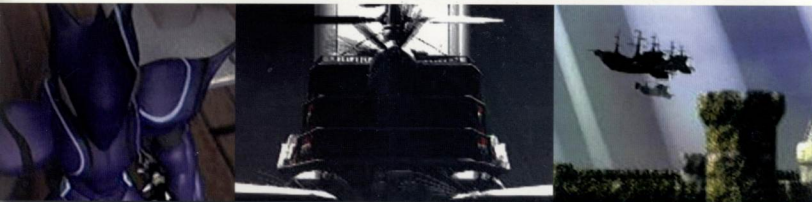


TAKE YOUR GAME FURTHER™ BRADYGAMES

FINAL FANTASY CHRONICLES™

OFFICIAL STRATEGY GUIDE

FINAL FANTASY® IV



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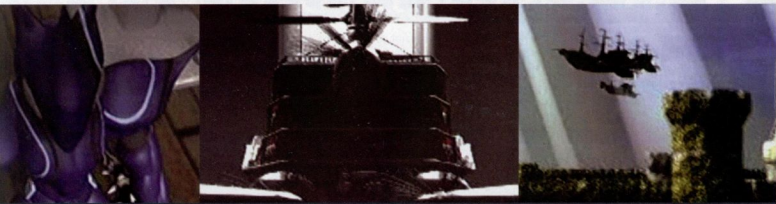
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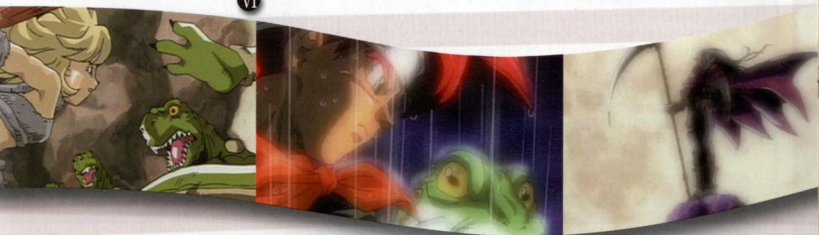
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FINAL FANTASY IV

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Most importantly, I want to thank my editor Ken Schmidt, whose enthusiasm for this project and many contributions to the book have helped shaped it into the highly-organized reference tome you now hold. And special thanks to my dear wife Laura, for supporting me and assisting me every step of the way. Since this project has taken so much longer than my previous ones, I know that it has been just as hard on her.

Thanks to the wonderful folks at Squaresoft, who provided countless pages of support.

Squaresoft would like to acknowledge and profoundly thank the following individuals for their work and dedication to the Final Fantasy Chronicles Strategy Guide. It is working with such a great team that brings fourth creative and passionate commitment to our work and game titles...it is a sincere pleasure knowing and working with you all.

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Patrick Cervantes

And lastly a special mention to our friend
Glen Wellman.

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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

This portion of the guide covers *Final Fantasy IV*. This game was originally released in Japan several years ago as *Final Fantasy IV Hard Type*. So please prepare for a very challenging experience!

How is the game more challenging? In most RPGs, combat takes place in "rounds". Usually in a round, all the characters get to go, and then the enemies. But in this version of *Final Fantasy IV*, the enemies get to attack each of your characters "turns". So for each battle command you enter, the entire enemy party gets to attack your party. By the time you reach your third turn, your entire party might be in sore shape.

The key to beating this game is character level. As the heroes gain experience points and attain new levels, their strength, combat speed and other statistics will rise. So if you have entered a new area and the regular enemies seem incredibly difficult, just keep wandering the area having random battles until the fights aren't so tough. When the enemies stop "Ambushing" and "Back Attacking" you, it's a good sign that your characters have reached a more comfortable level for moving ahead.

The worst thing you can do is plunge ahead and try to beat this game quickly. Follow our "Suggested Levels" listed at the start of each new area that has enemies, and try to reach that level before entering.

Other than that, I'd like to mention what an honor it is to write the strategy guide for the game that truly started the whole *Final Fantasy* phenomenon! With the release of this game, the hype really took off. You'll be happy to learn more about the importance of magic and the Crystals to the overall story, which are mentioned only briefly in the recent games. RPG players everywhere can gain a greater understanding of the roots of this fantastic game series, and I'm really glad that our friends at Squaresoft have decided to release this more challenging version of the game on these shores.

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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

I first played *Chrono Trigger* about six years ago, and it has always stuck out in my mind as one of the best RPGs ever made. I was a bit leery about a PlayStation conversion, but my fears were firmly laid to rest by the eloquence with which Square has refurbished the game. Every bit of fun found in the original version is still here, and the new anime cutscenes are a welcome addition. Animator Akira Toriyama is the world-famous creator of *Dragon Ball* and *Dragon Ball Z*. The characters he designed for *Chrono Trigger* are still just as endearing as any of his other great creations. Plus, new features such as the Extras Mode give this version of my favorite RPG an even greater replay value!

So with all my praising aside, please enjoy *Chrono Trigger*. I sincerely hope that the guide we've assembled does justice to this fantastic gaming treasure!

-Dan Birlow

CHARACTERS

CECIL

Cecil is commander of Baron Kingdom's fleet of military airships, the Red Wings. He started as a platoon leader of the Baron Army, during which time his strength was recognized. Under the king's orders, he trained to master the dark sword and became a dark knight. Around the same time, Baron's first Royal Air Force was established, and the king appointed Cecil captain of the fleet.

Orphaned at a young age, Cecil's growth is attributed mostly to his natural ability. The king of Baron adopted him when he was two and raised him. Cecil entered Baron's military academy with schoolmate Kain upon graduating secondary school.

BIRTHPLACE:
Unknown
AGE:
20
CLASS:
Dark Knight

KAIN

Kain is commanding officer of the dragon knights, also known as the dragoons, a crack military squad noted for their abilities to control dragons and fight in the air. Making full use of their power, the dragoons reigned supreme for a long time among Baron's military ranks, until the invention of the airship.

Kain lost his father, who was also a dragon knight, at a young age. He claims that being a dragoon makes him feel closer to his father. Kain is a man who takes great pride in his heritage.

BIRTHPLACE:
Baron
AGE:
21
CLASS:
Dragoon

ROSA

Rosa grew up with Cecil and Kain. She was born and raised in a noble family, receiving special education in archery at a tender age. Now an expert, she is second to none with projectiles. As one of Baron's white mages, she heals the sick and wounded.

Rosa chose to become a white mage because of her feelings for Cecil. Just as her mother and father fought together in their youth, she wishes to fight alongside the dark knight.

BIRTHPLACE:
Baron
AGE:
19
CLASS:
White Mage

CID

Cid is the inventor of the airship. Passionate about the skies, he deciphered the ancient writings of Baron and learned the ancient skill of "Levitation." He combined this skill with his theory of aeronautics, and eventually developed an airship. Being an honest craftsman, Cid is disgruntled that his creation is used for military purposes. Yet under imperial commendation, he is appointed chief airship engineer.

Cid has lived alone with his daughter since his wife passed away. He treats Cecil like a son, and often took the lad for rides on his airships in the past.

BIRTHPLACE:
Baron
AGE:
54
CLASS:
Engineer

RYDIA

Rydia is a summoner of Mist Village. When she was born as a summoner of pure blood, the occasion was celebrated by the entire village, and she was raised with care by everyone. She possesses the remarkable ability to summon monsters and deities. Typically young girls make far more powerful summoners than adults, because entities of the Land of Summons tend to be more trusting of those who are pure of heart. Rydia's innocence helps maximize her ability.

BIRTHPLACE:
Mist
AGE:
7
CLASS:
Summoner

CHARACTERS

CHARACTER-SPECIFIC ITEMS

Each character specializes in a certain type of weapon, so when you change weapons in the menu, only the weapons that pertain to each character are shown. Therefore, weapons are found under that character's description in this section. Some helmets and pieces of armor are also gender or character-specific. Check the tables in the **Equipment** section for details.

CHARACTER STATUS

If you open the character menu and select any of the party members, you can see that each has a set of statistics that determines their strengths and weaknesses. These statistics can all be improved by equipping weapons and accessories with status bonuses, or by "Leveling Up". When a statistic reads "***", it means that the maximum has been reached. You must understand these statistics in order to create a well-balanced party of fighters.



LEVEL: The measure of the character's expertise. Determined on an individual basis by the amount of EXP gained. As Level increases, all statistics improve except for Speed. **Maximum: 99**

HP: The amount of damage points a character can sustain. Can be recovered by consuming Tonics, casting spells, or by using Shelters. Resting at an Inn will restore every character's HP and MP, even the ones that aren't in the current party. At 0 HP, a character goes into KO status. When the battle is over, the character will automatically revive with 1 HP, or they can be revived during battle when a fellow party member uses a Revive item, or Life spell, on them. HP increases as Level increases. HP can be artificially increased by equipping certain Accessories. **Maximum: 999**

MP: Points that can be used to cast spells or execute techniques. As you are selecting the technique from the battle menu, the number of MP that will be spent is displayed. MP increase as level increases. MP usage can be reduced by equipping certain Accessories. **Maximum: 99**

POWER: Represents the character's ability to inflict damage. Improves the Attack power of weapons. Increases according to Level. Can be permanently increased by consuming a Power Tab. **Maximum: 99**

HIT: The percentage chance probability of the character performing a "Critical Hit". When this occurs, the screen flashes and the character seems to attack twice. The rate of damage is doubled. Some weapons and accessories can even triple or quadruple damage from a Critical Hit! **Maximum: 99**

EVADE: Percentage chance that an attack will "MISS" your character. Seems to be relevant to the abilities of the enemy. Increases with Level. **Maximum: 99**

SPEED: The rate at which the Battle Gauge fills. Determines how frequently the character is ready to attack or perform techniques. Does not increase with Level, only by equipping items. Can also be permanently increased by consuming a Speed Tab. While every other statistic goes up to 99, Speed's Maximum is 16.

MAGIC: A measure of the strength and effectiveness of magic spells and techniques. Increases with Level. Can be permanently increased using a Magic Tab. **Maximum: 99**

STAMINA: The physical constitution of your character. Determines the base ability to avoid poisoning and status abnormalities. Slightly improves the combined Defense abilities of Armor and Helmets. Improves as Level increases. **Maximum: 99**

MAGIC DEFENSE: The chance that a spell will "MISS" your character. Also represents the character's ability to slightly lower damage from a spell or technique performed by an enemy. Improves with Level. **Maximum: 99**

EXPERIENCE: Points that determine the expertise of your character. EXP are gained by defeating enemy parties in combat. EXP represents the number of points that each character gains, including characters that are not in the current battle party. Therefore, characters that do not fight as often do not suffer from lack of experience.

NEXT: The amount of EXP required for that character to reach the next Level. The amounts for each character to reach each Level are determined on an individual basis, so some characters will not Level Up as fast as others.

TELLAH

Tellah now lives in Kaipo, but he spent his younger days as a famous sage in Mysidia. With his intelligence, he managed to decipher numerous ancient magic scrolls. But one day he completely lost control of his magic, and injured many mages as a result.

In repentance, Tellah left Mysidia. Eventually marrying an ordinary girl from a nearby village, he was blessed with a daughter named Anna. Since his wife's death years ago, Tellah has devoted all his attention to Anna. He has a tendency to lose his head when it comes to his daughter. Over time, he has forgotten most of his magic.

BIRTHPLACE:
Mysidia
AGE:

60

CLASS:
Sage

EDWARD

Edward is the prince of Damcyan, heir to become the seventh king of the region. Reared in an indulgent royal family during peaceful times, Edward grew up to be a mild-mannered young man.

As a Damcyan royal, it is important to excel in recitation and business skills. Edward has been blessed with a talent for oration, and he is admired by the citizens of the kingdom. Yet he shows no interest in business or wealth. He leaves his kingdom for a while and wanders the world as a minstrel.

BIRTHPLACE:
Damcyan
AGE:

24

CLASS:
Bar

YANG

Yang is a taciturn, composed man who is the leader of the monks of Fabul. He has trained intensively from an early age and become the most powerful martial artist among his peers. Yet he doesn't bask in his glory, which makes him a character of high repute.

BIRTHPLACE:
Fabul
AGE:

35

CLASS:
Monk

PALOM & POROM

Long ago, magic was sealed away by a wise man. Hence, learning magic was considered a Herculean task. The twins Palom and Porom studied different types of magic from an early age. They both learned at an incredible pace, like the wizards of ancient times. Their parents were astounded at their talent, and decided to place the children under the tutelage of the village elder.

Palom is a restless and slightly ill-mannered youth, almost always up to mischief. He is often punished for playing pranks on the village elder. Porom, calm and well-mannered, assumes the role of the older sister and often scolds Palom for his behavior. The village elder is fond of them both, and has a lot of confidence in their abilities.

BIRTHPLACE:
Mysidia
AGE:

5

CLASS:
*Palom: Black Mage
Porom: White Mage*

EDGE

Edge is the royal prince of Eblan, and the only successor to the throne. A brash and confident young man, Edge hates losing at anything or feeling restrained in life. But beneath his intense exterior lies a kind-hearted personality. With a resolute sense of justice, he is not easily manipulated by strong individuals. This enduring spirit makes him popular among the masses. He possesses all the necessary qualities to be king.

BIRTHPLACE:
Eblan
AGE:

26

CLASS:
Ninja

FUSOYA

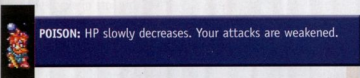
FuSoYa is an entity of unknown origin. This creature somehow knows everything: the terrible battles that pervade the earth, the dark conspiracies of a villain, and the distress of a young man's heart filled with destiny. He observes the conflict between two key figures, which will ultimately unseal the legendary path.

BIRTHPLACE:
Unknown
AGE:
Unknown
CLASS:
Lunarian

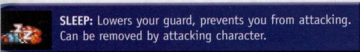
STATUS ABNORMALITIES

During combat, your characters can some times be inflicted with impairments that can reduce or totally block their ability to continue fighting. All Status Abnormalities are removed when the battle ends, but they can also be removed by using a Heal item.

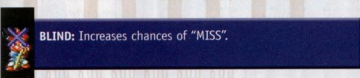
Status Abnormalities can be blocked or reduced by equipping certain items on your character beforehand. Some spells allow characters to inflict statuses on enemies, and some weapons have the same effects. Use Status Abnormalities to your benefit if possible. Your enemies certainly will!



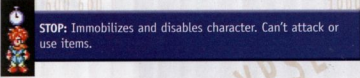
POISON: HP slowly decreases. Your attacks are weakened.



SLEEP: Lowers your guard, prevents you from attacking. Can be removed by attacking character.



BLIND: Increases chances of "MISS".



STOP: Immobilizes and disables character. Can't attack or use items.



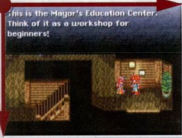
SLOW: Lowers speed of Battle Meter. Increases the time between attacks.



CHAOS: Confuses you into attacking allies and enemies randomly. A little tough on friendships! Can be removed by attacking character.



LOCK: Can't use any techniques.



FURTHER TRAINING

If you need to know more, head straight from Crono's house to the Mayor's Manor in Truce. Talk to everyone inside the manor to learn more about the game, the combat system, and using techniques. There are even some useful technical notes discussed here that can help you enjoy the game more. You can't get a better hands-on tutorial than that!

CRONO

Magic Element: Lightning

A young lad from Truce attempting to enjoy the festivities at the Millennial Fair. Little does he expect to be drawn into a perilous quest through time to save the universe!

CRONO'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|------------------------|-----|
| Mop | | 1 |
| Wood Sword | | 3 |
| Iron Blade | | 7 |
| Steel Saber | | 15 |
| Lode Sword | | 20 |
| Bolt Sword | | 25 |
| Red Katana | Magic +2 | 30 |
| Flint Edge | | 40 |
| Slasher | Speed +2 | 43 |
| Aeon Blade | | 70 |
| Demon Edge | 1.5x hit on Mg enemies | 90 |
| Alloy Blade | | 110 |
| Star Sword | | 125 |
| Vedic Blade | | 135 |
| Swallow | Speed +3 | 145 |
| Kali Blade | | 150 |
| Slasher 2 | | 155 |
| Shiva Edge | 4x damage at critical | 170 |
| Rainbow | 70% critical hit rate | 220 |



MAGIC SPELLS & SUMMONS

Spells are learned by mages, sages, and paladins as they increase in level. Summons are learned only by summoners, namely Rydia. They call upon an entity to aid the party in some way, such as fighting for or healing them. Some summons require certain items to be obtained before Rydia can learn them.

Spells and summons require MP (Magic Points) to cast. They can all be cast in battle as long as MP remains. Some spells can be cast outside of battle to remove status impairments or heal wounds. MP can be replenished by resting in a Tent, a Cabin, or at an Inn. Ethers can be consumed to replenish MP as well, but are best reserved for emergency situations or boss fights.



| CHARACTER KEY | |
|---------------|--------|
| C | Cecil |
| R | Rydia |
| T | Tellah |
| E | Edward |
| Y | Yang |
| F | FuSoYa |
| Ro | Rosa |
| Pa | Palom |
| Po | Porom |
| Cd | Cid |
| Eg | Edge |

Each spell requires a certain amount of time to cast. Some spells can only be cast on one character or monster, but some can be cast on the whole enemy party or the whole hero party. To select multiple targets, first select one character or enemy, then press left or right on the directional buttons until cursor hands point to every character or enemy in the party. When spells are cast on multiple targets, the effects are diffused among those targets. This means that if a Cure spell is cast on multiple targets, everyone will regain less HP than if the spell were targeted at one party member alone. Likewise, the effect of support magic will be shorter in duration when cast on multiple targets.

BLACK MAGIC

OFFENSIVE

| NAME | MP | EFFECT | CASTERS | TARGET |
|-------|----|---|----------|--------------|
| Bolt1 | 5 | Lightning elemental damage. | R/T/Pa/F | Single/Mult. |
| Bolt2 | 15 | Stronger lightning elemental damage. | R/T/Pa/F | Single/Mult. |
| Bolt3 | 30 | Strongest lightning elemental damage. | R/T/Pa/F | Single/Mult. |
| Fire1 | 5 | Fire elemental damage. | R/T/Pa/F | Single/Mult. |
| Fire2 | 15 | Stronger fire elemental damage. | R/T/Pa/F | Single/Mult. |
| Fire3 | 30 | Strongest fire elemental damage. | R/T/Pa/F | Single/Mult. |
| Ice1 | 5 | Ice elemental damage. | R/T/Pa/F | Single/Mult. |
| Ice2 | 15 | Stronger ice elemental damage. | R/T/Pa/F | Single/Mult. |
| Ice3 | 30 | Strongest ice elemental damage. | R/T/Pa/F | Single/Mult. |
| Venom | 2 | Gradually decreases HP. | R/T/Pa/F | Single/Mult. |
| Bio | 20 | Non-elemental damage. Gradually decreases HP. | R/T/Pa/F | Single/Mult. |
| Stone | 15 | Causes Petrify. | R/T/Pa/F | Single/Mult. |
| Wind | 25 | Powerful wind causes critical damage. | R/T/Pa/F | Single |
| Quake | 30 | Earthquake causes earth elemental damage. | R/T/Pa/F | Multiple |
| Death | 35 | KO's target instantly. | R/T/Pa/F | Single |
| Flare | 50 | Causes damaging explosion. | R/T/Pa/F | Single |
| Meteo | 99 | Causes a meteor shower that damages enemies. | R/T/Pa/F | Multiple |

SUPPORT

| NAME | MP | EFFECT | CASTERS | TARGET |
|-------|----|---|----------|--------------|
| Psych | 0 | Absorbs target's MP. | R/T/Pa/F | Single |
| Piggy | 1 | Transforms target to pig, or restores state. | R/T/Pa/F | Single/Mult. |
| Toad | 7 | Transforms target to toad, or restores state. | R/T/Pa/F | Single/Mult. |
| Sleep | 12 | Puts target to sleep. Attack to wake. | R/T/Pa/F | Single/Mult. |
| Stop | 15 | Prevents action. | R/T/Pa/F | Single |
| Drain | 18 | Absorbs target's HP. | R/T/Pa/F | Single |

OTHER

| NAME | MP | EFFECT | CASTERS | TARGET |
|------|----|--------------------------------------|----------|----------|
| Warp | 4 | Warps party up one level in dungeon. | R/T/Pa/F | Multiple |

MARLE

Magic Element: Water

A nice young lady with a ferocious temper who bumps into Crono at the fair. But do they meet by coincidence, or was it destined by fate?



MARLE'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|-------------------|-----|
| Bronze Bow | | 3 |
| Iron Bow | | 15 |
| Lode Bow | | 20 |
| Robin Bow | | 25 |
| Sage Bow | | 40 |
| Dream Bow | | 60 |
| Comet Arrow | | 80 |
| Sonic Arrow | Random Slow Spell | 100 |
| Siren | Random Stop Spell | 140 |
| Valkyrie | | 180 |

LUCCA

Magic Element: Fire

A brilliant young inventor who endeavors to break the barriers of time and space with her devices. Will her meddlesome gadgets spell doom for the world, or be the key to saving it?



LUCCA'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|--------------------|-----|
| Air Gun | | 5 |
| Dart Gun | | 7 |
| Auto Gun | | 15 |
| Plasma Gun | Random Stop Spell | 25 |
| Ruby Gun | | 40 |
| Dream Gun | | 60 |
| Megablast | | 80 |
| Shock Wave | Random Chaos Spell | 110 |
| Wonder Shot | Damage can vary | 250 |

FROG

Magic Element: Water

The valiant amphibious protectorate of the Guardia throne, Frog comes from the Middle Ages. He seeks to avenge his disgraced past, which accounts for his current form.



FROG'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|------------------------|-----|
| Bronze Edge | | 6 |
| Iron Sword | | 10 |
| Masamune | | 75 |
| Flash Blade | | 90 |
| Pearl Edge | 1.5x hit on Mg enemies | 105 |
| Rune Blade | Magic +4 | 120 |
| Demon Hit | 2x hit on Mg enemies | 120 |
| Brave Sword | | 135 |
| Masamune II | | 200 |

ROBO

Magic Element: None

Robo is a humanoid security sentry from the year 2300 AD. Due to Lucca's ingenious and mechanical know-how, Robo becomes functional again and joins the party to change the fate of humankind.



ROBO'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|----------------------------|-----|
| Tin Arm | | 20 |
| Hammer Arm | | 25 |
| Mirage Hand | | 30 |
| Stone Arm | | 40 |
| Doom Finger | | 50 |
| Magma Hand | | 70 |
| Megaton Arm | | 90 |
| Big Hand | | 105 |
| Kaiser Arm | | 120 |
| Giga Arm | | 135 |
| Terra Arm | | 150 |
| Crisis Arm | Attack changes below 10 HP | 1 |

NINJA MAGIC

Only Edge can use Ninja magic.

OFFENSIVE

| NAME | MP | EFFECT | TARGET |
|-------|----|---|----------|
| Flame | 15 | Engulfs enemy in fire. | Multiple |
| Flood | 20 | Causes tsunami that damages enemies. | Multiple |
| Blitz | 25 | Calls down lightning to damage enemies. | Multiple |

SUPPORT

| NAME | MP | EFFECT | TARGET |
|-------|----|---|--------|
| Pin | 5 | Pins target, temporarily prevents it from acting. | Single |
| Image | 6 | Creates target's double, raises evasion rate. | Single |

OTHER

| NAME | MP | EFFECT | TARGET |
|-------|----|--------------------------------------|----------|
| Smoke | 10 | Creates smoke to help allies escape. | Multiple |

SUMMON MAGIC

Only Rydia can use summon magic.

RECOVERY

| NAME | MP | EFFECT | TARGET |
|-------|----|--|----------|
| Asura | 50 | Randomly casts Armor, Cure 3, or Life 1 on allies. | Multiple |

OFFENSIVE

| NAME | MP | EFFECT | TARGET |
|--------------------|----|---|----------|
| Imp | 1 | Attacks enemy with ImpPunch. | Single |
| Chocb (Chocobo) | 7 | Attacks enemy with Chocobo Kick. | Single |
| Bomb | 10 | Damages enemy with an explosion. | Single |
| Mage | 18 | Attacks the enemy with Blast. | Single |
| Mist (Mist Dragon) | 20 | Attacks all enemies with mist. | Multiple |
| Cocat (Cocarris) | 15 | Petrifies enemy with Gorgon attack. | Single |
| Ifrit | 30 | Damages all enemies with fire. | Multiple |
| Shiva | 30 | Damages all enemies with ice. | Multiple |
| Ramuh | 30 | Damages all enemies with lightning. | Multiple |
| Titan | 40 | Damages all enemies with an earthquake. | Multiple |
| Odin | 45 | KO's all enemies. (Not guaranteed.) | Multiple |
| Levia (Leviatan) | 50 | Damages all enemies with Tsunami. | Multiple |
| Baham (Bahamut) | 60 | Damages all enemies with MegaFire. | Multiple |

SUPPORT

| NAME | MP | EFFECT | TARGET |
|-------|----|--|--------|
| Sylph | 25 | Absorbs enemy HP, transfers to all allies. | Single |

AYLA

Magic Element: None

The proud and strong chief of the prehistoric Ioka tribe, Ayla seeks to protect her people from the threat of the malevolent Reptiles. But she doesn't realize what the fiendish creatures have in store for the human race.

Ayla doesn't use weapons, relying instead on her brute strength to dispatch enemies. However, as she attains higher experience levels, her fists will upgrade automatically.

AYLA'S FISTS

| ITEM | DESCRIPTION | LVL |
|-------------|---|-----|
| Fist | | 1 |
| Iron Fist | Random Chaos Spell/ Critical Hit rate up | 73 |
| Bronze Fist | 9999 points of damage at Critical | 96 |



MAGUS

Magic Element: Shadow

The twisted and arrogant wizard from the Middle Ages who seeks to summon forth the apocalyptic force known as Lavos. But are his intentions truly malevolent, or does his cause serve a higher purpose?

Recruiting Magus into your party is optional. He doesn't learn Dual Techs, but his Shadow-based Triple Techs are incredibly powerful.

MAGUS'S WEAPONS

| ITEM | DESCRIPTION | ATK |
|-------------|---------------------------|-----|
| Dark Scythe | | 120 |
| Hurricane | | 135 |
| Star Scythe | | 150 |
| Doom Sickle | Attack up when Ally falls | 160 |



TWIN MAGIC

Only Palom and Porom combined can use Twin magic. Both must be alive, in the party, and have enough MP in order to use it.

OFFENSIVE

| NAME | MP | EFFECT | TARGET |
|-------|----|-----------------------------|----------|
| Pyro | 10 | A weaker version of Flare. | Multiple |
| Comet | 20 | A weaker version of Meteor. | Multiple |

WHITE MAGIC

RECOVERY

| NAME | MP | EFFECT | CASTERS | TARGET |
|-------|----|--|---------------|--------------|
| Cure1 | 3 | Restores some HP. Damages undead. | C/Ro/R/T/Po/F | Single/Mult. |
| Cure2 | 9 | Restores more HP than Cure1. Damages undead. | C/Ro/T/Po/F | Single/Mult. |
| Cure3 | 18 | Restores more HP than Cure2. Damages undead. | Ro/T/Po/F | Single/Mult. |
| Cure4 | 40 | Restores more HP than Cure3. Damages undead. | Ro/T/Po/F | Single/Mult. |
| Esuna | 20 | Cures all status abnormalities except KO. | C/Ro/T/Po/F | Single |
| Life1 | 8 | Cures KO. | Ro/T/Po/F | Single |
| Life2 | 52 | Cures KO and restores maximum HP. | Ro/T/Po/F | Single |

DEFENSIVE

| NAME | MP | EFFECT | CASTERS | TARGET |
|-------|----|---|-----------|--------------|
| Blink | 8 | Creates target's double, raises evasion rate. | Ro/T/Po/F | Single |
| Float | 8 | Levitate, avoid earth damage. | Ro/T/Po/F | Single/Mult. |
| Armor | 9 | Reduces physical damage received. | Ro/T/Po/F | Single/Mult. |
| Shell | 10 | Reduces magic damage received. | Ro/T/Po/F | Single/Mult. |
| Wall | 30 | Reflects magic back at caster. | Ro/T/Po/F | Single |

OFFENSIVE

| NAME | MP | EFFECT | CASTERS | TARGET |
|------|----|---------------------------|-----------|--------|
| Holy | 46 | Causes tremendous damage. | Ro/T/Po/F | Single |

SUPPORT

| NAME | MP | EFFECT | CASTERS | TARGET |
|--------|----|---|-------------|--------------|
| Hold | 5 | Stops target. | Ro/R/T/Po/F | Single |
| Mini | 6 | Shrinks target, reduces ATK and DEF. | Ro/T/Po/F | Single/Mult. |
| Mute | 6 | Causes Silence, prevents spell casting. | Ro/T/Po/F | Single/Mult. |
| Charm | 10 | Causes Confuse, makes target erratic. | Ro/T/Po/F | Single |
| Dispel | 12 | Dispels magic defense status. | Ro/T/Po/F | Single |
| Slow | 14 | Increases delay between actions. | Ro/T/Po/F | Single/Mult. |
| Bersk | 18 | Raises ATK pwr, but character attacks only. | Ro/T/Po/F | Single |
| Haste | 25 | Decreases time between actions. | Ro/T/Po/F | Single |

OTHER

| NAME | MP | EFFECT | CASTERS | TARGET |
|-------|----|--|---------------|----------|
| Scan | 1 | Determines target's HP, MP, weakness. | C/Ro/T/Po/F | Single |
| Sight | 2 | Zooms out to view surroundings. | C/Ro/R/T/Po/F | N/A |
| Exit | 10 | Warps party out of dungeon or out of battle. | C/Ro/T/Po/F | Multiple |

TECHNIQUES

Techniques include special attacks and Magic spells that the characters learn as they progress in the game. Techniques are learned by acquiring Tech Points through defeating enemies. Open the Tech Menu and select any character. Techs in white indicate learned abilities and spells. Techs with stars (*) are Magic spells or techniques that strike with an elemental property. Techs in yellow are usable outside of combat by active members of the party. These are curative or status-affecting abilities. Techs in gray are the next technique to learn. The number of Tech Points required to learn the skill are displayed to the left, and this number decreases as Tech Points are won from battles.

Before selecting a character, point the hand cursor at them and press Right on the D-pad, to scroll over to the Dual Tech and Triple Tech menus. These are learned after your individual characters learn certain techniques, and after they spend some time fighting alongside different party members.

AREA OF EFFECT

When you select a technique to perform during battle, the solid hand cursor will point at the enemy who will be at the center of the area of effect. The rapidly blinking hand cursor(s) point at enemies who will also be hit by the attack. Some spells have a circular area of effect. Some affect enemies that are in a horizontal line, and some affect enemies in a vertical line. Other techniques affect all the enemies onscreen, no matter where they stand. Yet, even these have primary and secondary targets as indicated by the hand cursors, so point them at the appropriate opponent.

ELEMENTAL EFFECT

Magic spells are different from other techniques in that they use an elemental property in their casting. Some characters possess an inherent element, such as Crono and Lightning, or Marle and Water. This means that they are only capable of casting one elemental type of magic, and they are more vulnerable to Magic spells of the opposite element. For instance, Marle takes more damage from a Fire spell, and Lucca would take less damage because it is her inherent elemental property.

Monsters and enemies have these same strengths and weaknesses. Water-based spells quench Fire or desert monsters, Fire-based spells broil sea creatures, Shadow creatures can be killed by Lightning, and electric-based creatures can be dispatched by Shadow. Sometimes a certain type of monster or creature has a special weakness. For instance, dinosaurs and other Reptiles become weaker when struck by Lightning. Elemental properties often affect your strategy, and mastery of elemental magic can make the difference in most major battles with "boss" enemies.

SINGLE, DUAL AND TRIPLE TECHS

Single Techs are spells or moves performed by one character. Dual Techs are spells and moves learned by two characters teaming up. Triple Techs are massive attacks unleashed by the combined efforts of the entire three-person party.

While Single Techs are learned in a straightforward manner by collecting Tech Points, Dual and Triple Techs are learned in a different manner. Obtaining Dual or Triple Techs occurs after certain Single Techs are learned by characters that are in the party together. For example, Crono learns Cyclone, and Marle learns Aura. They immediately learn Aura Whirl if they are in the party together. If they are not in the party together for some reason, then they will learn Aura Whirl after their next battle together. The same thing applies to Triple Techs. After Crono learns Lightning2, Marle learns Ice2, and Lucca learns Fire2, they will learn Delta Force together. That's not always how it works. Sometimes one of the characters in the trio must be equipped with a certain Accessory before a Triple Tech is available.

TECHNIQUE LISTS

Names with a * are Magic Spells. Elemental properties apply.

CRONO'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|-------------|--------------------------------|-------------|----|
| Cyclone | Spin-cut nearby enemies | Circle | 2 |
| Slash | Slash attack | Line | 2 |
| *Lightning | Attack using Lightning | 1 Enemy | 2 |
| Spincut | 2x damage | 1 Enemy | 4 |
| *Lightning2 | Strikes all enemies | All Enemies | 8 |
| *Life | Bring ally back to life | 1 Ally | 10 |
| Confuse | Attack enemy w/Confuse 4 times | 1 Enemy | 12 |
| *Luminaire | Ultimate damage on all enemies | All Enemies | 20 |

MARLE'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|---------|-----------------------------|-------------|----|
| Aura | Restore ally's HP (Some) | 1 Ally | 1 |
| Provoke | Confuse enemy | 1 Enemy | 1 |
| *Ice | Attack enemy w/Ice | 1 Enemy | 2 |
| *Cure | Heal ally (More) | 1 Ally | 2 |
| *Haste | Cut ally's wait time by 1/2 | 1 Ally | 6 |
| *Ice2 | Damage all enemies w/Ice | All Enemies | 8 |
| *Cure2 | Heal ally (Full) | 1 Ally | 5 |
| *Life2 | Revive and restore all HP | 1 Ally | 15 |

EQUIPMENT

The key to success in *Final Fantasy IV* is to equip your characters with the best weapons, shields, helmets, armor, and arm gear available. When you find new items while traversing dungeons and lairs, don't take another step until you've checked their advantages against those of your current equipment. Often you'll find it beneficial to equip a new item immediately.

FIGHTING EFFECTIVELY

When entering a new domain, always consult the Bestiary at the start of each new section of the **Walkthrough** chapter. Learn your enemies' weaknesses and be ready to exploit them.

During battle, you may encounter an enemy that is weak against "Projectiles." Luckily, you can change the weapons in your characters' right and left hands during battle using the "Item" command. Press up until you can see the currently equipped weapon, then replace it with something else from the inventory.

The strongest weapon or armor isn't always the best one to equip. For instance, if you are in an area with a lot of fire-breathing enemies, you should equip armor that reduces fire damage by half, even if it is low in Defense. Likewise, a weapon such as IceBrand is likely to damage fire-based creatures more effectively than even stronger knight or holy swords. Or if the monsters in the woods are inflicting the party with a myriad of status effects, equip armor, helmets, and arm gear that prevent different status ailments. Even if this armor is the weakest in your inventory, the party will still have an easier time if they're not all blind and mute!

