Devas, Karsh is a loyal servant of General Viper and a superior fighter. He is a very good friend of Riddel.

Fortune

"The reading says: A change in fashion will blossom a new love."

Description One of the 4 Devas
Age 27
Sex Male
Origin El Nido
Height 5'11"
Weight 159 lbs.

Build Solid
Right-Handed

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

ZOAH

Innate Color Yellow
Weapon Gloves
Recruitment You can choose Zoah to join your quest at Termina's bar before
 rescuing Riddel. If not, he will later join your quest.

Info

One of the 4 Devas, Zoah is a gigantic soldier who tends to speak loudly.
Since he wears a mask, nobody knows exactly who he is or how he looks.

Fortune

"I sense deep sadness beneath that mask of yours... In the near future, you
too, shall find your sanctuary of peace."

Description One of the 4 Devas
Age 27
Sex Male
Origin El Nido
Height 6'3"
Weight 203 lbs.
Build Mammoth
Right-Handed

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

MARCY

Innate Color Blue
Weapon Gloves
Recruitment She will join you after you rescue Riddel.

Info

One of the 4 Devas, Marcy is still just a child, but an exceptional fighter.
She's Nikki's sister and Fargo's daughter.

Fortune

"The reading says, your wish will come true if you purge of your likes and
dislikes."

Description Diva of the 4 Devas
Age 9
Sex Female
Origin Zenon Mainland
Height 4'9"

Weight 84 lbs.
Build Smallish
Left-Handed

[35]
[26][31]
[14][18][21][28][39][44][48]
[04][05][06][13][15][27][32][49]
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[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

KORCHA

Innate Color Blue
Weapon Lure
Recruitment Choose to save Kid and before you know it he'll be in your party ready to help.

Info

A young fisherman and ferryman always ready to help. He lives in Guldove together with his sister and his mother.

Fortune

"Your fortune reads that it is a hopeless love... I'm sorry, but you've got to give up."

Description Fisherman & Ferryman
Age 16
Sex Male
Origin Guldove
Height 5'6"
Weight 123 lbs.
Build Thin
Right-Handed

[22]
[19][20]
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[04][06][25][28][33][40][43][44]
[17][27][32]

LUCCIA

Innate Color Black
Weapon Shot
Recruitment In your first trip to Viper Manor don't forget to release Pip from his cage. After you defeat FATE and Porre retreats from Viper Manor you can return and talk to her. She will then join your party.

Info

A scientist working for General Viper and the Accacia Dragoons. She's an expert in engineering new species.

Fortune

"You shall always be under the watchful eye of your former master..."

Description Scientific Genius
 Age 28
 Sex Female
 Origin Zenan Mainland
 Height 5'9"
 Weight 97 lbs.
 Build Thin
 Right-Handed

[35]
 [26][31]
 [14][18][21][28][39][44][48]
 [04][05][06][13][15][27][32][49]
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 [01][02][03][10][19][22][40][45]
 [09][20][24][29][33][38][42][47]

POSHUL

Innate Color Yellow
 Weapon Gloves
 Recruitment You can either give Poshul the Heckran Bone you find at Arni's restaurant before talking to Leena at Opassa Beach or, you can let Leena join your party. In that case, Poshul will join your party as well.

Info

Leena's pet is a talking dog. Depending on how you recruit Poshul, you can get either the Poshul from the Home World or from Another World.

Fortune

"Beware of fat and of over-eating... Well, I guess that goes without saying."

Description Wonder Dog
 Age Unknown
 Sex Female
 Origin Arni
 Height 3'8"
 Weight 26 lbs.
 Build Roly-Poly
 Dominant paw unknown

[19][20]
 [12][14][16][23]
 [07][08][09][13][21]
 [00][00][00][05][11][18][26]
 [01][02][03][10][15][29][35][41]
 [04][06][25]
 [17]

RAZZLY

Innate Color Green
 Weapon Rod
 Recruitment You must choose to save Kid. At the Hydra Marshes follow the

shadow, defeat the Wingaped and walk on the cracked floor.
Defeat the Pentapus and talk to Razzly. She will join you.

Info

A little fairy who almost served as lunch. In gratitude towards you she will join your party. Razzly is a fairy from the Water Dragon Isle where her sister Rosetta still lives.

Fortune

"Conflict can occur anywhere... The only way to be rid of conflict is to remove its roots. Nothing will be resolved by just glancing at the surface."

Description Forest Fairy
Age Unknown
Sex Female
Origin Water Dragon Isle
Height 3'7"
Weight 11 lbs.
Build Tiny
Dominant arm unknown

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

ZAPPA

Innate Color Red
Weapon Hammer
Recruitment When you get Radius in your party visit Zappa's Smithy in Termina. He will then join your party.

Info

A very good blacksmith working in Termina. Zappa, a good friend of Radius and Fargo, is now in search of the Rainbow Stone.

Fortune

"You shall encounter the two things you seek... But be careful, for one of them is what you seek only in appearance."

Description Obstinate Blacksmith
Age 52
Sex Male
Origin Zenan Mainland
Height 5'8"
Weight 181 lbs.
Build Solid
Right-Handed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

ORCHA

Innate Color Red
Weapon Utensils
Recruitment While trying to save Riddel, Orcha will join your party.

Info

The chef of Viper Manor. Orcha loves cooking and food which usually leads him into some bad situations.

Fortune

"Do not think your inner evil will just fade away... Remember that the evil is secreted away inside everyone."

Description Fiery Cook
Age 44
Sex Male
Origin Guldove
Height 5'7"
Weight 203 lbs.
Build Chubby
Right-Handed

[22][31]
[19][20][24][30]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25]
[17]

RADIUS

Innate Color Green
Weapon Staff
Recruitment After leaving the Time Vortex Radius will fight you. After that he will join your party.

Info

A glorious former member of the Acacia Dragoons and very dedicated leader of Arni Village. Now he must fight once again.

Fortune

"The many lines laid before you, shall all merge into one..."

Description Arni Village Chief
Age 62
Sex Male
Origin Zenan Mainland
Height 5'8"
Weight 119 lbs.
Build Thin
Right-Handed

[22][31][39]
[19][20][24][30]
[12][14][16][23][36]

[07][08][09][13][21][34][46]
[00][00][00][05][11][18][26][37]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27]

FARGO

Innate Color Blue
Weapon Sword
Recruitment After saving Riddel Fargo will eventually join your party.

Info
A famous pirate with a deep secret in his heart. Fargo is though, brave and always glad to help those who deserve his trust.

Fortune
"Take away the mirror of falsity and reflect your image on the mirror of truth. You will then regain your true self."

Description Pirate Captain
Age 40
Sex Male
Origin Unknown
Height 6'0"
Weight 163 lbs.
Build Macho
Right-Handed

[19][20]
[12][14][16][23]
[07][08][09][13][21]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25]
[17]

MACHA

Innate Color Red
Weapon Utensils
Recruitment Choose not to save Kid. Macha will understand your position and then join your party. She'll also give you a frame.

Info
A fiery woman and a great mother. Macha is strict but fair.

Fortune
"It reads that, as a mother, you should set an example for your children."

Description Gutsy mother of two
Age 38
Sex Female
Origin Gulldove
Height 5'5"
Weight 150 lbs.
Build Stout
Right-Handed

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

GLENN

Innate Color Green
Weapon Sword or Einlanzer
Recruitment Choose not to save Kid and Glenn will eventually ask to join your party. This will only occur if you gave him the Bellflower early in the game for free. If you charged a price or didn't give him the Bellflower Glenn will not join your party.

Info

Although still young Glenn is one of the best knights in the Acacia Dragoons. His father Garai died and now he takes on the Holy sword - Einlanzer.

Fortune

"If I were to equate you to something, you would be the moon. Yes, the moon. The moon only shines when there is a sun to reflect. The moon does not glow with its own light... But remember this! The moon's light is a guidepost to those that search in the darkness of the night. A time will come when you will carry out such a role... Sometime in the near future."

Description Noble Knight
Age 20
Sex Male
Origin Termina
Height 5'9"
Weight 141 lbs.
Build Average
Right-Handed

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

LEENA

Innate Color Blue
Weapon Utensils
Recruitment Choose not to join Kid when you first meet her. After a good night sleep in Arni, Leena will join your party.

Info

Serge's neighbor and best friend, Leena is kind and with a great heart but she can also be though when provoked.

Fortune

"It says, you will not find a boyfriend for a long time. Fortunetelling is

such a merciless thing..."

Description Sweet country gal
Age 16
Sex Female
Origin Arni
Height 5'5"
Weight 93 lbs.
Build Ordinary
Right-Handed

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

MIKI

Innate Color Red
Weapon Gloves
Recruitment After clearing Marbule head to the S.S. Zelbess. Miki will be at the cafe and she will then join your party.

Info

Miki is the co-star of Nikki's shows. She is a formidable dancer but she seems to be confused about her feelings.

Fortune

"You shall broaden your horizons in the open world."

Description Dancer extraordinaire
Age 19
Sex Female
Origin S.S. Zelbess
Height 5'7"
Weight 95 lbs.
Build Slender
Right-Handed

[22]
[19][20]
[12][14][16][23]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26][37]
[01][02][03][10][15][29][35][41]
[04][06][25][28]
[17][27][32]

HARLE

Innate Color Black
Weapon Cards
Recruitment You can keep her away as long as you want but she will eventually have to join you.

Info

Harle is a very mysterious jester and she doesn't talk much about her past. Harle travels through the world with Lynx as his assistant.

Fortune

"In your eyes, I perceive... both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

Description Enigmatic Jester
Age Unknown
Sex Female
Origin Unknown
Height Unknown
Weight Unknown
Build Unknown
Right-Handed

[35][43]
[26][31][34][41][46][50]
[14][18][21][28][39][44][48][51]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

JANICE

Innate Color Red
Weapon Carrot
Recruitment She's tricky to get. You must defeat her at the Grand Slam Tournament in order to have her in your party.