CHARACTER KEY

| | |
|-----|----------------------|
| C | Cecil |
| CDK | Cecil as Dark Knight |
| K | Kain |
| Ro | Rosa |
| Gd | Gid |
| R | Rydia |
| T | Tellah |
| E | Edward |
| Y | Yang |
| Pa | Palom |
| Po | Porom |
| Eg | Edge |
| F | FuSoYa |

WEAPONS

DARK SWORD

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|--------|--------|---------------|---------------|--------------|-------|
| Shadow | 10 | CDK | Shadow | | |
| Dark | 20 | CDK | Shadow | | |
| Death | 30 | CDK | Shadow, KO | | |

HOLY SWORD

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|----------------|-------|
| Legend | 40 | C | Holy | Spirit, Undead | |
| Light | 99 | C | Holy | Spirit, Undead | |
| Excalbur | 160 | C | Holy | Spirit, Undead | |
| Ragnarok | 200 | C | Holy | Spirit, Undead | |

KNIGHT SWORD

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|--------------------------------|-----------------------|-------|
| Ancient | 35 | C/K | Curse | Spirit | |
| BloodSwd | 45 | C/K | Absorb HP | | |
| Mythril | 50 | C/K | | Spirit | 6000 |
| Sleep | 55 | C/K | Sleep | | |
| Flame | 65 | C/K | Fire | Ice, Undead | 14000 |
| IceBrand | 75 | C/K | Ice | Fire, Insect, Reptile | 26000 |
| Gorgon | 77 | C/K | Gradual Petrify | | |
| Avenger | 80 | C/K | Causes Berserk when equipped | | |
| Defense | 105 | C/K | Defense improves when equipped | | |

DAGGER

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Mythril | 20 | C/K/R/E/Pa/Eg | | Spirit | 3000 |
| Dancing | 28 | C/K/R/E/Pa/Eg | | | 5000 |
| MagiMash | 35 | C/K/R/E/Pa/Eg | Silence | Magi | |
| Knife | 255 | *N/A | Projec | Aerial | |

NINJA SWORD

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Kunai | 25 | Eg | | | 4000 |
| Ashura | 32 | Eg | | | 7000 |
| Kotetsu | 40 | Eg | | | 11000 |
| Kikuichi | 48 | Eg | | | |
| Murasame | 55 | Eg | | | |
| Masamune | 55 | Eg | | | |

LUCCA'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|------------|-----------------------------|-------------|----|
| Flame Toss | Hit all enemies on a line | Line | 1 |
| Hypno Wave | Put enemies to sleep | 1 Enemy | 1 |
| *Fire | Fire damage /one enemy | 1 Enemy | 2 |
| Napalm | Damage enemies in bomb area | Circle | 3 |
| *Protect | Ups ally's physical defense | 1 Ally | 6 |
| *Fire2 | Fire damage /all enemies | All Enemies | 8 |
| Mega Bomb | Damage enemies in bomb area | Circle | 15 |
| *Flare | Strongest Fire magic attack | All Enemies | 20 |

FROG'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|-------------|-----------------------------|-------------|----|
| Slurp | Restore ally's HP (Some) | 1 Ally | 1 |
| Slurp Cut | Snag and slash enemy | 1 Enemy | 2 |
| *Water | Damage enemy w/ Water | 1 Enemy | 2 |
| *Heal | Restore allies' HP (More) | All Allies | 2 |
| Leap Slash | Leap-slash an enemy | 1 Enemy | 4 |
| *Water2 | Damage all enemies w/ Water | All Enemies | 8 |
| *Cure2 | Restore ally's HP (Full) | 1 Ally | 5 |
| Frog Squash | Low HP = greater damage | All Enemies | 15 |

ROBO'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|--------------|--------------------------------|-------------|----|
| Rocket Punch | Punch enemy | 1 Enemy | 1 |
| Cure Beam | Restore ally's HP (Some) | 1 Ally | 2 |
| Laser Spin | Laser Spin / All enemies | All Enemies | 3 |
| Robo Tackle | Tackle enemy | 1 Enemy | 4 |
| Heal Beam | Restore all allies HP (Some) | All Allies | 3 |
| Uzi Punch | Hit enemy w/Multi-Punch | 1 Enemy | 12 |
| Area Bomb | Damage enemy w/Melt beam | 1 Enemy | 14 |
| Shock | Damage all enemies w/Max Shock | All Enemies | 17 |

AYLA'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|-------------|-----------------------------|-------------|----|
| Kiss | HP (Some) & Status restored | 1 Ally | 1 |
| Rollo Kick | Rollkick an enemy | 1 Enemy | 2 |
| Cat Attack | A savage cat attack | 1 Enemy | 3 |
| Rock Throw | Stone an enemy | 1 Enemy | 4 |
| Charm | Steal from enemy | 1 Enemy | 4 |
| Tail Spin | Damage enemies w/Tailspin | Circle | 10 |
| Dino Tail | Low HP = greater damage | All Enemies | 15 |
| Triple Kick | Damage enemy w/ Triple Kick | 1 Enemy | 20 |

MAGUS'S SINGLE TECHS

| NAME | DESCRIPTION | TARGET | MP |
|--------------|-----------------------------|-------------|----|
| *Lightning2 | Damage enemies w/ Lightning | All Enemies | 8 |
| *Ice2 | Damage enemies w/ Ice | All Enemies | 8 |
| *Fire2 | Damage enemies w/ Fire | All Enemies | 8 |
| *Dark Bomb | Damage enemies w/ Dark Bomb | Circle | 8 |
| *Magic Wall | Ups ally's Mag. Def. | 1 Ally | 8 |
| *Dark Mist | Damage enemies w/Dark Mist | All Enemies | 10 |
| *Black Hole | Power of Life/Death | All Enemies | 15 |
| *Dark Matter | Black Magic damage | All Enemies | 20 |

DUAL TECHS

The last column shows the Single Techs each character needs to learn the Dual Tech.

| CHARACTERS & MP | TECH NAME | DESCRIPTION | TARGET | REQUIRED TECHS |
|-----------------|-------------|------------------------------|-------------|----------------|
| Crono(2) | Aura Whirl | Restore allies' HP (Some) | All Allies | Cyclone |
| Marle(1) | | | | Aura |
| Crono(4) | Ice Sword | Ice Sword attack | 1 Enemy | Spincut |
| Marle(2) | | | | Ice |
| Crono(12) | Ice Sword2 | Ice Sword attack | Circle | Confuse |
| Marle(8) | | | | Ice2 |
| Crono(2) | Fire Whirl | Flame Whirl attack | Circle | Cyclone |
| Lucca(1) | | | | Flame Toss |
| Crono(4) | Fire Sword | Fire Sword attack | 1 Enemy | Spincut |
| Lucca(2) | | | | Fire |
| Crono(12) | Fire Sword2 | Fire Sword attack | Circle | Confuse |
| Lucca(8) | | | | Fire2 |
| Crono(2) | Rocket Roll | Rocket Roll multi-attack | All Enemies | Slash |
| Robo(3) | | | | Laser Spin |
| Crono(4) | Max Cyclone | Crono's Max Cyclone | Circle | Spincut |
| Robo(3) | | | | Laser Spin |
| Crono(8) | Super Volt | Super Volt attack | All Enemies | Lightning2 |
| Robo(17) | | | | Shock |
| Crono(2) | X Strike | Attack enemy w/ X strike | 1 Enemy | Cyclone |
| Frog(2) | | | | Slurp Cut |
| Crono(4) | SwordStream | Attack enemy w/ Sword Stream | 1 Enemy | Spincut |
| Frog(2) | | | | Water |
| Crono(8) | Spire | Attack enemy w/ Spire | 1 Enemy | Lightning2 |
| Frog(4) | | | | Leap Slash |
| Crono(2) | Drill Kick | Attack enemy w/ Drill Kick | 1 Enemy | Cyclone |
| Ayla(2) | | | | Rollo Kick |
| Crono(2) | Volt Bite | Attack enemy w/ Volt Bite | 1 Enemy | Lightning |
| Ayla(3) | | | | Cat Attack |

AXE

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Dwarf | 62 | C/K | | | 15000 |
| Ogre | 80 | C/K | | Giant | 45000 |
| VenomAxe | 95 | C/K | Poison | Giant | |
| Rune Axe | 100 | C/K | | Mage | |

SPEAR

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|-------------------|-------------------------------|-------|
| Spear | 9 | K | Projec | Aerial | 60 |
| WindSpr | 55 | K | Projec | Aerial | |
| FireSpr | 66 | K | Projec. Fire | Aerial, Ice, Undead | 11000 |
| IceSpear | 77 | K | Projec. Ice | Aerial, Fire, Insect, Reptile | 21000 |
| BloodSpr | 88 | K | Projec. Absorb HP | Aerial | |
| Gungnir | 92 | K | Projec | Aerial | |
| Dragon | 99 | K | Projec | Aerial, Dragon | |
| HolyLnce | 109 | K | Projec. Holy | Aerial, Spirit, Undead | |

CLAW

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|-----------------------|-------|
| BoltClaw | 0 | Y/Eg | Bolt | Water, Machine | 550 |
| IceClaw | 0 | Y/Eg | Ice | Fire, Insect, Reptile | 450 |
| HellClaw | 0 | Y/Eg | Poison | | |
| CatClaw | 0 | Y/Eg | Sleep | | |
| FireClaw | 0 | Y/Eg | Fire | Ice, Undead | 350 |
| Fairy | 0 | Y/Eg | Confuse | Giant | |

HARP

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|---------|--------|---------------|---------------|--------------|-------|
| Dreamer | 8 | E | Sleep | | |
| Lamia | 18 | E | Confuse | | |

HAMMER

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|---------|--------|---------------|---------------|-----------------|-------|
| Wooden | 45 | Cd | | Machine | 80 |
| Mythril | 55 | Cd | | Machine, Spirit | 8000 |
| Gaia | 65 | Cd | | Machine | |

STAFF

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|---------|--------|---------------|---------------|--------------|-------|
| Staff | 4 | C/Ro/T/Po/F | | | 160 |
| Cure | 8 | C/Ro/T/Po/F | | | 480 |
| Mythril | 12 | C/Ro/T/Po/F | | Undead | 4000 |
| Power | 30 | Ro/T/Po/F | Berserk | | 2000 |
| Lunar | 36 | Ro/T/Po/F | | | 7000 |
| Sage | 48 | Ro/T/Po/F | | | |
| Silence | 52 | Ro/T/Po/F | Silence | Mage | |

ROD

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|-----------------------|-------|
| Rod | 3 | R/T/Pa/F | | | 100 |
| IceRod | 5 | R/T/Pa/F | Ice | Fire, Insect, Reptile | 220 |
| FlameRod | 7 | R/T/Pa/F | Fire | Ice, Undead | 380 |
| Thunder | 10 | R/T/Pa/F | Bolt | Water, Machine | 700 |
| Lilith | 13 | R/T/Pa/F | Absorb HP | | |
| Change | 15 | R/T/Pa/F | Pig | | |
| FairyRod | 30 | R/T/Pa/F | Confuse | | 5000 |
| Stardust | 45 | R/T/Pa/F | | | |

WHIP

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|----------------|----------------|-------|
| Whip | 20 | R | Paralyze | | 3000 |
| Chain | 30 | R | Paralyze | | 6000 |
| Blitz | 40 | R | Paralyze, Bolt | Water, Machine | 10000 |
| FireLash | 50 | R | Paralyze, Fire | Ice, Undead | |
| Serpent | 55 | R | Paralyze | Dragon | |

| CHARACTERS & MP | TECH NAME | DESCRIPTION | TARGET | REQUIRED TECHS |
|-----------------|-------------|---------------------------------|-------------|----------------|
| Crono(4) | Falcon Hit | Crono's Falcon Hit | Hori. Line | Spincut |
| Ayla(4) | | | | Rock Throw |
| Marle(2) | Antipode | Attack enemies w/ Antipode | Circle | Ice |
| Lucca(2) | | | | Fire |
| Marle(8) | Anitpode2 | Attack enemies w/ Antipode2 | Circle | Ice2 |
| Lucca(8) | | | | Fire2 |
| Marle(8) | Antipode3 | Attack enemies w/ Antipode3 | All Enemies | Ice2 |
| Lucca(20) | | | | Flare |
| Marle(1) | Aura Beam | Restore allies' HP (Some) | All Allies | Aura |
| Robo(2) | | | | Cure Beam |
| Marle(2) | Ice Tackle | Attack enemy w/ Glacier | 1 Enemy | Ice |
| Robo(4) | | | | Robo Tackle |
| Marle(5) | Cure Touch | Restore allies HP (Full) | All Allies | Cure2 |
| Robo(3) | | | | Heal Beam |
| Marle(2) | Ice Water | Attack enemies w/ Ice Water | All Enemies | Ice |
| Frog(2) | | | | Water |
| Marle(8) | Glacier | Massive Ice attack | 1 Enemy | Ice2 |
| Frog(8) | | | | Water2 |
| Marle(5) | Double Cure | Restore allies' HP (Full) | All Allies | Cure2 |
| Frog(5) | | | | Cure2 |
| Marle(1) | Twin Charm | Steal from enemy | 1 Enemy | Provoke |
| Ayla(4) | | | | Charm |
| Marle(2) | Ice Toss | Attack enemy w/ Ice Toss | Circle | Ice |
| Ayla(4) | | | | Rock Throw |
| Marle(8) | Cube Toss | Attack enemy w/ Cube Toss | Circle | Ice2 |
| Ayla(4) | | | | Rock Throw |
| Lucca(2) | Fire Punch | Burn enemies w/ Fire Punch | Circle | Fire |
| Robo(1) | | | | Rocket Punch |
| Lucca(8) | Fire Tackle | Burn enemy w/ Fire Tackle | 1 Enemy | Fire2 |
| Robo(4) | | | | Robo Tackle |
| Lucca(15) | Double Bomb | Robo's Max Bomb attack | 1 Enemy | Mega Bomb |
| Robo(14) | | | | Area Bomb |
| Lucca(2) | Red Pin | Burn enemy w/ Flame Slash | 1 Enemy | Fire |
| Frog(4) | | | | Leap Slash |
| Lucca(15) | Line Bomb | Bomb enemies on a line | Hori. Line | Mega Bomb |
| Frog(4) | | | | Leap Slash |
| Lucca(20) | Frog Flare | Ult. 2x damage / multiple | All Enemies | Flare |
| Frog(15) | | | | Frog Squash |
| Lucca(2) | Flame Kick | Burn enemy w/ Flame Kick | 1 Enemy | Fire |
| Ayla(2) | | | | Rollo Kick |
| Lucca(8) | Fire Whirl | Burn enemy w/ Fire Whirl | All Enemies | Fire2 |
| Ayla(10) | | | | Tail Spin |
| Lucca(8) | Blaze Kick | Burn enemy w/ Blaze Kick | 1 Enemy | Fire2 |
| Ayla(20) | | | | Triple Kick |
| Frog(2) | Blade Toss | Frog's Blade Toss | Hori. Line | Slurp Cut |
| Robo(3) | | | | Laser Spin |
| Frog(2) | Bubble Snap | Robo's Bubble Snap | 1 Enemy | Water |
| Robo(4) | | | | Robo Tackle |
| Frog(5) | Cure Wave | Restore all allies HP (Full) | All Allies | Cure2 |
| Robo(3) | | | | Heal Beam |
| Frog(1) | Slurp Kiss | Restore all allies' HP & Status | All Allies | Slurp |
| Ayla(1) | | | | Kiss |
| Frog(2) | Bubble Hit | Attack enemy w/ Bubble Hit | 1 Enemy | Water |
| Ayla(2) | | | | Rollo Kick |
| Frog(4) | Drop Kick | Inferno Toss | 1 Enemy | Leap Slash |
| Ayla(20) | | | | Triple Kick |
| Robo(4) | Boogie | Halts all enemies | All Enemies | Robo Tackle |
| Ayla(4) | | | | Charm |
| Robo(4) | Spin Kick | Attack enemy w/ Spin Kick | 1 Enemy | Robo Tackle |
| Ayla(2) | | | | Rollo Kick |
| Robo(12) | Beast Toss | Hurl an enemy! | 1 Enemy | Uzzi Punch |
| Ayla(4) | | | | Rock Throw |

BOW

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------------|---------------|--------------|-------|
| ShortBow | 10 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | 220 |
| Crossbow | 20 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | 700 |
| GreatBow | 30 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | 2000 |
| Archer | 40 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | 3000 |
| ElvenBow | 50 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial, Mage | |
| Yoichi | 60 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | |
| Artemis | 80 | C/Ro/Cd/R/E/Pa/Po/F | Projec | Aerial | |

ARROW

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------------|---------------|----------------|-------|
| Medusa | 1 | C/Ro/Cd/R/E/Pa/Po/F | Petrify | | |
| Brass | 3 | C/Ro/Cd/R/E/Pa/Po/F | | | 10 |
| Holy | 10 | C/Ro/Cd/R/E/Pa/Po/F | Holy | Spirit, Undead | 20 |
| Fire | 15 | C/Ro/Cd/R/E/Pa/Po/F | Fire | Ice, Undead | 30 |
| Bolt | 15 | C/Ro/Cd/R/E/Pa/Po/F | Bolt | Water, Machine | 30 |
| Darkness | 20 | C/Ro/Cd/R/E/Pa/Po/F | Darkness | | 40 |
| Poison | 30 | C/Ro/Cd/R/E/Pa/Po/F | Poison | | 70 |
| Mute | 35 | C/Ro/Cd/R/E/Pa/Po/F | Silence | Mage | 100 |
| Angel | 40 | C/Ro/Cd/R/E/Pa/Po/F | Confuse | Giant | 110 |
| Yoichi | 50 | C/Ro/Cd/R/E/Pa/Po/F | | | 140 |
| Artemis | 75 | C/Ro/Cd/R/E/Pa/Po/F | | Dragon | |

BOOMERANG

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|-----------|--------|---------------|---------------|--------------|-------|
| Boomerang | 20 | Eg | Projec | | 3000 |
| FullMoon | 40 | Eg | Projec | Aerial | |

NINJA STAR

| NAME | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Shuriken | 40 | *N/A | Projec | Aerial | 20000 |
| Fuma | 80 | *N/A | Projec | Aerial | 50000 |

*Knife, Shuriken, and Fuma cannot be equipped. Use them with Edge's Throw command.

SPECIAL WEAPONS

The following weapons can be used with the Item command during battle. Just as with general items like Potions and Ethers, each of these weapons will have an effect.

| NAME | EFFECT |
|----------|-----------------------------------|
| Sleep | Casts Sleep |
| Defense | Casts Armor |
| FireSpr | Casts Fire2 |
| IceSpear | Casts Ice2 |
| HolyLnce | Casts Holy |
| VenomAxe | Casts Venom |
| ElvenBow | Casts Shell |
| Dancing | Hurls a dagger at the enemy |
| Murasame | Casts Armor |
| Masamune | Casts Haste |
| Gaia | Casts Gaia, causing an earthquake |
| Rod | Fires an energy bolt at the enemy |
| IceRod | Casts Ice1 |

| NAME | EFFECT |
|----------|---|
| FlameRod | Casts Fire1 |
| Thunder | Casts Bolt1 |
| Change | Casts Piggy |
| FairyRod | Casts Charm |
| Stardust | Casts Comet |
| Lilith | Casts Psych |
| Staff | Cures Poison |
| Cure | Casts Cure1 on all allies |
| Mythril | Cures Paralyze, Sleep, Confuse, and Berserk |
| Power | Casts Bersk |
| Lunar | Casts Dspel |
| Sage | Casts Life1 |
| Silence | Casts Mute |

ARMOR

SHIELD

| NAME | DEFENSE | MAG DEF | WHO CAN EQUIP | EFFECTIVE DEFENSE | PRICE |
|---------|---------|---------|---------------|----------------------------|-------|
| Iron | 1 | 0 | C/K/Cd | | 100 |
| Shadow | 1 | 0 | CDK | | |
| Demon | 2 | 0 | CDK | | |
| Paladin | 2 | 1 | C | | 700 |
| IceShld | 3 | 2 | C/K/Cd | 1/2 Fire damage | 10000 |
| Flame | 3 | 2 | C/K/Cd | 1/2 Ice damage | 1250 |
| Mythril | 3 | 2 | C/K/Cd | | 1000 |
| Aegis | 4 | 3 | C/K/Cd | Petrify | 20000 |
| Diamond | 4 | 2 | C/K/Cd | 1/2 Bolt damage | 15000 |
| Genji | 5 | 3 | C/K/Cd | | |
| Dragon | 6 | 3 | C/K/Cd | 1/2 Bolt, Fire, Ice Damage | |
| Crystal | 7 | 4 | C | | |

TRIPLE TECHS

The last column shows any items required to invoke the Triple Tech.

| CHARACTERS & MP | TECH NAME | DESCRIPTION | TARGET | REQUIRED TECHS | REQ. ITEMS |
|-----------------------------------|--------------|---------------------------------|-------------|--|-------------|
| Crono(8) Marle(8) Lucca(8) | Delta Force | Elemental Damage / multiple | All Enemies | Lightning2 Ice2 Fire2 | |
| Crono(15) Marle(15) Robo(3) | Lifeline | Revive / restore allies once | All Allies | Lightning Life2 Heal Beam | |
| Crono(4) Marle(8) Frog(4) | Arc Impulse | Attack w/ Ice Slash | 1 Enemy | Spincut Ice2 Leap Slash | |
| Crono(8) Marle(8) Ayla(20) | Final Kick | Attack w/ Final Kick | 1 Enemy | Lightning2 Ice2 Triple Kick | |
| Crono(4) Lucca(8) Robo(3) | Fire Zone | Crono's Fire Zone | Circle | Spincut Fire2 Laser Spin | |
| Crono(8) Lucca(8) Frog(8) | Delta Storm | Elemental Attack / multiple | All Enemies | Lightning2 Fire2 Water2 | |
| Crono(8) Lucca(8) Ayla(20) | Gatling Kick | Attack w/ Gatling Kick | 1 Enemy | Lightning2 Fire2 Triple Kick | |
| Crono(2) Frog(2) Robo(4) | Triple Raid | Delta Attack | 1 Enemy | Cyclone Slurp Cut Robo Tackle | |
| Crono(2) Frog(2) Ayla(20) | 3D Attack | Delta Attack | 1 Enemy | Cyclone Slurp Cut Triple Kick | |
| Crono(2) Robo(3) Ayla(10) | Twister | Trio Whirl / multiple | All Enemies | Cyclone Laser Spin Tail Spin | |
| Robo(4) Frog(4) Ayla(10) | Spin Strike | Damage w/ Whirl Jump Cut | 1 Enemy | Robo Tackle Leap Slash Tail Spin | Silver Rock |
| Frog(15) Marle(15) Robo(3) | Grand Dream | Physical Attack w/ New Masamune | All Enemies | Frog Squash Life2 Laser Spin | Gold Rock |
| Magus(8) Robo(3) Lucca(20) | Omega Flare | Ultimate Laser | All Enemies | Dark Bomb Laser Spin Flare | Blue Rock |
| Magus(20) Marle(8) Lucca(8) | Dark Eternal | Ultimate Dark Bomb | All Enemies | Dark Matter Ice2 Fire2 | Black Rock |
| Marle(1) Lucca(1) Ayla(10) | Poyozo Dance | Damage w/ ? Magic & Chaos | All Enemies | Provoke Hypno Wave Triple Kick | White Rock |

HEAD GEAR

| NAME | DEFENSE | MAG DEF | WHO CAN EQUIP | EFFECTIVE DEFENSE | PRICE |
|----------|---------|---------|------------------|-----------------------------|-------|
| Leather | 1 | 1 | All except CDK | | 100 |
| Headband | 1 | 1 | All except CDK | Confuse | 450 |
| Feather | 2 | 3 | All except CDK | | 330 |
| Iron | 3 | 0 | C/K/Cd | | 150 |
| Bandanna | 3 | 1 | All except CDK | | |
| Magus | 3 | 5 | C/Ro/R/T/Pa/Po/F | | 700 |
| Shadow | 4 | 0 | CDK | | |
| Hades | 5 | 1 | CDK | | |
| Ninja | 5 | 1 | All except CDK | Sleep | |
| Wizard | 5 | 7 | C/Ro/R/T/Pa/Po/F | | 2000 |
| Demon | 6 | 1 | CDK | | 980 |
| Tiara | 7 | 10 | Ro/R/Po | 1/2 Bolt damage | 20000 |
| Paladin | 7 | 2 | C | | 4000 |
| Mythril | 8 | 2 | C/K/Cd | | 3000 |
| Diamond | 9 | 2 | C/K/Cd | 1/2 Bolt damage | 10000 |
| Ribbon | 9 | 12 | All except CDK | Prevents all status effects | |
| Genji | 10 | 6 | C/K/Cd/Eg | | |
| Dragon | 11 | 7 | C/K/Cd | 1/2 Bolt, Fire, Ice damage | |
| Crystal | 12 | 8 | C | 1/2 Bolt, Fire, Ice damage | |
| Glass | 30 | 0 | All except CDK | Prevents all status effects | |

BODY ARMOR

| NAME | DEFENSE | MAG DEF | WHO CAN EQUIP | EFFECTIVE DEFENSE | PRICE |
|----------|---------|---------|------------------|--|-------|
| Prisoner | 1 | 1 | All except CDK | Sleep | |
| Clothes | 1 | 0 | All except CDK | | 50 |
| Bard | 2 | 1 | All except CDK | Silence | 700 |
| Leather | 2 | 1 | All except CDK | | 200 |
| Kenpo | 3 | 2 | All except CDK | | 4000 |
| GaiaGear | 3 | 3 | C/Ro/R/T/Pa/Po/F | Petrify | 500 |
| Iron | 4 | 1 | C/K/Cd | | 600 |
| Shadow | 5 | 1 | CDK | | |
| Wizard | 5 | 5 | C/Ro/R/T/Pa/Po/F | | 1200 |
| Hades | 7 | 2 | CDK | | |
| Black | 8 | 7 | R/T/Pa/F | | 10000 |
| Demon | 9 | 3 | CDK | | 3000 |
| BlkBelt | 10 | 3 | All except CDK | | 14000 |
| Paladin | 11 | 3 | C | | 8000 |
| Sorcerer | 12 | 9 | C/Ro/R/T/Pa/Po/F | 1/2 Bolt damage | 30000 |
| Flame | 13 | 4 | C/K/Cd | 1/2 Ice damage | 30000 |
| Mythril | 13 | 4 | C/K/Cd | | 17000 |
| PwrVest | 15 | 0 | All except CDK | | |
| IceArmor | 17 | 4 | C/K/Cd | 1/2 Fire damage | 35000 |
| White | 18 | 10 | C/Ro/T/Po/F | Darkness | |
| Diamond | 19 | 4 | C/K/Cd | 1/2 Bolt damage | 40000 |
| Minerva | 20 | 5 | Ro/R/Po | Paralyze | |
| Genji | 21 | 7 | C/K/Cd/Eg | | |
| Dragon | 23 | 8 | C/K/Cd | 1/2 Bolt, Fire, Ice damage | |
| Ninja | 24 | 13 | Eg | | 64000 |
| Crystal | 25 | 10 | C | Darkness, Mini, Paralyze, Poison, Toad | |
| Adamant | 100 | 20 | All except CDK | All stats +15 | |

ARM GEAR

| NAME | DEFENSE | MAG DEF | WHO CAN EQUIP | EFFECTIVE DEFENSE | PRICE |
|----------|---------|---------|---------------------|----------------------------|-------|
| RubyRing | 0 | 3 | All except CDK | Pig | 1000 |
| Cursed | 0 | 0 | All | Absorbs Bolt, Fire, Ice | |
| Strength | 2 | 2 | C/K/Cd/R/Y/Eg | | |
| Shadow | 2 | 0 | CDK | | |
| Iron | 2 | 0 | C/K/Cd/F | | 130 |
| IronRing | 2 | 2 | Ro/R/T/E/Y/Pa/Po/F | | 100 |
| Hades | 3 | 0 | CDK | | |
| Rune | 3 | 8 | Ro/R/T/E/Y/Pa/Po/Eg | Silence | 2000 |
| Demon | 4 | 0 | CDK | | |
| Silver | 4 | 4 | Ro/R/T/E/Y/Pa/Po/Eg | | 650 |
| Paladin | 5 | 1 | C | | 3000 |
| GoldRing | 6 | 8 | Ro/R/T/E/Y/Pa/Po/Eg | 1/2 Bolt damage | 4000 |
| Mythril | 6 | 2 | C/K/Cd/F | | 2000 |
| Diamond | 7 | 3 | C/K/Cd | 1/2 Bolt damage | 5000 |
| Genji | 8 | 3 | C/K/Cd | | |
| Dragon | 9 | 7 | C/K/Cd | 1/2 Bolt, Fire, Ice damage | |
| Crystal | 10 | 7 | C | | |
| Zeus | 10 | 0 | C/K/Cd/R/Y/Eg | Mini | |
| Protect | 10 | 12 | All except CDK | 1/2 Bolt, Fire, Ice damage | |
| CrysRing | 20 | 12 | All except CDK | Confuse, Paralyze, Sleep | |

EQUIPMENT & ITEMS

ARMOR

| NAME | DESCRIP. | DEF | EQUIP ON |
|-------------|-------------------------------|-----|------------|
| Hide Tunic | | 5 | All |
| Karate Gi | | 10 | All |
| Bronze Mail | | 16 | Males |
| Maiden Suit | | 18 | Females |
| Iron Suit | | 25 | All |
| Titan Vest | | 32 | All |
| Taban Vest | Speed +2 | 33 | Lucca Only |
| Gold Suit | | 39 | All |
| Ruby Vest | Cuts Fire by 50% | 45 | All |
| Dark Mail | Magic Defense +5 | 45 | Males |
| White Vest | Absorbs 50% of Lightning hits | 45 | All |
| Black Vest | Absorbs 50% of Shadow hits | 45 | All |
| Blue Vest | Absorbs 50% of Water hits | 45 | All |
| Red Vest | Absorbs 50% of Fire hits | 45 | All |
| Meso Mail | | 52 | All |
| Mist Robe | | 54 | Females |
| Lumin Robe | Magic Defense +5 | 63 | Females |
| Flash Mail | | 64 | Males |
| White Mail | Absorbs Lightning hits | 70 | All |
| Black Mail | Absorbs Shadow hits | 70 | All |
| Blue Mail | Absorbs Water hits | 70 | All |
| Red Mail | Absorbs Fire hits | 70 | All |
| Lode Vest | | 71 | All |
| Aeon Suit | | 75 | All |
| Raven Armor | | 76 | Magus Only |
| Ruby Armor | Cuts Fire by 80% | 78 | All |
| Taban Suit | Speed +3 | 79 | Lucca Only |
| Zodiac Cape | Magic Defense +10 | 80 | Females |
| Nova Armor | Protects status | 82 | Males |
| Gloom Cape | | 84 | Magus Only |
| Moon Armor | Magic Defense +10 | 85 | Males |
| Prism Dress | Cut Magic attack by 1/3 | 99 | Females |

REGULAR ITEMS

| NAME | DESCRIP. |
|-------------|-------------------------------|
| Tonic | Restores 50 HP |
| Mid Tonic | Restores 200 HP |
| Full Tonic | Restores 500 HP |
| Ether | Restores 10 MP |
| Mid Ether | Restores 30 MP |
| Full Ether | Restores 60 MP |
| Hyper Ether | Restores all MP |
| Elixir | Restores HP/MP |
| Mega Elixir | Restores HP/MP for all |
| Heal | Restores Status |
| Revive | Revives an ally |
| Shelter | Recovers HP/MP at Save Points |
| Power Meal | Recovers from ? |
| Lapis | Restores 200 HP for all |
| Barrier | Cuts magic hits by 1/3 |
| Shield | Cuts physical hits by 1/3 |
| Power Tab | Power +1 |
| Magic Tab | Magic +1 |
| Speed Tab | Speed +1 |

HELMETS

| NAME | DESCRIP. | DEF | EQUIP ON |
|--------------|-------------------------------|-----|------------|
| Hide Cap | | 3 | All |
| Bronze Helm | | 8 | All |
| Iron Helm | | 14 | All |
| Beret | | 17 | Females |
| Gold Helm | | 18 | Males |
| Rock Helm | | 20 | All |
| CeraTopper | | 23 | All |
| Taban Helm | Magic Defense +10 | 24 | Lucca Only |
| Glow Helm | | 25 | Males |
| Lode Helm | | 29 | All |
| Doom Helm | | 29 | Magus Only |
| Sight Cap | Prevents Chaos | 30 | All |
| Memory Cap | Prevents Lock | 30 | All |
| Time Hat | Prevents Stop and Slow | 30 | All |
| Aeon Helm | | 33 | All |
| Mermaid Cap | Cuts Water hits by 50% | 35 | All |
| Rainbow Helm | Cuts Lightning hits by 50% | 35 | All |
| Dark Helm | Cuts Shadow hits by 50% | 35 | Males |
| Haste Helm | 50% less time between attacks | 35 | All |
| Vigil Hat | Protects status | 36 | All |
| Safe Helm | Cuts physical damage by 1/3 | 38 | All |
| Prism Helm | Def. +9 Locks status | 40 | All |
| Gloom Helm | Protects status | 42 | Magus |
| OzziePants | Causes Confusion | 45 | All |

ACCESSORIES (ALPHABETICAL)

| NAME | DESCRIP. | EQUIP ON |
|----------------|--|---------------------|
| Amulet | Protects status | All |
| Bandana | Speed +1 | All |
| Berserker | Auto attack / Hit & Def. Up | All |
| Black Rock | Invokes Triple Tech, Dark Eternal | Lucca, Magus, Marle |
| Blue Rock | Invokes Triple Tech, Omega Flare | Lucca, Magus, Robo |
| Charm Top | Charm power up | Aylla Only |
| Dash Ring | Speed +3 | All |
| Defender | Vigor +2 | All |
| Flea Vest | Magic Defense +12 | All but Lucca |
| Frenzy Band | 80% Counterattack rate | All |
| Gold Earring | Max HP up by 50% | All |
| Gold Rock | Invokes Triple Tech, Grand Dream | Frog, Marle, Robo |
| Gold Stud | MP use cut by 75% | All |
| Green Dream | One-time auto reanimate | All |
| Hero Medal | Ups critical rate of Masamune | Frog Only |
| Hit Ring | Strike +10 | All |
| Magic Ring | Magic +6 | All |
| Magic Scarf | Magic +2 | All |
| Magic Seal | Magic: Magic Defense +5 | All |
| Muscle Ring | Vigor +6 | All |
| Power Glove | Power +2 | All |
| Power Ring | Power +6 | All |
| Power Scarf | Power +4 | All |
| Power Seal | Power: Vigor +10 | All |
| Prism Specs | Ups attack power to the max | All |
| Rage Band | 50% Counterattack rate | All |
| Ribbon | Strike +2 | All |
| Sight Scope | Shows enemy's HP | All |
| Silver Earring | Max HP up by 25% | All |
| Silver Rock | Invokes Triple Tech, Spin Strike | Aylla, Frog, Robo |
| Silver Stud | MP use cut by 50% | All |
| Speed Belt | Speed +2 | All |
| Sun Shades | Ups attack power | All |
| Third Eye | 2x Evade | All |
| Wall Ring | Magic Defense +10 | All |
| Wallet | Turns EXP into G | All |
| White Rock | Invokes Triple Tech, Poyozo Dance | Aylla, Lucca, Marle |

ITEMS

Items play a pivotal role in Final Fantasy IV. There are various types of items. Throughout the game, Recovery Items can be used to restore the characters' HP and MP and to remove status ailments.

Offensive Items are single-use weapons that can be used in combat against your enemies. Since they are not magic-based, their effectiveness is 100% guaranteed when used against the right enemies.

Many other items play a part in the story, and must be kept in the party inventory until such time as they are needed. In most cases, you will use these "event items" almost immediately, so it's not much of a concern.

INVENTORY MANAGEMENT

Your party is only capable of carrying a certain number of items. Each item slot can hold up to 99 of any item. But if you run out of spaces, you cannot collect or purchase any more items.

To avoid this, make frequent visits to the Chocobo Forests scattered around the world. There, move to the north side of the forest and search until you "smell chocobo in the air." Use a Gysahl, and the Fat Chocobo will appear. The Fat Chocobo will store any items that you don't want to sell or discard.

MONEY PROBLEMS

As you explore further in the game, you will realize that most armor and weapons need to be purchased from item shops, and cannot be found in dungeons or lairs. Sometimes the prices are rather exorbitant. To make money fast, sell off the items that you won't be using any more. For instance, after Cecil becomes a paladin all his dark knight gear has no further use. You can sell these items for a good amount of money, to help you purchase the armor and weapons Cecil needs to be a successful paladin.

There are sneakier ways to make money. Check the "Item Duplication Trick" in the Secrets section for more details.

RECOVERY ITEMS

| NAME | EFFECT | TARGET | PRICE |
|----------|---|----------|--------|
| Alarm | Wakes up those who have fallen asleep during battle (cures Sleep). | Multiple | |
| Antidote | Cures those who have been poisoned (cures Poison). | Single | 40 |
| Cabin | Completely restores HP and MP. Cures all status ailments. | Multiple | 500 |
| Cross | Cures those who have been cursed (cures Curse). | Single | 100 |
| DietFood | Cures those who have become pigs (cures Pig). | Single | 100 |
| EchoNote | Cures those who have lost their magic ability (cures Silence). | Single | 50 |
| Elixir | Completely restores HP and MP. | Single | 100000 |
| Ether1 | Restores some MP. | Single | 10000 |
| Ether2 | Restores more MP than Ether1. | Single | 50000 |
| Eyedrops | Cures those who have become blind (cures Darkness). | Single | 30 |
| HiPotion | Restores more HP than Potion. | Single | 150 |
| Life | Cures KO and restores minimal HP. | Single | 100 |
| MaidKiss | Cures those who have become toads (cures Toad). | Single | 60 |
| Mallet | Cures those who have become small (cures Mini). | Single | 80 |
| Potion | Restores some HP. | Single | 30 |
| Remedy | Cures all status ailments except KO. | Single | 5000 |
| Soft | Cures those who have become petrified (cures Petrify). | Single | 400 |
| Tent | Restores some HP and MP. Cures all status ailments except KO. | Multiple | 100 |
| Unihorn | Cures status ailments that would otherwise disappear after battle (like Confuse and Berserk). | Multiple | |
| XPotion | Restores more HP than HiPotion. | Single | |

DEFENSIVE ITEMS

| NAME | EFFECT | TARGET | PRICE |
|----------|---|--------|-------|
| Illusion | Helps you to dodge attacks by creating your double. | Single | |
| MoonVeil | Stronger version of StarVeil. Lasts longer than StarVeil or Wall. | Single | |
| StarVeil | Reflects enemy magic. Lasts longer than the spell Wall. | Single | |

SHOP LISTS

LEENE SQUARE (VARIOUS MERCHANTS)

| | |
|-------------|------|
| Iron Blade | 350 |
| Lode Sword | 4000 |
| Karate Gi | 300 |
| Bronze Helm | 200 |
| Tonic | 10 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

TRUCE (1000 AD)

| | |
|------------|------|
| Red Katana | 4500 |
| Robin Bow | 2850 |
| Plasma Gun | 3200 |
| Hammer Arm | 1200 |
| Titan Vest | 1200 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |
| Shelter | 150 |

DORINO

| | |
|-----------|-----|
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

IOKA TRADING HUT

| | |
|------------|-----------------------|
| Ruby Gun | 3 petals & 3 fangs |
| Sage Bow | 3 petals & 3 horns |
| Stone Arm | 3 petals & 3 feathers |
| Flint Edge | 3 fangs & 3 horns |
| Ruby Vest | 3 fangs & 3 feathers |
| Rock Helm | 3 horns & 3 feathers |

MEDINA VILLAGE (BEFORE DEFEATING MAGUS)

| | |
|-------------|-------|
| Iron Blade | 65000 |
| Steel Saber | 65000 |
| Demon Edge | 65000 |
| Lumin Robe | 65000 |
| Flash Mail | 65000 |
| Glow Helm | 65000 |
| Tonic | 2020 |
| Mid Tonic | 20200 |
| Full Tonic | 65000 |
| Heal | 2020 |
| Revive | 40400 |
| Shelter | 30300 |
| Ether | 65000 |

PORRE MARKET (1000 AD)

| | |
|-------------|-----|
| Steel Saber | 800 |
| Iron Bow | 850 |
| Dart Gun | 800 |
| Karate Gi | 300 |
| Bronze Mail | 520 |
| Bronze Helm | 200 |
| Tonic | 10 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

ARRIS DOME

| | |
|-----------|-----|
| Auto Gun | 350 |
| Iron Suit | 800 |
| Iron Helm | 500 |
| Tonic | 10 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

MELCHIOR'S HUT

| | |
|------------|------|
| Red Katana | 4500 |
| Robin Bow | 2850 |
| Plasma Gun | 3200 |
| Hammer Arm | 3500 |
| Titan Vest | 1200 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |

IOKA TRADING HUT (AFTER DEFEATING MAGUS)

| | |
|------------|-----------------------|
| Dream Gun | 3 petals & 3 fangs |
| Dream Bow | 3 petals & 3 horns |
| Magma Hand | 3 petals & 3 feathers |
| Aeon Blade | 3 fangs & 3 horns |
| Ruby Vest | 3 fangs & 3 feathers |
| Rock Helm | 3 horns & 3 feathers |

MEDINA VILLAGE (AFTER DEFEATING MAGUS)

| | |
|-------------|-------|
| Iron Blade | 262 |
| Steel Saber | 597 |
| Demon Edge | 12684 |
| Lumin Robe | 4850 |
| Flash Mail | 6342 |
| Glow Helm | 1717 |
| Tonic | 8 |
| Mid Tonic | 75 |
| Full Tonic | 523 |
| Heal | 8 |
| Revive | 150 |
| Shelter | 112 |
| Ether | 597 |

TRUCE (600 AD)

| | |
|-------------|-----|
| Iron Blade | 350 |
| Dart Gun | 800 |
| Karate Gi | 300 |
| Bronze Helm | 200 |
| Tonic | 10 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

TRANN DOME

| | |
|-----------|------|
| Auto Gun | 1200 |
| Iron Suit | 800 |
| Iron Helm | 500 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

IOKA VILLAGE

| | |
|-----------|-----|
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |

FIONA'S SHRINE

| | |
|------------|-------|
| Sight Cap | 20000 |
| Memory Cap | 20000 |
| Time Hat | 30000 |
| Vigil Hat | 50000 |

PORRE (600 AD)

| | |
|-----------|------|
| Gold Suit | 1300 |
| Beret | 700 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

OFFENSIVE ITEMS

| NAME | EFFECT | TARGET | PRICE |
|----------|--|----------|-------|
| Big Bomb | Stronger version of the offensive item Bomb. | Multiple | |
| Blizzard | Freezes the enemy with cold dragon breath. | Multiple | |
| Bomb | Causes fire damage. | Multiple | |
| Boreas | Stronger version of Notus. | Multiple | |
| Coffin | Kills the enemy instantly. Same effect as the black magic spell Death. | Single | |
| GaiaDrum | Causes an earthquake to damage enemies. | Multiple | |
| Grimoire | A book of summons that calls a random summoned creature. | N/A | |
| Inferno | Scorches the enemy with dragon fire. | Multiple | |
| Kamikaze | Sacrifices user's HP to damage the enemy by that same amount. | Single | |
| | User becomes KO'd. | | |
| LiStorm | Zaps the enemy with a dragon's lightning bolt. | Multiple | |
| Notus | Causes ice damage. | Multiple | |
| Stardust | Showers stardust that causes damage to any type of enemy. | Multiple | |
| ThorRage | Causes bolt damage. | Multiple | |
| ZeusRage | Stronger version of ThorRage. | Multiple | |

SUPPORT ITEMS

| NAME | EFFECT | TARGET | PRICE |
|----------|--|----------|-------|
| Bacchus | Berserks the target so he/she attacks powerfully but uncontrollably. | Single | |
| Hermes | Raises agility. Same effect as the white magic spell Haste. | Single | |
| HrGlass1 | Stops time for enemies, immobilizing them. | Multiple | |
| HrGlass2 | Stronger version of HrGlass1. Enemies immobile for a longer time. | Multiple | |
| HrGlass3 | Stronger version of HrGlass2. | Multiple | |
| MuteBell | Prevents the enemy from using magic by silencing them. | Multiple | |
| Silk Web | Spins webs around the enemy to hinder their mobility. | Multiple | |
| Succubus | Restores MP by absorbing target's MP. | Single | |
| Vampire | Restores HP by absorbing target's HP. | Single | |

OTHER ITEMS

| NAME | EFFECT | TARGET | PRICE |
|----------|--|--------|-------|
| Ag Apple | Raises maximum HP by 50 points. | Single | |
| Alert | Alerts enemies to your presence and pulls you straight into battle. | N/A | |
| Au Apple | Raises maximum HP by 100 points. | Single | |
| Bestiary | Learn enemy HP and weaknesses. | Single | |
| Bomb | Teaches Rydia how to summon Bomb. | Single | |
| Cocatrix | Teaches Rydia how to summon Cocatrix. | Single | |
| EagleEye | Zooms out the screen to view surroundings. | N/A | 100 |
| Exit | Warps you out of dungeons to the surface. | N/A | |
| Gysahl | Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air. | N/A | 50 |
| Imp | Teaches Rydia how to summon Imp. | Single | |
| Mage | Teaches Rydia how to summon Mage. | Single | |
| Smut | Ooh la la! | N/A | |
| SomaDrop | Raises maximum MP by 10 points. | Single | |
| Whistle | Allows you to call Fat Chocobo from anywhere, except during battle. | N/A | 20000 |

EVENT ITEMS

| NAME | EFFECT |
|----------|--|
| Adamant | A rare ore. |
| BaronKey | Unlocks a door. |
| BombRing | Ring with a Bomb's spirit dwelling inside. |
| Crystal | A mystic jewel with the power to seal evil. |
| DkMatter | Slows down the rate of damage caused by Zeromus's Big Bang attack. |
| Magma | An ordinary-looking stone. |
| Necklace | Necklace with the power to break a powerful seal. |
| Pan | Yang's wife's frying pan. |
| Pass | Pass to enter an exclusive place. Costs 10000 Gil. |
| PinkTail | PinkPuff's tail. |
| Rat Tail | A small tail. |
| SandRuby | A rare jewel that can cure desert fever. |
| TowerKey | Unlocks a door. |
| TwinHarp | Allows you to transmit your voice really far. |

TERRA CAVE

| | |
|-------------|-------|
| Demon Edge | 17000 |
| Comet Arrow | 7800 |
| Megablast | 9800 |
| Megaton Arm | 15000 |
| Flash Blade | 18000 |
| Lumin Robe | 6500 |
| Flash Mail | 8500 |
| Glow Helm | 2300 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |
| Ether | 800 |

ENHASA

| | |
|------------|-----|
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |
| Ether | 800 |

LAST VILLAGE

| | |
|---------------|-------|
| SHOP 2 | |
| Star Sword | 25000 |
| Sonic Arrow | 10000 |
| Shock Wave | 11000 |
| Kaiser Arm | 21000 |
| Rune Blade | 24000 |
| Hurricane | 35000 |
| Aeon Suit | 9000 |
| Aeon Helm | 7800 |
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |
| Ether | 800 |
| Mid Ether | 2000 |

CHORAS (600 AD)

| | |
|------------|------|
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Ether | 800 |
| Mid Ether | 2000 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

KAJAR

| | |
|------------|-----|
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |
| Ether | 800 |

BLACK OMEN

| | |
|-------------|-------|
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Mid Ether | 2000 |
| Full Ether | 6000 |
| Hyper Ether | 10000 |

CHORAS (1000 AD)

| | |
|------------|------|
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Ether | 800 |
| Mid Ether | 2000 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |

LAST VILLAGE

| | |
|---------------|-----|
| SHOP 1 | |
| Tonic | 10 |
| Mid Tonic | 100 |
| Full Tonic | 700 |
| Heal | 10 |
| Revive | 200 |
| Shelter | 150 |
| Ether | 800 |

C DARK AGES MIDDLE AGES

BEFORE THE ADVENTURE BEGINS

Before starting the walkthrough, read through these basics about the characters and the world in which they live:

DIFFICULTY



Even expert RPG players may find this version of Final Fantasy IV to be a challenge. When this game was originally released in Japan years ago, players could purchase either of two versions: Easy Type or Hard Type. The easy version was released in the US as Final Fantasy II, so this is the first time that Final Fantasy IV Hard Type is available to American players.

To combat the extreme difficulty, always equip your characters with the best armor and weapons available. Spend time between events wandering wilderness areas, leveling up your characters so that they are better able to meet the challenges ahead. Finally, save your game often, using the Memo feature. Just don't forget to save your data onto a memory card before shutting off your PlayStation!



STATUS ABNORMALITIES

During combat, your characters can sometimes have impairments inflicted upon them that reduce or eliminate their ability to continue fighting. Some status abnormalities disappear when the battle ends, but others must be removed manually by using the appropriate medicine or spell. All status effects can be removed by using a Cabin. Check the list of "General Items" in the Items section to see which medicines remove which status ailments.

Some spells, weapons, and items allow characters to inflict status abnormalities on enemies. Review all the tables in the Equipment section, and use status impairments to your benefit.

TIPS AND HINTS

Here's a quick and general list of how to keep your head above water in Final Fantasy IV:

Use the Row and Order commands effectively. Place low-HP magic users in the back row of the party formation, and place higher-HP fighters with better armor at the front. If you are Back Attacked and your rows are switched, press left on the directional buttons to display the "Row" command to swap positions.

Heal characters both in and out of battle. Use magic for this whenever possible, since MP can be replenished by visiting an Inn, Chocobo Forests, and other resources. Don't waste all your HiPotions and other rare medicines, which are more useful later in the game.

Use the "Psych" ability to acquire more MP if you run low. Black mages and sages all learn this ability.

Between each event, when you have a decent-sized party, you should roam the area and fight several random battles. Increase party levels to be ready for the challenges ahead. Have patience and invest time into your characters. Don't rush ahead.

There may be a better weapon to use in a particular battle, so don't hesitate to switch weapons. You can change what's in a character's hands and attack in the same turn, so use this to your advantage.

Constantly check the Bestiary at the start of each section. Know your enemies' weaknesses and exploit them. For example, when you encounter an enemy that is weak against "Projectiles," equip one of your characters with bow and arrows or with a spear.

Always equip your characters with the best armor available. Don't be stingy with your money, as there are ways to make more.

FURTHER TRAINING

If you need to know more, visit the Black Magic Lab and the White Magic Lab on level 1F of Castle Baron to learn about the different types of magic. For basic combat training, enter the Devil's Road building in the town of Baron and go down the stairs to enter the Training Room. Talk to all the people in these rooms and you'll have a better understanding of the game in no time.



The Walkthrough is broken down by chapters, just like the story of the game. There are 26 chapters which can be found on the Save/Load menu after you save a game before or after certain events.

PREHISTORIC

DARK AGES

MIDDLE AGES

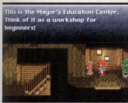
PRESENT

FUTURE

15

THE MILLENNIAL FAIR — 1000 AD

MAIN OBJECTIVES:



Learn some game basics at the Mayor's Manor.



Join the Millennial Fair at Leene Square.



Find Marle's Pendant.



Attend the unveiling of Lucca's new invention.



MOM: Oh, I almost forgot! Here's your allowance, dear! Have fun at the Fair!



MJ, mj! You're so enthusiastic! Use this to help you get started!

CRONO'S HOUSE

The Millennial Fair marks the anniversary of the end of the war with Magus, which occurred a thousand years ago. Head downstairs and speak to Crono's mom. Speak to her again to get 200 G.

ITEMS FOUND
200G

MAYOR'S MANOR

Take some time to get oriented to the world you've just entered. Finding a few helpful items wouldn't hurt, either. Visit the Mayor's Manor south of Crono's house. Inside, talk to people to learn about various features of the game. Open the treasure chests for items. Upstairs, speak twice to the man closest to the treasure chest to get 300 G.

ITEMS FOUND
Tonic
100G
300G

TRUCE AND PORRE

Some other areas of the game are worth visiting, to get better acquainted with your world. You can talk to people to learn some local history, and there are shops to visit further south.



Head east along the pier to the Ticket Office where you can ride the ferry to Porre for 10 G. You can also head to Porre by traveling west across the land and south across the Zenan Bridge, but the ferry is more fun.



Porre has a good Market, stocked with powerful weapons and equipment that you might be able to afford. Stock up on Tonics, Heals, and Revives.



The Mayor of Porre will pay you 10 G to act like a chicken. Upstairs in his house is a chest containing a Shelter.

ITEMS FOUND
Shelter

SHOP LISTS

TOWN OF BARON*

| SHOP | ITEMS | GIL |
|--------|--------------------|------|
| Weapon | Thunder (rod) | 700 |
| | Cure (staff) | 480 |
| | FireClaw | 350 |
| | IceClaw | 450 |
| | BoltClaw | 550 |
| Armor | Headband | 450 |
| | Kenpo | 4000 |
| | Silver (gauntlets) | 650 |
| | | |
| Item | Potion | 30 |
| | Life | 100 |
| | Soft | 400 |
| | MaidKiss | 60 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Tent | 100 |
| | Gysahl | 50 |

*Weapon and Armor shops in Baron won't open until Cecil is a paladin.

MYSIDIA

| SHOP | ITEMS | GIL |
|--------|---------------------|------|
| Weapon | IceRod | 220 |
| | FlameRod | 380 |
| | Cure (staff) | 480 |
| | Crossbow | 700 |
| | Holy (arrow) | 20 |
| Armor | Magus (hat) | 700 |
| | GaiaGear | 500 |
| | Silver (gauntlets) | 650 |
| | Paladin (shield) | 700 |
| | Paladin (helm) | 4000 |
| | Paladin (armor) | 8000 |
| | Paladin (gauntlets) | 3000 |
| Item | Potion | 30 |
| | HiPotion | 150 |
| | Life | 100 |
| | Soft | 400 |
| | EchoNote | 50 |
| | Antidote | 40 |
| | Tent | 100 |
| | Cabin | 500 |

MYTHRIL VILLAGE

| SHOP | ITEMS | GIL |
|--------|---------------------|-------|
| Weapon | Mythril (staff) | 4000 |
| | Mythril (dagger) | 3000 |
| | Mythril (hammer) | 8000 |
| | Mythril (sword) | 6000 |
| Armor | Mythril (shield) | 1000 |
| | Mythril (helm) | 3000 |
| | Mythril (armor) | 17000 |
| | Mythril (gauntlets) | 2000 |
| Item | MaidKiss | 60 |
| | Mallet | 80 |
| | DierFood | 100 |

KAIPO

| SHOP | ITEMS | GIL |
|--------|-----------------|-----|
| Weapon | Rod | 100 |
| | Staff | 160 |
| | ShortBow | 220 |
| Armor | Brass (arrow) | 10 |
| | Leather (hat) | 100 |
| | Clothes | 50 |
| | Leather (armor) | 200 |
| Item | IronRing | 100 |
| | Potion | 30 |
| | Life | 100 |
| | Soft | 400 |
| | MaidKiss | 60 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Tent | 100 |
| | Gysahl | 50 |

VILLAGE OF MIST

| SHOP | ITEMS | GIL |
|--------|------------------|------|
| Weapon | Whip | 3000 |
| | Dancing (dagger) | 5000 |
| Armor | Bard | 70 |

TROIA

| SHOP | ITEMS | GIL |
|--------|-----------------|-------|
| Weapon | Wooden (hammer) | 80 |
| | GreatBow | 2000 |
| | Fire (arrow) | 30 |
| | Ice (arrow) | 30 |
| | Bolt (arrow) | 30 |
| | | |
| Armor | Leather (hat) | 100 |
| | Feather (hat) | 330 |
| | Clothes | 50 |
| | Leather (armor) | 200 |
| | RubyRing | 1000 |
| Item | Potion | 30 |
| | Life | 100 |
| | Soft | 400 |
| | MaidKiss | 60 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Tent | 100 |
| | Gysahl | 50 |
| Pub | Pass | 10000 |

FABUL

| SHOP | ITEMS | GIL |
|-------------------|-------------------|------|
| Weapons/ Armor | FireClaw | 350 |
| | IceClaw | 450 |
| | BoltClaw | 550 |
| | Demon (helm) | 980 |
| | Demon (armor) | 3000 |
| | Demon (gauntlets) | 800 |
| Item | Potion | 30 |
| | Life | 100 |
| | Soft | 400 |
| | MaidKiss | 60 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Tent | 100 |
| | Gysahl | 50 |

AGART

| SHOP | ITEMS | GIL |
|--------|------------------|------|
| Weapon | Rod | 100 |
| | Staff | 160 |
| | Spear | 60 |
| | Boomrang | 3000 |
| | ShortBow | 220 |
| | Crossbow | 700 |
| | Brass (arrow) | 10 |
| | Holy (arrow) | 20 |
| | | |
| | | |
| Armor | Iron (shield) | 100 |
| | Iron (helm) | 150 |
| | Iron (armor) | 600 |
| | Iron (gauntlets) | 130 |
| | IronRing | 100 |
| Item | Potion | 30 |
| | Life | 100 |
| | Soft | 400 |
| | MaidKiss | 60 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Tent | 100 |
| | Gysahl | 50 |

CAVE EBLAN

| SHOP | ITEMS | GIL |
|--------|----------------|-------|
| Weapon | Power (staff) | 2000 |
| | IceBrand | 26000 |
| | IceSpear | 21000 |
| | Kunai | 4000 |
| | Boomrang | 3000 |
| | Archer (bow) | 3000 |
| | Poison (arrow) | 70 |
| | | |
| | | |
| | | |
| Armor | IceShld | 10000 |
| | IceArmor | 35000 |
| | Black (robe) | 10000 |
| Item | Soft | 400 |
| | MaidKiss | 60 |
| | Mallet | 80 |
| | DierFood | 100 |
| | EchoNote | 50 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Cross | 100 |



GUARDIA FOREST

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|----|------|----|-----|----------|-------|-------|
| Avian Chaos | 45 | 1 | 18 | 4 | None | None | None |
| Beetle | 12 | 1 | 15 | 3 | None | None | None |
| Metake | 14 | 1 | 16 | 3 | None | None | Tonic |

Fight some enemies in Guardia Forest to experience the combat system, level up, learn Crono's first technique, and acquire some money. A twinkling object on the ground to the far right is a **Power Tab**, which can be used to increase Crono's attack power by 1.



LEENE SQUARE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------|----|------|---|-----|----------|------------|------|
| Gato | 76 | 1 | 0 | 10 | None | Power Meal | None |

The south square is where the merchants have set up temporary stores, and there are a few mini-games for you to play. Winning contests awards Silver Points, which can be traded at the festival or converted into regular money by a merchant in the north square.



TIP

Your actions at the fair will determine certain events later in the game. Keep this in mind while visiting this area.

Meet Marle First!!!

Head north past the merry-go-round and up the stairs. A young girl bumps into Crono. Speak to her first, and then pick up her **Pendant** and return it to her. This is Marle, and she will join Crono briefly. Now is a good time to check out the games and speak to all the people. Marle makes your time at the fair a lot more fun!

Millennial Fair Attractions



TENT OF HORRORS

Sideshow freak Norstein Bekker allows you to spend 10, 40, or 80 Silver Points. The amount you bet determines the game and the prize:



THE 10-POINT GAME

PRIZE: POYOZO DOLL (OR CAT FOOD)

The "ol' switcheroo" at its finest. Three soldiers will scramble and exchange places. Bekker then asks you to point out one of them. If you identify your man correctly, you win. The doll appears at Crono's House, and changes the theme music to a different song. Cat food prevents cats from leaving Crono's House.



THE 40-POINT GAME

PRIZE: CRONO CLONE (OR CAT FOOD)

A clone of Crono appears. Use the controller buttons to mimic its gestures accurately, and you will win the clone. This is an essential part of the game, and you'll just have to do it later if you don't do it now.



THE 80-POINT GAME

PRIZE: ANOTHER CAT APPEARS AT CRONO'S HOUSE (OR CAT FOOD)

Your secondary character is in danger of falling into fire. Meanwhile, you must push three coins across the floor, which knocks three advancing monsters back toward the exit. Finish before time's up! This game is quite challenging and the exact benefit of the reward is rather obscure in nature, though it may have a slight impact on the ending of the game.



RING THE BELL

PRIZE: 1 SILVER POINT

On the left side of the south square is a game where you try to ring the bell at the top of the pole. The vendor beside the game explains how to do it.



GUESS THE WINNER

PRIZE: 20 SILVER POINTS

If you watch the four racers, you will see that they stop after every lap. Go to the tent closest to the finish line and a man will let you guess who will win the race. Between each race, go back to the man and he will tell you who won and give you a prize if you guessed correctly. There is an old fellow near the finish line who will tell you who's going to win right before the race starts. Many times he's right, but sometimes he's wrong.

DWARVEN CASTLE

| SHOP | ITEMS | GIL |
|--------|------------------|-------|
| Weapon | Dwarf (axe) | 15000 |
| | GreatBow | 2000 |
| | Darkness (arrow) | 40 |
| | Flame (sword) | 14000 |
| | FireSpr | 11000 |
| Armor | Flame (shield) | 1250 |
| | Flame (armor) | 30000 |
| | Wizard (hat) | 2000 |
| | Wizard (robe) | 1200 |
| | Rune (gloves) | 2000 |
| | Soft | 400 |
| Item | MaidKiss | 60 |
| | Mallet | 80 |
| | DierFood | 100 |
| | EchoNote | 50 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Cross | 100 |
| | Life | 100 |
| | Potion | 30 |
| | HiPotion | 150 |
| | Tent | 100 |
| | Cabin | 500 |
| | EagleEye | 100 |
| | Gysahl | 50 |
| | Remedy | 5000 |

KOKKOL'S SMITHY

| SHOP | ITEMS | GIL |
|--------|----------------|-------|
| Weapon | Shuriken | 20000 |
| | Fuma | 50000 |
| Item | Yoichi (arrow) | 140 |

TOMRA

| SHOP | ITEMS | GIL |
|--------|---------------------|-------|
| Weapon | Ashura | 7000 |
| | Chain | 6000 |
| | Ogre (axe) | 45000 |
| | Archer (bow) | 3000 |
| | Mute (arrow) | 100 |
| Armor | Diamond (shield) | 15000 |
| | Diamond (helm) | 10000 |
| | Diamond (armor) | 40000 |
| | Diamond (gauntlets) | 5000 |
| | Tiara | 20000 |
| | GoldRing | 4000 |
| Item | Soft | 400 |
| | MaidKiss | 60 |
| | Mallet | 80 |
| | DierFood | 100 |
| | EchoNote | 50 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Cross | 100 |
| | Life | 100 |
| | Potion | 30 |
| Item | HiPotion | 150 |
| | Tent | 100 |
| | Cabin | 500 |
| | EagleEye | 100 |
| | Gysahl | 50 |
| | Remedy | 5000 |

HUMMINGWAY HOME

| SHOP | ITEMS | GIL |
|------|----------|--------|
| Item | HiPotion | 150 |
| | Life | 100 |
| | Ether1 | 10000 |
| | Ether2 | 50000 |
| | Elixir | 100000 |
| | Cabin | 500 |
| | Bestiary | 980 |
| | Whistle | 20000 |
| | | |
| | | |

LAND OF SUMMONS

| SHOP | ITEMS | GIL |
|--------|-----------------|-------|
| Weapon | Whip | 3000 |
| | Chain (whip) | 6000 |
| | Blitz | 10000 |
| | Kotetsu | 11000 |
| | FairyRod | 5000 |
| | Lunar (staff) | 7000 |
| | Angel (arrow) | 110 |
| Armor | Aegis (shield) | 20000 |
| | Sorcerer (robe) | 30000 |
| Item | Soft | 400 |
| | MaidKiss | 60 |
| | Mallet | 80 |
| | DierFood | 100 |
| | EchoNote | 50 |
| | Eyedrops | 30 |
| | Antidote | 40 |
| | Cross | 100 |
| | Life | 100 |
| | Potion | 30 |
| | HiPotion | 150 |
| | Tent | 100 |
| | Cabin | 500 |
| | EagleEye | 100 |
| | Gysahl | 50 |
| | Remedy | 5000 |



SODA DRINKING CONTEST PRIZE: 5 SILVER POINTS

Join the man at the table in the section east of the north square. Rapidly tap the X button to try to drink eight sodas in 30 seconds. The easiest way to win is to use a controller that has auto-fire.



BEAT GATO PRIZE: 15 SILVER POINTS

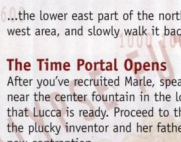
In the west section of the north square is a giant robot that sings karaoke and challenges you to fight. If you've recruited Marle and leveled up Crono some in the Guardia Forest, it's no problem! This battle is also worth experience points and tech points.



Interacting with People

In the south square is a man named Melchior. Speak to him after you've recruited Marle. He displays his items, then tries to buy Marle's pendant. Don't let him have it!

In the lower west part of the north square is an old man about to enjoy his lunch. If you examine the pink bag, Crono will eat it greedily. **DO NOT EAT THE FOOD!** Notice the cat, and head to...



The Time Portal Opens

After you've recruited Marle, speak to either of the girls near the center fountain in the lower square. They'll tell you that Lucca is ready. Proceed to the very north section where the plucky inventor and her father have set up their clunky new contraption.



At the stairs, Marle decides she wants some candy. **Wait patiently for her to decide, don't move or press a button!** This also affects later events in the game.



You must participate in Lucca's goofy experiment. Step on the left portal, and you'll be teleported to the right. You can teleport through as many times as you like. Speak to Marle, and she will jump into the act. Only this time, the fabric of the space-time continuum rips open and Marle disappears! Step onto the left portal once more and collect Marle's pendant, and the time portal will open once again for Crono.

THE QUEEN RETURNS – 600 AD

MAIN OBJECTIVES:



Fight your way out of the canyon.



Talk to the folks in Truce to find out what happened.



Head west, and venture through Guardia Forest.



Meet Marle at the castle entrance.

WALKTHROUGH

Bestiary Information

Refer to the Bestiary at the start of the description of each area. A better understanding of the enemies you're about to face will help you prepare. The Bestiaries only list the monsters that appear for the first time at the specified locations; therefore, the monsters you encounter early in the game may also appear later, in other locations. EXP numbers for each monster are rounded up, and you might get one point more or less for defeating two of the same monster type at one time. Note that EXP is divided evenly among all surviving party members at the end of each battle.

MISSION TO THE VILLAGE OF MIST

MAIN OBJECTIVES:



Meet Cecil's allies at Castle Baron.



Find supplies hidden around the town.



Cross the outskirts to the Mist Cave.



Battle the Mist Dragon.



Deliver destruction to the village of Mist.



Take Rydia to Kaipo.



Fend off Baron's soldiers.



Reunite with a feverish Rosa.

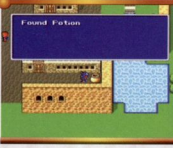


After the king dismisses Cecil, follow Kain to the side table for a bit more conversation. Then move south to 1F. The staircases immediately to the left and right of the door lead down to the Black Magic Lab and the White Magic Lab. The mages there have tips about using magic. Press the wall switch behind the guard standing off to the right and collect the items from the three chests. Explore the rest of the castle and familiarize yourself with its layout for later events.

Head to the northwest tower, encountering the white mage Rosa and the engineer Cid along the way. Then climb up to Cecil's room in the tower for some rest.

Items Found

BombRing
480G
Ether1
Tent



TOWN OF BARON

Cecil is charged with delivering the BombRing to the village of Mist, and Kain will accompany him. Outside Castle Baron is the town for the common folk, and it's essential to stop here for some gear. Don't buy anything right away, as there are plenty of items to find. Check the pot to the immediate right of the entrance for a Potion, then find another one among the cluster of pots further up.

At the top of Baron is a pool where a dancing girl entertains. Climb into the pool and follow the aqueduct all the way down to the pool outside the town walls. Search in the pool to find a **Tent** and an **HrGlass1**.

Items Found

Potion (3)
Eyedrops
Tent (2)
EagleEye
MaidKiss
Ether1
HrGlass1



The Inn costs 50 Gil per night to stay. Barred from the castle, you may need to rest here if Cecil and Kain get low on HP during the trip to the Mist Cave. Search the lower pot for a **Potion**, and move north. Inspect the mounted swords to open the secret door on the right, and plunder the chests inside for **Eyedrops**, a **Tent**, and an **EagleEye**.

TRUCE CANYON

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|----|------|----|-----|----------|-------|-------|
| Blue Imp | 13 | 1 | 12 | 2 | None | None | None |
| Green Imp | 32 | 1 | 24 | 4 | None | None | Tonic |
| Imp Ace | 54 | 1 | 45 | 11 | None | None | None |
| Poly | 99 | 2 | 35 | 7 | None | None | Ether |
| Roly | 24 | 1 | 25 | 3 | None | None | Tonic |
| Roly Rider | 30 | 2 | 40 | 5 | None | None | None |

ITEMS FOUND
Power Glove
Tonic

As you step out of the gate and start to walk left, you are attacked by three Blue Imps. You should be able to take them with regular attacks. If two or more cluster together, use Cyclone to wipe them out. Utilize this strategy throughout the area.

Since you will pass through this stage several times throughout the game, some monsters on the Enemies list aren't encountered until later.

TOMA: Are you a stranger here, too? I'm Toma, the explorer.
If you're buying, I'll tell you a story.



TRUCE

Enter the northern House and talk to the matron to find out that it's 600 AD. You should have enough G to visit the Market and get a new weapon or stock up on Tonics. Go to the Truce Inn and converse with the soldiers at the bar. An explorer named Toma will enter. Buy him a cider to hear his story.



GUARDIA FOREST

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|----|------|----|-----|----------|-------|-------|
| Blue Eaglet | 16 | 1 | 32 | 3 | None | None | Heal |
| Green Imp | 32 | 1 | 24 | 4 | None | None | Tonic |
| Roly | 24 | 1 | 25 | 3 | None | None | Tonic |
| Roly Rider | 30 | 2 | 40 | 5 | None | None | None |

ITEMS FOUND
Power Tab
Shelter



To the far east of the entrance is a **Power Tab**, sparkling on the ground. The other sparkling object south of that is "bait" for a trap, where enemies will attack.

Near the middle of the area is a bush that shakes. Search the bush and a Kilwala will flee, dropping a **Shelter**. Every time you leave the forest and return, you can collect another Shelter here.



GUARDIA CASTLE

ITEMS FOUND
100G
Bronze Mail
Tonic
Ether

At the castle entrance, the Queen gives you permission to enter. Follow her to the throne room and converse with the King. The Chancellor snubs you and goes upstairs. Follow him, collecting items from chests along the way. Get the **Bronze Mail** out of the King's chambers, and return to the throne room. Now follow the right passage all the way up, collecting more items, and speak to the guard at the top. He grants you access to the Queen's chambers.

Crono's suspicions are right, and Marle is pretending to be her ancestor, Leene. Just as they are discussing the situation, Marle disappears! Downstairs, Lucca will appear and shed some light on the situation. Prepare Crono and Lucca with good equipment and weapons, and then head back through Guardia Forest to the Cathedral. You must save the real Queen in 600 AD to prevent Marle from being wiped out of existence!

TIP

In the basement, you can rest for free in the Knights' Quarters, or restore status with meals in the kitchen.



The building above the Item Shop contains the Devil's Road entrance, which is blocked. However, you can descend the steps and speak to the soldiers inside the Training Room to learn about combat. Above the Inn is Rosa's house, and her mother doesn't seem too fond of Cecil. Take the **Ether1** from her bookshelf, and a **MaidKiss** from the upper left pot. Now you're set for your journey, without having spent a single Gil!

OUTSKIRTS OF BARON

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|--|----------|-----|-----|
| Eagle | 18 | 21 | 0 | Defeat with projectile weapons. | Projec | 5 | 40 |
| FloatEye | 20 | 20 | 0 | Casts Death upon itself when confused. | Projec | 9 | 42 |
| Imp | 6 | 19 | 0 | Weakest among monsters. | None | 5 | 28 |
| SwordRat | 30 | 21 | 0 | Shoots needles when attacked. | None | 13 | 66 |

Items Found

Gysahl

Head west across the world map into the mountains, and follow the green path north to the Mist Cave. Southwest of Baron is a round-shaped forest that you can enter.

Chocobo Forest

"Speak" to any of the yellow chocobos, and you can hop on it for a ride. This is not recommended at this point since you will miss valuable EXP and Gil gained from fighting your way to the Mist Cave. Search the right portion of the grassy area for a **Gysahl**.



Fat Chocobo

Since the party is only capable of carrying a certain number of items, you can ask Fat Chocobo to take some of the weight off your back. Move to the north gap of the Chocobo Forest and search. You will "smell chocobo in the air." From the pop-up window, use a Gysahl and Fat Chocobo will appear. "Feed" it the items you won't need to use immediately, and make it "Barf" whatever you fed it previously that you now need.

Keeping item spaces open in your inventory is essential to running a successful party. Otherwise, you'll run out of space for your treasures. Purchase Gysahls at Item Shops and visit Fat Chocobo often.



MIST CAVE

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|---|----------|-----|-----|
| Larva | 28 | 20 | 1 | Uses Psych when attacked with magic. | None | 8 | 49 |
| SandMoth | 40 | 21 | 2 | Moth-shaped monster that sprays powder. | None | 18 | 74 |

Items Found

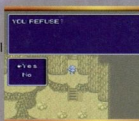
Potion(2)
Tent
Eyedrops

SUGGESTED

| | |
|-------|------|
| CECIL | KAIN |
| 12 | 12 |

LEVELS

Move to the far right and then north, where the knights will hear a strange voice. Continue through the cave, collecting the treasures from the four chests along the way. At the end, the voice will demand that you go back. When it asks if you refuse, say "Yes" and you'll engage the first boss of the game.



BOSS: MIST DRAGON

| | | | | | |
|---------|----------|----------|---------|--------|----------------|
| HP: 465 | EXP: 700 | Gil: 200 | ATK: 16 | DEF: 5 | Weak Vs.: None |
|---------|----------|----------|---------|--------|----------------|

Use Cecil's standard attacks and Kain's Jump ability. After three or four attacks, the Mist Dragon will transform into mist. If you attack the Mist Dragon in its mist form, it will counter with its devastating Cold Mist attack. Therefore, use this time to heal your party if necessary, and attack once the creature resumes dragon form.



THE QUEEN IS GONE – 600 AD

MAIN OBJECTIVES:



Battle the monsters of the Cathedral.



Find the hidden entrance.



Rescue the captive humans.



Play the organ to unlock the final door.



Defeat the evil impersonator, Yakra.

THE CATHEDRAL

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-----------|----|------|-----|-----|------------|-------|--------|
| Diablos | 50 | 1 | 60 | 10 | None | None | None |
| Gnasher | 90 | 1 | 70 | 8 | Fire | None | Revive |
| Hench | 49 | 1 | 135 | 11 | Magic | None | None |
| Mad Bat | 18 | 1 | 75 | 6 | None | None | None |
| Naga-ette | 60 | 1 | 80 | 8 | Magic/Fire | None | None |

ITEMS FOUND

| | | | |
|-------------|-------------|------------|-----------|
| Tonic (3) | Naga-ette | 100 G | Mid Ether |
| Revive | Bromide | Speed Belt | Defender |
| Maiden Suit | Steel Saber | Heal | |
| Ether (2) | Power Tab | Iron Sword | |

Getting Inside

Examining a shiny dot at the altar causes the nuns to reveal their true faces. After you destroy the vicious Naga-ettes, another will attack. A valiant hero leaps to your aid. Only...he's a frog. Play the organ in the upper left corner to reveal a secret door.

TIP

Battle enemies until Crono learns Cyclone and Frog learns Slurp Cut, so that the X Strike Dual Tech becomes available.

Mystic Politics

Go up the stairs on the right side and through the first door. The creatures in here think you are monsters in human disguise. When one of them leaves, follow it.

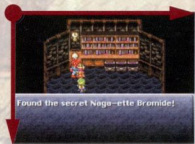


The room which the Diablos leads you through contains monsters in the guise of the Queen, the King, and a soldier. They won't attack until you try to leave through the south door. Follow the creature east into a room where monsters are chanting to a statue of the evil wizard Magus. Move along the sides of the room to avoid fighting all these monsters at once, and collect the items from the chests.

Special Treasures

Ascend the stairs to the western balcony now. In the study, search the drawers to find the **Naga-ette Bromide**. Once you take it, the room will be invaded by monsters who attack. Clear the area, then move north on the balcony to the chest containing the **Steel Saber**.

West of the Steel Saber is a door surrounded by spikes. Push the button on the left to remove them, and enter. Inside are two real human guards from the castle, and a **Power Tab** in the bucket. Now descend from the balcony and fight your way up the middle to the top exit.



Tricks and Traps

Ascend the steps and go through the top door. There's an organ in the room, but it is surrounded by spikes. Exit and head west to find a **Shelter**, then take the stairs down. They will collapse and become a trap slide. Sneak through the door at the bottom, and head north now. Avoid pushing the button in this room, as it will only invite two more Mad Bats to attack you.



THE VILLAGE OF MIST

Exit the Mist Cave, and use a Tent and save if needed. Head east into the village of Mist, where the BombRing releases a horde of monsters. In the ensuing chaos, Cecil and Kain find a small child, but she's no ordinary girl.