Info

A monster trainer, Janice has fought with monster all her life. Although a demihuman Janice seems to be living a good life.

Fortune

"It's very rare to see a demihuman like you living such a cheerful life. Keep on living as cheerfully as you are now, and fortune will follow."

Description Monster Trainer
Age 22
Sex Female
Origin S.S. Zelbess
Height 5'7"
Weight 104 lbs.
Build Plumpish
Right-Handed

[35]
[26][31]
[14][18][21][28][39][44][48]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

DRAGGY

Innate Color Red
Weapon Gloves
Recruitment First of all you must steal the egg from the Dodo at Fossil Valley (Another World). After defeating Lynx at Fort Dragonia (Home World) use the elevator, go down and place the egg in the incubator. Check it and Draggy will hatch.

Info

A recently hatched dragon whose egg was stolen by a Dodo. His family is missing and so he joins your party.

Fortune

"Seek coexistence with other species."

Description Cute baby Dragon
Age 0
Sex Male
Origin Fossil Valley
Height 2'2"
Weight 265 lbs.
Build Tiny
Front-Left-Clawed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

STARKY

Innate Color White
Weapon Gun
Recruitment You must first get the Star Fragment deep inside the El Nido Triangle (Home World). Head to Sky Dragon Isle and place the Star Fragment on the altar. MegaStarky will appear. Defeat him and after that play a game of tag with Starky. Once you catch him he will join your party.

Info

An alien from a strange distant planet. Starky seeks to return to his place of origin but first he must find his ship.

Fortune

"My word! You are fated to make a grave choice. Whatever will be selected will be decided from the actions of those around you."

Description A Stray 'Gray'
Age Unknown
Sex Male
Origin Another Planet
Height 2'11"
Weight 139 lbs.
Build Alien
Ambidextrous

[14][18][21][28]

[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

SPRIGG

Innate Color Green
Weapon Staff
Recruitment She will join your quest as soon as you reach the Dimensional
 Vortex after the events of Fort Dragonia.

Info

She has lived alone in the Dimensional Vortex for ages but now it's time to see the outside world. Sprigg can transform herself into most monsters with her unique tech, Doppelgang.

Fortune

".....! It's been a long time, Lady Sprigg. Have you been well?"

Description Lovable old lady
Age 224
Sex Female
Origin Dimensional Vortex
Height 4'4"
Weight 86 lbs.
Build Dwarfish
Left-Handed

[11][18]
[15][29]

MOJO

Innate Color Black
Weapon Gloves
Recruitment First of all you must get the Shark Tooth from the fisherman at
 Arni Village (Home World). When you reach the Another World
 after you meet Kid and sleep at Arni just go and see the
 fishermen and show him the Shark Tooth. Mojo will join you as
 you leave the basement.

Info

A voodoo doll that many believe to bring luck. Mojo is now awoken and deeply wishes to see the world.

Fortune

"There is someone... No, a thatch of straw that is most dear to you in this vicinity..."

Description Cursed voodoo doll
Age Unknown
Sex Male
Origin Far East
Height 6'2"
Weight 20 lbs.
Build Waistless
Dominant arm unknown

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

TURNIP

Innate Color Green
Weapon Sword
Recruitment Cool down the burned up spot at Hermit's Hideaway (Another World) using the Ice Breath or the Ice Gun. Visit Hermit's Hideaway (Home World) and bring Poshul with you. Poshul will notice the vegetable on the ground and it will dig it up. Turnip will come out and join your party.

Info

A strange vegetable that knows how to put a good fight. He speaks like a gentleman and provides a lot of proteins.

Fortune

"As mysterious as your birth, there is an equally fascinating fate that awaits you."

Description A total vegetable
Age 3
Sex Male
Origin Hermit's Hideaway
Height 4'9"
Weight 62 lbs.
Build Round
Right-Rhizomed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

NEOFIO

Innate Color Green
Weapon Gloves
Recruitment First you must acquire the Green Tinckler at Guldove's bar. To do that just talk to the dwarf there. After that head to the Hydra Marshes (Another World) to where the Hydra would be. There you'll find the Life Sparkle. Take the plant to Viper Manor and examine the little pond. NeoFio will awake and join your party.

Info

An experiment made by Luccia to bring a plant to life. Thanks to Serge and his party that managed to retrieve the Life Sparkle, NeoFio was given life.

Fortune

"Whether your birth was by God's hand or random chance is unknowable... In either case, treasure your life."

Description A 'Flower Child'
Age 5
Sex Female
Origin Viper Manor
Height 4'0"
Weight 44 lbs.
Build Undefinable
Omnidextreus

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

GRECO

Innate Color Red
Weapon Gloves
Recruitment After Kid gets sick just head to Termina where you can find Garai's grave. Enter the little house there and after a little talk Greco will join your party.

Info

Once a wrestler now a psychic. Greco spends his days sending the souls of the departed to their rightful place.

Fortune

"When your long journey reaches its end... the heavy burden that rests upon your shoulders will be lifted at last."

Description Psychic Ex-Wrestler
Age 33
Sex Male
Origin Zenan Mainland
Height 6'7"
Weight 271 lbs.
Build Heavy Weight
Right-Handed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

SKELLY

Innate Color Black
Weapon Gloves
Recruitment You must first find all of his body parts hidden throughout El Nido Archipelago.

Info

A skeleton of a clown with a case of amnesia that for some strange reason is still very much alive. You must help him find his true self.

Fortune

"You, who has been revived from the edge of despair, must share your light of hope with all."

Description Skeleton Clown
Age 32
Sex Male
Origin Zenan Mainland
Height 6'2"
Weight 51 lbs.
Build Boney
Left-Handed

[22]
[19][20]
[12][14][16][23]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26][37]
[01][02][03][10][15][29][35][41]
[04][06][25][28]
[17][27][32]

FUNGUY

Innate Color Yellow
Weapon Axe
Recruitment First of all you need to get the Mushroom. To do that head for the passage that leads to the Viper Manor sewers (Home World) from the Shadow Forest and you'll eventually find a Wraith and a little boy. Defeat the wraith and the kid's father will give you a Mushroom. If you previously covered the same hole on the other dimension with the boulder you'll need to chase a bug into a different hole where you'll find the Mushroom. After that head back to Shadow Forest and give it to the guy in the cave beneath the waterfall. He will be transformed into Funguy and join your party.

Info

A man who because of you was transformed into a walking mushroom. He joins your party in seek of a way to return to his former self.

Fortune

"There might be a way for you to return to your original body, but... It's a matter of which you prefer."

Description Mushroom Man
Age Unknown
Sex Male
Origin Termina
Height 6'0"
Weight 66 lbs.
Build Light
Right-Handed

[19][20]
[12][14][16][23]
[07][08][09][13][21]
[00][00][00][05][11][18][26]

[01][02][03][10][15][29][35][41]
[04][06][25]
[17]

IRENES

Innate Color Blue
Weapon Pick
Recruitment After defeating the Sage of Marbule head to Nikki's ship and accept the challenge of releasing Marbule. Irenes will then join your party.

Info
Sister of Zelbess, she is trying to convince Fargo to allow his son to free Marbule.

Fortune
"When you can resolve your inner struggle... A new hope will be born."

Description Late Zelbess's sister
Age 16
Sex Female
Origin The Ocean
Height 5'10"
Weight 115 lbs.
Build Mermaid
Right-Handed

[35]
[26][31]
[14][18][21][28][39][44][48]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

MEL

Innate Color Yellow
Weapon Boomerang
Recruitment Choose to save Kid and after you save her choose to reclaim Kid's elements. After you leave Fargo's ship return to Guldove with kid in your party and Mel will join you.

Info
Korcha's little sister, Mel can be considered a real brat and in the end all she wants is a lot of fun all day long.

Fortune
"There's no need to worry... Your love at heart can be hindered by no one."

Description Doodling Brat
Age 10
Sex Female
Origin Guldove
Height 4'3"
Weight 84 lbs.
Build Thin

Right-Handed

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

LEAH

Innate Color Yellow
Weapon Axe
Recruitment She will join you as soon as you defeat the Green Dragon.

Info

The only person living on Gaea's Navel. Although small, Leah is very strong with a look, attitude and techs similar to Ayla's from Chrono Trigger.

Fortune

"Wowzer!!! The reading says you'll become a glamour queen when you grow up!"

Description Cave girl
Age 6
Sex Female
Origin Gaea's Navel
Height 3'5"
Weight 71 lbs.
Build Infantile
Ambidextrous

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

VAN

Innate Color Green
Weapon Boomerang
Recruitment Talk to Van (Home World) and after a long discussion he will join your quest.

Info

We see Van in different situations in each dimension. In one, rich with a parent always away and on the other poor with a dad always there for him. Despite the 2 situations being the exact opposite, Van is unhappy in both.

Fortune

"Take good care of the ones who love you, my boy."

Description Penny-wise artist
Age 14
Sex Male
Origin Termina

Height 4'11"
Weight 88 lbs.
Build Smallish
Left-Handed

[22][31]
[19][20][24]
[12][14][16][23][36]
[07][08][09][13][21][34]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25][28][33][40][43][44]
[17][27][32]

SNEFF

Innate Color Black
Weapon Cards
Recruitment After defeating the Sage of Marbule meet Sneff in his cabin.
After a little talk he will join your party.

Info

A gable debt has made him a employee on Fargo's ship. To pay what he owes he performs magic shows aboard the S.S. Zelbess. His most famous act is to turn people into cats.

Fortune

"You shall once again open your wings in the free world, says the fortune."

Description Aged Illusionist
Age 53
Sex Male
Origin Unknown
Height 5'6"
Weight 139 lbs.
Build Ordinary
Right-Handed

[19][20]
[12][14][16][23]
[07][08][09][13][21]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25]
[17]

STEENA

Innate Color White
Weapon Sword
Recruitment After defeating the 6 Dragons retrieve the second Dragon Tear from Guldove (Home World) and she will join your party.

Info

Looking over Termina's shrine, Steena has good knowledge and information on legends and ancient civilizations and artifacts such as the Frozen Flame and the Dragon Tear.

Fortune

"Hmph, it's useless for a spiritualist to have their fortune read."

Description Shrine Maiden
Age 27
Sex Female
Origin Guldove
Height 5'9"
Weight 110 lbs.
Build Tall & Slender
Right-Handed

[35]
[26][31]
[14][18][21][28][39][44][48]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

DOC

Innate Color White
Weapon Shot
Recruitment Refuse to save Kid's life. Once she's healed Doc will join your party.

Info

A young doctor who feels powerless when his patients die without he being able to do anything. Lost his fate in medicine, he joins your party in search of new ways to help people.

Fortune

"Do not linger on your mistakes in the past. Humans must always look to the future."

Description Village Physician
Age 27
Sex Male
Origin Zenan Mainland
Height 5'9"
Weight 146 lbs.
Build Ordinary
Left-Handed

[04][05][06][13][15][27]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

GROBYC

Innate Color Black
Weapon Gloves
Recruitment During your escape from Viper Manor he will join your party.

Info

A cyborg assassin working for the Porre Army. While some work for those who

pay the most, Grobyc only works for the strongest.

Fortune

"I'm sorry, but I cannot read your fortune."

Description Cyborg Assassin
Age 26
Sex Male
Origin Unknown
Height 6'8"
Weight 401 lbs.
Build Bionic
Left-Handed

[14][18][21][28]
[04][05][06][13][15][27][32][49]
[00][00][00][07][11][16][25][37]
[01][02][03][10][19][22][40][45]
[09][20][24][29][33][38][42][47]

PIERRE

Innate Color Blue
Weapon Sword
Recruitment Ask him to guide you to Viper Manor after giving him his Hero Medal. He's at Zappa's Smithy in the back room.

Info

Despite calling himself a hero, Pierre fails in his job miserably. By joining you he seeks to prove his worth as a true hero.

Fortune

"There are such things as major comebacks in this world... It's all about luck and having everything turn around when things are at their worst. You have that potential in you.

Description Self-proclaimed hero
Age 23
Sex Male
Origin Termina
Height 5'11"
Weight 130 lbs.
Build Weakling
Right-Handed

[36][38][41][45][46]
[27][29][30][32][33][34][35]
[00][00][00][05][11][18][26][37]
[01][02][03][08][15][21][24][44]
[28][31][33][40][42][43][47]

ORLHA

Innate Color Blue
Weapon Gloves
Recruitment Defeat Orlha in Guldove (Another World). Once Serge is reborn return there and she will join your party.

Info

A young bartender and a formidable fighter in search of Tia, her twin sister. Despite her appearance Orilha has proven to be deadly in combat.

Fortune

"You will soon find your missing counterpart..."

Description Gladiatrix barkeeper
Age 23
Sex Female
Origin Guldove
Height 5'5"
Weight 119 lbs.
Build Muscular
Right-Handed

[19][20]
[12][14][16][23]
[07][08][09][13][21]
[00][00][00][05][11][18][26]
[01][02][03][10][15][29][35][41]
[04][06][25]
[17]

PIP

Innate Color White (original)
Weapon Gloves
Recruitment When you first visit Viper Manor go to Luccia's lab and unlock Pip's cage. Later on you'll see him in the lower deck of the S.S. Invincible. After a little run he will join your party.

Info

A mysterious creature, result of various experiments, with the ability to evolve with experience in battle. Pip has spent his whole life in a cage and his only wish is to see the world.

Fortune

"You should seek the uncharted potential that lies within you..."

Description Guinea pig experiment
Age Unknown
Sex Male
Origin Viper Manor Lab
Height Unknown
Weight Unknown
Build Unknown
Dominant paw unknown

Regular, Angel and Devil forms

[23][24][27]
[16][18][20][29]
[11][13][14][17][19]
[00][00][00][10][12][21]
[06][07][08][09][15][25]

Archangel form

[30][33]
[23][24][27][41]
[16][18][20][29][35]
[11][13][14][17][19][29]
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[06][07][08][09][15][25][37][43]
[01][02][03][34][38]
[05][28]

Archdevil form

[23][24][27][32][36][45]
[16][18][20][26][31][35][44][46]
[11][13][14][17][19][29][33][41]
[00][00][00][10][12][21][28][38]
[06][07][08][09][15][25][37][43]
[01][02][03][04][05][39]

Holy Beast form

[36]
[23][24][27]
[16][18][20][26][38][45]
[11][13][14][17][19][32][43]
[00][00][00][10][12][21][37][40]
[06][07][08][09][15][25][34][46]
[01][02][28][29][31][33]

004. NON-PLAYABLE CHARACTERS

ID#01.004

They are not part of your group, but they still play a significant part in the storyline. Some of them are recurring characters from Chrono Trigger.

CRONO

A little boy from Truce that started an amazing adventure. Crono led his friends to victory against Lavos and prevented the Apocalypse 20 ago. Together with Lucca and Marle he changed history and saved the planet. Since then the Kingdom of Guardia has fallen at the hands of Porre. Crono's whereabouts are since then unknown.

LUCCA

A scientific genius and a caring person. She created the teleporting machine that started the whole adventure back in 1000 AD. Lucca is a caring person having started an orphanage in 1004 AD after finding Kid lost in the forest. She was killed when Lynx burned her orphanage down.

MARLE

A humble princess of the Kingdom of Guardia who joined forces with Crono and Lucca and convinced them to change the future and defeat Lavos. After their adventures Marle and Crono marry each other. Like Crono, her whereabouts are

unknown since the fall of Guardia.

LAVOS

An enormous and immensely powerful extraterrestrial being who came down from the skies in the prehistoric age. Burrowing deep underground Lavos was to awake in 1999 AD and unleash his full power upon the planet if not for a little group of time travelers who managed to defeat him.

FATE

A supercomputer created by Belthasar in the new timeline in which Lavos was defeated. FATE oversees the experiments that take place in Chronopolis and is carrying out her primary function: Project Kid. After Chronopolis being sent back in time, FATE engaged and defeated the Terra Tower, divided up the Dragon God and engineered the El Nido Archipelago.

TIME DEVOURER

A powerful entity formed by Schala and Lavos. When the Ocean Palace was destroyed by Lavos, Schala fell into the Darkness Beyond Time. Lavos was also sent there upon his defeat. They began merging and are meant to become a single entity in the distant future at which point they will destroy every living universe.

THE 6 DRAGONS

After defeating Terra Tower, FATE captured the Dragon God. The Dragon God was a cybernetic organism intended to control every aspect of nature and was built by the Draconians (evolved Reptiles) in an alternate future. FATE divided the Dragon God in 6 aspects, each with control over one of the elements of nature. The 6 Dragons sleep dormant, waiting for the day when they have a chance to avenge their defeat and eliminate FATE.

SCHALA

Princess of Zeal. When Lavos destroyed her kingdom she fell into the Darkness Beyond Time together with the Mammon Machine. Lavos also fell into the Darkness Beyond Time upon his defeat and the two began to merge. The reason for Project Kid's existence is to make it possible for Crono to be willing and able to save Schala and the universe at a certain point in time.

BELTHASAR

Once a respected scholar in the Kingdom of Zeal, Belthasar was known as the Guru of Reason. He ended up in 2300 AD after falling on a gate created by Lavos as the Ocean Palace was being destroyed. He created Chronopolis and FATE based on old Mother Brain circuits. He was the one that laid the path to Schala's salvation by creating and putting into motion Project Kid.

WAZUKI

Serge's father. He risked his life to save his son. One night he set sail to

visit the sage of Marbule after Serge was bitten by a panther demon. That night a powerful electrical storm caught them and forced them to change course into Chronopolis. The city's defense systems were offline due to the storm so Serge made contact with the Frozen Flame. The Flame healed Serge but the event scarred Wazuki forever. After a while he disappeared.

MIGUEL

Miguel set sail with Wazuki the night Serge was attacked. But while Wazuki and Serge managed to escape, Miguel was emprisoned by FATE. Eventually he was stationed in the Tower of Geddon at the Dead Sea. He was defeated by Serge and his party and killed after the destruction of the Dead Sea by FATE.

PROMETHEUS

One of the original members of the intrepid group that set to change time. Prometheus (AKA Robo) was a very helpful robot found by Lucca, Crono and Marle in 2300 AD. Belthasar asked Robo for help with Project Kid and he agreed. Robo then became the Prometheus Circuit. A safeguard implemented so that once engaged it would deny access to the Frozen Flame to everyone but the Arbitrer.

005. INDIVIDUAL TECHNIQUES

ID#01.005

Each character is given the use of three Tech Skills (most of them at least). Many will be awarded to you as the game develops but others will require a bit of work.

SERGE

Lv.3	Dash&Slash	Learned at 3 Stars
Lv.5	Luminaire	Learned at 15 Stars
Lv.7	FlyingArrow	Learned at 35 Stars

KID

Lv.3	Pilfer	Learned at 3 Stars
Lv.5	RedPin	Learned at 15 Stars
Lv.7	HotShot	On the burning orphanage, approach the machine on the first screen standing to the right of the door and press the X Button. Enter the password LARA, as L1 + Triangle + R1 + Triangle to get it.

LYNX

Lv.3	GlideHook	Learned at 3 Stars
Lv.5	FeralCats	Learned at 15 Stars
Lv.7	ForeverZero	Learned at 35 Stars

GUILE

Lv.3	Wandaln	Learned at 3 Stars
Lv.5	WandaSwords	Learned at 15 Stars
Lv.7	LightningRod	Learned at 35 Stars

NORRIS

Lv.3	SpiralRay	Learned at 3 Stars
Lv.5	SunShower	Learned at 15 Stars
Lv.7	TopShot	Return to Viper Manor after rescuing Riddel and Norris will be there to give you the tech.