Rydia Attacks

During the battle with the child, do not attempt any attacks or waste any items. The battle is story-driven, and will be over momentarily. Rydia summons Titan, which causes a massive earthquake. Following the fight, you'll find yourself back on the world map.

DESERT BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|----------------------------------|----------|-----|-----|
| Sand Man | 20 | 20 | 0 | Weak against cold. | Ice | 17 | 70 |
| Sandpede | 60 | 11 | 3 | Uses GaiaRage, so kill it first! | None | 20 | 79 |
| SandWorm | 75 | 16 | 2 | Uses special attack Tornado. | None | 22 | 82 |
| FloatEye | 20 | 20 | 0 | | Projec. | 9 | 42 |



With Kain no longer assisting, Cecil must fight alone in any random battles that occur. Try to have as few encounters as possible as you make your way to the nearest town.

Move north into the desert. The town of Kaipo is east-northeast of the entrance to the desert. Use an EagleEye to get a fix on it, if you must.

KAIPO

Upon entering Kaipo, Cecil immediately heads for the Inn. The manager is nice enough to let him and Rydia stay the night free of charge. However, during the night, Baron's soldiers catch up to Cecil.

Items Found
Ether1

BOSS: GENERAL, SOLDIERS (3)

| GENERAL | HP: 221 | EXP: 398 | Gil: 80 | ATK: 26 | DEF: 2 | Weak Vs.: None |
|----------|-------------|---------------|--------------|---------|--------|----------------|
| SOLDIERS | HP: 27 each | EXP: 157 each | Gil: 54 each | ATK: 20 | DEF: 0 | Weak Vs.: None |

Show these scoundrels what they're dealing with by launching Cecil's Dark attack, which should kill one or more of them each turn. The General will run when his men are defeated. If you've been leveling up, try to kill him before killing the last Soldier. The reward is significantly greater if you are successful.



The Feverish Girl

Rydia joins the party after the soldiers are defeated. Explore the town and talk to all the people. Search in the pots directly above the Weapon Shop to find an **Ether1**.

Enter the top right house and speak to the woman inside. She has some chilling news. Move up to the bedroom, where Cecil will find Rosa sick, suffering from desert fever. Speak to the old man in red to learn what to do.



TIP!

Before heading out to the Water Cavern, you should fight in the desert with Rydia. She should quickly level up, and learn Bolt1 and Ice1 in no time. Both spells are key to surviving the Water Cavern.



In the top corridor, collect the items and read the note on the door. Continue east and head south through the door. Push the button in the small chamber to remove the spikes from the organ room nearby, then continue south and enter the central room with the organ. After fending off a monster party, play the organ and you'll hear a door opening. Equip Frog with the **Iron Sword** immediately. Return to the corridor where you read the note to find a new door.

Continue north across the narrow platform and use the save point by the top door. Make sure everyone has the strongest equipment possible and full HP/MP, then enter Yakra's room.

BOSS: YAKRA

HP: 920

EXP: 50

TECH: 5

G: 600

WEAK vs: None

STRONG vs: None

CHARM: —

Luckily the first boss isn't too tough and doesn't have any special tricks. Wait until the gauges for Crono and Frog fill up, then perform X Strike on Yakra to do the most damage possible in one turn. Meanwhile, Lucca can cure the injured with Tonics, or attack.



A Job Well Done

After Yakra is defeated, release the real Chancellor from the left chest and collect the **Mid Ether** from the other. Rejoin the Queen at the bottom of the room, and the scene shifts back to the castle.

After Frog's scene, follow him out to the foyer, talk to him, then return to the throne room and converse with the royalty. Return to the Queen's chambers, and Marle will re-materialize from whatever void she was trapped in. Head back to Truce Canyon and use the Time Gate to go back to 1000 AD.

WE'RE BACK – 1000 AD

MAIN OBJECTIVES:



Escort Marle back to the castle.

Crono is arrested!!

The Festivities Continue

The game booths are still open, so you can win Silver Points and prizes. However, all the vendors at the fair have moved back to the Truce Market, so purchase any items you need there. Stop by Crono's house, where his mom is happy to meet Marle. Also, you can play with your clone and any Poyo Dolls you've won.



Got 10 experience points!!

GUARDIA CASTLE

Leading Marle back through Guardia Forest is a good opportunity for her to fight, level up, and learn some techs.

When Crono enters Guardia Castle, the Chancellor accuses him of abducting Marle and has him arrested. The King isn't much help, despite Marle's pleas.

ROSA AND THE SAND RUBY

MAIN OBJECTIVES:



Find secret treasures in the Water Cavern.



Search out survivors in Damcyan.



Meet the sage Tellah.



Defeat the Antlion to obtain the SandRuby.



Strike down the Octomamm's tentacles.



Cure Cecil's ailing love.

WATER CAVERN

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|------------------------------------|------------|-----|-----|
| CaveToad | 47 | 11 | 2 | Casts Ice1. | Ice | 24 | 89 |
| EvilShel | 58 | 11 | 1 | Weak against bolt attacks. | Bolt | 28 | 101 |
| Gator | 175 | 28 | 2 | Attacks twice in one turn. | Ice | 95 | 236 |
| Jelly | 35 | 15 | 254 | Resistant to physical attacks. | Fire | 36 | 134 |
| Mad Toad | 59 | 13 | 1 | Casts Toad. | Ice | 34 | 127 |
| Pike | 65 | 11 | 1 | Defense is not high. | Bolt | 30 | 119 |
| TinyMage | 69 | 19 | 2 | Use Mute to prevent magic attacks. | None | 63 | 132 |
| WaterBug | 125 | 16 | 3 | Escapes fast, so kill it first! | Bolt | 79 | 225 |
| WaterHag | 64 | 18 | 0 | Can fight on both land and water. | Bolt | 38 | 136 |
| Zombie | 52 | 13 | 2 | Undead monster. | Holy, Fire | 31 | 112 |

SUGGESTED

| CECIL | RYDIA |
|--------|-------|
| 14 | 8 |
| TELLAH | |
| 20 | |

LEVELS

Water Cavern - South

Move directly north to collect a **Potion** and **MaidKiss**, then return to the entrance and head all the way left for a **Tent**. Talk to the man on the bridge. He is the sage Tellah, and he joins the party in hopes that the dark knight and summoner can help him get to Damcyan. Equip him with extra armor and move on.

Items Found

Potion (3)
MaidKiss
Tent
Bomb (2)
Life
XPotion
Ether2
IronRing
Ether1 (2)
IceRod
580 Gil
Feather (hat)
Notus
HrGlass1
Dark (sword)
Hades (helm)
Hades (gauntlet)
Hades (armor)
Hermes



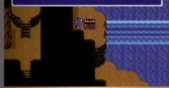
The exit is at the top of the level, but first move all the way to the top right and down into the water. You can pass through the large waterfall into an area with three chests containing a **Life**, an **XPotion**, and an **Ether2**. Follow the right stream all the way up to an **IronRing**. Also collect the **Bomb**, then exit through the top left cave.

TIP!

Remember that you can target your **Ice1** and **Bolt1** spells at multiple enemies by pressing right or left on the directional buttons. If some of the monsters are weak versus Bolt and others are weak versus Ice, then target one enemy at a time.

B2F

Move north and climb down into the water. Climb the steps nearby to reach a **Potion**, then move downward. Get back on dry land and pick up the **Ether1** on the left, then move across the bottom and up to the save point at the far left. The party automatically rests, so a **Tent** is not used. Save your game and proceed north, collecting an **IceRod** from the top chest. Take another swim through the water to reach the central exit.



B3F

Head across the islets to collect **580 Gil** and a **Bomb**, then exit left. There's a secret passage on the left that exits near the **Potion** at the top, but you can also continue following it over to the right, where you'll find a **Feather** hat.



THE TRIAL – 1000 AD

MAIN OBJECTIVES:



All your sins are counted against you.



Break out, or await execution?



Knock out guards and collect valuable items.



Dismantle the Dragon Tank.



Find a new Time Gate in Guardia Forest.

GUARDIA CASTLE – COURTROOM

During the trial scene, there's nothing for you to do. But it is important to note how all the past events will be counted for or against you. Here's how to be proven not guilty:

- After bumping into Marle, speak to her before grabbing her pendant.
- When Melchior offers to buy Marle's pendant, say NO!
- Don't eat the old man's lunch, or he testifies against you.
- Lead the kitty back to the little girl and she will testify on your behalf.
- Wait patiently for Marle to choose her candies before Lucca's experiment.
- During the trial, answer that it was all your fault and that you have no interest in Marle's wealth.

The jurors will line up on either side of the room to render the verdict. Whether you are guilty or not, you are still sentenced to 3 days in jail.

PRISON AREA

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|-----|------|----|-----|----------------|-------|-------|
| Blue Shield | 24 | 1 | 45 | 11 | (open shields) | None | Tonic |
| Decedent | 67 | 1 | 90 | 12 | Lightning/Fire | None | None |
| Guard | 60 | 1 | 70 | 10 | None | None | Tonic |
| Omniscrone | 218 | 1 | 55 | 22 | None | None | Ether |

ITEMS FOUND

Ether (up to 6)
(Not Guilty verdict only)
Bronze Mail
Mid Tonic (almost limitless supply)

Shelter (3)
Ether (2)
1500 G
Lode Sword

Jail Break or Judgment Day?

If you were found Not Guilty, a present from sympathizers containing up to six **Ethers** will be in your cell. Drink from the mug to restore HP/MP, and record your data at the save point.



Now you have a decision to make: Either wait patiently to be executed or break out of confinement. The bad part of breaking out is that Crono has to fight alone through the prison area, which can be a little rough. If you wait for the execution scene, then you will have Lucca to help you out. Also, you will be able to obtain virtually limitless Mid Tonics!



If you want to break out, just keep rattling the bars until the guard gets ticked and enters Crono's cell. After defeating the two guards, you're free to roam and pillage. **But this walkthrough discusses the situation of waiting in the cell for three days.**

You'll be taken to the guillotine chamber. As they're about to lop off your spiky little head, Lucca bursts in and stuns the guards. Grab the **Bronze Mail** out of the chest and flee.

PREHISTORIC

DARK AGES

MIDDLE AGES

PRESENT

FUTURE



Water Cavern - North

Grab the **Ether I** and **Norus** from the left, then cross the chasm and move south first to find an **Hirglass I** and the **Dark** sword. At the exit, follow Tellah's advice.

Land Passage

The party must cross a brief stretch of land outside. Monsters encountered randomly here are listed in the desert's Bestiary above. Before entering the north cave, use a **Tent** if necessary, and save your game.



Waterfall

Tellah spots the villain at the bottom of the falls. The party will ride down to the bottom. Quickly climb back on land, move south and collect the **Hades** helm and **Hades** gauntlets.

Lake

Cross the bridge and grab the **Hermes** and the **Hades** armor. Take a moment to make sure all your new stuff is equipped, and that the party is ready to fight the boss who guards the exit.

BOSS: OCTOMAMM

HP: 2350

EXP: 1200

Gil: 500

ATK: 22

DEF: 0

Weak Vs.: Shadow, Bolt

Rydia and Tellah should cast **Bolt I** each turn, while Cecil attacks. The dark knight will be dishing out the most pain, so keep Cecil alive. With all eight arms, the Octomamm will take less damage. However, as you whittle away the tentacles, your attacks will cause more damage. After the battle, exit through the falls.



DAMCYAN CASTLE

Head north from the Water Cavern to the kingdom of Damcyan. Suddenly Red Wing bombers fly past and decimate the castle. Looks like you're too late to save the crystal.

On the second floor is a plethora of chests that have already been plundered. The enemy has left you only a **Tent**. Continue upstairs to witness a heartbreaking scene for Tellah. After delivering a beating to Edward, the prince of Damcyan, Tellah leaves the party. Once Cecil and Rydia talk some sense into Edward, he agrees to help them and joins up.

Although Edward's combat skills are lacking, he does have a cool hovercraft that can cross shallow waters. The party exits the castle, but you should return immediately. Go back up to 3F and use the healing pots on either side of the room. The one on the right replenishes MP, and the left one restores HP and removes status abnormalities.

Items Found

Tent
Crossbow
Feather (har)
RubyRing
Ether I
Life
Soft
Eyedrops
Anidote
Potion
Holy (arrows)
 (2x10)
Iron (arrows)
 (x10)



Exit the castle's front entrance and edge counter-clockwise around the outside walls. Enter the side building to reap the true royal treasures! Press the button behind the dead guard to open the secret door. Then navigate through the unseen passage and through the first wall into the second cell. Collect the **Crossbow** and the **Feather** hat, and move to the next cell to find the **RubyRing**. Now exit and take the stairs down to B1F. The six chests all contain items, and three of the four pots contain arrows.



TIP!

Edward's best contribution to combat is his harp's ability to inflict status effects on the enemy. Not being a fighter at heart, he can also hide from monsters. If he's damaged enough, he will flee and remain off-screen for the rest of the fight. If he isn't healed between battles, he will remain off-screen for the subsequent battles. You should wander the deserts around Damcyan for a while. After Edward gains a few levels, he becomes a much more useful character.



I'm Fritz.
My dad runs a store in Truce village.
Stop by if you're in the area.

Outside the execution room, free the man in the guillotine. His name is Fritz, and it's worth a reward later on. Outside the torture room is an unconscious guard. Search him twice for a **Mid Tonic**. There is another guard on duty further down. Notice how he turns to look in different directions? If you approach while he is looking your way, you'll have to fight him. But if you run up behind him while he is looking the other way, you can press the X button and knock him out! Then search the unconscious guard for another **Mid Tonic**. You can do the same thing to the guard posted at the north exit.

TIP

When you leave the room and return, the guards will be awake, and you can bash them again for even more **Mid Tonics**! You can achieve a virtually limitless supply of them this way.

Confusing Castle

After escaping the guillotine, exit through the southwest door. On the bridge you'll be surrounded by guards, and having Lucca along will help out.

The next chamber is monitored by two strange creatures called Blue Shields. These are resistant to physical attacks, but the little creature behind them called a Yodu De isn't. During combat, you have to wait for the Shield to turn aside, revealing the Yodu De, before you can strike effectively.

TIP

You can avoid combating all Blue Shield enemies with a little precision. Just stop in the space above or below them, and tap the D-pad slightly until Crono becomes aligned directly between them. Press the dash button and the D-pad, and you should glide right between them without being forced into battle. Piece of cake!

ANTLION CAVE

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|-----------------------------------|----------|-----|-----|
| Bapisk | 90 | 15 | 2 | Uses Petrify. | None | 30 | 110 |
| Cream | 55 | 16 | 254 | Weapons are ineffective. | Bolt | 33 | 144 |
| Imp Cap. | 37 | 15 | 0 | Captain of Imps. higher HP. | None | 40 | 184 |
| Turtle | 190 | 20 | 1 | Weak against ice. | Ice | 46 | 234 |
| Weeper | 130 | 18 | 2 | A spirit weak against holy power. | Holy | 42 | 157 |

Items Found

Potion (3)
 Silk Web (2)
 Soft
 Tent
 Notus
 Lamia (harp)
 HrGlass1
 Life
 Ether1
 Exit
 SandRuby

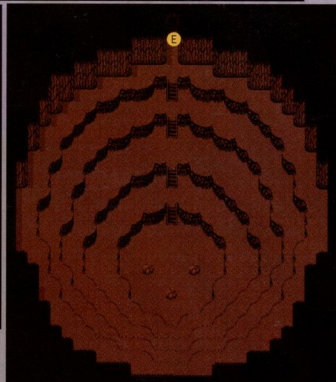
SUGGESTED

LEVELS

CECIL RYDIA
 16 13
 EDWARD
 6



To Save Point



Navigation in the first few chambers of the Antlion's lair is relatively complex to describe, so please use the maps provided to collect items. Use the top exit in B2F to reach the room with the save point before moving south to fight the creature. Also, be certain to find and equip Edward's **Lamia** harp, since it is a much stronger weapon than his Dreamer harp.



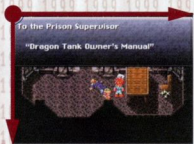
From the Blue Shields' room, take the southeast exit and cross the bridge. You'll find a long corridor with one inept guard. Sneak up behind him while he's looking the other way and knock him out. This particular guard isn't holding an item, but it does get you inside a room containing two **Mid Tonics** and two **Ethers**!

As you leave the room with the chests, an Omnicrone appears outside. Magic is useless, so perform Cyclone on it once or twice and it quits this job. Return to the execution area, knock out the guards for more **Mid Tonics**, and head through the northwest exit from there.



Head across the bridge and through another room with Blue Shields to the southwest door. Inside the first cell is a **Shelter**, and in the next is a corpse that will crumble at a touch. Take the northwest exit from the Blue Shields' room and enter the cells. In the first room is a **Decedent**, which seems to be vulnerable to Lucca's Flame techs. In the second cell, climb out the hole in the wall and climb down the outside of the tower.

This leads you down to a cell containing another **Shelter**. Climb through the hole in the floor and you'll find yourself in the cell next to Crono's, where you can find **1500 G** and the **Lode Sword**. Equip it and head back up to the top cell.



Now take the northeast exit from the Blue Shields' post, and climb two flights of stairs. The soldier at the front desk was KO'd by Lucca previously. Search him to find five **Mid Tonics**! Read the **Dragon Tank Manual** and use the save point. Then head across the final bridge.

BOSS: DRAGON TANK

HP Head: 266

EXP: 40

TECH: 5

G: 500

WEAK vs: None

STRONG vs: None

CHARM: —

HP Body: 600

HP Wheel: 208

Have both characters focus physical attacks on the head until it is destroyed. While it is active, it will continue to restore HP to the other parts. Don't use a Dual Tech until the head is gone, since it will be ineffective. Once the head is vaporized, use Fire Whirl or Cyclone on the remaining parts.



A Hasty Exit

As you descend the castle tower, stop into one of the rooms that has a **Shelter**. Continue to the bottom. Soldiers will chase you to the front door, where Marle rejoins the party. The trio is chased into Guardia Forest, where a new gate has mysteriously appeared. Jump inside, quick!

BEYOND THE RUINS – 2300 AD

MAIN OBJECTIVES:



Move quickly to Trann Dome.



Brave the strange mutants of Lab 16.



Speak to the inhabitants of Arris Dome.



Disable the security bots.



Find the food storage and the deceased hero.



Chase down the talking rat.



Enter the password to open the path.



Witness the Day of Lavos.



Obtain the Bike Key from Doan.



Navigate the Sewer Access and humiliate Sir Rukia.

BOSS: ANTLION

HP: 1100

EXP: 1500

Gil: 800

ATK: 11

DEF: 3

Weak Vs.: None

A tricky monster indeed. It won't attack unless you attack physically with a weapon. If you want to play it safe, Edward should Hide like he normally does, and Cecil should Party every round. Rydia should call Chocobo each turn, which does a massive amount of damage. Moreover, against the chocobo's attack, the Antlion will not retaliate with its powerful Counter attack. The reward for defeating the Antlion is the **SandRuby**.



Healing Rosa

Use the hovercraft to return to the area of Damcyan Castle, then use the western shallows to reach the lower desert. Park outside Kaipo and return to the house where Rosa is resting. Use the SandRuby to cure her, and she will join the party.

Edward's Sojourn

During the night, Edward reunites with his lost love. However, a WaterHag interrupts them, and Edward must fight. This is mostly event-driven, so just destroy it with normal attacks and try not to use too many items. This particular monster rewards Edward with 100 Gil and 800 EXP.

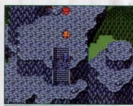


JOURNEY TO FABUL CASTLE

MAIN OBJECTIVES:



Climb the peaks of Mt. Hobs.



Join the monk against the Mom Bomb.



Follow Yang to Fabul.



Defend Fabul against Baron's onslaught.

MT. HOBS
BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|-----------|-----|-----|-----|-------------------------------------|--------------|-----|-----|
| Bomb | 55 | 19 | 2 | Detonates when HP is low. | None | 76 | 361 |
| Cocatrice | 149 | 24 | 1 | Attack with projectiles and spears. | Projec | 82 | 275 |
| Gargoyle | 160 | 28 | 2 | Flies and uses Wind. | Holy, Projec | 90 | 315 |
| GrayBomb | 111 | 36 | 18 | Detonates when HP is low. | None | 105 | 445 |
| Skeleton | 135 | 26 | 2 | Undead with high attack power. | Holy, Fire | 126 | 238 |
| Spirit | 86 | 24 | 1 | Spiritual being that casts Fire1. | Holy | 122 | 278 |

SUGGESTED

| CECIL | RYDIA |
|--------|-------|
| 18 | 15 |
| EDWARD | ROSA |
| 13 | 11 |

LEVELS

Pilot the hovercraft back to the northern desert, then cross the eastern shallows. Drive past the Antlion Cave to the mountains, and enter at the path.

Rydia overcomes her fear of fire and removes the ice blocking the path. At the top are two "doorways": take the left. Collect the four items and use the save point. Then return to the first area and enter the right door.

TIP!

Gargoyles and Cocatrices are weak against projectile weapons, so equip Rosa with a bow and arrows and use her "Aim" ability to fight them. At this point, Holy arrows are most effective against both. Just be sure to save some of her arrows for the boss.

Summit

Grab the Holy arrows and move north. The party stumbles across a monk who is desperately fighting off many enemies. After witnessing a brief demonstration of his abilities, the party joins his battle against a merciless foe.



Items Found

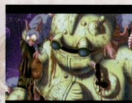
960 Gil
Salt
Potion
Tent
Holy (arrows)
(x10)



Speak to the crazy old guy at the Keeper's Dome.



Race Johnny Rocket to cross the wasteland.



Repair Robo at Proto Dome.

Hostile Land

Coming out of the Time Gate, you'll enter a world of ruin. Move south from Bangor Dome to Trann Dome.

TRANN DOME

The man just inside the door will sell you items, and it's a good idea to stock up on Tonics if you're low. You might lose a few along the path ahead. There's also a device called the Enertron where you can quickly regain lost HP and MP. After talking to the folks here, you'll get the idea that the domes to the east are a better area to hang out.

ITEMS FOUND

Berserker
Lode Sword
Lode Bow
Ether

LAB 16

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|-----|------|----|-----|---------------|------------|-------|
| Crater | 80 | 1 | 35 | 15 | None | None | None |
| Meat Eater | 75 | 1 | 60 | 19 | Fire | None | Ether |
| Mutant | 300 | 1 | 30 | 22 | None | Full Tonic | None |
| Octopod | 130 | 1 | 10 | 12 | Atk/Lightning | Mid Ether | None |
| Shadow | 1 | 1 | 50 | 14 | Magic | None | None |



Crafty Creatures

Move into the open area to the right, and avoid contact with the Rats racing around the area. If they touch you, they will steal a Tonic and disappear. The best defense is to stop outside their roaming range, learn their motion pattern and look for the right opportunity to pass. The metal case on the other side of the clearing contains a **Berserker**.

Continue moving north through the Lab area, finding useful equipment along the way. Certain creatures called Shadows can only be hit by magic. The only type of elemental techs you can use at this point are Crono's Slash, Lucca's Flame Toss, and the Fire Whirl, so use them to your advantage. At the north end, use your most powerful attacks against the Mutant and then exit. Travel across the wasteland to Arris Dome.

ITEMS FOUND

Seed
Mid Ether
Mid Tonic
Bike Key

ARRIS DOME

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|---------|-----|------|----|-----|-----------|-------|-------|
| Bug | 89 | 1 | 0 | 26 | None | Heal | None |
| Bugger | 100 | 1 | 45 | 18 | Lightning | None | None |
| Proto 2 | 128 | 1 | 50 | 22 | Shadow | None | Tonic |
| Rat | 45 | 1 | 0 | 18 | Shadow | None | None |
| Shadow | 1 | 1 | 50 | 14 | Magic | None | None |

The Dying Race

Inside Arris Dome, an old fellow will address you. Move over and speak to him. His name is Doan, and his people are having trouble reaching their food supply in the basement. Speak to everyone else, who provide valuable clues about areas in this time period. Then use the Enertron, save, and descend the ladder.



Lucca: This console controls the passageway. We need a password to get through.

Dangers of Technology

Examine the panel in the first room, and Lucca ascertains that a password is required to reach the east door. Climb the western ladder and cross the high beams to the north, stopping to read the note pinned to the rat statue. When you exit from the north, alarms will sound. Heading for the north doorway causes the Guardian to drop from the ceiling.

BOSS: MOM BOMB

| | | | | | |
|-----------|-----------|----------|---------|--------|----------------|
| HP: 11000 | EXP: 1900 | Gil: 543 | ATK: 30 | DEF: 1 | Weak Vs.: None |
|-----------|-----------|----------|---------|--------|----------------|

At first, you're fighting just another Bomb with a lot of HP. However, after a few rounds, the Mom Bomb will assume its true form. Start using Rydia's Chocobo summon on this form. After both sides inflict some damage, there will be a warning of an explosion. Quickly heal as many characters as you can, because the explosion will take down 60-100 HP per character. Afterward, use Rosa's "Pray" ability and hope that it is answered, because the Mom Bomb splits into six Bombs and Gray Bombs! Use the monk's "Kick" ability to do massive damage, and assist with Cecil's "Dark" attack. Wipe out the remaining bombs by individually targeting spells on each one, to avoid their detonation attack.

| | | | |
|---|--|--|--|
|  | | Top Ends Cecil: 20% 2007 Rydia: 22% 2200 Yona: 18% 1700 Edgar: 16% 1500 | |
|---|--|--|--|

| | | | |
|---|--|--|--|
|  | | Ends Cecil: 20% 2007 Rydia: 22% 2200 Yona: 18% 1700 Edgar: 16% 1500 | |
|---|--|--|--|

OUTSKIRTS OF FABUL

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|---------|-----|-----|-----|------------------------------|----------|-----|-----|
| Needler | 115 | 28 | 2 | Monster that shoots needles. | None | 53 | 335 |

Yang is a mighty warrior from Fabul, and he joins the party. Heal everyone after the boss fight, and run east. Exit Mr. Hobbs to the world map outside, where you can use a Tent and save your game.

The journey to Fabul is a long and perilous trek overland to the east. The party crosses a "land bridge" of sorts between the continents that curves a few different ways, then bends southeast. Use Sight (the white magic spell) if you feel lost, and it might help. When you reach the castle surrounded by a huge moat, you've found your destination.



FABUL

Inside Fabul, the Inn costs 100 Gil but there's a free place to rest elsewhere. Visit the shops for Potions and various claws for Yang. It's a good idea to have at least one claw of every type, so that the monk can exploit all weaknesses. Cecil's Demon equipment is on sale, and you should certainly purchase it to be ready for what lies ahead.

When you reach 2F, move to the south door first.

Emerging on the upper level of the castle, you can reach the item-filled West and East Towers.

West Tower

Search the pots and chests for a **ThorRage**, a **Potion**, a **Notus**, and a **Bomb**. Namingway is in bed on 2F. You can meet Yang's tough wife at the top.

East Tower

Search the pots in the pub on 2F to find a **Bacchus**. A **Tent** is in the king's chambers. You can rest in the king's bed, so take the opportunity to do so. When the party is back at full speed, head back down to the Throne Room.

The Siege of Fabul

After convincing the king that Baron is coming after the crystal, Cecil, Yang, and Edward will wait for the assault at the front gate. What follows is a series of minor boss fights to wear you down before the real bad guys show up, so keep your HP high by using Edward's Heal ability or Potions.

SUGGESTED

| CECIL | RYDIA |
|-------------|-------|
| 20 | 17 |
| EDWARD ROSA | |
| 14 | 13 |
| YANG | |
| 12 | |

LEVELS

Items Found

ThorRage
Potion
Notus
Bomb
Bacchus
Tent
Hermes
Ether!
Demon (shield)
Silk Web
Death (sword)



BOSS: CAPTAIN, 2 FIGHTERS

| | | | | | | |
|----------|-------------|-------------------|----------|---------|--------|----------------|
| CAPTAIN | HP: 320 | EXP: 999 | Gil: 400 | ATK: 36 | DEF: 2 | Weak Vs.: None |
| FIGHTERS | HP: 65 each | EXP: 399 for both | Gil: 100 | ATK: 28 | DEF: 2 | Weak Vs.: None |

Like the battle in Kaipo, you have the option of attempting to defeat the Captain before eliminating the Fighters for extra Gil and EXP. Due to the number of boss fights following, it is recommended that you kill the Fighters first so that the Captain retreats.

| | | | |
|---|--|--|--|
|  | | Ends Cecil: 20% 2007 Rydia: 22% 2200 Yona: 18% 1700 Edgar: 16% 1500 | |
|---|--|--|--|

BOSS: GUARDIAN, BITS

HP Guardian: 1200

EXP: 300

TECH: 5

G: 1000

WEAK vs: None

STRONG vs: Fire

CHARM: —

HP Bit: 200

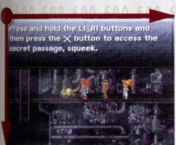
This is the first tricky boss fight. While the two Bits are active, the system will be able to launch massive attacks and will counterattack if you hit the body. Your priority is to destroy both of the Bits quickly. Perform Fire Whirl once or twice, focusing the attack on a Bit. After two strikes, each Bit should be eliminated. Now focus physical attacks on the main body, and Crono should perform Cyclone for greater damage. When both Bits are destroyed the Guardian counts down from five to zero, then launches more Bits. If you strike the body anytime the two Bits are active, the whole will execute a massive delta attack.

Keep this in mind: With one Bit destroyed, the machine cannot do as much damage in a single attack. With one Bit remaining, the Guardian cannot launch a replacement Bit. It's a more dangerous strategy to leave one Bit active, but it works.



Last Seed of Hope

The food storage room is a wreck, and the supplies have gone to waste. A poor man is dead at the back. The party obtains the only crumb he could find, a valuable **Seed**. Examine the man a second time to find a note which claims that the Rat isn't really a statue. Take the **Mid Ether** and return to the area with the high beams.



Dirty Rat!

Entering the high beam area, the party spots the Rat. Chase the Rat to the bottom of the screen. You must maneuver the beams without taking a wrong turn, or you'll never catch up. Most likely, the Rat will escape on the first try. Leave the room through the south exit and return immediately. You should have much better luck this time, chasing it north.

When caught, the Rat confesses that the password for the panel in the first control room is L1 & R1 + X. You **must** catch the Rat before the passcode will work! Head south and move to the panel with the glittering screen. Stand Crono in front of it and enter the password. You may have to stand a little to the left side to get it to work. A plank extends over to the right door.

The Truth Revealed

In the new area, sneak upward past the Rats and Bugger to the chest holding a **Mid Tonic**. Now return to the bottom and take the left path upward to the end. Descend and slowly walk through the Bugs to the south, then follow the right platform upward to the top door.

Another chamber weaves like a maze all the way up the north wall. Move to the control panel and enter the passcode again to extend a platform to the sealed door. That's all you can do for now, so navigate around the left side of the room to reach the other north door.

Marie: Leave it to Luccat!
I'm beginning to think you could find anything with this device!



After the characters determine the approximate year and figure out what happened, venture forth to Proto Dome in the far east. If you want to watch either of the videos again, return to the panel and hit X.

Return to the dome dwellers, and exchange the Seed for the **Bike Key**. Leave Arris Dome and head east.

SEWER ACCESS

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|-----|-----|------------------|-------|------|
| Egder | 160 | 1 | 0 | 18 | Magic | None | None |
| Nereid | 138 | 1 | 100 | 22 | Lightning/Shadow | Ether | None |
| Rat | 45 | 1 | 0 | 18 | Shadow | None | None |

There is a dome east of Arris Dome which provides your party with a few cool items and experience. Going through this area is optional at this point, but you must get through it at some point. Enter the Sewer Access and climb down the ladders. A small flying creature runs off to tell "Sir Krawlie" that you're here.



BOSS: WEEPER, IMP CAPTAIN, WATER HAG

| | | | | | | |
|-------------|---------|----------|---------|---------|--------|----------------|
| WEEPER | HP: 130 | EXP: 157 | Gil: 42 | ATK: 18 | DEF: 2 | Weak Vs.: Holy |
| IMP CAPTAIN | HP: 37 | EXP: 184 | Gil: 48 | ATK: 15 | DEF: 0 | Weak Vs.: None |
| WATER HAG | HP: 64 | EXP: 136 | Gil: 38 | ATK: 18 | DEF: 0 | Weak Vs.: Bolt |

Concentrate on defeating the weaker monsters first to lower their numbers. Attack with every character each turn.



NOTE:

Another boss fight with a Captain and two Fighters occurs. Refer to the strategy above.

BOSS: GARGOYLE

| | | | | | |
|---------|----------|---------|---------|--------|----------------------------|
| HP: 160 | EXP: 315 | Gil: 90 | ATK: 28 | DEF: 2 | Weak Vs.: Holy, Projectile |
|---------|----------|---------|---------|--------|----------------------------|

First turn, equip Edward with a bow and Holy arrows. Only one shot is needed to take out the monster. Or, have Edward confuse it with his Lamia harp. The Gargoyle will cast Wind on itself, reducing its HP to under 10.



NOTE:

Two more boss fights occur, with another Weeper/Imp Cap./WaterHag trio and then another Captain/2 Fighters battle. The party retreats into the Crystal Room, where Kain appears.

BOSS: KAIN

| | | | | | |
|---------|--------|--------|----------|----------|----------------|
| HP: ??? | EXP: 0 | Gil: 0 | ATK: ??? | DEF: ??? | Weak Vs.: None |
|---------|--------|--------|----------|----------|----------------|

This is a story-driven duel between Kain and Cecil, and the traitor will win. Don't waste any HP using Cecil's "Dark" attack and don't waste any items trying to heal him.



Enter Golbez

The evil sorcerer behind everything finally makes an appearance, taking the crystal and kidnapping Rosa. Yang, Edward, and Rydia join Cecil in his vow to save her.

Return to the Throne Room and search the left pot for a **Hermes**. Then move to the right and press the floor switch to open the secret door. Follow the hidden corridor to a treasure chamber containing a **Silk Web**, a **Demon** shield, and an **Ether1**.

Move to the left and defeat the Eggers to reach a chest containing **600 G**. Backtrack west and curve south, where two frogs will converse and run off. Follow them down the ladder.



On the lower level, head west first and read the note about noise. There are four "baits" in the next area that could cause you to make noise. If you do, enemies will appear. Even at the end, if you try to use the save point, Nereids will hear the chime and attack. Climb up the ladder at the end.

Back on the first level, head north and take a right into an extremely narrow corridor. Press the red switch at the end, then go back out. Move north, then head right until you can't proceed any further. Move down through the doorway. The frogs will fail to push a switch, then flee. Afterward, move east and grab the **Rage Band**, then continue on to meet Sir Krawlie. Equip the Rage Band on Crono before engaging Krawlie for an easier fight.

BOSS: SIR KRAWLIE

HP: 500

EXP: 100

TECH: 5

G: 500

WEAK vs: Shadow

STRONG vs: None

ITEM WON: Mid Ether

Crono and Lucca should perform Fire Whirl repeatedly, and Marle can chime in with an attack. However, Krawlie will grab a character and beat him or her back and forth until he/she is down to 1 HP! Marle should be ready to cast Aura. If Crono has the Rage Band equipped, then he will likely counterattack after being reduced to 1 HP. You'll receive a **Mid Ether** after the battle.



Emerging From the Slime

After Krawlie, continue down and move west past the ladder to find a **Bolt Sword**. Press the red button to lower bridges across every gap, and then climb the ladder onto a small continent. The Sewer Access will now be simple to cross through any time.

DEATH PEAK

Run up the slope and to the right, and search the side wall for a **Power Tab**. Do it quickly before the winds blow you right back out of the area! The winds are too strong to allow you to enter Death Peak at this time.

KEEPER'S DOME

Inside the dome, move to the top of the area and speak to the crazy Old Man and the Nu he's programming. Notice the sealed door at the top, and return to the main continent through the Sewer Access.

LAB 32

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|----|-----|----------|------------|------|
| Mutant | 300 | 1 | 30 | 22 | None | Full Tonic | None |
| Shadow | 1 | 1 | 50 | 14 | Magic | None | None |



Johnny Rocket

At first, this area is going to seem a lot like Lab 16. Take the **Mid Tonic** from the right chest and head north to the Jet Bike, where you are surrounded. But the battle ends because a street-racing robot named Johnny wants to take you on.

To control the race press the D-pad up and down to avoid bumping into the racer robot. The Circle button allows you to fire boosters for a short period of time, and you can boost three times during the race. The trick is to keep an eye on the track diagram at the bottom. When you are getting close to the finish line, get clear of Johnny and jam on the boosters to cross the line ahead of him.

If you lose the race, then you can try again or cross the short but treacherous area between the starting line and the finishing line on foot. Look for a chest containing the **Race Log**. After you have this, talk to Johnny once more near the east exit from Lab 32. The Race Log allows you keep track of your three fastest times. Racing Johnny becomes a mini-game that you can practice at any time.



Regroup and Strategize

Head first to the king's chamber in the East Tower. The injured royal directs you to rest at the Inn. There, the party will rest and determine that an airship is required to reach Golbez. The next morning, Yang asks for a sea vessel to sail to Baron, and the king offers Cecil the **Death** sword.

Tragedy at Sea

First, enter the Chocobo Forest northeast of the castle, where you should summon Fat Chocobo and dump your extraneous items. Head to the ship docked in the bay east of Fabul. Yang's wife wishes you *bon voyage*, but the trip doesn't go well. The monster Leviatan wrecks the vessel, and separates the party. Cecil washes up on a strange shore alone, and must quickly move to the safety of a nearby town.



TO BECOME A PALADIN

MAIN OBJECTIVES:



Confer with the town elder at the House of Prayer.



Venture east to Mt. Ordeals.