NIKKI

Lv.3	GrandFinale	Learned at 3 Stars
Lv.5	ChillOut	Learned at 19 Stars
Lv.7	LimeLight	Head on to Nikki's Ship from the S.S. Zelbess, talk to Nikki and he'll give it to you.

VIPER

Lv.3	G-Force	Learned at 3 Stars
Lv.5	AirForce	Learned at 19 Stars
Lv.7	FlagBearer	Head on to Termina's bar. Enter the secret room where you met Karsh and Zoah and examine the flag to get the tech.

RIDDEL

Lv.3	SnakeEyes	Learned at 3 Stars
Lv.5	SnakeSkin	Learned at 19 Stars
Lv.7	SnakeFangs	Defeat Dario on the Forbidden Isle after acquiring the Memento Pendant.

KARSH

Lv.3	DragonRider	Learned at 3 Stars
Lv.5	AxialAxe	Learned at 19 Stars
Lv.7	Axiomatic	Defeat Solt and Peppor on the Isle of the Damned (Another World) next to Garai's Grave.

ZOAH

Lv.3	DragonRider	Learned at 3 Stars
Lv.5	Gyronimo	Learned at 15 Stars
Lv.7	Toss&Spike	With Zoah as the party leader open the chest in his room at Viper Manor.

MARCY

Lv.3	Cat'sCradle	Learned at 3 Stars
Lv.5	WandaSwords	Learned at 19 Stars
Lv.7	LightningRod	Learned at 40 Stars

KORCHA

Lv.3	HeadButt	Learned at 3 Stars
Lv.5	Hook&Sink	Learned at 15 Stars
Lv.7	BigCatch	Examine the mermaid in the tank where you first met Korcha. After that talk to the merchant next to it. Finally, talk to the mermaid at the beach near Greco's house to get the tech

LUCCIA

Lv.3	Pin-UpGirl	Learned at 3 Stars
Lv.5	Mix&Match	Learned at 19 Stars
Lv.7	TestAmoeba	Enter Viper Manor's Sewer System through the kitchen and try to reach that Amoeba to gain the ability.

POSHUL

Lv.3	K-9Ball	Learned at 3 Stars
Lv.5	DoggyDunnit	Learned at 19 Stars
Lv.7	Unleashed	Talk to Leena by the pier (Home World) and she'll give you the tech.

RAZZLY

Lv.3	Raz-Star	Learned at 3 Stars
Lv.5	Raz-Heart	Learned at 19 Stars
Lv.7	Raz-Flower	Don't include Razzly in your party when fighting the Hydra and let Rosetta die when the dwarves invade Water Dragon Isle. After Terra Tower rises return to the Isle and talk to the fairy near the tree.

ZAPPA

Lv.3	HammerBlow	Learned at 3 Stars
Lv.5	HammerThrow	Learned at 19 Stars
Lv.7	BallsOfIron	Learned at 40 Stars

ORCHA

Lv.3	SpiceOfLife	Learned at 3 Stars
Lv.5	MysteryMenu	Learned at 15 Stars
Lv.7	DinnerGuest	Talk to the chef of Arni Village's diner (Home World) to gain the tech.

RADIUS

Lv.3	Longshot	Learned at 3 Stars
Lv.5	QuickDraw	Learned at 15 Stars
Lv.7	VitalEnergy	Learned at 35 Stars

FARGO

Lv.3	Pillage	Learned at 3 Stars
Lv.5	CannonBalls	Learned at 15 Stars
Lv.7	Invincible	Do the Song of Marbule sidequest and in the middle of it, Fargo will unlock this tech.

MACHA

Lv.3	Bottom'sUp	Learned at 3 Stars
Lv.5	Folding	Learned at 15 Stars
Lv.7	DirtyDishes	Learned at 35 Stars

GLENN

Lv.3	Dash&Gash	Learned at 3 Stars
Lv.5	SonicSword	Learned at 19 Stars
Lv.7	Dive&Drive	Learned at 40 Stars

LEENA

Lv.3	MaidenHand	Learned at 3 Stars
Lv.5	MaidenHeart	Learned at 15 Stars
Lv.7	MaidenFaith	Say "I remember" and "We'll never forget this day" when you're with Leena at Opassa Beach in the beginning of the game. After Serge is reborn speak to her grandmother in Arni Village (Home World).

MIKI

Lv.3	HeadBopper	Learned at 3 Stars
Lv.5	SexyWink	Learned at 15 Stars
Lv.7	DanceOnAir	Learned at 35 Stars

HARLE

Lv.3	MoonBeams	Learned at 3 Stars
Lv.5	MoonShine	Learned at 19 Stars
Lv.7	Lunairetic	Learned at 25 Stars

JANICE

Lv.3	BeatIt	Learned at 3 Stars
Lv.5	24Carrots	Learned at 19 Stars
Lv.7	What'sUpDoc	With Janice as your party leader talk to the monter in the main area of the Bend of Time.

DRAGGY

Lv.3	CoughDrop	Learned at 3 Stars
Lv.5	CoughMix	Learned at 19 Stars
Lv.7	BigBreath	With Draggy talk to the giant dragon skull in Fossil Valley (Another World) to get the tech.

STARKY

Lv.3	Starlight	Learned at 3 Stars
Lv.5	Starburst	Learned at 19 Stars
Lv.7	StarStruck	After Starky equips your boat with that anti-gravitational device return to his spaceship with him to get the tech.

SPRIGG

Lv.5	Doppelgang	Automatically acquired.
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MOJO

Lv.3	VoodooDance	Learned at 3 Stars
Lv.5	CartWheel	Learned at 19 Stars
Lv.7	HoodooGooroo	Talk to the fisherman in Arni (Home World) where you first found Mojo and he will change his name Mojjoy. Take Mojjoy to the same place (Another World) and talk to the cat statues in this order: Lasery (lower left), Aurey (right) and Lickey (upper left).

TURNIP

Lv.3	VegeShop	Learned at 3 Stars
Lv.5	VegeMight	Learned at 19 Stars
Lv.7	VegOut	With Turnip and NeoFio in your party go to the pond where you found NeoFio in Viper Manor (Another World) to gain the tech.

NEOFIO

Lv.3	PopPopPop	Learned at 3 Stars
Lv.5	SlurpSlurp	Learned at 15 Stars
Lv.7	BamBamBam	Go to Sky Dragon Isle (Home World) with NeoFio and talk to the monster chasing the butterfly. Go up the stairs. Come back down and the monster will have caught the butterfly. Talk to him to gain the tech.

GRECO

Lv.3	ClothesLine	Learned at 3 Stars
Lv.5	Flip-Flop	Learned at 19 Stars
Lv.7	GraveDigger	Head to Greco's house (Home World) and talk to the Fortune Teller, after a talk with Ghetz you'll get the tech.

SKELLY

Lv.3	JugglerVein	Learned at 3 Stars
Lv.5	LoneBallon	Learned at 15 Stars
Lv.7	OnARool	Talk to the bartender in Termina (Home World). Skelly will order some food and gain the tech.

FUNGUY

Lv.3	LumberJack	Learned at 3 Stars
Lv.5	SporeCloud	Learned at 15 Stars
Lv.7	Myconoids	After the rise of Terra Tower return to where you found Funguy (that little cave in Shadow Forest, Home World) and check the new mushrooms to gain it.

IRENES

Lv.3	WaterBreath	Learned at 3 Stars
Lv.5	Mermelody	Learned at 19 Stars
Lv.7	SirenSong	After Marbule is freed of monsters enter the first house and talk to the doctor to gain the tech (If you don't have Irenes in your party the tech will be given to you as a package which you have to hand to Irenes. She's at the Sage's house).

MEL

Lv.3	Snatch	Learned at 3 Stars
Lv.5	Doodle	Learned at 19 Stars
Lv.7	Tantrum	Learned at 40 Stars

LEAH

Lv.3	RockThrow	Learned at 3 Stars
Lv.5	TailSpin	Learned at 15 Stars
Lv.7	TripleKick	Learned at 35 Stars

VAN

Lv.3	JumpThrow	Learned at 3 Stars
Lv.5	WetPaint	Learned at 15 Stars
Lv.7	PiggyBank	Learned at 35 Stars

SNEFF

Lv.3	BigDeal	Learned at 3 Stars
Lv.5	HPShuffle	Learned at 15 Stars
Lv.7	SwordTrick	Learned at 35 Stars

STEENA

Lv.3	DireaShadow	Learned at 3 Stars
Lv.5	HydraShadow	Defeat the De-Hydrate in the Hydra Marshes (Another World) where you fought the Pentapus on the other dimension to gain the tech.
Lv.7	GaraiShadow	Visit the Isle of the Damned (Home World) and examine Garai's Grave with Steena.

DOC

Lv.3	HighFive	Learned at 3 Stars
Lv.5	Gnarly	Learned at 15 Stars
Lv.7	HangTen	Find the Medical Book in the Tower of Geddon and give it to Doc who is in Guldove (Another World) to gain the tech.

GROBYC

Lv.3	RocketFist	Learned at 3 Stars
Lv.5	HairCutter	Learned at 19 Stars
Lv.7	StrongArm	On Lv.2 of Chronopolis examine the big coffin with Grobyc to gain it.

PIERRE

Lv.3	MedalSome	Learned at 3 Stars
Lv.5	FoiledAgain	Learned at 15 Stars
Lv.7	SlapOfCyrus	Find the Prop Sword in the Tower of Geddon and give it to Pierre who is at Zappa's Smithy (Another World) to gain the tech.

ORLHA

Lv.3	MultiPunch	Learned at 3 Stars
Lv.5	PunchDrunk	Learned at 15 Stars
Lv.7	Tantrum	Bring Orlha to Guldove (Home World) and talk to Doc to gain the tech.

PIP

Lv.3	Pounce	Learned at 3 Stars
Lv.5	Soothe	Learned at 15 Stars
Lv.7	Varies	Explained below.

Pip has a total of 4 Lv.7 techs but you can only get one. To gain the Lv.7 Tech you need to evolve Pip until he's on his last form and reach Lv. 37. If Pip is not on his last form he will not learn the tech. If you reach Lv.99 and Pip is still not in his last form you cannot gain the tech anymore. If you gained the tech you can start a New Game+ that the tech will not disappear. It will turn into Pounce+4 until you evolve Pip again. Also, Pip's grid will not change no matter what form he takes in the New Game+.

Pounce+4	Normal
HeavenCalls	Archangel Form
Hell'sFury	Archdevil Form
CanonCannon	Holy Beast

Once you have all the techs it's time to start combining them. Some of the combinations require 2 characters (double tech skills) but the really great ones require all 3 characters (triple tech skills).

DOUBLE TECH SKILLS

Serge (Dash&Slash)	+ Glenn (Dash&Gash)	= X-Strike
Kid (Pilfer)	+ Mel (Snatch)	= DoubleTake
Karsh (DragonRider)	+ Zoah (Toss&Spike)	= DragonSpike
Viper (AirForce)	+ Radius (VitalEnergy)	= VitalForce
Guile (WandaSwords)	+ Sneff (SwordTrick)	= SwordStorm
Nikki (LimeLight)	+ Miki (DanceOnAir)	= Flamenco
Draggy (BigBreath)	+ Leah (TripleKick)	= DraggyRider
Norris (TopShot)	+ Grobyc (StrongArm)	= PitchBlack
NeoFio (BamBamBam)	+ Turnip (VegOut)	= TossedSalad

TRIPLE TECH SKILLS

Leena (MaidenFaith)	+ Serge (Luminaire)	+ Razzly (Raz-Flower)	= DeltaAttack
Serge (FlyingArrow)	+ Kid (RedPin)	+ Sprigg (DashSlash)	= Z-Slash

To perform Sprigg's DashSlash use her Doppelgang Tech and transform her into Slash, one of the 3 Generals of Magus. You can only get Slash in a New Game+ so until then you cannot perform the Z-Slash.

02. THE SIDEQUESTS

001. THE PRISM EQUIPMENTS

ID#02.001

In Chrono Cross Summons don't make such an appearance in battles. The reason is that Summons are somewhat hard to bring forth and you can do a better job with Techs and Elements. A Summon can only be allocated into the grid of a character with the same Innate Color. Each Summon consumes a Star Lv. but you can recover them by sleeping at an Inn. Each Color Element has 2 Summons. The Lv.8 Summons are given to you by the Dragons once you defeat them so you can't miss them. On the other hand the Lv.7 Summons need to be caught by using traps.

SUMMON	LV.	INNATE	LOCATION
Unicorn	Lv.7	White	Dodos - Fossil Valley (Home World)
Saints	Lv.8	White	Defeat the Sky Dragon
MotherShip	Lv.7	Black	Shadow Cats - Fossil Valley (Another World)
GrimReaper	Lv.8	Black	Defeat the Black Dragon
FrogPrince	Lv.7	Blue	Complete the quest for the Ice Breath
BlueWhale	Lv.8	Blue	Defeat the Water Dragon
RedWolf	Lv.7	Red	Hotdiggity - Mount Pyre (Home World)
Salamander	Lv.8	Red	Defeat the Fire Dragon
Sonja	Lv.7	Green	Preymantis - Gaea's Navel (Home World)
Genie	Lv.8	Green	Defeat the Green Dragon
Golem	Lv.7	Yellow	Centaurpedes - Hydra Marshes (Another World)
ThundaSnake	Lv.8	Yellow	Defeat the Earth Dragon

But the good thing about summons is that eachtime you defeat an enemy through the use of its power, you'll be rewarded with very special and rare spoils. These spoils or Shiny Raw Materials will be essential to forge Prism Equipments. Prism Equipments will usually need at least one of each shiny spoil.

SUMMON	INNATE	SPOIL
Saints	White	Shiny Salt
MotherShip or GrimReaper	Black	Shiny Soot
FrogPrince or BlueWhale	Blue	Shiny Dew
RedWolf or Salamander	Red	Shiny Ember
Sonja or Genie	Green	Shiny Leaf
Golem or ThundaSnake	Yellow	Shiny Sand

The Prism Equipments are the best you can forge in El Nido. They are really expensive and take a lot of raw materials to be made besides a Rainbow Shell and shiny spoils.

Before you can forge them there's a little sidequest you must attend to. First of all you must complete the Marbule sidequest and after a while the town will be filled with demi-humans once more. At the cave where the Black Dragon was supposed to sleep you will find a demi-human willing to sell you a Master Hammer for 10.000 Gils.

Buy the damn thing and stop by Termina. With Zappa in your party visit the other Zappa at his little shop in Termina (Another World). Together the 2 blacksmiths will forge a Rainbow Axe and after that you can forge all the Prism, Spectra and Rainbow Equipment you want.

SPECTRA SWALLOW

1 Rainbow Shell + 1 Scale + 1 Feather + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM DAGGER

1 Rainbow Shell + 1 Fang + 1 Feather + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

SPECTRAL STAFF

1 Rainbow Shell + 1 Scale + 1 Feather + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + Shiny Salt

RAINBOW ROD

1 Rainbow Shell + 1 Screw + 1 Eyeball + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

SPECTRAL SWORD

1 Rainbow Shell + 1 Leather + 1 Humour + 1 Screw + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

SPECTRAL GUN

1 Rainbow Shell + 1 Scale + 1 Screw + 1 Copper + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM PICK

1 Rainbow Shell + 1 Feather + 1 Fur + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

RAINBOW AXE

1 Rainbow Shell + 1 Copper + 1 Fang + 1 Humour + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM LURE

1 Rainbow Shell + 1 Bone + 1 Seed + 1 Scale + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISMARANG

1 Rainbow Shell + 1 Fur + 1 Scale + 1 Feather + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM PELLETS

1 Rainbow Shell + 1 Feather + 1 Scale + 1 Humour + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

CRYSTALPAN C6

1 Rainbow Shell + 1 Fur + 1 Carapace + 1 Humour + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

SPECTRAL GLOVE

1 Rainbow Shell + 1 Leather + 1 Humour + 1 Fang + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM VEST

1 Rainbow Shell + 1 Fur + 1 Carapace + 1 Fang + 1 Shiny Dew + 1 Shiny Sand
1 Shiny Ember + 1 Shiny Leaf

PRISM MAIL

1 Rainbow Shell + 1 Denadorite + 1 Leather + 1 Carapace + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Soot + 1 Shiny Leaf + 1 Shiny Ember + 1 Shiny Salt

PRISM HELMET

1 Rainbow Shell + 1 Fur + 1 Carapace + 1 Humour + 1 Shiny Dew
1 Shiny Sand + 1 Shiny Leaf + 1 Shiny Ember

002. THE S.S. ZELBESS

ID#02.007

At the S.S. Zelbess you can find a casino and the famous Grand Slam. Each one of them awards special events and prizes if you join the fun. To win you'll need luck and patience but there are always some tricks you can learn to turn the odds. in your favor.

ROULETTE

In the casino you can play a little game of Roulette. Depending on where the pointer stops you will win or lose points. The more points you gain, the better prizes you can get. You'll begin with 100 points and here's how to play...

POINTER	WAGE
North	Double the points
South	Lose everything
East	Win 50 Points
West	Lose 50 Points

Now, you'll get prizes based on the points you have. You may choose to leave at any time or to proceed in case you want the 1st prize.

POINTS	PRIZE
500 to 950 Points	Bone
1000 to 4950	Iron
5000 to 9950	Mythril
+10000	Rainbow Shell (1st time) or Denadorite

Getting the 1st prize is tricky but there's an easy way to do it. While the compass is spinning press PAUSE. Do this until it points a bit past South (clockwise) and then quickly unpause and press the ACTION BUTTON (take your time, the compass won't stop spinning until you press the button). This way you will most surely end facing North.

GRAND SLAM TOURNAMENT

The Grand Slam is a place where you can battle with monsters to win prizes. Your enemy is Janice, the best monster trainer ever. The tournament consist of 3 Rounds which get harder as you go along. You can use 3 monsters per round and only once per tournament, that means that a monster you use on Round #1 can't be used on the following rounds, so it's better to save the powerful beasts to the

finals. Be aware that in the beginning you'll have practically no monsters available and it's very hard to beat her the first time you visit the S.S. Zelbess. To raise your collection you need a Forget-me-not Pot. When a character has the Pot equipped he or she can save monsters to use not only by Sprigg's Doppelgang ability but also in the Grand Slam.

ROUND #1

Janet's team Gloop (Blue), Taurminator (Red), Beeba (Yellow)
Reward Stamina Belt

ROUND #2

Janet's team Spearfisher (Blue), Cybot (Yellow), Goobledegook (Red)
Reward Resistance Belt

ROUND #3

Janet's team Cuscus (Green), Cassowary (Yellow), Airframe (Black)
Reward Dreamer's Scarf

003. THE SONG OF MARBULE

ID#02.003

This sidequest is very important, not only for the story itself but also for you to be able to gain various rewards and characters that will be permanently lost for the rest of the game if you choose not to do the quest (by the way, this includes the chance to forge prism equipment).