Reunite with Tellah.



Vanquish the demon Milon.



Cecil confronts his dark side.



MYSIDIA

Considering Cecil's past follies here, you should be extremely careful to whom you speak. Some of the residents still hold a grudge, and they will turn Cecil into a pig or a toad! If this happens, speak to the same person again. He or she will cast the spell again, removing the effects.

The Inn is too expensive and the people are unfriendly, so proceed directly north to the massive House of Prayer.

A Holy Quest

Inside the House of Prayer, ask the elder for forgiveness. It's not that simple, and Cecil must now renounce the dark sword to become a paladin. Accompanying the dark knight will be two apprentice mages, the white mage Porom and her brother, the black mage Palom. Together, you must brave Mt. Ordeals and acquire the holy sword.

Preparations

Although Porom and Palom come with their own equipment, you should purchase better items for the trek up Mt. Ordeals. The Armor Shop sells all the protection you need; in addition, you should purchase the Paladin gear even though you can't equip it at the moment. The Weapon Shop sells rods for the twins, but you might want to equip them with Crossbows and Holy arrows for this trip. The Item Shop has a selection of stuff that will come in handy, so stock up.

The Inexperienced Mages

Palom and Porom need to gain a few levels and learn a few more spells before they're ready for Mt. Ordeals. Earn the Gil needed to buy the new equipment while gaining EXP through random battles on the outskirts of Mysidia.

PROTO DOME

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|----|-----|-----------|-------|------|
| Bugger | 100 | 1 | 45 | 81 | Lightning | None | None |

The Discarded Device

After dismantling several security droids with your most powerful techs, rest in the Enertron and then examine the yellow robot at the north end. Lucca repairs him, and Robo becomes a handy new member of your party. He offers to lead you back to the Factory area, where he can turn on the power so that the Time Gate that is accessible here can be reached. The only catch is, you have to leave someone behind. Keeping Lucca handy is much wiser than taking Marle.

THE FACTORY RUINS – 2300 AD

MAIN OBJECTIVES:



Search the factory section for the password.



Turn on the power generator for Proto Dome.



Seek revenge against the R-Types.



Enter the Time Gate at Proto Dome.

FACTORY

ENEMIES

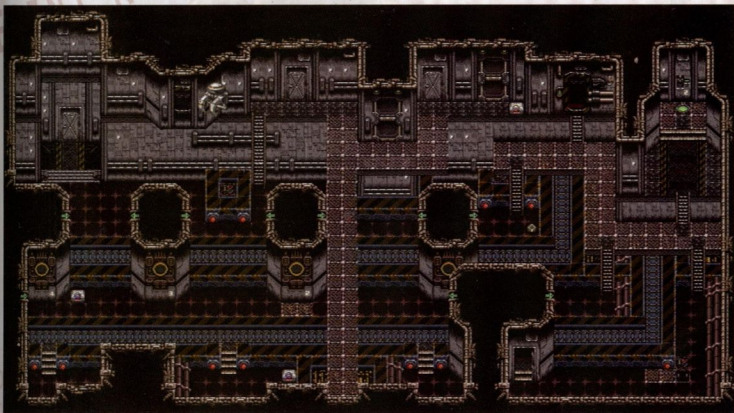
| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|----------|-----|------|-----|-----|-----------|------------|------|
| Acid | 10 | 1 | 20 | 33 | Lightning | Barrier | None |
| Alkaline | 9 | 1 | 40 | 45 | Lightning | None | None |
| Bug | 89 | 1 | 0 | 26 | None | None | Heal |
| Debugger | 120 | 1 | 600 | 24 | Lightning | None | None |
| Proto 3 | 256 | 1 | 50 | 33 | Shadow | Full Tonic | None |

ITEMS FOUND

Robin Bow
Mid Tonic
400 G
Mid Ether (2)

Ether (2)
Shelter (2)
Bolt Sword
Titan Vest

Hammer Arm
Plasma Gun



OUTSKIRTS OF MYSIDIA BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|------|-----|-----|-----|--------------------------------------|----------|-----|-----|
| Zuu | 941 | 32 | 0 | Rare enemy. Attack with projectiles. | Projec | 489 | 432 |

The journey to Mt. Ordeals is incredibly long and tiring. Follow the winding land path to the southeast, until you spot a mountain surrounded by forests. A Chocobo Forest is south of Mt. Ordeals, in case you need to lighten your inventory or restore MP. If your party members are low on HP, use Cure spells to heal them, then talk to the white chocobo to restore your MP. Save your game before entering Mt. Ordeals.



MT. ORDEALS BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|----------------------------------|------------|-----|------|
| Ghoul | 222 | 32 | 3 | Dark attacks ineffective. | Holy, Fire | 179 | 505 |
| Lilith | 466 | 46 | 3 | Uses status attack Slap. | Fire | 262 | 2703 |
| Red Bone | 210 | 34 | 3 | Undead monster. | Holy, Fire | 169 | 315 |
| Revenant | 250 | 36 | 1 | Undead monster. | Holy, Fire | 186 | 575 |
| Soul | 200 | 28 | 3 | Aggregate of souls, casts Fire1. | Holy | 165 | 460 |

Items Found

Potion (2)
Ether1 (2)

SUGGESTED

| CECIL | PALOM |
|-------|-------|
| 22 | 12 |
| POROM | |
| 12 | |

Proceed up Mt. Ordeals until the party encounters the sage Tellah again. Tellah will rejoin the party. Palom, Porom, and Tellah should be in the back row, with Cecil out front.

Cecil's dark swords will be completely ineffective against many of the monsters on Mt. Ordeals. The twins can pick up the slack by attacking these creatures with Crossbows and Holy arrows.

The Demon of Earth

Continue ascending Mt. Ordeals, up to the Summit. Use the save point to rest in a Tent and record your game. At the top of the bridge waits one of Golbez's evil minions.

BOSS: MILON, 4 GHOSTS

| | | | | | | |
|-----------------|--------------|--------------|-----------|---------|--------|----------------------|
| MILON | HP: 3500 | EXP: 3200 | Gil: 2000 | ATK: 19 | DEF: 1 | Weak Vs.: Fire |
| 4 GHOSTS | HP: 200 each | EXP: 50 each | Gil: 100 | ATK: 42 | DEF: 1 | Weak Vs.: Holy, Fire |

Eliminate the Ghosts immediately, since they do more harm than Milon. Each turn, have Tellah and Palom cast Fire spells in succession to wipe out each Ghost. Cecil should attack Milon with his Death sword each turn, while Porom casts Cure repeatedly. After wiping out the Ghosts, focus Fire1 and Fire2 spells on Milon while Cecil continues his physical attacks. Milon will counterattack with Bolt spells after taking any kind of damage, so have Porom heal the party as needed.



After the battle, do not proceed! Instead, return to the save point, use a Tent and save, then return. Milon's second form will attack you from behind on the other side of the bridge.

BOSS: MILON Z.

| | | | | | |
|-----------------|------------------|------------------|----------------|---------------|---|
| HP: 3523 | EXP: 3600 | Gil: 2500 | ATK: 46 | DEF: 1 | Weak Vs.: Projectile, Holy, Fire |
|-----------------|------------------|------------------|----------------|---------------|---|

Since Milon Z. attacks from the rear, your first character should use his or her turn to switch rows to protect the mages. Tellah and Palom should cast Fire spells on the demon every round. If Palom does not have Fire2, then use the Twin command and have Tellah heal your party. Milon Z. uses poison attacks, so you should cast Cure spells often. If Tellah has Esuna, cast it each time poison is inflicted.



Automated Chaos

Robo deactivates the security beams at the entrance, so ride the right conveyor belt up. An Acid will drop from the ceiling. These are hard to hit with blunt weapons or guns, but Crono should do well with his Slash tech. Also, avoid the green pools scattered around the area, as Alkalines may jump out.

Defeat the three Debuggers and read the sign on the wall. The Lab area is where the power generator is, but you'll need a password from the Factory area.

TIP

If you brought Lucca, you might want to explore the Lab area first. The Plasma Gun, found therein, allows her to randomly cast "Stop" on robots. This will be very helpful in your Factory battles.



Got 1 Robot!



Got 1 Ether!

The Factory Section

Take the right elevator from the lobby down to the factory. First, head to the left and climb the ladder to the dark doorway. In the dark, head straight up until you stop, then head right until you stop. Search to find a **Mid Ether**. Now return to the two ladders that head south. Take the left ladder down and follow the path to the left end, where you'll find the **Robin Bow**. Climb back up to the entrance and use the right ladder to go down to the bottom floor.

Step onto the conveyor belt, but be sure not to touch a robot! If that happens, you'll be plucked off the track by the crane. Fighting your way through three increasingly difficult battles with robots isn't the safest way to go. If this happens, Lucca equipped with the Plasma Gun from the Lab is a great help. Watch the conveyor belt until the robots pass by, then get on it and dash to the left. Hop off the belt at the steps, to avoid touching more robots coming down the conveyor. Collect the **Ether** on the way. When you finally reach the west end, either by running the conveyor belt or by fighting your way through, exit the south door.

Defeat the Bugs and climb the ladder. Cross the top walkway and head right. Take the **Mid Tonic** and enter the door. Collect **400 G** and a **Mid Ether**, then examine the control panel. You'll learn two button combinations for the crane. Keep them in mind and exit.

Head left across the top and enter the furthest door. Chests in this room contain an **Ether** and **Shelter**, and the robots will give you a little trouble before you reach the crane controls.

Examine the controls, then punch in one of the codes after the chime sounds. The crane will remove the two barrels obstructing the path below, one at a time. Return to the main room and head west to the furthest door on the bottom.

Take the **Bolt Sword** from the chest and equip it on Crono (if you haven't been to the Sewer Access). Then examine the control panel to learn the password for the Lab area.



To use the crane, enter any two of these letters, X, O, A, B, after the beep.



Acid

The Lab Section

Return to the lobby and use the left elevator to enter the Lab area. Head north on level 2 to a monitor room. You must beat a trio of Acids and Alkalines to use the control panel, which opens a hatch in the floor.

On level 3, fight off several green slimes as you head west and then south. When you reach the impassable laser, open the north door. Inside, examine the panel to deactivate the security lasers, but be ready for an Acid/Alkaline ambush. Search the two chests for valuable equipment, and prepare your characters. Descend the ladder in the bottom left corner of the room, or take the elevator down to level 4.

Follow the hallway north until you reach a sealed door. The chest contains the previously mentioned **Plasma Gun** for Lucca. Examine the control station and enter the password you learned in the factory section. Walk into the generator room and press the button. The security goes nuts, and the trio must escape quickly. The elevators are out of commission, so you must go the long way around. As you reach the north corridor on level 3, Robo's former comrades block your path.



Tomb of the Paladin

Return to the save point and use a Tent yet again before entering the tomb at the top of Mt. Ordeals. Inside, Cecil becomes a paladin equipped with the Legend sword. However, before he can leave, Cecil must pass a tricky test.

BOSS: DARK KNIGHT

HP: ??? EXP: 0 Gil: 0 ATK: ??? DEF: ??? Weak Vs.: None

This battle is story-driven. The true nature of a paladin is not about aggression, a lesson that Cecil is expected to understand by now. Do not attack the Dark Knight or use any items. Instead, do nothing or select the Parry command every round. If you attack the Dark Knight continuously, it will eventually kill you and end the game. However, after the Dark Knight inflicts roughly 300 HP damage without Cecil retaliating, the battle will abruptly end.



Finally a Paladin

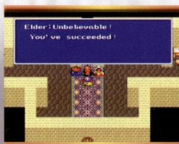
Cecil's quest for redemption is complete, and he's now a Level 1 paladin with 600 HP and the ability to use white magic. If you have the Paladin armor, he should be able to get off the mountain with little trouble. Leveling up Cecil at Mt. Ordeals is great, because he will gain about five levels after each of the first few random battles.

Luckily, Tellah has remembered all of his magic spells and proves to be a much greater asset to the party. After equipping Cecil with the Paladin armor, take the opportunity to do some leveling up at Mt. Ordeals.

Acceptance in Mysidia

Exit Mt. Ordeals and move south into the Chocobo Forest. Ride a chocobo back to Mysidia, for an easier return trip. Speak to the elder at the House of Prayer once more, to confirm that Cecil is now officially one of the good guys. Palom and Porom will remain with the party as you return to Baron.

Exit the House of Prayer and enter the building just above the Inn in Mysidia. This is the entrance of the Devil's Road, and it has been unsealed for you to use. Cecil and the mages warp back to the Devil's Road entrance in Baron.



RETURN TO BARON

MAIN OBJECTIVES:



Save Yang from mind control.



Unlock the Waterway entrance.



Find secret passages in the Waterways of Baron.



Enter Castle Baron through the moat.



Uncover Baigan's deception.



Find Baron's national treasures.



Reveal and defeat Cagnazzo.



Board the Enterprise.

BOSS: R-SERIES

HP: 180 ea. EXP: 480 TECH: 6 G: 600 WEAK vs: N/A STRONG vs: None CHARM: —

Robo becomes inoperable momentarily, so your remaining two party members must take out all six R-Series robots alone. If Crono is equipped with the Rage Band, he will cut down enemies who strike him and the battle will go much quicker.

If Marle is Crono's companion, she can heal them both but they'll take more damage. In this case, use Crono's Cyclone attack repeatedly to eliminate the entire first line of R-Series, and then the second.

If Lucca is your companion, then wait until both gauges fill and execute Fire Whirl. Aim it at the center robot of each line, so that the two on the outside are also affected. You should only have to do this once or twice on each line to end the battle. In this case, if anyone needs to be healed, have Lucca do it with Tonics while Crono continues to perform Cyclone on his own.



THE END OF TIME

disturbances in the space-time continuum have increased recently, far too many folks are just popping in here...



SPEKKIO: I see. Let's put it this way. If you're strong, I look strong. If you're weak, I look weak.



After Lucca repairs Robo again, the party uses the Time Gate at Proto Dome to travel to this strange realm. Speak with the Old Man under the lamppost. Because four people stepped through the Time Gate, you've arrived here accidentally and only three people are allowed to time travel together at any time. One of your party members has to stay behind, but from now on you can switch party members anywhere outside of battle by pressing the Square button. For now, choose a party of Crono, Lucca, and Marle so that everyone can learn magic in a moment.

Examine the shiny dot on the left, and your party's HP and MP will be restored. Use the save point too. If you've already met Spekkio, don't examine the water bucket in the top right corner or you'll be taken straight to the final boss of the game!

The Master of War

As you move back toward the pillars of light, the Old Man calls you back. Enter the room above the lamppost, wherein a furry creature named Spekkio tells you to do something. Step back to the doorway and WALK around the edge of the room clockwise from the door three times. Stick to the walls, and don't cheat. Talk to Spekkio again, and your characters each learn their first magic spell! Then Spekkio asks if you want to try it out.

Here's what happens when you accept Spekkio's challenge: You will fight the Master of War, and his level, strength, and HP are all dependent on what level you are and what shape he takes. Only magic spells will damage Spekkio at all. Crono and Lucca should cast spells repeatedly while Marle casts Ice

and heals everyone. Don't use any items. If your party is wiped out, the game won't end. Your party will be restored to full health as if it never happened. However, if any items are used during the battle, they disappear for good. Beat Spekkio and he will give you a reward:

SPEKKIO'S REWARD SETS

| YOUR LEVEL | REWARD |
|---------------|--|
| Level 1 - 19 | 1 Magic Tab, 5 Ethers |
| Level 20 - 29 | 1 Magic Tab, 5 Mid Ethers |
| Level 30 - 39 | 1 Magic Tab, 5 Full Ethers |
| Level 40 - 98 | 1 Magic Tab, 1 Speed Tab, 1 Power Tab, 10 Elixirs |
| Level 99 | 10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, 10 Mega Elixirs |

Moving Along

After learning magic, talk to the Old Man under the lamppost again. Return to the time pillars and choose the one that goes to Medina Village in 1000 AD. Also, make a mental note that one of the pillars leads to 65,000,000 BC.

TOWN OF BARON

At the Inn, Yang is in the pub. He's under mind control, and attacks the party.

SUGGESTED

| CECIL | PALOM |
|-------|--------|
| 12 | 17 |
| POROM | TELLAH |
| 17 | 22 |

LEVELS

Items Found

BaronKey
1000 Gil

BOSS: 2 GUARDS

| | | | | | |
|--------------|--------|--------|---------|--------|----------------|
| HP: 280 each | EXP: 0 | Gil: 0 | ATK: 40 | DEF: 3 | Weak Vs.: None |
|--------------|--------|--------|---------|--------|----------------|

Have Tellah use a powerful spell such as Fire3, Bolt3, or Bio to eliminate the Guards quickly. They are capable of inflicting Pig or Mini status, so don't give them the opportunity.

| | | | | | |
|-------|---------|--------|--------|---------|--------|
| Guard | HP: 280 | EXP: 0 | Gil: 0 | ATK: 40 | DEF: 3 |
| Guard | HP: 280 | EXP: 0 | Gil: 0 | ATK: 40 | DEF: 3 |

BOSS: YANG

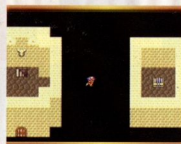
| | | | | | |
|---------|--------|--------|----------|----------|----------------|
| HP: ??? | EXP: 0 | Gil: 0 | ATK: ??? | DEF: ??? | Weak Vs.: None |
|---------|--------|--------|----------|----------|----------------|

You should be familiar with Yang's Kick attack, which does a heavy amount of damage. Porom and Tellah should cast Cure2 or Cure3 on the whole party often to keep characters from dying. Attack with Cecil and cast Palom's more powerful spells in the meantime, and the battle should come to a quick conclusion.

| | | | | | |
|------|----------|--------|--------|----------|----------|
| Yang | HP: 1000 | EXP: 0 | Gil: 0 | ATK: 100 | DEF: 100 |
| Yang | HP: 1000 | EXP: 0 | Gil: 0 | ATK: 100 | DEF: 100 |

| | | | | | |
|------|----------|--------|--------|----------|----------|
| Yang | HP: 1000 | EXP: 0 | Gil: 0 | ATK: 100 | DEF: 100 |
| Yang | HP: 1000 | EXP: 0 | Gil: 0 | ATK: 100 | DEF: 100 |

| | | | |
|----------|-----|--------|-----|
| Gyashl | 138 | Etherl | 109 |
| Soft | 127 | Cabin | 130 |
| BaronKey | 101 | | |



Entering Baron

Yang regains his memory and rejoins the party. Everyone gets to rest free of charge at the Inn. Afterward, the monk produces a perk gained by temporarily serving evil, the **BaronKey**. With it, you can unlock the town's Weapons/Armor Shop. This is fortunate, because Yang somehow lost his equipment during his time away from the party. After you purchase replacements, move to the locked door on the far left side of the town. From the pop-up item window, use the BaronKey to gain access to the Waterways. Just inside, search for a hidden passage that leads to a chest containing **1000 Gil**.

WATERWAYS OF BARON

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|-----------|-----|-----|-----|-------------------------------------|----------|-----|------|
| AquaWorm | 638 | 42 | 0 | Confuse to prevent Wave attacks. | Bolt | 219 | 690 |
| Crocodile | 292 | 38 | 2 | Reptilian monster. | Ice | 218 | 660 |
| ElecFish | 284 | 40 | 2 | Absorbs bolt attacks. | Projec | 214 | 640 |
| FangShel | 380 | 42 | 2 | Yields lots of EXP. | Bolt | 262 | 1030 |
| Guard | 280 | 40 | 3 | Casts Piggy and Mini. | None | 230 | 710 |
| Hydra | 257 | 44 | 2 | The Entangle attack stops movement. | Bolt | 209 | 670 |
| Piranha | 180 | 31 | 3 | Bolt spells are effective. | Bolt | 145 | 430 |

SUGGESTED

| CECIL | PALOM |
|-------|--------|
| 13 | 17 |
| POROM | TELLAH |
| 17 | 22 |
| YANG | |
| 18 | |

Defeating some of the monsters in the Waterways may be difficult if your characters' levels are below the recommended levels. In that case, you may need to fight lesser monsters until your characters reach a sufficient level. You can always return to the Baron Inn and rest up for a mere 50 Gil.

B4F

Move south in the first chamber and collect the items in the three chests. Then cross the islets to the next area.

Items Found

HiPotion
Ether1 (2)
ThorRage
HrGlass1
Silk Web
Hermes
Ancient (sword)

THE VILLAGE OF MAGIC – 1000 AD

MAIN OBJECTIVES:



Don't tangle with the Mystics of Medina!



Head west to Melchior's Hut for advice.



Barge into the Heckran Cave.



Tame the Heckran.



Jump in the magic pool to return to Truce.



Use the Time Gate at Leene Square.

MEDINA VILLAGE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|-----|------|-----|-----|----------|-------|-------|
| Diablos | 50 | 1 | 70 | 10 | None | None | None |
| Hench | 49 | 1 | 135 | 11 | Magic | None | None |
| Omniscrone | 218 | 1 | 55 | 22 | None | None | Ether |

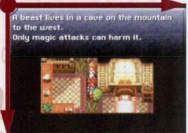
ITEMS FOUND
Speed Tab
Magic Tab



The only place truly worth visiting is the Elder's House. Speak to Ozzie VIII and his servants on the first floor, and snatch the **Speed Tab** on the counter. Head upstairs to find a **Magic Tab**, and speak to the Green Imp to learn an important clue about an upcoming boss. Then exit Medina for greener pastures.

Crono and friends spill out of a closet inside a Blue Imp's house. As you try to exit with some dignity, the Mystic reports that a human lives west of Medina Village. If you examine the cake, the Mystic will let you eat it to replenish your HP/MP.

Hanging around Medina isn't a good idea. The Mystics aren't too fond of humans or their friends. At the Market or the Inn, you'll have to defeat monsters in battle before you can purchase anything. Even then, the price markup is a rip-off.



A beast lives in a cave on the mountain to the west. Only magic attacks can harm it.



FOREST RUINS

On the world map, there is a strange blue pyramid north of Medina. A treasure chest there contains a **Mid Ether**, but that's all you can get in the area for now.

ITEMS FOUND
Mid Ether

MELCHIOR'S HUT

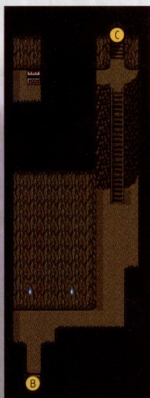
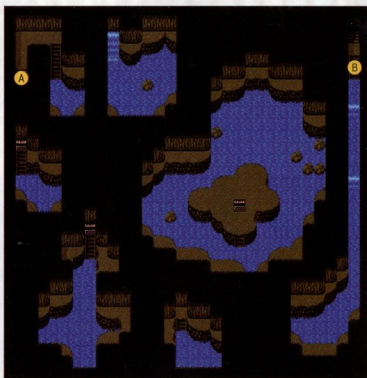
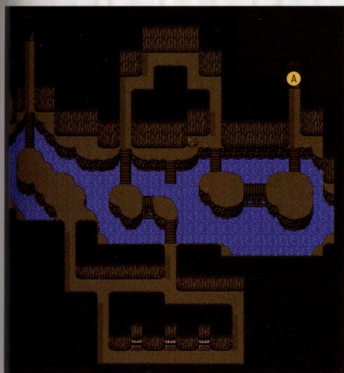
From Medina, head west until you reach the lone house south of the mountains. Purchase a few essential items from Melchior's stock. As you're leaving, Melchior advises you to venture through the Heckran Cave to the north in order to return to Truce.

HECKRAN CAVE

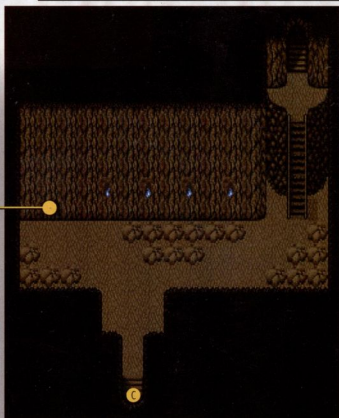
ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|-----|------|-----|-----|----------|--------|------|
| Cave Bat | 108 | 1 | 40 | 28 | Magic | Revive | None |
| Hench | 49 | 1 | 135 | 11 | Magic | None | None |
| Jinn Bottle | 97 | 2 | 50 | 34 | Magic | Shield | None |
| Octoblush | 80 | 1 | 35 | 28 | Magic | None | None |
| Rolypoly | 50 | 1 | 50 | 31 | Magic | None | Heal |
| Tempurites | 88 | 2 | 45 | 32 | Magic | None | None |

ITEMS FOUND
Ether (2)
Mid Ether
Magic Scarf



To Save Point

**B3F**

Climb into the water and head south into a hidden passage, which leads to an **HrGlass1**. Navigate the connecting series of secret paths to collect the items and reach the large central chamber. There are hidden paths at the bottom of the large area, and near the rocks off to the right that lead to the exit.

B2F

Ascend the long stairs, then move left through a secret passage to reach the **Ether1** in the chest.

**B1F**

Enter the left door to find a save point. A secret passage from the save chamber leads to a chest containing Cecil's **Ancient** sword. Be sure to save before exiting the Waterways.



Darkened Passage

Crono and friends must defeat the Hench monsters that guard the entrance. All of the enemies in the Heckran Cave can only be damaged sufficiently by magic attacks.



Climb down the ladders into the large central chamber. Head south into the first cave and fight two sets of enemies for a **Magic Scarf**. Collect the other items in the big cave, and take the second south exit. After moving through this passage, you'll emerge at a set of stairs that lead into the water. Fight the current by dashing across the area and upward to the top platform with a save point. Be sure to use a Shelter to reclaim your MP, because you're going to need it.

BOSS: HECKRAN

HP: 2100 EXP: 250 TECH: 10 G: 1500 WEAK vs: Magic STRONG vs: Attack CHARM: —

The Heckran can only be damaged by magic attacks, so your best party is Crono, Marle, and Lucca. Unleash Lightning and Fire each turn, and have Marle alternate between healing and casting Ice.

During the battle, it's extremely important to watch the dialogue messages that flash onscreen. Several times, the Heckran will challenge you to strike while it curls into a defensive position. If you attack while the Heckran is in this state, it counterattacks with a massive water wave. This one attack could take out some of your party members, so be extremely careful. Whenever the Heckran folds up, use the time to restore HP and MP. Resume your assault when the Heckran returns to normal.



The Wonderful Whirlpool

After listening to its final words, jump into the whirlpool north of the Heckran fight zone to be ejected near Lucca's House.



LUCCA'S HOUSE

Head inside and move to the upstairs right bedroom. Talk to Lucca's mom, Lara. Taban will enter and give her some money. Follow Taban downstairs. Talk to him to receive the **Taban Vest**.



TRUCE MARKET

If you rescued Fritz from execution during The Trial, return to the Truce Market. He will give you ten **Mid Ethers** as a reward! Stock up on equipment and head to Crono's House for a nap.



LEENE SQUARE

The Millennial Fair festivities seem to be winding down a bit, but the game booths are still open. If you're not interested, proceed to the north square and jump into the Time Gate.

END OF TIME

A new time pillar has appeared. The Old Man doesn't have much to say, so step into the new light and return to 600 AD.



CASTLE BARON

Follow the moat counter-clockwise to an entrance into the castle's courtyard. If necessary, return to Cecil's room in the west tower and rest in his old bed. As you venture back toward the Throne Room area, you'll encounter the king's advisor Baigan outside the royal chamber. However, as you move north to see the king, Palom and Porom notice something evil about Baigan.

Items Found

Unihorn (2)
Ether1 (4)
Life (2)
Bacchus (2)
Hermes (2)
HiPotion (2)
Tent (2)
Elixir

BOSS: BAIGAN, RIGHT ARM, LEFT ARM

| | | | | | | |
|-------------|----------|-----------|-----------|---------|--------|----------------|
| WEEPER | HP: 4444 | EXP: 4000 | Gil: 3000 | ATK: 58 | DEF: 1 | Weak Vs.: None |
| IMP CAPTAIN | HP: 444 | EXP: 10 | Gil: 0 | ATK: 58 | DEF: 2 | Weak Vs.: None |
| WATER HAG | HP: 444 | EXP: 10 | Gil: 0 | ATK: 58 | DEF: 2 | Weak Vs.: None |

Focus on attacking the body, and Baigan isn't such a difficult enemy. The arms can be killed off first (they do the most damage), but the body will simply rebuild them in a few rounds. With the body gone, the arms will not regenerate. Have Tellah cast an extremely strong spell on Baigan's body, and it will cast Wall on itself. To counteract this, Tellah can cast Wall on one of the other party members. Then Tellah and Palom can cast attack spells on this ally, which will reflect and damage some part of Baigan.

| | | |
|--|---|--|
| <p>Left Arm</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> | <p>Right Arm</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> | <p>Body</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> |
|--|---|--|



Nap Time and the Royal Treasures

Before entering the Throne Room, return to Cecil's room and rest. An even more difficult boss fight lies ahead. You can also access the east side of the castle, where the royal treasures lie.

Along the corridor on the east side of the castle, press the wall switch to open the secret passage. Travel across the invisible corridor and head downstairs to a room containing two **Unihorns**, two **Ether1s**, and two **Lifes**.

In the northeast tower, the party will find two **Bacchus** and two **Hermes** on the first floor. An **Elixir** and a passage sealed by an impenetrable force are in the basement. On 2F, the pots are empty but the chests contain two **HiPotions**. The third floor holds many plundered chests, but there are still two **Tents** and an **Ether1** for the taking. One of the pots contains another **Ether1**. After collecting these treasures and resting, enter the Throne Room to confront King Baron.



BOSS: CAGNAZZO

| | | | | | |
|----------|-----------|-----------|---------|--------|----------------|
| HP: 5312 | EXP: 5500 | Gil: 4000 | ATK: 44 | DEF: 2 | Weak Vs.: Bolt |
|----------|-----------|-----------|---------|--------|----------------|

Equip Yang with BoltClaws and use his "Power" ability throughout the battle to deliver devastating blows. Tellah and Palom should cast Bolt2 or Bolt3 each turn. Not only do these spells do the most damage, but they will also prevent Cagnazzo from unleashing his Wave attack. Note that when Cagnazzo is surrounded by his water barrier in preparation for the Wave attack, Bolt attacks and spells will do even more damage. Meanwhile, Porom should cast Cure spells often, while Cecil alternates between attacking and healing. When the demon retracts into his shell ("Turtle defense"), it reduces the effectiveness of all attacks. Use this opportunity to heal, replenish MP, or Parry until Cagnazzo comes back out to play.

| | | |
|--|--|---|
| <p>Cagnazzo</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> | <p>Left Arm</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> | <p>Right Arm</p> <p>Attack</p> <p>Def</p> <p>HP</p> <p>MP</p> <p>SP</p> <p>TP</p> <p>St</p> <p>Mag</p> <p>Phy</p> <p>Psy</p> <p>Fire</p> <p>Ice</p> <p>Wind</p> <p>Earth</p> <p>Light</p> <p>Dark</p> |
|--|--|---|

Airships and Sacrifice

Following the battle, the engineer Cid reunites with Cecil, but Palom and Porom will be leaving the party.

Cid joins the party and takes everyone to the Enterprise, hidden in a secret hangar. Now that you have an airship at your disposal, there are a few advantageous places to visit before proceeding to Troia.

THE HERO APPEARS – 600 AD

MAIN OBJECTIVES:



Visit the Knight Captain at Zenan Bridge.



Defeat Zombor.



Obtain the Jerky from the chef at Guardia Castle.



Speak to the people of the south continent.



Deliver the rations to the King's Knights.



Venture into the Cursed Woods.



Fight off Ozzie and his monsters.



Catch up on old times with Frog.

How The Times Have Changed

Speak to the citizens of old Truce to learn what has transpired. Your next brief stop is Zenan Bridge, which is south of the Cathedral.

Although the bridge has been restored, the situation is grim. Speak to the Knight Captain in the gold armor, then head for the castle to get rations.

GUARDIA CASTLE

Speak to the Chancellor, and then visit the wounded King upstairs. Now head down to the kitchen, but the Chef doesn't seem interested in helping. Take the **Ether** in the chest and head back upstairs. As you're approaching the front door the chef will reconsider. He offers you **Jerky** to take to the Captain, and a **Power Tab** for your assistance. Return to the bridge.

ZENAN BRIDGE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|----------|------|------|-----|-----|----------|-------|------|
| Deceased | 110 | 2 | 20 | 38 | None | None | None |
| Ozzie | ???? | 2 | 100 | 30 | N/A | N/A | N/A |

Speak to the Knight Captain twice more, once to give him the rations and twice to receive a **Gold Helm**. Run across the bridge to help the soldiers.

The party encounters Ozzie, one of Magus's goofier generals. Aim your spells carefully at each enemy, then use physical attacks on Ozzie. After one blow by each party member, he will run away. Chase him across the bridge, where he will transform dead soldiers into more Deceased. Eliminate them, then attack Ozzie with your weapons once more.

Ozzie finally stops to confront you, but not for a direct battle. Instead, the green glob assembles a mighty monster from a host of Deceased, creating the all-powerful Zombor.

ZOMBOR

| | | | | | | |
|----------------|----------|----------|---------|---------------------------------|---|----------|
| HP Top: 960 | EXP: 350 | TECH: 10 | G: 1500 | TOP: WEAK vs: Shadow/Water | TOP: STRONG vs: Absorbs Lighting/Fire | CHARM: — |
| HP Bottom: 800 | | | | BOTTOM: WEAK vs: Lightning/Fire | BOTTOM: STRONG vs: Absorbs Shadow/Water | |

The Zombor is actually two creatures stuck together. Make a party with Lucca and Marle and you'll have the easiest time. Attack the top half with Ice and regular attacks. Avoid using Techs that strike multiple targets. Eliminate the top half first. Don't destroy the bottom half first, or the top half will respond with a damaging attack. As the upper half is killed, it will reduce one character's MP to zero. Once the upper part is gone, use Fire or Lightning and weapons on the bottom portion.





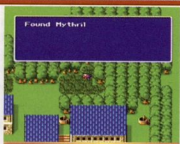
VILLAGE OF MIST

Search in the grassy areas for three **Bombs**. In one of the buildings, you can enter a large fireplace and walk through a secret passage to the right, where you'll find a valuable **Tiara**.

Prisoner clothes, and a **RubyRing**. A hidden space in the right wall turns into another secret passage that heads to the south, where a chest contains a **Change** rod.

Items Found

Bomb (3)
Tiara
Prisoner (clothes)
RubyRing
Change (rod)



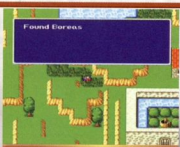
MYTHRIL VILLAGE

Position the Enterprise directly over Fabul, then fly straight south until you spot a land mass shaped like a fox's head. The town on this island is one of the most expensive in the game, since the Inn costs 500 Gil and the mythril items have hefty price tags. Search in the grassy areas

around town to find **5000 Gil**, a **Mythril** dagger, and a **Mythril** staff. That should help a little bit.

Items Found

5000 Gil
Mythril (dagger)
Mythril (staff)



AGART

For players with less money at this point, you may find the shopping in the village of Agart to be more agreeable. Position the Enterprise over Baron, then head directly south until you reach

an island with a few forests and a town located near a large mountain range. The residents here are all descended from dwarves. The shops carry affordable weapons and armor made of iron, and the Inn is cheap. The Item Shop is located inside the Inn, and the locals will all

give clues about an "underworld" that might be accessible from somewhere in this vicinity. Search the grassy area northwest of the sacred well for a **Boreas**. In the Agart Observatory, you can look through the telescope at the moon.

Items Found

Boreas

TROIA'S STOLEN CRYSTAL

MAIN OBJECTIVES:



Confer with the eight clerics of Troia.



Find Edward resting.



Journey due north of Troia.



Ride a black chocobo to the Magnetic Cavern.



Confront the Dark Elf.



Smite the Dark Dragon.



Return the Earth Crystal to Troia.



Prepare to save Rosa.



DORINO VILLAGE

Stop by the Elder's House first, where your old drinking pal Toma has just accepted a new job. He's off to find a legendary Rainbow Shell. Follow him to the Dorino Inn, and pump him for information. Also, speak to the other folks here to gather clues about your quest against Magus.

At the House on the north side of Dorino is a shiny dot on a locked bureau. Speak to the old guy to the left, and he'll offer to trade you what's in the bureau for your Naga-ette Bromide. Examine the bureau again to receive a **Magic Tab**.

ITEMS FOUND

Magic Tab

ITEMS FOUND

Mid Ether (2)

ITEMS FOUND

Power Tab

ITEMS FOUND

Mid Tonic
Shelter
Magic Scarf

FIONA'S VILLA

Move to the lone structure south of Dorino, which is occupied by the lonely Fiona. Her husband is missing, but she has two **Mid Ethers** which you can take. Fiona will be part of an important side quest late in the game.



PORRE VILLAGE

Inside the Porre Market someone has dropped a shining **Power Tab** on the floor. The Porre Market is the only place to offer the Gold Suit and Beret, so consider some purchases.

Stop by the Café, and buy Toma a drink for a report on how he's doing. Talk to all the patrons in the place for some extremely helpful advice about the coming battles.

CURSED WOODS

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|-----|-----|----------|-----------|------|
| Gnawer | 210 | 2 | 300 | 26 | None | None | None |
| T'pole | 150 | 1 | 30 | 26 | None | Mid Tonic | None |

The Cursed Woods lie just northwest of Porre. Read the sign to the left of the entrance to get a clue about who lives here. Move upward along the right side of the area, claiming the items in the two chests. At the top, move directly above the green bush that shakes occasionally, then move down into it to descend a hidden ladder.