As you know the Another World's Marbule is filled with ghost monsters. The only way to free Marbule of these guys is to play a mythical song. First you must defeat the Sage of Marbule aboard the S.S. Zelbess. Once you do that visit Nikki's ship. A meeting is taking place where they decide to free Marbule and your job, should you choose to accept it, is to defeat the monsters that lurk there once the whole thing starts. At this point Irene will join your party if you accepted the invitation but there's not much you can do since Fargo won't let Nikki leave the S.S. Zelbess. So we'll just have to wait for now.

As soon as Fargo is in your party, after the whole Hermit's Hideaway incident, take him and talk to the other Fargo. After a little conversation you'll set sail to Marbule. As they arrive Nikki will begin the huge and very boring play about this girl and this other guy, and their unwavering love for each other. At this point Fargo will receive his Lv.7 Tech Skill and now all you got to do is defeat all the monsters at Marbule. At this points they won't be ghosts anymore so you can actually fight them. Please note that while fighting the monsters you cannot leave the location or you'll have to start over. If you need to rest use the bed in the little cave by the entrance. Once you accomplish you assignment, all you got to do is wait. After a while the New Marbule will be a place filled with people and it's time to collect all those goodies you were promised.

First of all by releasing Marbule you will fight the Black Dragon, have a chance to get the Black Plate and you'll also be rewarded his Summon. If you failed this sidequest the Dragon will still be asleep and you'll just get the Relic. By doing this sidequest you also now have the chance to forge Prism Equipments, you

Dwarf	Hydra Marshes, Water Dragon Isle
Flea	The Bend of Time
Fossicker	Earth Dragon Isle
Gerridae	Viper Manor Sewers
Gizmotoid	Chronopolis
Gloop	Viper Manor Sewers
Gobledygook	Viper Manor Bluffs
Googhoul	Fort Dragonia
Gremlin	Dead Sea
Gurgoyle	Fort Dragonia
Gyroblade	Chronopolis
Hotdiggity	Mt. Pyre
Komodo Pup	Lizard Rock
Lagoonate	Water Dragon Isle, Marbule
Mama Dingo	Fossil Valley
Man-At-Arms	Viper Manor
Man-Of-War	Viper Manor, S.S. Invincible
Mantarrey	Marbule
Myxomycete	Terra Tower
Neo-N-Bulb	Viper Manor
Opah Fish	Lizard Rock
Ozzie	The Bend of Time
Paper Boy	Fort Dragonia
Porre PVT	Viper Manor
Porre SGT	Viper Manor
Portalgheist	Viper Manor
Potty	Viper Manor
Prehysteria	Gaea's Navel
Preymantis	Gaea's Navel
Puffy	El Nido Triangle
Rockroach	Earth Dragon Isle
SandSquirt	Lizard Rock
Scorpiod	Water Dragon Isle
SideSteppa	Water Dragon Isle, El Nido Triangle
Slash	The Bend of Time
SnibGoblin	Hydra Marshes
SnobGoblin	Hydra Marshes
Spearfisher	Viper Manor Sewers
Taurinator	Mt. Pyre
TotalChaos	Dimensional Vortex
Tragedienne	Tower of Geddon
Tutanshaman	Fossil Valley
Tzetze Fly	Hydra Marsh, S.S. Invincible
WightKnight	Isle of the Damned
Willo'Wisp	Viper Manor, Isle of the Damned
Wingapede	Hydra Marshes
Witchetty	Viper Manor Sewers
Wraith	Hydra Marsh, S.S. Invincible
YellowBelly	Earth Dragon Isle

007. THE CHRONO CROSS

ID#02.007

The Chrono Cross is the long lost 7th Element and you have to find it in order to save Schala and reunite your friends from another dimension. It's quite easy actually. After FATE is defeated all you got to do is head for the Divine Dragon Falls (Another World) and place the remains of the Dragon Tears in the

pedestals. The 2 pieces will merge and become the Chrono Cross.

In order to free Schala you must complete a combination of colors before using the Chrono Cross. Yellow, Red, Green, Blue, Black and White. Using the Chrono Cross will end the battle and free the princess of Zeal.

But the Chrono Cross also has the ability to bring the magic of a New Game+ to life. With it you can get back all the characters that were with you when the previous games ended. You actually need to play 3 or 4 times to be able to get all the characters. After the death of Miguel a gate will open in Hydra Marshes (Home World) that leads to the dimensional vortex, to Sprigg's house. If you have the Chrono Cross with you, the 7th Element will become unstable. Use it and every character you previously had will be back. Just remember, it's only the characters you had by the time you defeated the Time Devourer that count. Beware of characters that leave your party before the end.

008. THE DIFFERENT FUTURES

ID#02.008

Some parts of the game will require you to choose. Depending on the actions you take, the whole storyline will be affected. I will only explain the 3 most important decisions you will have to make and the consequences of the choice you make

RESCUE MISSION

The most notorious choice you will need to make is about saving or not Kid. This will affect the outcome of the story and of the characters you can recruit. Here's what you can get...

If you save Kid you'll get Korcha, Razzly and Mel in your party. You will visit the Marshes and battle the dwarves. The Hydra might have a baby or not, the dwarfs might die or not, Rosetta might die or not.

If you let her die you don't want to bother saving Kid you will get Macha, Glenn and Doc in your party. Macha will give you a frame. You won't visit the Hydra Marshes thus you won't fight the Hydra. The dwarves will die later on, leaving the marshes vulnerable and Rosetta will die.

THE BABY HYDRA

This choice is not known by many players but it's the key to unlock Razzly's Lv.7 Tech Skill and also the connection between the Hydra, the dwarves, the fairies and Rosetta.

If you choose to fight the Hydra with Razzly in your party, after the battle she will notice a baby Hydra, the dwarves will not be killed and will return to the Marshes, Rosetta (Razzly's sister) will not die and you won't gain Razzly's Lv.7 Tech Skill.

On the other hand if you don't include Razzly in your party the baby Hydra won't even exist, the dwarves will eventually die, Rosetta might die or not (depends on the time you take to meet her) and if Rosetta dies you'll get Razzly's Lv.7 Tech Skill. Simple, although a lot of people seem to miss this part of the storyline.

FREE MARBULE

Saving Marbule is also a choice that will affect a small part of the game and the characters you gain.

Releasing Marbule will bring you a whole new Marbule, an awake Black Dragon and a change to get the Black Plate as well as the Summon, Irenes and Miki will join your party, you'll get Irenes' and Fargo's Lv.7 Tech Skill, a new frame, a unique element which you can't find anywhere else and the chance to forge Prism Equipments.

If you don't free Marbule all the goodies you could get will remain lost, until you start a New Game+, at which point you will be able to accept or refuse the invitation to free Marbule once again.

009. THE FRAMES

ID#02.009

The frames are those very neat motifs that appear when you talk to someone or open the Key Items Menu. There are many you can collect but some of them are quite hard to get.

FRAME	LOCATION
Arnian Wood	You'll start with this one.
Simple Line	You'll start with this one.
Iron Plate	You'll start with this one.
Shellfish	Arni Village (Home World) - Look in the Element Shop booth to find it.
Tea for Three	Termina (Another World) - Near Viper's Statue behind a house there is a hidden person. Talk to him and say "I understand."
Skullduggery	Shadow Forest (Another World) - Feed the Plant Monster with the red octopus. You'll get it after the battle.
Tropical Paradise	Refuse to help Kid when she's dying of the Hydra Poison and Macha will give it to you when she joins your quest.
Infrared Vision	Fossil Valley (Home World) - Behind the big dragon skull.
Monster's Mouth	S.S. Zelbess (Home World) - Transform yourself into a cat and go through the little cat-door into the kitchen. Inside a cat will give you the frame.
Porre's Furnace	On Viper Manor's Library search behind the desk to find a hidden ladder. Go down and you'll find a BeachBum. Talk to the monster and he will give you the frame.
Our Favourite Martian	Sky Dragon Isle (Home World) - After defeating Starky just talk to the man on the top of the stairway and he will give you the frame.
Snakes & Orbs	Gaea's Navel (Another World) - Climb to the platform that has a Prehisteric on it. Defeat him and get it.
Valencian Cloth	Marbule (Another World) - Go with a party of only Demihumans (You can only do this when Serge is in

Guldovian Stitch

Lynx's body) and talk to the guy who was constantly throwing you rocks when humans were in your party. Guldove (Another World) - Talk to Mel later in the game, after clearing Fargo's ghost ship.

Quill and Papyrus

Marbule (Home World) - Talk to Toma in the Black Dragon's Cave twice and he will give you the frame.

010. THE OTHER QUESTS

ID#02.010

This section is related to minor quests you can do along the game, or little pieces of information about a particular part of the story that were otherwise too small to star in a section of their own.

THE BURNING ORPHANAGE

This part of the game is very similar to when you traveled back in time to save Lucca's mother in Chrono Trigger. After you defeat FATE and leave Chronopolis, Kid will enter a deep sleep, a spell that can only be broken by the most powerful items in the world. To complete this very important quest you will require the Chrono Cross and the Mastermune. These two items will combine to teleport you back into the past, to that specific moment where everything changed for Kid, when Lucca's orphanage burned down. To do this, visit Kid at Hermit's Hideaway (Another World). If you have the Chrono Cross you will eventually be brought back in time. If you have the Mastermune as well you will be allowed to bring also your party members.

When you arrive the orphanage is already in flames, a lot of kids need rescue so save them. Some might even reward you (don't forget to catch Kid's Lv.7 Tech Skill). Go up to the second floor, defeating the monsters as they come. Grab the Ice Gun (at this point one of the party members will need to return, the Mastermune is failing). Find a little trap door go on until you finally reach Kid (by now you will be alone). Lynx and Harle will be there but they disappear before you can fight them. After a long talk, a little hug and lots of tears, Kid will finally awake and be ready to kick some ass. After that you can visit Luccia and she will give Kid a letter from Lucca.

THE BEND OF TIME

The Bend of Time will only be available after Lynx is in your party and you manage to get a boat of your own. As soon as you get that just head into the little island on the middle of the map, south of the Main Isle and press the X BUTTON to enter. At this point some light pillars might be off but as the game progresses they will become active. Chrono Trigger veterans might recall this place as similar to the End of Time from which you could access all time periods. But in Chrono Cross there's no time travel, the Bend of Time serves as a common ground for monsters to battle. So all you got to do is step into a light pillar and press the X BUTTON to fight a random monster.

You might be wondering about the mysterious looking door that doesn't seem to open no matter what. That door will lead you directly to a special arena where you can fight Ozzy, Slash and Flea, the 3 Generals of Magus' Army once you start a New Game+.

Karsh is an innocent looking guy but he has some skeletons in his closet and it's up to you to figure everything out about Dario's death. Head out to the Isle of the Damned (Another World) and move on to Garai's Grave. Remember to bring Karsh with you. There you'll find Solt and Peppor. They accuse Karsh of murdering Dario and decide to punish him for his crime.

The Shaker Brothers are a bit hard to defeat this time, comparing to all the previous encounters. They have powerful Elements and you can steal some cool stuff from them. After their defeat Karsh will remember how Dario died on the Isle of the Damned. The brothers eventually believe in him and hand over the Memento Pendant so Karsh can learn his Axiomatic technique.

NICKNAMING

Don't like the name of your characters? Easy, head to Viper Manor up to the Manor's library. Behind the desk is a secret entrance. Downstairs you'll find a BeachBum (quite inoffensive actually) and he will rename your characters. As an extra bonus you can see the Neo-Epoch there, the ship Belthasar built and used to leave the future.

FEEDING THE DRAGONS

In Viper Manor you can find an old man who needs a help feeding his dragons. Depending on the number of dragons you feed you'll receive a prize. The minimum number is 10 while the maximum is 100. In the first game it's virtually impossible to get 100 Dragons fed but on a New Game+ it's quite easy. Just use the Time Shifter to slow time down.

DRAGONS	REWARD
10 Dragons	Kneepad
20 Dragons	Bronze Helmet
30 Dragons	Bronze Mail
40 Dragons	RecoverAll
100 Dragons	Iron Vest

03. BATTLE STRATEGIES

001. MYSTICAL KNIGHTS

ID#03.001

Ozzie, Slash and Flea are the 3 mythical Generals from Magus' Army who led a rebellion against the Guardia Kingdom in the Middle Ages. To fight this legendary trio you'll have to go to the Bend of Time. Inside there is a big door which you can only access in a New Game+. Behind the door there is a room, in the room there is a monster. He will tell you to go around the room 3 times. Do as he says and after that just prepare yourself for the 3 Generals...

OZZIE

Innate Green
Spoil Ozzie Pants
Steal Antidote, Tornado

SLASH

HP 1400
Innate Blue
Spoil Slasher, Third Eye
Steal Iceberg

FLEA

HP 1200
Innate Red
Spoil Dreamers Sash
Steal Flea Vest, Winged Shoes

They don't seem to have much HP but Ozzie has possibly the most irritating Tech in the entire game. His MaxDefense will give his entire party a 100% Evade Rate for a very long time. No tech or attack can damage them. As if that wasn't enough, Flea will probably use his Tech - The Stare which can make your entire party Confused. To beat these guys dispose of Ozzie first and try to do it before he uses the MaxDefense. If he uses it just keep healing and defending for a while until the effect wears off. Ozzie is very strong both magically and physically so use your best magic to take him down before he does it to you. After that take on Flea using mostly physical attacks and then Slash with powerful magic.

002. DARIUS

ID#03.002

You can only do it after acquiring the Memento Pendant, once you do, put Riddel in your party and head on to the Forbidden Isle (It's a little island northeast of the El Nido Main Isle) in Home World and enter the house. Dario will be there but he doesn't seem to remember a thing about his past. Riddel will hand over the Memento Pendant to him and he will remember everything. But then, the Masamune appears and takes over his body. You'll have to fight him in order to free him from the Cursed Sword.

DARIO

HP 3500
Innate Black
Spoil Pendragon Sigil A, SnakeFangs
Steal Nostrum

Dario is hard and you'll need some good equipment in order to beat him. A Black Plate will be incredibly useful so if you have one equip it on Serge/Lynx. The trick for beating Dario is the correct use of Elements. He will follow a pattern throughout the whole battle. Depending on the type of Elements you use, Dario will counter with an Element of the opposing color.

White Element	ConductaRod
Black Element	RecoverAll
Blue Element	Weaken
Red Element	Numble
Green Element	LoRes
Yellow Element	BatEye

So, the key for beating Dario is simple. Just use any Blue, Red or Green Elements, this way every counter-attack he does will have no damage to you whatsoever. Just remember that every character must use an Element on their turn otherwise Dario will start attacking physically and he can kill you this way.

It will be a long battle but a sure win. After you defeat him the Masamune will be free of evil and gain back its conscience (Masa, Mune and Doreen awake and realize their mistakes) and they join with Serge's Sea Swallow to form the new and improved Mastermune. Dario will also be freed and will remember everything. He will hand over Riddel's Lv.7 Tech Skill. Not only that but the ruins of Viper Manor will give birth to an Orphanage.

003. CRIOSPHINX

ID#03.003

Criosphinx is a beast who lives deep down in Earth Dragon Isle (Another World). He lives in a quiet peace but you disrupted his slumber and now it's time to choose. Either you use your brains or your muscles. If you're in your first game I suggest that you go for the riddles (you can do this by telling your 3 party members to defend) but if you're already in a New Game+ just battle away.

CRIOSPHINX

HP	13.000
Innate	Yellow
Spoil	Sunglasses, Denadorite
Steal	Rainbow Shell

Fighting Criosphinx is a tough job, the toughest you'll probably find because unlike the Time Devourer he's really fast. He can perform in a single turn 3 or 4 attacks. He usually uses physical attacks, ThundaStorm and Earthquake so equip your characters with lots of Green Elements, get out your best team and gear the up (prism equipment is advisable). A Yellow Plate is also very useful. Even at Lv.99 he will be hard and the fight can be long. Distribute your healing Elements evenly so that if a party member dies you can still heal your party. The basic rule is to attack with 2 characters and heal with the other.

On the other hand you can just answer his riddles. Criosphinx riddles are based on the 6 Elemental colors. After the riddle you will have to attack Criosphinx with the Elemental Color you believe it's the correct to answer. If you fail Criosphinx will attack you. On the beginning of each turn your Elemental Lv. will rise to 8 automatically.

RIDDLE #1

"Auburn nay the burn, Iron Pyrite nay the fool, all that glitters is nay.

But silence be."

"Auburn nay the burn" Auburn, a reddish-brown. Nay the burn means not to burn. Yellow elements when burned usually become redish-brown.

"Iron Pyrite nay the fool" Pyrite is a yellow mineral and a natural compound of iron, also known as fool's gold.

"All that glitters is nay" Not everything that glitters is gold.

"Silence be" Silence is golden.

Answer: Yellow Element

RIDDLE #2

"In my anger, I see... both the rag to charge at, and the flag to stop at. Blushing, I walk the royal carpet.

"In my anger" The red color denotes anger, as in the common expression 'seeing red'.

"The rag to charge at" Referring to bullfights where the bullfighters usually wear a red cape to attract the bull.

"The flag to stop at" In auto racing, a red flag signals all cars to immediately stop.

"Blushing" Red also denotes embarrassment, as in being red-faced.

"Royal carpet" The royal carpet is red probably related to the fact that red is also used to describe someone of British nationality.

Answer: Red Element

RIDDLE #3

"It isn't easy being... A friend of the Planet, with the shallow monster's eyes. Giving me a sign to proceed."

"It isn't easy being" A common phrase used by Kermit the frog on the Muppets show.

"Friend of the planet" A reference to the green movement.

"Shallow monster's eyes" Envy, is also called the green-eyed monster after a phrase in Shakespeare's Othello.

"Sign to proceed" Green also symbolizes go because of its use in traffic, railway and ship signals.

Answer: Green Element

RIDDLE #4

"Mare et Caelum et viola, give me a melancholy glow. But a First prize ribbon, makes me feel I've Royal Blood."

"Mare et Caelum et viola" Latin words meaning sea and sky. Viola is a species of plant and the Italian word for violet.

"Melancholy glow" Blue is used also as a word to denote a sad or melancholic mood.

"First prize ribbon"

This comes from the practice of awarding blue ribbons for first place in certain athletic or other competitive endeavors.

Royal Blood

The royal blood is also known as blue blood. It was a way for the nobility to separate themselves from the commoners.

Answer: Blue Element

RIDDLE #5

"Like Pontoon nay the knave, or jolly roger nay the bones, even the top-rank of self-defense, be no protection from the plague."

"Pontoon nay the knave"

Pontoon is a card game. Also known as Blackjack. Knave is an informal word for journeyman. Jack is also an informal word for journeyman. This expression actually means, Blackjack sans the Jack. The Jolly Roger is the traditional flag of pirates, envisioned today as a skull over crossed bones, on a black field. The clue means the black flag minus the bones.

"Jolly Roger nay the bones"

"Top rank of self-defense"

The top rank in most martial art is represented by the use of a black belt.

"Plague"

A reference to the devastating plague that struck Europe in the mid-14th century also known as the Black Plague or the Black Death.

Answer: Black Element

RIDDLE #6

"What the extorted one is bled, with knuckles of fear. The image of a coward when faced with the hottest of heat."

"The extorted one is bled"

To bleed somebody's white means to take all their money. Presumably this term alludes to losing so much blood that one turns pale.

"Knuckles of fear"

White-knuckled. Situations characterized by tense nervousness or apprehension.

"Coward"

In Victorian England a purported coward would be presented with a white feather.

"Hottest of heat"

The sun has a surface temperature of approximately 5,510°C giving it a white color.