Open the container near the ladder for a **Magic Scarf**, and then move into the center of the room, where Frog leaps out to greet you. He's horrified about the recent news. It is now time to head to the mysterious Denadoro Mountains.



TATA AND THE FROG – 600 AD

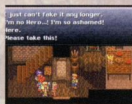
MAIN OBJECTIVES:



Climb the mountain to the top.



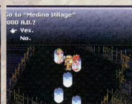
Defeat the brothers Masa and Mune.



Obtain the Hero Medal from Tata.



Take the Bent Hilt from Frog's place.



Ride the Time Gates back to Melchior's Hut.

DENADORO MOUNTAINS

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|-----|------|-----|-----|----------|---------|------|
| Bellbird | 94 | 2 | 100 | 27 | None | None | Heal |
| Free Lancer | 110 | 2 | 125 | 39 | None | Barrier | None |
| Goblin | 146 | 2 | 80 | 32 | None | None | None |
| Ogan | 146 | 2 | 80 | 32 | Fire | Shield | None |

ITEMS FOUND

300 G
Mirage Hand
Ether
Revive (2)
500 G

Mid Ether (4)
Gold Helm
Mid Tonic (2)
600 G
300 G

Silver Stud
Silver
Earring
Magic Tab
Speed Tab

Gold Suit
Shelter
Bent Sword



TROIA

The Troian kingdom lies buried in a vast forest on the west continent. The castle and town are located near the mountains amidst the trees there. Landing near the castle is a bit tricky, as there is only a tiny spot of green grass to allow a safe landing.

Much like Baron, there is a town outside of the castle, where the citizens live. Explore here first for items and information. Notice that the shops here sell non-metallic items. This is for good reason, which is explained later.

Items Found

1000 Gil
Ether1
Ether2
Illusion

Where Are the Items?

To find the hidden items, climb into the pool and wade past the swimmers into the moat. Follow the moat to the pool at the top, where Namingway is practicing his backstroke. Climb out of the pool onto the small green area, and head through the secret path to the left. Find all the items listed above in the small grassy section.



Entertainment in Troia

The Pub lies just above the Item Shop. A man near an obvious secret door at the top asks to see your Pass. If you're curious about this, speak to the woman dressed in red and yellow near the entrance to buy the Pass for 10000 Gil. This allows you into the Court of Kings whenever you like, where dancers will make you a part of their act.



Black Chocobo Farm

In the top right corner of Troia is the Black Chocobo Farm. Inside, examine the skull to open the secret door, and descend the stairs. Speak to the people below about black chocobos, and for clues about the Chocobo Village to the north.

TROIA CASTLE

Enter the castle and continue heading north until you reach the chamber outside the Crystal Room, where the eight clerics of Troia preside. Speak to all eight of them to find out what happened to the Earth Crystal.

The Lost Ally

Return to the foyer outside the clerics' chamber, and go through the left door. Move to the top left tower. Inside is the lost Edward, resting in bed. The prince of Damcyan is wounded and sick, but gives Cecil the **TwinHarp**. This is an important item needed to complete your next quest.



Items Found

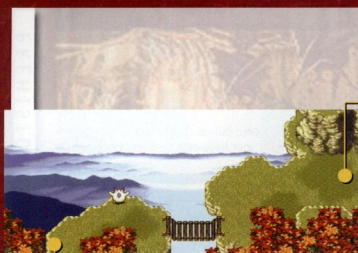
TwinHarp
Bacchus
Tent (2)
HiPotion (2)
Ether1 (2)
RubyRing (2)



In the lower left chamber, a person asks if you have permission to take the treasures. You don't yet have clearance, and don't bother lying, either. Just return to this room after defeating the Dark Elf.

Troia's Treasures

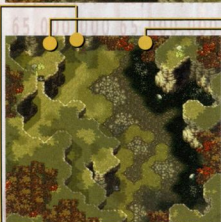
Like other castles, Troia has a bevy of treasures to aid your quest against evil. However, until you return with the Earth Crystal, only half of them are available for the taking. From the foyer, proceed through the eastern door, and head to the northeast tower. Inside, go down the center of the three sets of stairs and search the lower right pots for a **Bacchus**. Return to the top and descend the right stairs. Step on the center floor switch and go into the left chamber. As you exit, the next secret door will open automatically. As you collect the items, secret doors will keep opening until you get to the end.



(cross short path)



DARK AGES



OUTSKIRTS OF TROIA

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|--------------------------------------|-----------|-----|-----|
| Cannibal | 440 | 24 | 2 | Plant monster that disperses pollen. | Fire | 210 | 650 |
| Panther | 342 | 50 | 2 | KO's with Bluster counterattack. | Holy | 252 | 820 |
| Python | 108 | 46 | 0 | Uses special attack Entangle. | Holy, Ice | 222 | 700 |
| StingRat | 398 | 40 | 3 | Uses Needle when attacked. | None | 220 | 700 |
| Treant | 335 | 52 | 1 | Plant monster that casts Stop. | Fire | 148 | 687 |

To reach the Dark Elf's lair, start by walking north through the forests to the Chocobo Village. From there, fly a black chocobo to the northeast island and land in the forest outside the Magnetic Cavern.

Before The Journey

In preparation, buy non-metallic armor and weapons for all your characters in Troia, if you sold your previous items. If you left them with the Fat Chocobo, you can retrieve them at the Chocobo Village. Purchase plenty of Holy arrows and other types of projectiles, and acquire another Wooden hammer for Cid if you sold his old one.

Hunting

Wander around the forests of Troia, fighting monsters and gaining EXP until your characters are at the suggested levels for the Magnetic Cavern. To regain HP and MP, cast Cure spells and talk to the white chocobo in Chocobo Village.



CHOCOBO VILLAGE

In the square space to the left of the entrance, Fat Chocobo can be summoned with a Gysahl. There are also black chocobos in the area. Chase one down and ride it out of the village. On the world map, fly due east of the Chocobo Village to a nearby island covered by mountains and forest. Land the black chocobo in the forests near the cave entrance. Save your game and use a Tent if necessary before entering.

Items Found
Gysahl

MAGNETIC CAVERN

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|---------------------------------|--------------|-----|------|
| Cave Bat | 334 | 42 | 3 | Normal bats that drain life. | Projec. Holy | 151 | 598 |
| CaveNaga | 285 | 40 | 3 | Casts Slow. | Holy | 201 | 800 |
| Mage | 300 | 44 | 3 | Uses special attack Blast. | None | 232 | 1000 |
| Ogre | 865 | 60 | 2 | Giants with high attack power. | Holy | 240 | 800 |
| VampGirl | 270 | 38 | 2 | Excels at using Vampire attack. | Fire, Holy | 195 | 810 |

SUGGESTED

| CECIL | TELLAH |
|-------|--------|
| 22 | 24 |
| CID | YANG |
| 22 | 22 |

LEVELS

As previously mentioned, remove all metallic armor and weapons from your characters before entering the Magnetic Cavern. Characters bearing metal items will be immobile and useless in battle. Equip them with items such as Leather armor, Feather hats, and RubyRings. Cecil should be equipped with a bow and Holy arrows, and Cid should bear his Wooden hammer again. Yang's claws are not affected by the cavern's properties, so equip him with the strongest ones available.

Items Found

HiPotion (2)
UniHorn
Ether1 (2)
2000 Gil
Silk Web
HrGlass
Fairy (claw)
Exit
Earth Crystal



Enemy Encounters

When fighting Ogres, use Holy arrows and Yang's Power attack to defeat them more easily. Quickly blast Cave Bats and VampGirls with Tellah's Fire3 spell, to avoid HP drain in battle. Mages are impervious to level 1 elemental spells, so use high-powered spells and physical attacks against them.

Navigation

The Magnetic Cavern is a very straightforward area. Be sure to check behind all doors for useful items and save points. On B4F, when you reach the cluster of torches, first head across the platforms to the right and use the save point. The door in the column at the top of the area leads to the Crystal Room, where you'll encounter the Dark Elf.



Rocky Climb

Following the advice of the folks in the villages, place Lucca in your party to have access to Fire magic. Head north, collecting **300 G** on the way. When you reach the bottom of the ladder, the "Legendary Hero" is chased out by a Goblin. Defeat the first monster, and an Ogan shows up.

TIP

Ogans are Goblins with a wood club that increases their defense and attack abilities. Start battles against them by casting Fire and the club will burst into flames. The monsters then become regular Goblins that are easier to kill.



Go under the tree branches to the right of the ladder. Collect the **Mirage Hand**. Now return to the ladder and climb upward.

A series of difficult enemies waits at the top of the mountains. Lucca's Fire abilities are often needed, so be sure to equip her with something that increases Speed.



The Water Slide

Collect **300 G** from the chest and curve north to the top of the waterfalls. Defeat the Free Lancers and Bellbird, take the **Mid Tonic** and then move downstream. Fall down the left waterfall to drop onto a cliff to obtain a **Silver Stud**. Move right, and jump to a lower cliff where a **Silver Earring** is located. Equip these items, as they are extremely beneficial.

Hidden Items

Return to the mountaintop and continue heading west. After crossing a bridge, you'll find a peaceful white monster enjoying the view. Keep pestering the thing until it hands over a **Magic Tab**.



Continue downward to a save point. There won't be another save point before the boss, and you can't come back to this one. So, if you have to, use a Shelter if necessary and save now. Below the save point is a chest with a **Mid Ether**. Head directly west to the corner and search for a hidden **Speed Tab**.

In the next area, that rock-tossing Free Lancer will assault you again, but don't panic. Hidden under the branches near the entry point is a chest containing a **Gold Suit**. Defeat all the enemies in this area, then climb up to the cave's entrance.

TIP

After the Masamune is upgraded in a future side quest, return to the rock-tossing Free Lancer with Frog in your party. Frog will catch the **Gold Rock**, an accessory needed to perform the Grand Dream Triple Tech.

BOSS: MASA, MUNE

HP: 1000 ea EXP: 400 TECH: 4 G: 600 WEAK vs: None STRONG vs: None CHARM: —

The best party for these back-to-back bosses consists of Crono, Lucca, and Robo. Focus your attacks on one of the brothers, and hit him continuously with your strongest Dual Techs and magic spells. You only need to defeat one brother for the fight to be over. Note that Mune, on the left side, will not counterattack. In the meantime they will counterattack with their own brand of X Strike. Designate one character to heal the wounded every round.



BOSS: DARK ELF

| | | | | | |
|-----------|-----------|-----------|---------|--------|----------------|
| HP: 23890 | EXP: 1000 | Gil: 4000 | ATK: 18 | DEF: 0 | Weak Vs.: None |
|-----------|-----------|-----------|---------|--------|----------------|

The Dark Elf's ceaseless magic attacks decimate the party during the first half of the battle. This is a story-driven battle, so there is little to do. Then Edward plays a song to disrupt the magnetic field in the cave, enabling the use of metallic equipment and restoring the party to full health for the real battle. Take time to properly equip everyone with his strongest armor and weapons, then move to the Dark Elf and engage it.

During the second battle, cast Tellah's Wall spell on as many characters as possible. This way, the Dark Elf will cause itself some damage with its own magic spells. Use Yang's Power attack, while Cecil and Cid attack normally. Use DietFoods to cure Pig status. After its HP is gone, the Dark Elf transforms into the Dark Dragon and the battle continues.

| | | | |
|----------|--------|------|------|
| Dark Elf | Cid | 1000 | 1700 |
| Exp | Cecil | 1070 | 1010 |
| Exp | Tellah | 500 | 500 |
| Exp | Yang | 1001 | 1001 |

| | | | |
|----------|--------|------|------|
| Dark Elf | Cid | 1000 | 1700 |
| Exp | Cecil | 1070 | 1010 |
| Exp | Tellah | 500 | 500 |
| Exp | Yang | 1001 | 1001 |

| | | | |
|----------|--------|------|------|
| Dark Elf | Cid | 1000 | 1700 |
| Exp | Cecil | 1070 | 1010 |
| Exp | Tellah | 500 | 500 |
| Exp | Yang | 1001 | 1001 |

BOSS: DARK DRAGON

| | | | | | |
|----------|-----------|-----------|---------|--------|----------------|
| HP: 3927 | EXP: 6000 | Gil: 5000 | ATK: 94 | DEF: 1 | Weak Vs.: Holy |
|----------|-----------|-----------|---------|--------|----------------|

Continue using your strongest attacks, but avoid black magic spells weaker than level 3 since the creature is highly resistant to them. Have Tellah heal everyone after the Dragon uses its Dark Breath attack. If you don't have a Mythril sword, equip Cecil with a bow and Holy arrows.

| | | | |
|-------------|--------|------|------|
| Dark Dragon | Cid | 1000 | 1700 |
| Exp | Cecil | 1070 | 1010 |
| Exp | Tellah | 500 | 500 |
| Exp | Yang | 1001 | 1001 |

When the Smoke Clears

After the boss fight, grab the Earth Crystal and leave the cave. On the way out, the enemies can be defeated more easily since the magnetic field is gone. Yang can kill Ogres with one hit using the **Fairy** claw found in the cave. Use this opportunity to level up the characters for the events to come. Then hop back on the black chocobo, which will fly you directly back to its village. Walk or ride another chocobo back to Troia.



TROIA CASTLE

Return to the clerics and they will be amazed that you've returned with the crystal. However, Kain's voice cuts their celebration short. Talk to the clerics to get permission to take the castle's treasures. On the way out of the castle, stop by the treasure room in the northeast tower that was inaccessible previously. In the underground room are 18 chests containing all the items on the list. Then leave the castle and board the Enterprise. The crew is taken immediately to the Tower of Zot.

Items Found

HiPotion (2)
Remedy (2)
Ether1 (2)
Ether2 (2)
Elixir
EchoNote (2)
GreatBow
Fire (arrows)
(2x10)
Bolt (arrows)
(x10)
Ice (arrows)
(2x10)
Ag Apple

BOSS: MASAMUNE

HP: 3600

EXP: 500

TECH: 10

G: 1500

WEAK vs: None

STRONG vs: None

CHARM: —

The brothers will combine into one massive creature. Pound it with your most powerful Dual Techs and magic, but watch out for its main counterattack. When you see that the monster is "Storing Tornado Energy," Crono should perform Slash immediately. This disperses the energy that the boss is storing, preventing it from using its most damaging attack.

After the battle, you are granted the **Bent Sword**. The brothers are kind enough to help you leave the mountains without backtracking.

Storing Tornado Energy

Storing Tornado Energy

Storing Tornado Energy

Hero Medal

TATA'S HOUSE

Check up on the "Hero" to see what happened. Return to Tata's House in Porre and speak to the young lad. He'll gladly turn over the **Hero Medal**.

Bent Hilt

CURSED WOODS

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|-----|-----|----------|-----------|------|
| Gnawer | 210 | 2 | 300 | 26 | None | None | None |
| T'pole | 150 | 1 | 30 | 26 | None | Mid Ionic | None |

Return to Frog's lair in the woods northwest of Porre. Examine the glittering box where Frog was standing and the **Bent Hilt** will leap out. One of your characters will notice that "MELCHIOR" is inscribed on the object, so it's time to revisit 1000 AD.

TIP

There is a strange blue creature that can be spotted in these woods occasionally. If you run up to it and press X, it will scream "Stop, you dogs!" and depart. It is a rare occurrence and may be worth investigating.

MELCHIOR'S HUT

Travel back to Truce Canyon and use the Time Gate to return to the End of Time. Use the time pillar to go to Medina Village in 1000 AD. Head west to Melchior's Hut, and speak to the old fellow again. He won't divulge details, but he does agree that he could repair the Masamune if he had something called a Dreamstone. However, such an item hasn't existed since prehistoric times.

THE END OF TIME

Return to the Time Gate in the closet, and zap back to The End of Time. Use the lower time pillar to begin a journey back to 65,000,000 BC.

TOWER OF ZOT

MAIN OBJECTIVES:



Find helpful weapons and items.



Defeat the Magus sisters.



Rescue Rosa.



Survive the assault of Valhalla.

TOWER OF ZOT

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|-------------------------------------|------------|-----|------|
| Carapace | 700 | 72 | 4 | Absorbs fire. | Ice | 224 | 920 |
| Centaur | 380 | 58 | 2 | Part human and part horse. | None | 172 | 860 |
| EpeeGirl | 425 | 60 | 3 | Female epeeist. High attack power. | None | 200 | 1050 |
| Gremlin | 410 | 56 | 3 | Witch that casts Charm. | Fire | 275 | 1221 |
| IceBeast | 520 | 64 | 3 | Strong vs. ice. Uses Blizzard. | Fire | 276 | 1441 |
| Ice Liz | 480 | 62 | 2 | Uses Petrify. Strong vs. ice. | Fire | 289 | 1331 |
| Marion | 473 | 56 | 3 | Summons. Casts Death when confused. | None | 195 | 1000 |
| Puppet | 256 | 56 | 3 | Uses many types of magic. | Fire | 180 | 800 |
| Slime | 105 | 52 | 254 | Slimy enemy with high defense. | Fire | 50 | 750 |
| SwordMan | 360 | 64 | 2 | Uses Absorb and Curse. | Fire, Holy | 175 | 840 |
| Witch | 350 | 50 | 2 | High attack power. | None | 329 | 1551 |

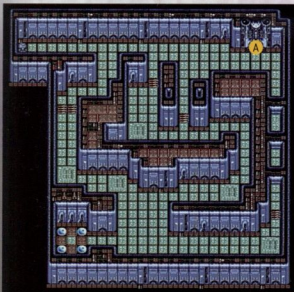
Items Found

Flame (armor)
Flame (sword)
HellClaw
Flame (shield)
Gala (hammer)
Wizard (robe)

SUGGESTED

| CECIL | TELLAH |
|-------|--------|
| 30 | 27 |
| CID | YANG |
| 28 | 30 |

LEVELS



THE RARE RED ROCK – 65,000,000 BC

MAIN OBJECTIVES:



Defend yourself against the Reptiles.



Follow Ayla back to her village.



Beat Ayla in the soup drinking contest.



The Dreamstone and Gate Key are gone!

MYSTIC MOUNTAIN

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|---------|-----|------|---|-----|----------|------------|-------|
| Kilwala | 160 | 2 | 0 | 42 | None | None | Petal |
| Reptite | 92 | 2 | 0 | 72 | Magic | Magma Hand | Petal |
| Runner | 196 | 2 | 0 | 48 | None | None | Horn |

The party steps out of the Time Gate in midair! After crashing to the ground below, enemies called Reptiles attack. Use Magic and Dual Techs to clear the area. When a second group closes in, you're outnumbered! Luckily, a cave woman jumps into the fray.

After your second fight, Ayla introduces herself to Crono and invites the party back to her village. As you follow her, avoid enemy confrontations and grab the **Berserker** on the left.

ITEMS FOUND

Berserker



Ayla: Me Ayla.
Ayla like strong people.
so Ayla like Crono!



IOKA VILLAGE

Head east and then north toward the four large huts. This is Ioka Village, which is spread north and south of the river. In one of the lower tents is a woman who will let you drink water that restores HP/MP.

The upper left dwelling is the Chief's Hut. Inside, Ayla explains about her people and their war with the Reptiles. Then she orders a celebration in your honor.

ITEMS FOUND

Dreamstone
Tonic

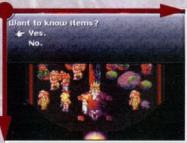
Tribal Beat

When the party awakes in the morning, they are surrounded by footprints. The Dreamstone and Gate Key are gone! Return to the Chief's Hut and awaken Ayla. She joins the party to help get your stuff back from the Reptiles. Include Marle or Robo in your party, to act as a healer.

What a Night...

When the chief awakes in the morning, they are surrounded by footprints. The Dreamstone and Gate Key are gone! Return to the Chief's Hut and awaken Ayla. She joins the party to help get your stuff back from the Reptiles. Include Marle or Robo in your party, to act as a healer.

With the chief in tow, the witch doctor in the upper right hut will now trade you items. In order to trade, you need items such as Petals, Fangs, Horns, and Feathers that can only be gained by defeating enemies in this time period. A man to the left tells you what items can be traded for here. Stop by the lower east hut and talk to the front person to receive a **Tonic**.



Want to know items?
← Yes.
No.

PREHISTORIC

DARK AGES

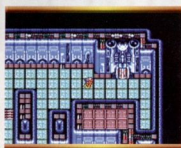
MIDDLE AGES

PRESENT

FUTURE



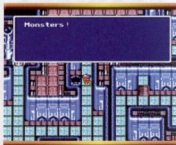
To Save Point



After communicating with Golbez, move directly upward to collect the **Flame** armor from the box in the top left corner of the map. There are relatively few items to get in the tower, but navigation is confusing so pause your game until you've thoroughly studied the maps. Prolonged travels will leave your party low in HP and MP, since random battles are so frequent.

Treasure Monsters

Close to the exit of 2F, divert momentarily into the right passage and open the box in there. A treasure monster appears. This is usually a particularly tough creature that must be defeated to win a prize. In this case, a FlameDog will appear, and you should use Ice spells to defeat it and win the **Flame** sword.



Careful Advancement

5F is sectioned off, so you must use several entrances from 4F to reach the different areas. Just be sure to collect all the items before reaching the boss fight location, because the items will be beneficial in your struggles. Enter the save room and use a Tent before taking on the bosses.

BOSS: MAGUS SISTERS

| | | | | | | |
|-------|----------|-----------|-----------|---------|--------|----------------|
| SANDY | HP: 2591 | EXP: 2500 | Gil: 3000 | ATK: 30 | DEF: 1 | Weak Vs.: None |
| CINDY | HP: 4599 | EXP: 2500 | Gil: 3000 | ATK: 36 | DEF: 2 | Weak Vs.: None |
| MINDY | HP: 2590 | EXP: 2500 | Gil: 3000 | ATK: 30 | DEF: 1 | Weak Vs.: None |

The middle sister, Cindy, heals and revives the other two, so focus on finishing her off first. Since she will have Wall cast on her almost immediately, use physical attacks and Yang's Power attack to defeat her. Afterward, use magic and regular attacks to kill the smaller sister, Mindy, who casts spells. Then it should be easy to finish off the tall one, Sandy.



After the Sisters

Do the party a big favor and return to the last save point. Use another Tent and save. **Remove all the items from Tellah, don't leave him equipped with anything.** Then enter the door previously guarded by the Magus sisters and move north to find Golbez and Kain. After Tellah fights Golbez, he leaves the party. Don't be too sad, as Kain and Rosa are great replacements. Rosa lost her armor, so equip her immediately with good armor, a bow, and arrows. As you start to exit the prison room, Valvalis attacks.

BOSS: VALVALIS

| | | | | | |
|----------|-----------|-----------|---------|--------|----------------|
| HP: 8636 | EXP: 9000 | Gil: 5500 | ATK: 88 | DEF: 0 | Weak Vs.: None |
|----------|-----------|-----------|---------|--------|----------------|

Valvalis will wrap herself in a tornado and do massive damage to each of your characters with her Wind attack. Use Rosa's strongest Cure and Life spells to keep the party going. While the tornado protects Valvalis, regular attacks are ineffective. Use Kain's Jump attack to bring her out of this state, and then hit her with Yang's Power attack while Cecil and Cid continue to strike with weapons. Try to destroy Valvalis before she wraps herself in another tornado, or it could spell your doom.



HUNTING RANGE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-----------|------|------|---|-----|----------|------------|----------------------------|
| Amphibite | 100 | 0 | 0 | 66 | None | 2 Horns | None |
| Anion | 152 | 1 | 0 | 72 | None | None | 2 Feathers |
| Croaker | 100 | 0 | 0 | 66 | None | 2 Fangs | None |
| Ion | 152 | 1 | 0 | 72 | None | 2 Feathers | 2 Feathers |
| Nu | 1234 | 30 | 0 | 248 | None | Mop | 3 Petals, 3 Fangs, 3 Horns |
| Rain Frog | 100 | 0 | 0 | 66 | None | None | 2 Fangs |

To obtain the items needed to trade at the Ioka Hut, venture north to the Hunting Range and seek out some of the wildlife. Each time you enter the area, little monsters will be everywhere.

Periodically it will rain in the Hunting Grounds. When this occurs, run like crazy around the area looking for the Nu. This bizarre blue creature will give you three of every item if you defeat it. The first time you defeat the Nu, it will give you the **Third Eye**, which increases Evade.

FOOTSTEPS! FOLLOW! – 65,000,000 BC

MAIN OBJECTIVES:



Find out what Kino's been up to.



Navigate the area and exit south.



Penetrate the Reptile Lair.



Collect items from all branches of the lair.



Defeat Nizbel.



Head back to the Time Gate at Mystic Mountains.



Return to Melchior to repair the Masamune.

FOREST MAZE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|-----|------|----|-----|-----------|-------|---------|
| Gold Eaglet | 400 | 2 | 80 | 32 | None | Ether | Feather |
| Kilwala | 160 | 2 | 0 | 42 | None | Petal | Petal |
| Runner | 196 | 2 | 0 | 42 | Lightning | None | Horn |
| Winged Ape | 450 | 2 | 0 | 123 | None | Ruby | Fang |
| Red Eaglet | 400 | 2 | 0 | 69 | None | Vest | Feather |



ITEMS FOUND

Third Eye

You strong!
Here!
Yake!

ITEMS FOUND

Mid Tonic (3)
Mid Ether (2)
Revive (2)
Shelter
Heal

THE UNDERWORLD

MAIN OBJECTIVES:



Drop the Magma into the bottomless well.



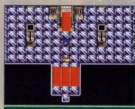
Fly the Enterprise into the crater.



Meet the king of the dwarves.



Protect the dark crystal from Calbrina.



Confront Golbez.



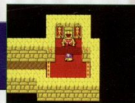
Follow the villain northwest to the Tower of Babil.

CASTLE BARON

Rosa teleports the party out of the collapsing tower to the safety of Cecil's room in Castle Baron. After Kain informs the party about the crystals of darkness, he hands over the **Magma**.

TIP

Before leaving Baron, return to the basement of the northeast tower. You can now enter a new area formerly blocked by a magic barrier. Here, Cecil will encounter the ghost of King Baron, who instructs him to return after visiting the Land of Summons. Check the **Secrets** section for more details.



AGART

Fly directly south from Baron to the island where Agart lies. Enter the building that houses the bottomless well and drop the Magma into it. A massive crater appears in the mountains outside the village.

Board the Enterprise and position it directly over the crater. Press X to descend into the Underworld. After flying into the crossfire of a battle, the airship will land near the Dwarven Castle.

DWARVEN CASTLE

Proceed directly north through the castle to the throne room of King Giott. Cid leaves the party to commence repairs on the Enterprise. After Yang senses a presence in the Crystal Room behind the throne, the group moves in to confront the enemy.

| SUGGESTED | | LEVELS |
|-----------|------|--------|
| CECIL | ROSA | |
| 33 | 33 | |
| KAIN | YANG | |
| 35 | 34 | |

Items Found

5000 Gil
Dwarf (axe)
Bacchus (2)
Elxair (2)
Ether1 (2)
HrGlass2
Sirength (glove)
HiPotion
BlkBelt
Gysahl (3)
Cabin (3)

Jealous Kino

Kino stands at the entrance of the Forest Maze surrounding the Reptite Lair, and he admits to stealing your Gate Key. Ayla sends him back to the village pouting, and you may plunge into the thicket.

Follow Footsteps Closely!

Immediately below the entrance point is a treasure chest containing a **Mid Tonic**. The chests in this area blend in and are a bit hard to spot. Use the maps for this section to locate the chests and to figure out how to navigate.

Once you get to the southern portion of the maze, you can no longer rely on the footprints to lead you to the exit. Use the maps instead, and after you collect all the supplies look for the exit point.

REPTITE LAIR

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|-----|------|---|-----|-----------|------------|---------|
| Evilweevil | 158 | 2 | 0 | 81 | Magic | Dream Gun | Feather |
| Fly Trap | 316 | 2 | 0 | 86 | Attack | Dream Bow | Petal |
| Megasaur | 830 | 2 | 0 | 147 | Lightning | Aeon Blade | Fang |
| Reptite | 92 | 2 | 0 | 72 | Magic | Magma Hand | Petal |
| Shitake | 158 | 2 | 0 | 111 | Magic | Petal | None |
| Winged Ape | 450 | 2 | 0 | 123 | None | Ruby Vest | Fang |

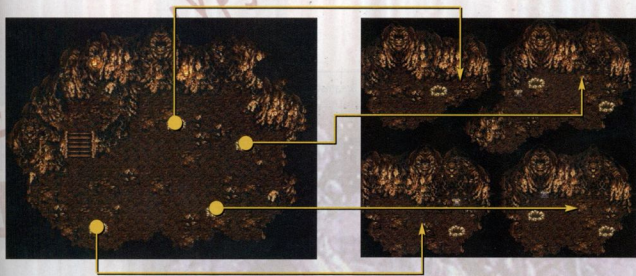
ITEMS FOUND

Mid Ether (2)
Full Tonic (2)
Ruby Vest
Rock Helm
ElixirFull
Ether

The Burrowing

Head into the cave and take the right tunnel. Wait on the raised platform, and watch the Evilweevils at work, burrowing holes in the floor. All but one Evilweevil will do this. That leaves only one monster, which is easy to dispatch.

The holes in the floor lead to various chambers in the Reptite Lair. If you look at the maps and the way they are connected, you can see that there are four distinct pathways through the lair, and you can see the treasures along each route.



TIP

A particularly nasty enemy is the Megasaur. Cast Lightning on it to reduce the Megasaur's defense, and the "shock" lasts a few turns. Hit it with your hardest Dual Tech to finish the creature before it recovers.

Whichever path you take, you must continue following that path until you are dropped into a large chamber where Reptites run amok. Two of them are busy guarding chests that contain a **Full Ether** and a **Rock Helm**. Exit through the cave to the right.

TIP

Want to collect the treasures from every path? Head upward past the Winged Apes and Shitakes and enter the first cave on the left. Climb to the top of this section and drop into the hole to go back to the entrance.

BOSS: 3 CAL, 3 BRINA

| | | | | | | |
|-----|---------------|----------------|---------------|---------|--------|----------------|
| CAL | HP: 1369 each | EXP: 1000 each | Gil: 500 each | ATK: 54 | DEF: 1 | Weak Vs.: None |
|-----|---------------|----------------|---------------|---------|--------|----------------|

| | | | | | | |
|-------|--------------|----------------|---------------|---------|--------|----------------|
| BRINA | HP: 369 each | EXP: 1000 each | Gil: 500 each | ATK: 54 | DEF: 1 | Weak Vs.: None |
|-------|--------------|----------------|---------------|---------|--------|----------------|

The red Brinas in the front row are extremely easy to take out, so let Cecil and Rosa handle them while Kain and Yang tackle the blue Cals in the back. Use Kain's Jump and Yang's Power attacks. The idea of this battle is to take out as many of the smaller dolls as possible before they unite into Calbrina, so that the total amount of EXP and Gil gained at the end of both battles is greater.



BOSS: CALBRINA

| | | | | | |
|----------|------------|-----------|----------|--------|----------------|
| HP: 5315 | EXP: 12000 | Gil: 5000 | ATK: 106 | DEF: 2 | Weak Vs.: None |
|----------|------------|-----------|----------|--------|----------------|

Use Rosa's Aim ability to pelt this thing with arrows. Yang and Kain should continue to Power attack and Jump, respectively. If you're at the suggested levels for this part of the game, you shouldn't have much trouble defeating the big baby doll.



BOSS: GOLBEZ, SHADOW

| | | | | | | |
|--------|---------|-------------------|-------------------|---------|--------|----------------------|
| GOLBEZ | HP: ??? | EXP: 15000 (both) | Gil: 11000 (both) | ATK: 86 | DEF: 0 | Weak Vs.: Holy, Fire |
|--------|---------|-------------------|-------------------|---------|--------|----------------------|

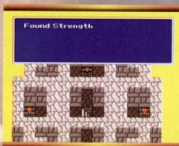
| | | | | | | |
|--------|---------|-------------------|-------------------|---------|--------|----------------|
| SHADOW | HP: ??? | EXP: 15000 (both) | Gil: 11000 (both) | ATK: 86 | DEF: 4 | Weak Vs.: None |
|--------|---------|-------------------|-------------------|---------|--------|----------------|

As part of the story, Golbez will cast Hold Gas, which immobilizes the visible party. If you're lucky, Kain will be in mid-Jump when Golbez does this, so that he stays active. In the meantime, Golbez summons Shadow. This creature can employ the special attack "Demolish" three times in a row, KO'ing your characters. When Shadow is just about to finish off Cecil, an older Rydia rejoins the party. Immediately open Rydia's Call menu. She learned a lot of new summons while she was gone! Call Titan to do massive damage. Cecil's attacks will also inflict a lot of pain for the rest of the battle, and Golbez should be finished in no time.



The Creeping Hand

Golbez's hand manages to survive the battle, and the crystal is stolen. After Cecil and crew apologize to the king, he asks the party to infiltrate the Tower of Babil and steal back the seven crystals. The dwarven tank army will create a diversion so you can sneak inside.



Tour the Dwarf Castle

In the hall below the throne room, there are stairs on the left and the right. The east stairs lead to the Weapon and Armor Shops. Walk directly between the two counters to reach an area called the Rally-ho Pub. Read more about this area in the **Secrets** section. The stairs on the right side of the room lead up into the East Tower. Find a **Dwarf** axe on the third floor. On 4F, find a secret passage to reach the pots near the bottom. Search them to find a **Bacchus**, and head up to 5F. Navigate the hidden passages through the brick walls to open the chests, to collect a **Strength** glove, an **Elixir**, an **Ether I**, and an **HrGlass2**.



At the top of the narrow bottom corridor is a team of Reptites with a Megasaur. After defeating them, a save point will appear on the right. Use a Shelter if needed and save before continuing north. Also note that when you defeat the boss, the party will leave the Reptite Lair automatically and you can't return for any missed treasures.

BOSS: NIZBEL

HP: 4200 EXP: 500 TECH: 10 G: 0 WEAK vs: Lightning STRONG vs: None CHARM: Third Eye

Azala's creation is mostly invulnerable until you use a Lightning Spell on it. Once its Defense is lowered, attack it with your strongest Dual Techs, such as Drill Kick, Volt Bite, or Ice Sword 2.

Two or three rounds after you've cast the Lightning spell, Nizbel will discharge an enormous electric shock. Make sure to use a healing Tech like Aura Whirl or Heal Beam. After the discharge, you have to cast another Lightning spell and start over. Keep your HP high for those static discharges, and you should be able to outlast Nizbel.



IOKA VILLAGE

After Nizbel is defeated and Azala is running for cover, the team reclaims the **Gate Key** and can return to the future. Return to Mystic Mountain, climb to the top and jump off the cliff into the Time Gate. At the End of Time, move to the time pillar that will take you to Medina Village in 1000 AD.

ITEMS FOUND
Gate Key
Dreamstone

MELCHIOR'S HUT

When you approach Melchior with the Masamune parts and the Dreamstone, he agrees to fix the blade. Follow him downstairs, and be patient while he works. Eventually, they reconstruct the Masamune and the beautiful weapon will be ready to return to its rightful heir.

ITEMS FOUND
Masamune

THE MASAMUNE – 600 AD

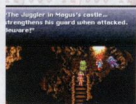
MAIN OBJECTIVES:



Return to 600 AD and find Frog in the Cursed Woods.



Travel to the Magic Cave and break the seal.



Brave the Magic Cave and read the dead soldier's note.



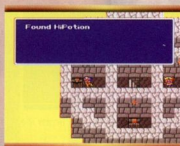
Prepare to enter the castle of evil Magus.

CURSED WOODS

From Medina, travel back to the End of Time and use the time pillar that takes you to 600 AD. Travel back to the Cursed Woods and speak to Frog. He accepts the Masamune and permanently joins the party. Now choose who will go to Magus's Castle. Crono and Frog must be in the party, so take Lucca along to balance the party magic-wise.

TIP

Frog won't learn any new Techs until you return to the End of Time and introduce him to Spekkio. There, he will automatically learn the Water spell.



Return to the hall outside the throne room. The left stairs on this floor lead to the Item Shop and the Inn. Resting here costs a whopping 600 Gil! Don't waste the money here, because you'll soon find a way to recharge for free. Search the pot to the left of the counter to find 5000 Gil, and head upstairs into the West Tower. On 4F, there is a secret passage on the right that leads you to the lower right pot. Search it for another Bacchus. Navigate the hidden passages on 5F to reach an **Elixir**, a **HiPotion**, a **BlkBelt**, and an **Ether1** near Namingway's position.



Return to 2F where the Inn is located, and move left to the stairs. On B1F, move past the Infirmary. Speak to the first guard, and he will open a secret passage for you. First, move to the right and search the pots for three **Gysahls**. Now ascend the carpeted stairs, where you can summon Far Chocobo. Clear as many items as needed out of your inventory, then enter the secret passage.

The Dwarven Base

Move through the caverns under the castle, and don't miss the three **Cabins** in the chests at the end of the right passage. Move down into the Dwarven Base, where preparations for the assault on the Tower of Babil are underway. Pass through the bottom doors and drink from the Water of Life on the far left to restore HP and MP.