Answer: White Element

004. TIME DEVOURER

ID#03.004

The Devourer of Time is sitting in the middle of nowhere in the Darkness Beyond Time. To meet him use the Time Egg at Opassa Beach and prepare for the worst. Either you use the Chrono Cross or you battle to the end.

TIME DEVOURER

HP +14.000
Innate White
Spoils None
Steal Nostrum

Using the Chrono Cross is a complicated process. You will need to create a music that will be able to free Schala of Lavos. The Time Devourer has a very annoying pattern which he will follow most of the time. The Chrono Cross will only work once you complete the correct sequence of colors which is Yellow, Red, Green, Blue, Black and White. The Devourer of Time will use the opposite Elements of the Color you need to cast and that's the reason he always uses Green Elements, since this is the only way he can be sure to break the cycle.

To complete the sequence you'll need to make the Time Devourer use a Yellow Element first. Consider Serge, Kid and Glenn in your party and imagine that all of them are at Elemental Lv.8 and with full stamina. After Lavos unleashes a Yellow attack use one of Kid's Lv.1 Red Elements. Then use one of Glenn's Lv.1 Green Elements. After that use any Blue Element from Kid and after that any Black Element from Glenn. After all this use one of Serge's Lv.1 White Element. After the sequence is complete the Time Devourer will seize attacking you.

Unless you break the color sequence yourself he won't attack anymore. Now all you need to do is to use a Weak Physical Attack with Serge and then the Chrono Cross. Why do you need to do all this? Because between each attack from the Time Devourer you can only perform 5 attacks. So it would be virtually impossible to start the sequence yourself and still be able to finish it without the Time Devourer breaking the combo.

To force the Time Devourer to use a Yellow Element just use a Green Element on him and quickly raise you Elemental Lv. back to 8.

04. REPLAY VALUE

001. NEW GAME PLUS ID#04.001

With a New Game+ you'll basically get a new game with all the stats, equipments, Gil and Elements you had when you finished the game (some exceptions are made to items and elements that play some part in the storyline). As an extra bonus you'll get the Time Shifter that can slow down or speed up time and the Relief Charm to switch Serge for any other character in battle.

Also, you'll find the Time Egg right in the beginning of the game, the portal to Lavos will be opened since the beginning of the game so you can end it at any time you want and at last the mysterious door on the Bend of Time will be opened.

Some Elements will be gone. The Summons and all the Techs except those gained by Star Level and some equipments that participate in the story will also be gone like the Mastermune or the Master Hammer. Remember that to have a complete game you must do the New Game+ not only to get all the characters but also to see every ending.

Chrono Cross has multiple endings which can be accessed if you finish the game at specific points of your journey.

BAD ENDING

This ending can be had by playing a regular New Game and defeating the Time Devourer without using the Chrono Cross. It simply rolls the credits after the Devourer is absorbed into a strange portal above the Darkness Beyond Time.

CHRONO CROSS ENDING

If the Chrono Cross is used to defeat the Time Devourer, Schala will break free and quote a long speech concerning the struggle of evolving organisms against each other. She then tells Serge that she will find him someday; he awakes on Opassa Beach, where he seemingly loses his memory.

PROGRAMMER'S ENDING

If the Time Devourer is defeated before Serge crosses the dimensions, this ending results. All the major developers populate Viper Manor, and hilarious exchanges and notes about the game are provided to the player.

GENERAL KID

After crossing the dimensions, but before breaking into Viper Manor, this ending is available. Serge has become a fisherman in Arni, while Kid loses her patience waiting for him. She breaks into Viper Manor alone, takes down Lynx, and receives the Frozen Flame (which is actually the Dragon Tear in this scenario). She wishes herself Lord of El Nido, and creates the Acacia Empire by vowing to conquer the Kingdom of Guardia, and then Porre.

THE TRUE HERO (WITHOUT KID)

While Kid is incapacitated after the Viper Manor break-in, this ending can be achieved. Serge works in Termina at Lisa's Element shop, and a biting exchange takes place between Lisa and Leena. Later, Kid is seen working in Viper Manor as a spy with Norris, who gave her the Hydra Humour. Afterwards, Solt, Peppor and Pierre are seen surmounting Fort Dragonia, the latter member of the group afflicted by stomach problems. Before they enter the sanctum, they begin a game of rock, paper, scissors in order to see who goes in first. Pierre loses, and complains for a rematch. The game then reveals that they were never heard from again.

THE TRUE HERO

The True Hero is the former ending, save with Kid in good health and the Korcha marriage dialogue having taken place. Instead of Kid working in Viper Manor, she enters Lisa's Element Shop after Leena and is insulted for not qualifying for a beauty pageant in Termina. Korcha then enters, attempting to reforge his wedding

vows with Kid, but ends up proposing to Macha, who enters as Kid leaves.

THE MAGICAL DREAMERS

Before attacking Fort Dragonia, this ending can be had if Nikki is in the party and Razzly was acquired as well. Kid must also be in good health. The player sees Lisa and Leena rushing to see the Magical Dreamers, who now have three new members; Serge is a percussionist, Kid is a vocalist, and Razzly is the band's mascot. After the concert fades, Lynx is seen exiting Fort Dragonia.

NEW BEGINNINGS

This ending occurs if the Time Devourer is beaten after Serge receives Lynx's body. Lynx now lives in Marbule with Harle, and the villagers adore him; the Sage of Marbule then asks him to take his position in a few days. The ending cuts to Radius, Zappa, and Fargo in the Pearly Gates. They confront Lynx and vow to make him pay for his crimes, but Kid drops down from the ceiling and promises that they won't have the chance.

ONWARD, DRAGOONS!

This ending can be had if the Time Devourer is defeated right after rescuing Riddel, but not after going to Hermit's Hideaway. The Acacia Dragoons are all assembled in Viper Manor, and Viper decrees that they will depart to fight Lynx's army across the land. Taking the battle to the SS Invincible, the Dragoons eventually corner Lynx, who taunts them. The scene cuts to Lynx and Harle, who are still living in Marbule; Kid accosts them at their house, and Harle prepares to fight her.

THE DARKENED FATE

This ending is available after Harle leaves the party. Lynx and Kid enter Chronopolis; the former proceeds to the Frozen Flame, while Kid stays behind to deal with Harle, who is trying to stop the duo. The scene cuts to Arni, wherein an old man is consulting the Record of Fate. It turns a black color, alarming the man, who rushes out to get the chief. The scene returns to Lynx, who muses that he can now finally become FATE.

A CARREER CHANGE

This ending is available after Serge gets his body back and Dario is fought, but before Terra Tower rises. In Viper Manor, the kids of the orphanage stand at attention to General Viper, who instructs them to work hard and play hard. An Acacia Dragoon talks to Dario and suggests a Dragoon youth camp; the two laugh as they formulate a plan to provide funding. Later, the scene cuts to Lynx, Harle, and Kid arriving in Termina. They enter The Dragon's Tail bar, which is now staffed by the Devas and Luccia. Lynx and Kid order Galaxy Nights, while Harle orders coffee, Denadoro Mountain Blend. After the drinks are served, two of Starky's race meet and decide that since the planet has no unique characteristics, their plan to destroy it must begin at once. Lynx is then given a huge bill, and when he enters the consultation room to dispute it, Zoah stands ready to mug him.

RETURN OF THE DRAGON

This ending is available while Terra Tower is still in the sky. The Sage of Marbule, the Dwarf Chieftain, and the Dragon God have met at the top of Sky Dragon Isle. The Dragon God instructs them to begin wiping out humanity in El Nido with their respective forces; the Dwarf is eager to do so, while the Sage questions this course of actions. Nonetheless, it is carried out, and Demi-humans now populate the islands. Harle walks around Arni, overhearing conversation concerning how filthy the humans were; she then picks flowers and lays them on the grave at Cape Howl.

05. ENDING STATEMENTS

001. SCHALA'S FINAL WORDS

ID#05.001

Thus the curtain closes on another tale.

An eternity has passed...
Fleeting dreams fade into the distance...
All that is left now
Is me and my memories...

But I'm sure we'll meet again,
Someday, you and I...
Another place, another time.

It's just that we might not realize
That you are you and I am me...

Let us open the door to the great unknown,
Come across another reality,
And live another day...

Even when the story has been told,
Life goes on...

Until we meet again,
Take care of yourself, my friend...

Schala 'Kid' Zeal

002. VERSION HISTORY

ID#05.002

Version 1.00 - The original layout was created. Most sections of the FAQ were complete.

Version 1.10 - More characters added.

Version 1.20 - More characters added. Version history remodeled.

Version 1.30 - Altered the copyrights section and the mailing information. Added a section on how to rename characters, how to get all the characters and the different choices you can make that

affect the output of your game. A few more characters were added. Also, some areas were slightly modified and/or updated.

Version 2.00 - Major change in layout. Various sections suffered significant modifications. More characters were added to the list.

Version 2.10 - Some goodies added. Major spelling errors corrected. Some sections end through modifications.

Version 2.20 - Email address removed.

Version 3.00 - Major layout modifications. Section about the Gameplay was removed. Full update on all parts of the guide. Corrected spelling errors. Some chapters were reorganized and ended merging with others. Re-wrote the entire Version History in order to follow the standard version numbers.

Version 3.10 Rewrote, remade, slashed, changed, moved some chapters. This FAQ is officially done. No more updates.

003. ACKNOWLEDGEMENTS

ID#05.003

- Thanks to ZeaLiTY (with contributions from bubblebobby2000 and Magus22) for the spot summary of Chrono Trigger and Chrono Cross taken from chronocompendium.com.
- To the contributors of chronocompendium.com for the detailed and complete list of endings.
- To Roscoe Philips, who told me all about the unlimited items cheat.

004. OUTRO

ID#05.004

The revolution will not be webcast.
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THE END