UNDERWORLD

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|-----------|------|-----|-----|----------------------------------|----------|-----|------|
| Armadillo | 325 | 58 | 4 | Use magic and attacks to defeat. | None | 194 | 1555 |
| BlackLiz | 792 | 64 | 4 | Evil lizard that uses Petrify. | Ice | 43 | 1298 |
| Centipede | 655 | 76 | 5 | Casts GaeaRage when attacked. | None | 342 | 2714 |
| Dark Imp | 199 | 56 | 0 | Weakest enemy in Underworld. | None | 45 | 1930 |
| GlomWing | 1580 | 100 | 4 | Uses special attack Powder. | Projec | 510 | 2837 |
| Gorgon | 2550 | 134 | 4 | Special attack Glare petrifies. | None | 240 | 3003 |
| RockMoth | 900 | 74 | 14 | Uses special attack Powder. | Projec | 312 | 3114 |
| RockLarva | 986 | 72 | 3 | Absorbs MP with Psych. | None | 39 | 2822 |
| Tortoise | 435 | 70 | 3 | Use ice attacks to defeat it. | Ice | 234 | 1666 |
| TrapRose | 370 | 62 | 2 | Uses special attack Pollen. | Fire | 32 | 1204 |

Leave the Dwarven Base and head northwest on the continent. Check the suggested levels for the Tower of Babil, and level up your party in random battles while crossing the land. Return to the Dwarven Base and drink the Water of Life to recharge HP and MP when needed.

When you near the base of the tower, the dwarves' tanks will start firing volleys of bombs to distract the enemy while you sneak inside. Be sure to save your game on the way.



TOWER OF BABIL

MAIN OBJECTIVES:



Ascend the tower to 8F.



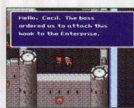
Fight Dr. Lugae and his crew.



Use the TowerKey to open the way to the super cannons.



Return to the entrance.



Speak to Cid's assistants at Castle Baron.

MAGIC CAVE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|---------|-----|------|----|-----|----------|-------|------|
| Gremlin | 110 | 2 | 70 | 51 | All | None | None |
| Vamp | 120 | 2 | 70 | 65 | Magic | None | None |

The Magic Cave is a rather nondescript mountain east of Fiona's Villa. Frog will create an entrance with the Masamune. Make sure you also equip Frog with the Hero's Medal, which increases the Critical Hit rate of the Masamune.

The Magic Cave is a short but twisting cavern full of Gremlins and Vamps. Both enemy types can only be attacked with magic, and a stampede of Gremlins will emerge when you're halfway through. At the exit there is a note pinned to a dead soldier that relates information about an upcoming enemy called a Juggler.

A tiny bat tags along with you. Ignore it for now.

MAGUS'S CASTLE – 600 AD

MAIN OBJECTIVES:



Explore the lair and collect items.



Exchange blows with Slash.



Meet Ozzie at the center.



Follow Ozzie further into the castle.



Defeat the doppelgangers in the east wing.



Drop Ozzie to his doom.



Fight your confusion about Fled.



Prevent Magus from unleashing the apocalypse.

MAGUS'S LAIR

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|-----|------|-----|-----|----------------|-------|-----------|
| Decedent | 67 | 1 | 90 | 12 | Lightning/Fire | None | None |
| Flunky | 390 | 2 | 170 | 127 | Magic | None | None |
| Grimalkin | 120 | 3 | 180 | 114 | None | None | None |
| Groupie | 390 | 2 | 210 | 113 | Magic | None | None |
| Fat Hench | 180 | 2 | 200 | 93 | Fire | None | None |
| Juggler | 450 | 3 | 220 | 128 | Varies | None | None |
| Omniscrone | 218 | 1 | 55 | 22 | None | None | Ether |
| Outlaw | 182 | 3 | 90 | 104 | None | None | None |
| Roly Bomber | 99 | 3 | 100 | 72 | Magic | None | None |
| Shadow | 1 | 1 | 50 | 14 | Magic | None | None |
| Sorcerer | 220 | 3 | 220 | 111 | Fire | None | Mid Ether |
| Vamp | 120 | 2 | 70 | 65 | Magic | None | None |
| Save Point | 10 | 2 | 100 | 144 | None | None | None |

ITEMS FOUND

Mid Ether (4)
Shelter (2)
Slasher
Barrier (2)

Magic Tab (2)
Mist Robe (2)
Dark Mail
Doom Finger

Lapis
Speed Belt
Revive
Magic Scarf

Palace of Darkness

Eerie silence pervades the halls of the evil wizard's castle. In the east wing are four children guarding a chest, and further up is an unguarded **Mid Ether**. Clones of Crono's mom, Queen Leene, and Taban will haunt you.

Return to the foyer and explore the west wing to find another **Mid Ether**, and at the far end is a second throne room with items on either side.

Return to the entrance, where a save point has mysteriously appeared. Examine it and Ozzie materializes. He summons monsters for you to fight.



The Charming Magician

Proceed up the east wing once more. This time, the children will transform into Shadows. Use magic to wipe them out. Their treasure is a **Barrier**.



Transport the hovercraft to Eblan.



Scour the ruins of Eblan Castle.



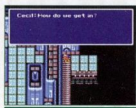
Ride the hovercraft across the shallows.



Find the survivors in Cave Eblan.



Catch up to Prince Edge in the underground pass.



Sneak back into the tower.



Learn the awful fate of King and Queen Eblan.



Seek revenge against the demon Rubicant.

TOWER OF BABIL - UNDERWORLD

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|---|----------|-----|------|
| Alert | 1425 | 112 | 0 | Sounds alarm to call monsters. | None | 380 | 2008 |
| Egg | ??? | - | - | Monster egg. Hatches when attacked. | None | ??? | ??? |
| EvilDoll | 388 | 64 | 3 | Casts many types of magic. | None | 269 | 1408 |
| FlameDog | 1221 | 68 | 3 | Attacks with fire. | Ice | 244 | 1700 |
| FlameMan | 579 | 76 | 4 | Absorbs fire attacks. | Ice | 300 | 1700 |
| Chimera | 700 | 80 | 3 | Absorbs fire, bolt, and ice attacks. | None | 225 | 1708 |
| Medusa | 490 | 64 | 4 | Glare turns targets to stone. | None | 225 | 1208 |
| Naga | 320 | 66 | 4 | Tongue attack has same effect as Sleep. | None | 150 | 1118 |
| Stoneman | 2560 | 84 | 4 | Monster made of stone. | Ice | 238 | 2908 |
| Tofu | 298 | 66 | 254 | Physical attacks are ineffective. | Ice | 384 | 1008 |

SUGGESTED

| CECIL | ROSA |
|-------|------|
| 37 | 36 |
| RYDIA | KAIN |
| 36 | 40 |
| YANG | |
| 38 | |

LEVELS



Items Found

Ice (arrows)
(2x10)
Ether1
Bandanna
IceSpear
IceBrand
CatClaw
HiPotion (2)
Life
Archer (bow)
Notus
IceArmor
IceShld
Boreas
Ether2
TowerKey



To Save Point



Proceeding north, you'll be attacked by Sorcerers, who conjure Fat Hennes and Vamps to outnumber you. Destroy the Sorcerer first, using a strong physical Tech like X Strike. Otherwise it will continually heal itself and the others. At the far end of the east wing is the magician Flea.

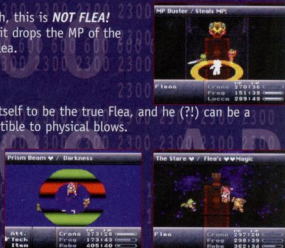
BOSS: FLEA

HP: 4120 EXP: 500 TECH: 10 G: 1000 WEAK vs: Attack STRONG vs: Magic CHARM: —

As you start this fight, you'll notice a question mark after Flea's name. In truth, this is **NOT FLEA!** Don't waste any MP destroying this impostor. When the monster is destroyed, it drops the MP of the character who killed it to zero. Quickly use a Full Ether as you fight the real Flea.

The tiny bat which has been following you since the Magic Cave now reveals itself to be the true Flea, and he (?) can be a cunning opponent. Being mostly immune to Magic attacks, Flea is only susceptible to physical blows.

For this fight, it's best to have a party of Crono, Frog, and Robo so that your clunky metal friend can perform Heal Beam as well as powerful physical Dual Techs like Rocket Roll and Blade Toss. Crono and Frog can perform X Strike, but your amphibian counterpart is going to be busy healing and curing status ailments. Flea has a habit of charming one of your characters to strike the other two, which is not a lingering status abnormality. Don't waste curative items unless the character remains in a Chaos state.



The Sword Master

Flea will drop a **Magic Tab** on the ground following his departure. Explore the west wing now, defeating the Omnicrones and Decedents that have appeared here. Place Lucca or Marle on the combat team before reaching the boss at the top of the area. After a host of Decedents, the blue lord of the sword appears.

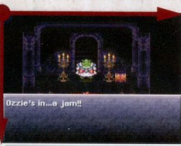
BOSS: SLASH

HP: 5200 EXP: 500 TECH: 10 G: 1500 WEAK vs: None STRONG vs: Magic CHARM: —

Slash is a bit more difficult to fight since he lasts two battles. During the first round, he barely pays attention to you. Reserve your waning MP for the second round, and in the meantime just attack normally and use X Strike occasionally.

After the first amount of HP is gone, Slash grabs his infamous sword off the wall. This item sharply raises his magic defense, so he is only vulnerable to physical attacks in the second half of the fight. Some of Slash's attacks will cut your characters' HP by half.

Make sure that one character in your party is dedicated to healing the others. Fire up sword-based Dual Techs such as Spire, Sword Stream, Red Pin, and Ice Sword or Fire Sword.



The Daunting Green Blob

Your blue foe leaves his prized weapon behind him, the **Slasher**. Equip Crono with this weapon immediately. Also, a valid save point appears.

Examine the save point that has reappeared in the foyer, and you are transported to another area. Fight your way up the corridor to the top, where the elusive Ozzie appears once again. Grab the **Mist Robe** from the nearby chest and pursue him.

To
Save
Point.

1F

Collect the **Ice** arrows from the two left chests, and navigate right for an **Ether I**. Many of the enemies in the tower are weak against ice, so equip Rosa with Ice arrows and use Rydia's Ice spells. Call upon the ice goddess Shiva to dispatch large parties of FlameDogs and FlameMen, as well as the Stoneman monsters encountered further up the tower.



2F

The two extra doors at the bottom and right side of this level lead to chests containing treasure monsters. Each of them is an Alert drone, which will call another monster into the battle when attacked. The idea is to destroy the Alert with one hit, so use Kain's Jump attack, or Yang's Power hit. On this level, defeat the Alerts to win the awesome **IceSpear** and **IceBrand** weapons.

3F

Move down to the lower right door first, which leads to a section of 4F where you can acquire the **Archer** bow and **Notus**. Then return to 3F and navigate to the lower left door.

4F

A save room is directly across from the west entrance. At this late stage in the game, you should use Cabins to restore the party fully. Proceed north and follow the twisting path to a room where you must fight an Alert to get the **IceShield**. Below that room is another chamber where you can fight for the **IceShield**. The lower room to the right is empty.

5F

The door at the top center is locked, and the party must defeat the boss to obtain the key. The chest on the left contains a **Boreas**, and the far right chest holds a **HiPotion**. Proceed through the upper right door, and through a small portion of 6F to the next floor.

7F

The top right door leads to a save room. Save your game before moving on to the boss. If the random battles wear you out again before you get to the exit, don't hesitate to return to the save room and use a Cabin.

BOSS: DR. LUGAE, BALNAB, BALNAB-Z

| | | | | | | |
|-----------|----------|--------|--------|----------|--------|----------------|
| DR. LUGAE | HP: 4936 | EXP: 0 | Gil: 0 | ATK: 18 | DEF: 0 | Weak Vs.: None |
| BALNAB | HP: 4832 | EXP: 0 | Gil: 0 | ATK: 86 | DEF: 0 | Weak Vs.: None |
| BALNAB Z | HP: 4518 | EXP: 0 | Gil: 0 | ATK: 114 | DEF: 1 | Weak Vs.: None |

The mad doctor will "heal" Balnab with oil to keep it running smoothly, so eliminate Lugae first. Without its master there to oil it, Balnab will Detonate, damaging one of the party members. However, if the party defeats Balnab first, Dr. Lugae will take control of the robot to form Balnab Z. After a few rounds, Lugae will accidentally Detonate Balnab Z as well. The fastest and most painless way to defeat these two is to have Cecil, Kain, and Yang all Parry while Rosa heals the party. Meanwhile, Rydia should summon Titan repeatedly. Titan should only have to pound the pair a few times to defeat both the scientist and his creation.



BOSS: LUGABORG

| | | | | | |
|----------|------------|-----------|---------|--------|----------------|
| HP: 9321 | EXP: 10101 | Gil: 4000 | ATK: 86 | DEF: 1 | Weak Vs.: None |
|----------|------------|-----------|---------|--------|----------------|

If you lost a character in the last battle, getting him or her back on track is hard. Lugae transforms into a robot skeleton, then immediately casts Poison on the entire party. You can waste Antidotes if you have them, but the crazy doctor will remove the status from everyone just a few turns later. So make better use of your turns by attacking, and just have Rosa cast Cure spells to keep HP up. Equip Yang with BoltClaws, and have Rydia call Ramuh or cast Bolt2. After Dr. Lugae removes the Poison status, use Rosa's Aim attack to fire Bolt arrows at Lugaborg.





The Chopping Block

The great green one has a series of hoops for you to leap through, starting with a conveyor belt nightmare. Wait to hop on each belt until the moment that the blade strikes, so you slide under while the blade is rising again. Collect the **Dark Mail** on the way, and equip it quickly. Keep braving the chopping blades and use Mid Tonics if you get hit. Upon your reaching Ozzie, he'll retreat once more. Take Robo's **Doom Finger** and move on.

Jugglers

Climb the series of ascending ramps, battling Roly's, Vamps, and Jugglers. You can avoid all these fights by climbing over the sides using the chain ladders, whenever a Roly gets close. Remember the dead soldier's note about Jugglers. Start off with a regular attack. When you see that the Juggler's physical defense is definitely on, cast a magic spell. It will switch over its defense each time it is struck, so your next character will have to use a regular attack, and then a magic spell, and so on.



Crouching Save Points, Hidden Pitfalls

Notice that Ozzie is holding a winch handle. As you start to cross the area, he drops you into a room with six Decedents that must be killed immediately. Search this large chamber to find chests that hold a **Lapis**, a **Mid Ether**, a **Shelter**, and a **Barrier**. In the bottom right corner of the room, wait momentarily and a **Magic Tab** will sparkle on the ground.

There appear to be four save spots in the room, but it's an illusion. One of the save points is real, but two of the save points will actually spread out and attack! They're low on HP and don't do much harm, but it's annoying. Generally, the two save points that will attack are directly across from each other, and the real save point is across from the one which will teleport you back to Ozzie's trap room. When you finally avoid all the traps and reach Ozzie, he high-tails it once more.

Exploding Roly's

The next series of ascending ramps is plagued by Roly Bombers. These will explode when defeated, damaging your whole party. Avoid fighting them if possible. When a Roly Bomber barrels down the ramp, climb down one of the chain ladders momentarily until it passes. Also, avoid fighting the Outlaws and Jugglers until a Roly Bomber is way past, or they will get caught in the melee too.



Monster Winches

Ozzie's next set of traps involves raising Outlaws, Groupies, and Jugglers out of the ground. When fighting multiple Jugglers, it's important to focus on one Juggler at a time. Wait until one character attacks before commanding the next character to cast a spell or whatever. As Ozzie continues to flee, collect the **Speed Belt** and catch up to him.



Not So Fast, Green Boy!

After another corridor teeming with monsters, you'll catch up to Ozzie at last. This really isn't a boss fight since there's no EXP, Tech Points, or G. Ozzie will raise an impenetrable barrier, but he is not your target. Each turn, one of the winches on the side becomes a target. Attack the winches each round until Ozzie drops into a pit.

After the fight, two save points appear. The one on the right allows you to use a Shelter and save, and the one on the left teleports you to Magus. Collect the **Mist Robe** and **Magic Scarf**, then go to the left save point. One of the most effective parties to use is Crono, Frog, and Lucca.

Save the Dwarves

As Dr. Lugae disintegrates, he warns that the super cannons are about to annihilate the dwarven tank army outside. Quickly take the **TowerKey** back down to level 5F. Use a save point on the way. Cross the bridge to the locked room. **Before using the key to enter, you might want to remove any items from Yang that you want to keep handy.** Inside, the party will fight a group of Dark Imps.

Return to the first floor, where Golbez tries to eliminate the party with a trap. After a series of events, the party is back onboard the Enterprise and hovering over Agart in the world above.



CASTLE BARON

Land outside Baron and enter the castle. Find Cid's assistants in the eastern courtyard of the castle. The engineer instructed them to modify the Enterprise with a hook to carry the hovercraft. Fly back to where you left the hovercraft on the world map, and position the Enterprise so that it casts its shadow directly on the hovercraft. Then press X to pick up the vehicle.

EBLAN ENVIRONS

BESTIARY

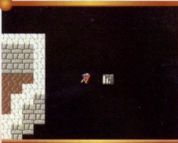
| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|-------------------------------------|----------|-----|------|
| HugeCell | 695 | 60 | 4 | Often retreats, so defeat it early. | None | 253 | 1504 |
| Roc | 500 | 66 | 3 | Magic defense is extremely high. | Projec | 150 | 1404 |
| RocBaby | 50 | 60 | 2 | Uses Break, which petrifies enemy. | Projec | 81 | 1004 |
| Staleman | 1950 | 86 | 4 | Steel monster. | Ice | 445 | 703 |

SUGGESTED

| CECIL | ROSA |
|-------|------|
| 40 | 38 |
| RYDIA | KAIN |
| 39 | 43 |

LEVELS

The Tower of Babil pokes out of the Underworld on the small continent where the kingdom of Eblan lies. You can get to this continent by flying directly south from Troia or directly west from Agart. First investigate the ruins of Eblan Castle on the east coast, then board the hovercraft and ride the shallows west to the entrance of Cave Eblan.



West Tower

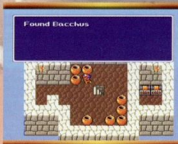
Return to the courtyard and descend the left stairs, then pass under the portcullis and enter the tower. There is a secret passage just inside the entrance that leads to the chest on the right. A Staleman and four Skulls pop out. Defeat them to



EBLAN CASTLE

The demon Rubicant seems to have successfully destroyed the entire kingdom of Eblan. Not a single soul stirs within the castle walls, and the kingdom's treasures lie waiting to help you in your quest.

The easiest items to get are the ones nearest the Throne Room. Proceed directly north through the castle, collecting a **HiPotion** along the way. In the royal chamber, there are secret passages off to the left and to the right that lead back to the previous chamber, so that the five items there can be collected.



Items Found

Bacchus (2)
Kamikaze
Mute (arrows) (x10)
10000 Gil
Sleep (sword)
Coffin
Exit
Ether1 (3)
Hermes
Cabin (2)
HrGlass2
Ag Apple
BloodSpr
HiPotion
Soft
MaidKiss
Unihorn
Alarm

BOSS: MAGUS

HP: 6666

EXP: 1500

TECH: 15

G: 3000

WEAK vs: The Masamune

STRONG vs: *

CHARM: —

Magus's shifting magic barrier prevents him from being hit by any type of magic save one. Your first job is to test the waters and see what type of magic to which he is vulnerable. Have Crono cast Lightning, and if it fails you will see a message telling you exactly what type of magic will be effective. Once you know, cast that spell only and avoid using physical attacks. If Crono or Lucca performs a physical attack, Magus's barrier will change to some other type of magic. It *might* change when you cast a spell, but it will *definitely* change if you attack him. If the magic barrier switches to Water or Shadow, attack Magus immediately to change it to Lightning or Fire. Frog should attack with the Masamune, since every time you strike with the Masamune, Magus's Magic Defense will drop. Thus, whatever your other character is casting will become more effective each round! This method may leave one of your characters standing there, either Crono or Lucca. Just have that person heal the other two with items.



The battle changes gears when you see a message onscreen reading "Magus risks casting a spell!" When this occurs, anything goes! Start whacking Magus with your most powerful Techs, whether magic or physical. His barrier doesn't exist anymore, but you need to take him down fast at this point. Magus will be casting all sorts of dark spells on your crew. If you don't take out Magus quickly, he will use Dark Matter, inflicting a large amount of damage on the entire party. Frog will have to stop attacking in order to cure people. Maintain your barrage of attacks until the dark lord relents.



The Massive Rift

Magus curses the heroes for interrupting his ritual, and a huge rip in the time-space continuum opens! The party is sucked into the vortex.

FORWARD TO THE PAST – 65,000,000 BC

MAIN OBJECTIVES:



Follow Kino to the Laruba Ruins.



Storm the cliffs of the Dactyl's Nest.



Ride the Dactyls to the Tyrano Lair.

IOKA VILLAGE

The characters rest and recuperate in Ayla's Hut, so you're at full HP/MP when Kino comes storming in. Follow him to the Laruba Ruins, nestled in the green area to the northwest.



OLD MAN: ...OK.
Go to Dactyl's nest and Keeper will help.
Careful, right!

LARUBA RUINS

Ayla obtains permission to fly the Dactyls from the Elder of the smoldering Laruba Village. Follow her out to the world map, then north to the mountains where the Dactyl's Nest lies.

DACTYL'S NEST

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-----------|-----|------|---|-----|-----------|-------|---------|
| Avian Rex | 327 | 3 | 0 | 129 | Lightning | None | Feather |
| Cave Ape | 436 | 3 | 0 | 123 | None | None | Fang |
| Shist | 250 | 3 | 0 | 94 | None | None | Petal |

ITEMS FOUND

Mid Ether
Mid Tonic
Meso Mail

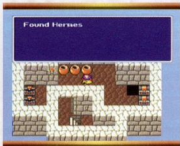
The Winged Perch

The Dactyl's Nest is a blessedly short area to climb. Use the branch-trunk ladders to climb the rocky cliffs and ascend to the peak, where Ayla summons three giant Dactyls. She permanently joins the party, so you must choose a third to go along. The safest bet is Frog.



East Tower

Move to the top of the first floor and head left into a secret passage that leads to the **Coffin** on the side. Go upstairs and press the switch to open the secret door into the next room. Circumnvent the staircase by heading down and around it to enter the room, then take the items on the left. Search the pots for a **Hermes**, then move directly to the right into a secret passage that leads down to the seemingly inaccessible chest. Fight two BlackCats and a Lamia to get the **BloodSpr**, a spear that drains HP from enemies and transfers it to Kain. Note that all such weapons have the **opposite effect** when used against undead: they will heal the undead enemy by draining HP from the wielder. The black hole in the floor drops down to an **HrGlass2**. If you walk straight downward, you end up in the Basement.



Basement

As you move downward, there are two **Ether1s** on the left. Opening the right chest releases three Mad Ogres that try to pound your party to dust. Summon monsters are ineffective against these creatures. You'll get an **Ag Apple** for your troubles. Follow the path to the right, which leads outside of the castle.



CAVE EBLAN

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|------------------------------------|--------------|-----|------|
| GiantBar | 439 | 56 | 3 | Enormous bar, uses Vampire attack. | Projec. Fire | 262 | 1977 |
| Ironback | 100 | 74 | 4 | Use weapons and magic to defeat. | None | 233 | 1077 |
| Skull | 740 | 75 | 3 | Undead monster that casts Bolt2. | Holy, Fire | 116 | 1577 |

Items Found

Vampire
Shuriken (2)
Remedy
Potion (2)
Ether1
Tent
HiPotion (3)
Cabin
Elixir (2)
Silk Web
Life (2)
HrGlass2
Kamikaze
Soft
BloodSwd
Ether2



Move to the bottom of the first cave and head right to a chest containing a **Vampire**. From there move up and climb down into the water. Pass upward through the falls and head left through the wall into the small chamber containing a **Shuriken**. Continue to the right to reach the **Remedy**.



The survivors of Eblan Castle, after the destruction of their home, have set up camp in the next chamber. Behind the first door are the Inn and the Item Shop. In the Weapons/Armor Shop, there are some extremely good items to buy if you have the money. The door on the far left of the cave leads to the infirmary, where the wounded are treated; there, you can search the pots on either side to find two **Potions**. The northernmost door between the two guards leads onward.



Pass to Babil

Proceed to the top of the cave, collecting items on the way. Talk to the fallen soldier at the top, then go down into the niche beside him. Follow this secret passage all the way down to a **HiPotion**, then return to the wounded guard and continue north.

Find another collapsed guard, then move to the top of the screen and collect a **Kamikaze**. As you head straight down from there to the bottom, search on the right side for a secret passage that leads to a **Shuriken**.

Flying High

The Dactyls are piloted using the D-pad, and you can land in any area that is large enough by pressing X. Press X again to get back on the Dactyls and rise. Stop by the Chief's Hut in Joka Village, to rest for free and save your game. Then proceed southeast across the magma flows to the highly advanced Tyrano Lair.

TIP

The Joka Trading Hut has better items now, for the same trading values as before! If you don't have a good stock of trading items, swing by the Hunting Grounds and defeat a few monsters. For the Tyrano Lair, you should have Ruby Vests for all your characters. Many of the enemies inside inflict fire damage. Trade at the Joka Hut until your party members are all equipped with Ruby Vests.

UNNATURAL SELECTION? – 65,000,000 BC

MAIN OBJECTIVES:



Free the villagers at the Tyrano Lair.



Kino opens the upper levels.



Defeat Nizbel II.



Confront Azala and his mighty pet.



A new Time Gate appears in the Lair Ruins.

TYRANO LAIR

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-----------|------|------|---|-----|-----------|-------|-----------|
| Avian Rex | 327 | 3 | 0 | 129 | Lightning | None | Feather |
| Cave Ape | 436 | 3 | 0 | 123 | None | None | Fang |
| Reptite | 336 | 4 | 0 | 126 | None | None | Mid Tonic |
| Terrasaur | 1090 | 4 | 0 | 253 | Magic | Lapis | None |
| Volcano | 257 | 7 | 0 | 222 | Water | Lapis | None |

ITEMS FOUND

Mid Ether (2)
Full Tonic
Full Ether
Tonic

Revive
Cera Topper (2)
Meso Mail





Passing yet another wounded guard on the way south, empty the three chests, then enter the secret passage above the Cabin's location to reach two **Elixirs**. Follow the path as it curves south, then all the way back up north.

Grab the **Soft** from the left chest, then save and use a Cabin if needed in the sanctuary room off to the right. Find the secret passage that leads to a chest containing two Stalemen. Defeat them to win the **BloodSwd**.

The Ninja Prince

As the party nears the top exit, a battle occurs between the demon Rubicant and the hot-headed young prince from Eblan. Pay close attention to what occurs during the battle, because it is the key to defeating Rubicant later. Afterward, the party will rush to the aid of the ninja Edge, and he will join the party.

Unfortunately, Edge is at level 25 with 790 HP, which is way below the recommended levels for your characters. Before proceeding back into the Tower of Babil, level him up by fighting the creatures found in the cave. While you're at it, be sure to head left from the spot where Edge joins, into a secret passage where you can get an **Ether 2**.

TOWER OF BABIL - OVERWORLD

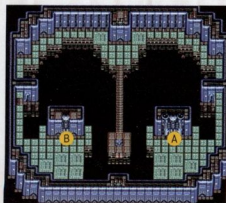
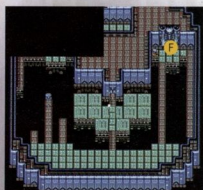
BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|--|----------|-----|------|
| Balloon | 697 | 72 | 4 | Detonates when HP is low or Ice spells are cast on it. | Projec | 315 | 2459 |
| BlackCat | 593 | 72 | 3 | Uses Bluster when attacked. | None | 345 | 2758 |
| BladeMan | 1050 | 76 | 4 | Knight that casts Wall and Bio. | Holy | 211 | 2559 |
| Grudger | 1400 | 76 | 4 | Absorbs Bolt spells. | Holy | 149 | 2459 |
| Lamia | 1200 | 72 | 4 | Casts Charm to confuse enemies. | None | 143 | 2059 |
| Mad Ogre | 2000 | 86 | 4 | High HP and attack power. | None | 270 | 2359 |
| Sorcerer | 1000 | 82 | 4 | Witch that calls monsters. | None | 272 | 2359 |

Items Found

Unihorn
Succubus
Ogre (axe)
Ashura
8200 Gil
HiPotion (2)

| SUGGESTED LEVELS | |
|------------------|------|
| CECIL | ROSA |
| 44 | 42 |
| RYDIA | KAIN |
| 43 | 47 |
| EDGE | |
| 35 | |





Prison of the Lizards

Run past the Cave Apes, through the right skull and down the stairs. Use Lightning magic against the Reptiles, then push the button on the door to release the prisoners. Continue defeating the lizard creatures as you descend further.

Talk to Kino through the bars, and Ayla busts him out. Kino offers to show you something, but first open the pod in the back of his cell to receive a **Mid Ether**. Now follow Kino back up to the entrance, where he opens the left skull. After Kino departs, start heading upward.

In the room above, step on the left and right floor buttons to drop the monsters into the pit rather than fight them. Go through the right door and cross the balcony to the far side. In the room with two pods, check the left one for a **Full Tonic**, but don't check the right one! If you do, you'll be dropped into the villagers' cell, where you'll have to fight a hazardously large group of monsters.

Return to the room where you dropped the monsters, and you must fight the ones on the right side. Drop the ones on the left side into the pit again and go through the left door. Cross the balcony to the far left to a room with a strange floor.

Use the map on the previous page to determine where the warp fields are, and where they take you in the room. After collecting the four items, proceed to the exit and continue upward.



Cross the treacherous balcony past the locked gate to the open doorway on the far right. Inside here are two switches and a giant skull. Push the right switch to open it. If you push the left switch, monsters pop out. Step inside the skull and take the **Full Ether** from the right pod, then push the switch on the back wall. The gate back out on the balcony will now be open.

Nizbel II stands inside the entrance. However, it doesn't recognize you at first, so you may move around it to the save point. Use a Shelter if needed before proceeding north, when Nizbel II suddenly speaks up.



BOSS: NIZBEL II

HP: 4200 EXP: 880 TECH: 15 G: 0 WEAK vs: Lightning STRONG vs: N/A CHARM: Third Eye

Nizbel II has modified its attack pattern since the first Nizbel lost. This time, your only option is to attack with Lightning each round. If you use regular attacks, its magic and physical defense will rise each time. Crono and Ayla's Volt Bite is particularly effective, and gets better each round. Each time you electrocute it, Nizbel will discharge electricity. Also, Nizbel II inflicts poison, so use a Heal to prevent HP draining. Have Frog heal and cure party members every round, and you should remain all right as the Lightning strikes whittle away its HP.



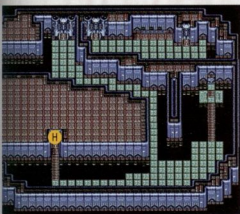
Tricky Switches

Nizbel II was just a warm-up! Continue upstairs to a locked middle gate. Proceed to the far right and enter. Of the three switches in the side room, push the middle switch to make a save point appear. Use a Shelter and save. Avoid pushing the other two switches; they release monsters and pit traps. Examine the skull to open it. Inside, grab the **Full Ether** and press the wall switch to open the gate out on the balcony.



The Lizard King

After Azala flees the throne room, take the **Mid Ether** and **Cera Topper** from the pods on either side.



Meeting Edge's "suggested level" before reentering the Tower of Babil is important. Otherwise, the ninja will likely hinder the party's progress.

Use the maps to find what few treasures there are. On B5F, move all the way to the left to find 82000 Gil, then return to the center for the boss fight.

BOSS: KING EBLAN, QUEEN EBLAN

| | | | | | | |
|-------|---------|--------|--------|---------|--------|----------------|
| KING | HP: ??? | EXP: 0 | Gil: 0 | ATK: 87 | DEF: 2 | Weak Vs.: None |
| QUEEN | HP: ??? | EXP: | Gil: | ATK: 87 | DEF: 4 | Weak Vs.: None |

Although King Eblan will attack the party with several Fire spells, this is not an actual boss fight. This is a timed event, and whether you attack or not makes no real difference. After several turns, the royalty will regain their memory.

| Flood | |
|----------|------------|
| K. Eblan | Fire |
| Q. Eblan | Fire |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |

| Their regains consciousness | |
|-----------------------------|------------|
| K. Eblan | Fire |
| Q. Eblan | Fire |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |

BOSS: RUBICANT

| | | | | | |
|------------|-------------|-----------|---------|--------|---------------|
| HP: 34,000 | EXP: 18,000 | Gil: 7000 | ATK: 88 | DEF: 3 | Weak Vs.: Ice |
|------------|-------------|-----------|---------|--------|---------------|

Rubicant wants a fair fight, so the chivalrous demon restores the party's HP and MP before the battle. He is a creature of fire, and once the battle begins he uses the powerful "Scorch" attack to severely damage individual party members. Rosa will be busy healing and reviving party members. Equip Cecil and Kain with their ice weapons, and have the dragoon Jump every turn. Edge's unleashed fury reaches him two important new ninja techniques.

Spell casting is tricky. Rydia's Ice3 spell will do around 9999 HP damage to Rubicant, but only when his cloak is open. If his cloak is closed, it will **heal** him! The same is true of Edge's Flood spell, only it does less damage/healing. So don't cast either of these spells until the cloak reopens.

| Scorch | |
|----------|------------|
| Rubicant | Fire |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |

| Flood | |
|----------|------------|
| Rubicant | Fire |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |
| Fire | 1000, 1000 |

BOSS: AZALA, BLACK TYRANO

HP Azala: 2700

EXP: 1800

TECH: 25

G: 0

AZALA: WEAK vs: N/A

BLACK TYRANO:

STRONG vs: N/A

AZALA: CHARM: Magic Tab

B. TYRANO: CHARM: Power Tab

HP B. Tyrano: 10,500

Strike down Azala's defenses with magic spells, then take it out with magic-based Dual Techs such as Volt Bite and Spire. The Black Tyrano will be invulnerable until Azala is defeated, but that doesn't stop it from helping out its master. Upon defeat, Azala performs an HP Break that could do some minor damage, so hopefully one of your characters can heal everyone in one turn.

Black Tyrano's DEF is unbeatable, so don't waste a lot of MP right away. Perform regular attacks until you see a message that its DEF has lowered to charge up its attack. Now unleash as many attacks as possible to bring this big boy down. While you strike, Tyrano will roar for some minor damage. Also, note that it counts down. It keeps building power until the count reaches zero, where it fires a gout of flame at each of your characters. Those who are protected by Ruby Vests or Ruby Mails will take less damage. After the attack, its DEF rises again, so resume regular attacks and recover some HP if possible. Once the DEF goes down and the countdown resumes, try to defeat it before you go through that fire mess again.



Evil Meteor

The defeat of Azala and the Tyrano signals the end of the Reptites' reign, and the beginning of humankind's dominance. The characters watch in horror as Lavos falls out of the heavens and plunges deep into the earth, destroying the Tyrano Lair. After the chaos, return to the Lair Ruins and enter the new Time Gate.

THE MAGIC REALM – 12,000 BC

MAIN OBJECTIVES:



Determine the secret of the magic books.



Challenge the hidden Nu.



Witness the scene between Janus and Schala.



Follow Schala to the Sealed Door.



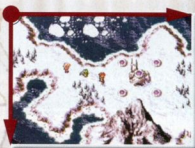
Get KO'd by the Golem.



The Prophet makes sure you leave.

SKYWAY

Now that you're thrust into the Ice Age predicted by Azala, make your way east to the futuristic dome. Step on the teleportation pad inside to arrive in the magical floating kingdom of Zeal.



BLACKBIRD

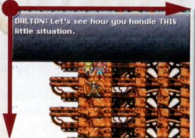
Move all the way across Zeal to the left and visit the area with the large aircraft. Speak to the guards, and the boisterous and cruel Dalton will appear.

ENHASA

Doreen, who looks similar to Masa and Mune, appears in various corners of this castle, to inform you about Zeal. Speak to all the inhabitants to learn about the dream culture of Enhasa. Step on the blue pad to restore the current party's HP/MP.

LAND BRIDGE

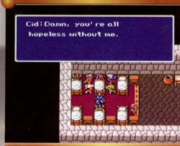
Exit Enhasa and head north to the teleportation pad. Transfer down to the bleak surface, then cross the world map to the north. Teleport back up and you'll be on the central island of Zeal.





Crystal Room Trap

As you move into the chamber containing Golbez's seven crystals, a trap drops you into the Underworld section of the tower. Collect the **HiPotion** above your landing position, and move down through the tower to level 6F. Divert to the right side of this level briefly to find another **HiPotion**. Then enter the hangar on the left, where the party commandeers an enemy airship and christens it the "Falcon."



DWARVEN CASTLE

Guide the Falcon back across the continent and land outside the Dwarfven Castle. Speak to King Giott, and he directs you to fly to the Sealed Cave to the south. The key to the Sealed Cave is his daughter's **Necklace**, which he entrusts to you.

Items Found
Necklace

Modify the Falcon

Move down to the infirmary on B1F. Inside, the party finds Cid the engineer, laid up in bed. Unable to remain still when there's an airship to fix, he modifies the Falcon to be able to cross magma. Whole new areas of the Underworld are now available to explore. Although these areas could be categorized as side quests, you should travel to all of them before facing the dangers of the Sealed Cave.

THE DARK CRYSTAL

MAIN OBJECTIVES:



Visit helpful locations in the Underworld.



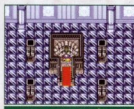
Learn the secret of the Sylvan Cave.



Challenge the rulers of the Land of Summons.



Crack open the Sealed Cave.



Snatch the Dark Crystal.



Halt the advance of the Evil Wall.



Report back to King Giott.



TOMRA

Fly directly south from the Dwarfven Castle. When you reach the lower boundary of the Underworld, head west until you spot a small town. This is Tomra, the village of country dwarves. The Weapons and Armor Shops are connected by a secret passage. You can buy a set of Diamond armor here, and Edge can buy an Ashura to wield along with the one found previously. The Chain whip is considerably stronger than Rydia's current weapons, so buy it if you can afford it.

Items Found
ThorRage
Bomb
Notus
2000 Gil
Ether2
Bestiary

In the Item Shop, each clerk behind the counter has a different list of goods. You can stock up on basically anything here. For your journey ahead, try to pack as many Remedy medicines as possible.

The top left building in Tomra houses the town treasures, and the dwarves pleasantly invite you to take all you want. Search the chests and pots along each side to find all the items listed above.

Just for reference, the cave just outside of Tomra is the Sealed Cave. But there are still a few more places to visit before taking on the next task.



Speed Tab
Black Rock

ITEMS FOUND

KAJAR

Next to the Blackbird is the castle where magic is studied. Everyone here will speak about the origin and properties of spells. The big blue Nu behind the counter sells a few items. Move to the upper right corner of the area to find a shining tab atop the bookcase. To obtain it, enter the doorway and search the lower right corner of the research room. After gaining the **Speed Tab**, talk to the Nu in the upper left corner of this room. He talks about water, wind, and fire.

Situated around the castle are three books that need to be opened in a certain order. Each will display its element when opened. The water book is in the upper left corner, the wind book is near the bottom right corner, and the fire book is in the center near the Nu. When this is done correctly, a doorway will open.

Inside is a Poyozo Doll. Examine it to receive the **Black Rock**. Read the note in the upper left corner, then return to Enhasa.

ENHASA

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------|------|------|---|-----|----------|-------|----------------------|
| Nu | 1234 | 15 | 0 | 124 | None | Mop | Magic Tab, Speed Tab |

ENHASA

There are also three magic books in Enhasa. Open the water book on the right side of the castle. Travel to the top left corner and open the wind book. Then return to the reception desk at the front and open the fire book. A secret room opens behind the desk.

Challenge the blue Nu inside this room, and he will split into six. It's not difficult to defeat them; just use any level 2 tech each turn. Ayla can Charm the Mop from one of the Nus. Your rewards are a **Magic Tab** and a **Speed Tab**.



Magic Tab

ITEMS FOUND

ZEAL PALACE

Enter the cave at the base of Mount Zeal, and work your way through the tunnels and teleporters until you enter the palace.

Masa and Mune block the center stairs, so you have to go the long way around. On the bridge over the main floor is a Nu. Speak to it and you'll discover its "scratch point." Return to Kajar and scratch the Nu who wouldn't speak to you previously. It will bestow upon you a **Magic Tab**.

Return to Zeal Palace and enter the upper right chamber. Continue to the right into a bedroom. After a short scene involving Janus and Schala, follow the lady to the middle door.

A few feet up the corridor, Schala uses her pendant to unseal a very familiar-looking door. Marle's Pendant doesn't work the same, but it will after a visit to the Mammon Machine.

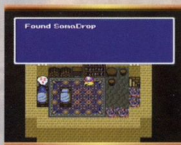
Return to the lobby and enter the upper left doorway. Move the Nu out of the way and enter. Examine the shining red dot in the middle of the Mammon Machine.

Now return to the room Schala entered and the door opens. The Prophet somehow recognizes Crono and his gang, and Dalton summons formidable creature to take you down.



KOKKOL'S SMITHY

Talk to the two assistants to learn about Master Kokkol. Search the pots on the left for a **Remedy**, and check the pots in the top right corner for a **HiPotion**. The master smith snores away in his bed on the second floor. Search the top bookcase for a **SomaDrop**. Talk to the smith while he sleeps to learn what he needs to get going again.



Items Found

Remedy
HiPotion
SomaDrop

SYLVAN CAVE

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|------------------------------------|----------|-----|------|
| DarkTree | 3900 | 104 | 3 | Casts Bersk. | Fire | 525 | 5041 |
| Ghost | 2800 | 100 | 4 | Frequently casts Fire2 and Sleep. | None | 362 | 3141 |
| Malboro | 4200 | 112 | 3 | Uses Breath and Digest attacks. | None | 458 | 5641 |
| TinyToad | 600 | 19 | 5 | A toad that appears with ToadLady. | Ice | 335 | 1841 |
| ToadLady | 2960 | 98 | 4 | Makes TinyToad chant Toad spell. | None | 598 | 3441 |

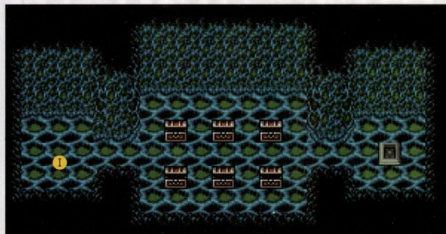
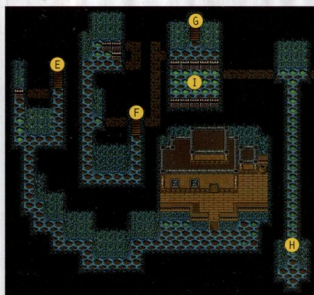
SUGGESTED

| CECIL | ROSA |
|-------|------|
| 47 | 47 |
| RYDIA | KAIN |
| 47 | 49 |
| EDGE | |
| 37 | |

LEVELS

Items Found

Bestiary (2)
Angel (arrows) (x10)
Cabin
1000 Gil
MageMash
Elixir
CatClaw
HellClaw
Kamikaze
Remedy
2000 Gil
3000 Gil
Exit
MaidKiss (3)
EtherL (2)
Inferno
Blizzard
LuStorm
Medusa (arrows)
(x10)
Avenger
FullMoon
HiPotion (2)
FairyRod
ElvenBow
Bolt (arrows) (x10)
Ice (arrows) (x10)
Fire (arrows) (x10)



BOSS: GOLEM

HP: 7000 EXP: 1000 TECH: 35 G: 2000 WEAK vs: All

STRONG vs: N/A

CHARM: Magic Tab

This boss is nearly impossible to beat in your first game. Allow it to defeat your party to speed things along. If Ayla is available, salvage some dignity from the situation by Charming a Magic Tab. This creature might be beaten, but winning just triggers an extra event where Dalton is infuriated and the party is captured anyway.



Back You Go

The Prophet has you escorted back to the cave where your Time Gate lies. After you are sent back to 65,000,000 BC, the gate is permanently sealed. No returning to the Magic Realm, it seems.

BREAK THE SEAL! – 65,000,000 BC

MAIN OBJECTIVES:



Use the Time Gate in the Mystic Mountains.



The Old Man has some clues.



Return to the Proto Dome in 2300 AD.



Enter the Keeper's Dome and speak to the Nu.



Obtain the Epoch and return to 12,000 BC.



Meet the citizens of the Terra Cave.



Clean the Beasts out of the nest.

MYSTIC MOUNTAINS

In 65,000,000 BC, get back on the Dactyls and fly. Land near the Mystic Mountains, and use the Time Gate.

END OF TIME

Speak to the Old Man under the lamppost, who points you toward the "Wings of Time." Use the right shiny dot to restore HP/MP, and enter the time pillar to return to 2300 AD.

THE SEALED DOORS IN 2300 AD

Since your first entrance into this time period, you've seen several doors in the domes that you couldn't open. Now that Marle's Pendant has the power to break seals, it is time to collect these hidden items. Trek across land back to Arris, Bangor, and Trann Domes. In Arris Dome, look in the center of the sealed room for a shining **Power Tab**. In Trann Dome, there's a twinkling **Magic Tab** to the left of the treasure chests in the sealed room.

ITEMS FOUND

Power Tab
Lumin Robe
Elixir
Hit Ring

Gold Earring
Charm Top
Full Ether (2)
Wallet

Magic Tab
Gold Stud

KEEPER'S DOME

Just inside the dome is a dozing Nu. It is confused for the moment, so head north. The path extends under the mesh platforms, although it's a bit hard to make out. Continue north to the sealed door and open it with the Pendant.

Continue to the top of the room, stopping at each shining dot to hear a message from Belthasar. One of the dots near the end is actually a **Magic Tab**. Return here after the next event to get it. Open another sealed door at the north exit.

ITEMS FOUND

Magic Tab
Epoch

Move north of the white device, where the party will marvel at the time machine. Now head back toward the entrance. The Nu will enter with a ramp for the machine. After it explains how the **Epoch** works, name it and climb aboard the ramp. Just stand to the side and press X. With this machine, break the seal and return to 12,000 BC.

WARNING!

Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.



The Sylvan Cave is located in the upper northwest corner of the Underworld. Each time you enter a new level of the cave, Rosa should cast Float on the whole party. Otherwise, the party will take damage each time they cross one of the green floor panels.

Malboros and Status Impairments

Do not attempt this area unless you have a good stock of Remedy items available. In the Sylvan Cave, you will frequently encounter a creature called a Malboro. Before you even get a turn, these creatures will most likely afflict one or more of your characters with multiple status impairments. You cannot afford to waste Rosa's MP by casting Esuna all the

time, so the Remedy items will be more than handy. Use your most powerful summon monsters such as Titan and Ifrit to destroy multiple Malboros.

Rewards of the Sylvan Cave

As you can see on the maps and the "items found" list, there are numerous treasures to collect in the Sylvan Cave. Look for secret passages to take you to all the treasures. In many cases, you will have to fight treasure monsters that pop out of the chests, but rewards such as the **MagMash** dagger, the **ElvenBow**, and the **Avenger** sword are well worth the trouble. Not only will you have trouble juggling all the items in your inventory, you should be able to level up your characters quite easily.

The Return of Yang

Navigate your way to the home of the sylphs at the bottom of the cave. Yang's weapons can be found in the chests to the right. The sylphs won't let you take Yang back, but there is one last way that the monk can assist the party. Please check the **Secrets** section for further details.

| Remedy | |
|---------|-----------|
| Malboro | 2 |
| Kain | 2776/2863 |
| Rydia | 954/1399 |
| Cec | 3037/3037 |
| Rosa | 1321/2203 |
| Edge | 1535/1649 |



CAVE OF SUMMONS

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|-------------------------------------|----------|-----|------|
| Arachne | 3650 | 102 | 3 | Casts GaiaRage spell. | Projec | 585 | 4388 |
| Clapper | 7600 | 124 | 4 | Uses Blitz, a powerful bolt attack. | Projec | 900 | 7777 |
| Conjurer | 3600 | 104 | 5 | Calls various monsters. | None | 475 | 3688 |
| Fiend | 3480 | 102 | 5 | Casts Charm. | None | 650 | 6388 |
| Hooligan | 2200 | 108 | 5 | Uses wind attacks. | Holy | 484 | 4088 |
| Red Eye | 2400 | 100 | 4 | Gaze causes Confuse and Sleep. | Projec | 465 | 3444 |
| Warrior | 2900 | 104 | 4 | Uses Absorb skill. | None | 575 | 4288 |

WARNING!

Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.



The entrance to the Cave of Summons is on a tiny island amidst the magma lakes, southwest of the Dwarven Castle and northwest of the Sealed Cave. Inside, Rydia mentions that this is where she spent her time after the disaster at sea.

SUGGESTED

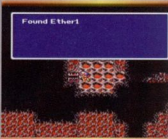
| CECIL | ROSA |
|-------|------|
| 48 | 48 |
| RYDIA | KAIN |
| 49 | 50 |
| EDGE | |
| 39 | |

LEVELS

Items Found

Life (3)
Ether1
HiPotion (3)
Cabin
Bestiary (3)
Kikuichi
VenomAxe
Defense (sword)
Ether1
5000 Gil
6000 Gil
Yoichi (bow)
Yoichi (arrows) (x10)
Elxir
Ether2
Rat Tail

Cast Float on the whole party every time you enter a new level of the cave, just like in the Sylvan Cave. Move to the right and upward to find a **Life**. Enter the secret passage across from there to reach an **Ether1**. One great thing about the Cave of Summons is that most of the secret passages are visible on the map!



TERRA CAVE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------|-----|------|-----|-----|----------|--------------|------|
| Beast | 830 | 5 | 450 | 204 | None | Rainbow Helm | None |

This hole leads to the Beast's nest. Through the nest you'll reach the place of chains, which anchors the Mountain of Woe.



The Land Dwellers

Once back in 12,000 BC, move north to the Terra Cave. The people here are considered simpletons by the folks from Zeal, but they are extremely helpful. On the top floor of the Terra Cave is a shop with great items. Stock up and continue down. On the fourth floor down is a residence where the owner lets you rest for free. Proceed down to the bottom floor and use the save point before entering the "Beast's Nest."

Directly across from the entrance on the right side, look for a shiny **Power Tab**. Proceed north to encounter some Beasts. Charm each Beast for a **Rainbow Helm**, a super-protective helm that reduces Lightning damage by half. Continue north until you encounter some more colorful Beasts.



BOSS: BLUE BEAST, RED BEAST, MUD IMP

| | | | | | | |
|---------------------|----------|----------|---------|------------------------|--------------------------------|---------------------------|
| HP Blue Beast: 5000 | EXP: 954 | TECH: 22 | G: 2600 | BLUE: WEAK vs: Fire | BLUE: STRONG vs: Absorbs Water | BLUE: CHARM: Mermaid Cap |
| HP Red Beast: 5000 | | | | RED: WEAK vs: Water | RED: STRONG vs: Absorbs Fire | RED: CHARM: Elixir |
| HP Mud Imp: 1200 | | | | MUD IMP: WEAK vs: None | MUD IMP: STRONG vs: None | MUD IMP: CHARM: Speed Tab |

This cute but surprisingly difficult trio can reduce HP quickly, and becomes a difficult boss to defeat. The Mud Imp heals the two Beasts, but cannot be damaged sufficiently until the Beasts are gone. The ideal party will be Crono, Marle, and Ayla. Although each Beast has its strength and weakness versus fire and water, Crono can hurt **any** of them. So when Marle isn't healing, she and Ayla should team up to Twin Charm items, while Crono casts Lightning 2. When you've reaped what you can, Crono and Marle should team up to execute Ice Sword 2 on the Red Beast, which will also strike the Mud Imp. Once the Red Beast is gone, switch Crono over to performing Volt Bite with Ayla. Then finish off the Mud Imp with your strongest techs.



THE GURU ON MT. WOE

MAIN OBJECTIVES:



Climb the Mountain of Woe.



Free Melchior from the Giga Gaia.

MT. WOE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|-----|------|-----|------|----------|-------------|-----------|
| Bantam Imp | 250 | 6 | 550 | 222 | None | Alloy Blade | None |
| Gargoyle | 260 | 6 | 0 | 216 | None | Big Hand | None |
| Man Eater | 250 | 6 | 750 | 253 | None | Pearl Edge | None |
| Rubble | 515 | 100 | 0 | 1000 | None | Mid Ether | Mid Ether |
| Stone Imp | 300 | 6 | 300 | 126 | None | Mid Ether | None |



Lode Helm
Shield (2)
Lode Vest
Barrier (3)

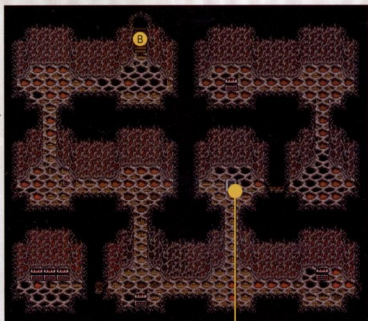
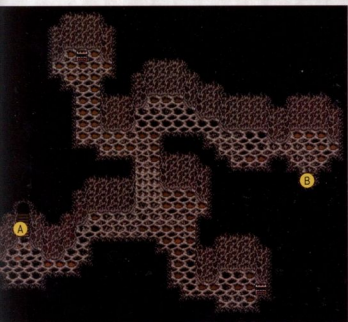
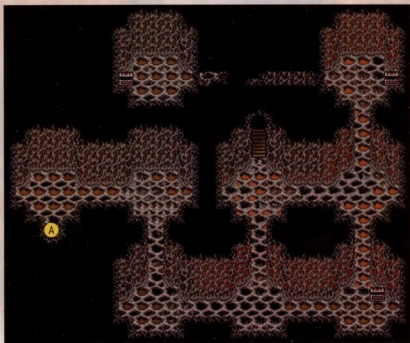
Lapis (2)
Full Ether (2)
Shelter
Time Hat

Magic Tab
Ruby Knife

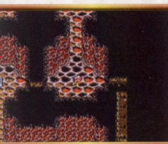
THE CHAINS OF FATE

After defeating the Mud Imp and its Beasts, return to the Terra Cave and sleep at the Inn. Save your game and ascend the massive chain to Mt. Woe. There are a massive number of items to collect in just four screens, so use the maps to navigate and collect items. Enemies such as the Bantam Imp and Gargoyles will drop from nowhere to attack. The Bantam Imp is a two-stage enemy that drops a Stone Imp on the ground after the bird portion is killed. It is the flying enemy that can be Charmed for Crono's **Alloy Blade**. The Gargoyle can be Charmed for Robo's **Big Hand**, and the Man Eaters hold Frog's **Pearl Edge**. Charming is the only way to get these weapons.





To Land of Summons



When you reach B3F, search in the bottom right corner for a secret passage that leads west to three chests in an enclosed room. Follow the same secret path back to the far right, and further up to the top. The chest at the top springs loose five Warriors, and they can be defeated to acquire the **Defense** sword. This is a fantastic weapon that Cecil will wield for most of the remaining game. The gray pad in the center of B3F teleports your party to the Land of Summons.



TIP

Attack the Rubble enemies, and after a few turns they will try to escape. However, destroy one before it runs and it's worth 1000 EXP, 100 Tech Points, and a Mid Ether! This is a great way to level up your characters and learn techs, so give it a try. Keep in mind that before the fight begins the Rubble will lock out the use of items and tech skills.

BOSS: GIGA GAIA

HP: 9500 EXP: 3000 TECH: 30 G: 3000 WEAK vs: None

STRONG vs: None

CHARM: From Head: Speed Tab

Before your Battle Gauges fill, expect two major attacks on your party, nearly depleting your HP. The best party for this fight is Crono, Frog, and Ayla. Have Frog heal the others immediately, while Crono and Ayla perform Volt Bite on the Left Arm. Follow that with Frog's Leap Slash. After two strikes, it should evaporate, reducing the boss's effectiveness. The Right Hand's only function is healing, so ignore it and perform Spire and Volt Bite on the Head. The Left Arm will be reconstructed after a few rounds, but with less HP than previously. Only one Volt Bite tech is required to take it out again. In the meantime, just keep attacking the Head until Giga Gaia folds up.



Meeting of the Minds

During the meeting at Terra Cave wait until after Dalton kidnaps Schala, then speak to Melchior again to receive the Ruby Knife. Exit and head for the Skyway, which is working again.



The Land of Summons

All of the residents here know Rydia from her previous visit. At the top of the screen, a teleport pad blocks the way to a treasure chest. Simply teleport out of and back into this level to reach the chest, which contains the **Rat Tail**, a very important item that can be exchanged later.

Continue collecting items until you reach the **6000 Gil** at the bottom of the screen. Head directly upward to the top of the platform to find a hidden teleporter that takes you down to a treasure level. There you can gather a Yoichi bow and ten arrows, an **Elixir** and an **Ether2**. On this treasure level, another hidden teleporter south of the gray pad offers a quick exit from the Cave of Summons. Don't step on it if you're not ready to leave the Land of Summons yet, as you'll have to start back at the cave entrance.



King and Queen of Summons

The teleport pad near the Rat Tail location takes you to the heart of the summon monsters' home. Be sure to speak to all the monsters here for important clues. Treasure chests can be opened in the top left house, and there's an all-important save point there as well. Use a Cabin here when the party needs to recover. Because the Inn costs an astonishing 1200 Gil, the chocobos on either side of the Inn clerk run the Item Shops, which like Tomra's shops sell almost anything you could want. Please check out the Armor and Weapon Shops too, and spend wisely. Some of the best equipment available can be bought here.



Just above the Weapon Shop is the Library. Inside, head downstairs and search all the bookshelves for clues about the king and queen, plus a tip about Odin. Step on the teleport pad to be taken to the royal chamber. The king and queen recognize Rydia, but they will only become her summons once the party defeats them in combat. Asura must be defeated first.

BOSS: ASURA

HP: 31,005

EXP: 20,000

Gil: 0

ATK: 134

DEF: 3

Weak Vs.: None

Asura casts high-level recovery spells to heal herself, so cast Wall on her to reflect those at the party. Rosa should still cast recovery magic, however. Strike Asura with physical attacks and summon magic. Rydia's Titan summon is particularly effective against Asura. Otherwise, don't cast any spells on her, and make sure that the Wall spell stays active until Asura submits and becomes one of Rydia's summons.

After Asura, return to the save point, use a Cabin and record your game. Don't try to take on the king unless you're at full HP and MP.



BOSS: LEVIATAN

HP: 50,001

EXP: 28,000

Gil: 0

ATK: 174

DEF: 5

Weak Vs.: Bolt

Going into this battle, be certain that the knights Kain and Cecil are not wearing ice gear, or Leviatan will cause them massive trauma with his Ice2 spell. Also, be sure to equip the party with any bolt weapons available, to do tremendous damage to this water creature. Leviatan mainly launches water attacks, which damage each party member by up to 400 HP each round. Rosa should cast Cure4 often to keep the whole party going. Edge should perform Blitz, while Rydia casts Bolt3. Call Ramuh if you wish, but Bolt3 takes less time to cast and does more damage. Yet all the trouble is worth it, since Leviatan will be Rydia's most powerful summon for quite some time.

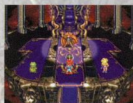


WHAT LIES BEYOND? – 12,000 BC

MAIN OBJECTIVES:



Return to Zeal Palace.



Defeat Dalton.

BOSS: DALTON

HP: 3500

EXP: 1000

TECH: 30

G: 2500

WEAK vs: None

STRONG vs: None

CHARM: Power Meal

Enter Zeal Palace and head straight to the room Schala entered previously. Use the Pendant to open the sealed door and confront Dalton.

A strong healer is needed, and if three of your characters know a Triple Tech, then that's the team to use. Perform your strongest techs on Dalton, and the battle will end quickly. It's just a matter of defeating him before he KO's one or more of your characters with his Iron Orb HP-halving attack. At the end, he will inflict some final damage on everyone before retreating.



LAVOS BECKONS – 12,000 BC

MAIN OBJECTIVES:



Talk to Mune at the entrance.



Raise the exit platform.



Survive the elevator descent.



Outlast the Golem Twins.



Use the Ruby Knife on the Mammon Machine.



Lavis emerges.



At the Commons, speak to the Elder.

OCEAN PALACE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|------------|-----|------|-----|-----|-------------|---------|-------|
| Barghest | 450 | 8 | 400 | 376 | None | Shield | None |
| Blue Scout | 300 | 8 | 250 | 234 | Water | Shield | None |
| Jinn | 450 | 8 | 400 | 303 | N/A | None | Lapis |
| Lasher | 666 | 8 | 850 | 365 | None | None | None |
| Mage | 480 | 8 | 550 | 300 | None | Barrier | Lapis |
| Red Scout | 300 | 8 | 250 | 234 | Shadow/Fire | Barrier | None |
| Scouter | 300 | 8 | 250 | 234 | Lightning | Lapis | None |
| Thrasher | 666 | 8 | 250 | 318 | None | None | None |

ITEMS FOUND

Rune Blade
Aeon Suit
Aeon Helm
Kaiser Arm

Star Sword
Shock Wave
SonicArrow
Demon Hit

Magic Tab
Elixir

Items Found

Bestiary
 Ether1 (3)
 Kotetsu (2)
 HiPotion (2)
 Life (2)
 Light (sword)
 Fuma
 Elzar
 StarVeil (2)
 Ninja (hood)
 MureBell
 Ether2
 X-Potion
 Dark (Crystal)

SEALED CAVE

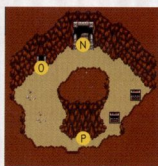
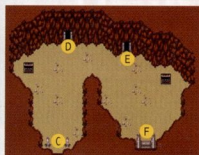
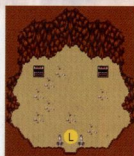
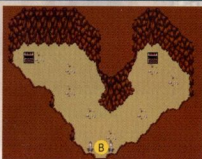
BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|--|--------------|------|-------|
| HugeNaga | 1480 | 88 | 3 | Casts Silence to prevent magic. | None | 238 | 3582 |
| Mantico | 3400 | 114 | 3 | Uses Blaze cold attack. | None | 1200 | 28000 |
| Screamer | 1400 | 90 | 4 | Weak against ice spells. | Ice | 205 | 3082 |
| TrapDoor | 5000 | 88 | 3 | Dmension attack causes instant KO. | None | 4500 | 30000 |
| VampLady | 2375 | 88 | 4 | Uses Vampire and Glance. casts spells. | Holy, Fire | 188 | 3582 |
| Were Bat | 1014 | 94 | 3 | Drains HP with Vampire. | Projec. Fire | 355 | 2306 |
| Yellow D | 3100 | 108 | 4 | Uses Thunder when attacked. | None | 1500 | 28000 |

SUGGESTED

| CECIL | ROSA |
|-------|------|
| 50 | 49 |
| RYDIA | KAIN |
| 50 | 52 |
| EDGE | |
| 40 | |

LEVELS



But the Queen ordered me to burn this sapling I received from the Guru of Life.



The Magic Zone

After the fight with Dalton, return to the main room of the palace and use the blue pad to restore HP/MP. Talk to the woman close to the pad who is trying to decide whether or not to burn a sapling. Tell her that **you like plants** and to **secretly plant the sapling**. Doing so helps open a later side quest.

Returning to the throne room, enter the Gate that Dalton used to teleport down to the Ocean Palace. Use the save point and speak to Mune.

Continue into a large room. In the center of the area are a **Rune Blade** and an **Aeon Suit**. To obtain them, you must fight Scout enemies. These can only be attacked by one type of magic, and their color indicates their weakness. Use Lightning on yellow Scouters, Water on Blue Scouts, and Fire on Red Scouts. Because these creatures exist throughout this area, your best party will be Crono, Lucca, and Frog or Marle.

There are six chambers situated around the large room, and they all contain treasures and buttons. The two buttons in the upper right and upper left rooms extend platforms in a large chamber to the south, which can be accessed from either of the lower rooms.

TIP

When fighting the Jinn/Barghest combination, quickly kill off the Barghest first, then use a regular attack on the Jinn. This will destroy the shield with which the Barghest protects the Jinn, and then the Jinn will become vulnerable.



Once you have pushed both buttons, move to the lower left room and head south. Fight teams of Mage and Red/Blue Scouts with very specific single attacks, and collect the **Star Sword** from the chest at the bottom. Now return to the doorway, and move left. Continue going around the outside of the chamber until you reach the point in the screenshot, then go through a hidden doorway into a small chamber containing Frog's **Demon Hit**.

Now return to the center and push the floor button in the middle. This opens the south exit from the larger room. Move right and collect Robo's **Kaiser Arm** on your way back.

Through the south exit, fight the enemies and then go through the south door. There's a shining dot on the left wall. Go down the long steps to the left.



TIP

Thrashers and Lashers are tough enemies, but oftentimes they will form a horizontal line. Use Frog and Lucca's Line Bomb or Crono and Ayla's Falcon Hit to take them out.



The Downward Spiral

Fight your way down the series of platforms connected by steps. Where the Thrashers are jumping, carefully run under them to avoid knocking them down. If you don't knock any to the platform below, you will avoid a fight. Meet Masa at the bottom, then continue downstairs.

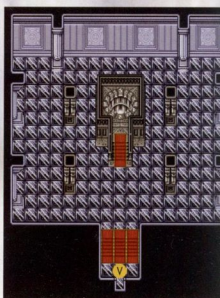
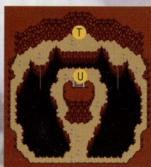
The bottom chamber contains a Jinn/Barghest team. Eliminate them first, then use a Shelter and save. It's not over yet!

Step onto the elevator and defeat the enemies, starting with the Scouter first. Examine the shimmering left orb to start the elevator going down. During the ride, you must survive three or four enemy teams.



TIP

Here's how to get an extra Magic Tab: Exit the elevator room at the bottom, then re-enter and ride it back up. This time the platform rises all the way to the top floor. Examine the shiny dot on the left to get the Tab. The only sacrifice is that you must go back down the stairs and platforms, and take the dangerous elevator ride all over again!



Proceed through the Sealed Cave using the maps to determine the locations of treasures. All of the doors in the Sealed Cave will turn into TrapDoors when you try to open them.

Fighting TrapDoors

Once the TrapDoor suffers more than 4000 HP of damage, it transforms into a Mantcore. These creatures are much harder to deal with, and yield less Gil and EXP. Furthermore, if you prolong a battle with a TrapDoor, you run the risk of it instantly killing one of your party members with its Dimension attack. So, the key to winning here lies in defeating the door quickly, but with a little calculation. Plan your attacks around the TrapDoor's 5000 HP. Assuming you can't tell the monster with a single strike, wear it down without weakening it too much. Then make sure the killing blow is powerful enough to finish off the last 1000 · HP.

| Dimension | |
|-----------|--|
| | |
| TrapDoor | Pain 2971/2971 Rydia 1516/1516 Cecil 3149/3149 Rosa 2287/2287 Edge 1862/1862 |

| Eblan | |
|----------|--|
| | |
| Mantcore | Pain 2971/2971 Rydia 1516/1516 Cecil 3149/3149 Rosa 2287/2287 Edge 1862/1862 |

The Last Crystal

Navigate to the bottom of the Sealed Cave. Enter the Crystal Room and take the Dark Crystal. When you exit the chamber, one of the hardest and deadliest bosses in the game will try to eliminate your party. If you haven't seen the Game Over sign yet, get ready!

BOSS: EVILWALL

HP: 28,000 EXP: 23,000 Gil: 8000 ATK: 84 DEF: 3 Weak Vs: None

To have the easiest time defeating the impossible EvilWall, Rydia should be able to summon Leviatan and Edge should have several ninja weapons to throw. Obtaining the Fuma in the Sealed Cave is also crucial. If you don't meet at least one of these criteria, consider reloading your last save and visiting the Land of Summons.

First, have Rosa cast Slow on the EvilWall while Rydia summons Leviatan. Kain and Cecil should perform regular attacks. Kain should not Jump, since it takes longer and slows down the frequency of character turns. Have Edge Throw the Shurikens you found at Cave Eblan, and the Fuma found in the Sealed Cave. If you can follow this strategy exactly, the EvilWall should be defeated in about three rounds.

If you don't defeat the EvilWall before it reaches your characters, it will "Crush" one of your allies each turn thereafter. The game doesn't end until all of your characters are down. Cast Life1 (or gamble with Asura if you're feeling lucky) or use a Life on fallen allies. Don't worry about restoring people back to full health. Try to prolong the battle just enough to summon Leviatan once or twice more.

| Eblan | |
|----------|--|
| | |
| EvilWall | Pain 2800/2800 Rydia 1880/1879 Cecil 3278/3278 Rosa 1809/1809 Edge 1862/1862 |

| Tomb | |
|----------|--|
| | |
| EvilWall | Pain 2800/2800 Rydia 1880/1879 Cecil 3278/3278 Rosa 1809/1809 Edge 1862/1862 |



Kain the Traitor Once Again

After the EvilWall battle, remove any equipment from Kain that you wish to keep, and return to the entrance of the Sealed Cave. There, Golbez takes control of Kain once again, and the Dark Crystal is stolen.

Report to King Giott

Return to the Dwarven Castle and speak with King Giott. He directs you to return to Mysidia, where the Lunar Whale is scheduled to appear. Cid will modify the Falcon so that you can break through the planet's surface. Now you may travel between the surface and the Underworld at will.



The Submerged Tunnel

In the bottom chamber, the button in the middle doesn't work unless you push switches in the two rooms on either side of the chamber. Push the middle button, and a submerged passage appears in the glowing water. Continue through and take the Elixir from the right chest. Use a Shelter and save. This next fight is one of the toughest!

BOSS: GOLEM TWINS

HP: 7000

EXP: 2000

TECH: 70

G: 4000

WEAK vs: All

STRONG vs: None

CHARM: 2 Magic Tabs (each has 1)

Use Crono, Lucca, and Frog or Marle to defeat this seemingly impossible duo. Each round, Crono should attack one of the Twins with Confuse or both with Luminaire if available. Immediately afterward, Lucca should cast Hypnowave, putting one or both to sleep. Although the Golems will still copy Crono's attack, they won't be able to counterattack! Then finish each round by having Frog or Marle heal the others. This is hard on Crono's MP, so use a Full Ether on him late in the battle. Each Twin will still copy Dalton's "Burp" attack as they die, but it should do only minimal damage.



Lavos

An enraged Dalton breaks off his next assault when the energy of Lavos emerges. There is no need to heal, use a Shelter, or save your game. Just proceed to the next room.

After Zeal raises Lavos, the party prepares to fight the evil being. But in this scene, Lavos is absolutely undefeatable. You might be able to do it in a New Game +, but not now. Lavos decimates the weakened party immediately. After the next scene, move Crono toward Lavos and he will sacrifice himself to save the others.



THE LAST VILLAGE

The party awakens in the Last Village, fully restored and rested. The Elder tells them to meet him at the Commons.

TIP

Place Ayla in your party before going to the Commons. You will have a difficult time in later sections otherwise.

Visit the other two huts in the Last Village. A Nu is selling a few consumables, and his partner promises that he'll have more stuff in stock later. Every once in a random while, the Nu will leave the hut and you can obtain the **Magic Tab** behind it. Just be patient.

Mingling of Cultures

The Commons are filling with Land Dwellers and Zeal citizens alike. Everyone is willing to live together now. When you speak to the Elder at the top of the area, Dalton enters. He captures the party and proclaims himself ruler of the world!

Check back with him, because his wares vary from time to time.



GUARDIAN OF THE LUNARIANS

MAIN OBJECTIVES:



Return to Mysidia and speak to the elder.



Enter the Lunar Whale and touch the crystal.



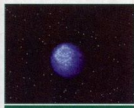
On the moon, travel the Lunar Paths.



Go west from the Lunar Paths to the Crystal Palace.



Meet FuSoYa, guardian of the Lunarians.



Return to Earth in the Lunar Whale.



Mount a counterattack against the Giant of Babil.



Defeat the Four Fiends once and for all.



Destroy the CPU.

MYSIDIA

Fly the Falcon to the northeast corner of the Underworld and position the craft directly over the black geyser. Press X to be transported to the world above. Fly east from the crater near Agart until you reach Mysidia. Speak to the elder, and the Mysidians will raise the Lunar Whale from the ocean floor.



Inside the Whale

To enter, move to the lower portion of the Whale and press X. The first room inside the Whale is the control room. Use the top control panel to fly across the world, and touch the central crystal to be transported to the moon. Only there will you learn the answers to the mysteries that face you.

At the bottom of the Whale is Fat Chocobo, which simplifies all your inventory-management needs. Just above is a set of hibernation chambers. You can rest in any one of them, thus negating the need to ever use an Inn again.

THE LUNAR PATH BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|------|-----|-----|--|--------------|------|------|
| Crawler | 1855 | 100 | 4 | Casts Psych to drain your MP. | None | 538 | 3437 |
| Grenade | 1820 | 108 | 4 | Fire spells detonate it. Bolt spells cause Reaction, which destroys all enemies. | Bolt, Projec | 630 | 2644 |
| Juchyote | 1700 | 116 | 5 | Like Procyote, extremely poisonous. | None | 1560 | 6999 |
| MoonCell | 980 | 102 | 5 | Revives dead monsters using Arise. | None | 1100 | 3237 |
| Procyote | 2600 | 120 | 5 | Extremely poisonous monster. | None | 1850 | 7999 |
| Pudding | 1357 | 116 | 255 | Physical attacks are ineffective. | Ice | 1300 | 3044 |
| Red Worm | 7000 | 120 | 5 | Uses Absorb. High HP and attack pwr. | Fire | 310 | 6303 |

Items Found

Au Apple
MoonVeil
Sardust



Once the Lunar Whale has settled over the moon, pilot the craft across the map until you spot the massive Crystal Palace. Then fly the ship just a little bit west of the palace and land on the gray plateau near a cave.

SUGGESTED

| CECIL | ROSA |
|-------|------|
| 53 | 52 |
| RYDIA | EDGE |
| 51 | 47 |

LEVELS

THE NEW KING – 12,000 BC

MAIN OBJECTIVES:



Escape your cell without being caught.



Find each character's equipment, and the party's items.



Disable the Turrets on the wing.



Eliminate the Golem Boss.



Take back the Epoch from Dalton.



Meet an old enemy at the North Cape.

BLACKBIRD

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|--------|-----|------|---|------|----------|-----------|-----------|
| Basher | 150 | 8 | 0 | 377 | None | None | None |
| Byte | 192 | 8 | 0 | 378 | None | None | None |
| Turret | 700 | 50 | 0 | 1500 | None | Mid Ether | Mid Ether |

ITEMS FOUND

Character 1 Equipment
Character 2 Equipment
Character 3 Equipment
Party Money

Party Items
Magic Tab

To chest with Party1 equipment

To chest with Party Items & exit (down ladder, exit room, through door near conveyor)

To chest with Party3 equipment

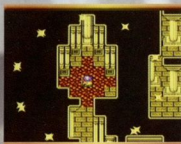
To chest with Party2 equipment (down ladder, through door)

Party's starting point



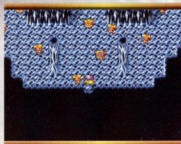
Move down the incline to the cave and travel through the Lunar Path, gathering the items inside. Proceed to the top and exit back onto the moon's surface. Head east and take the bottom fork in the path downward until you find the second Lunar Path. Move down through this cave back to the surface, and head west to the cave under the Crystal Palace.

Be sure to engage in plenty of random battles, and get your characters up to the suggested levels for this area. Don't hesitate to return to the Lunar Whale for rest and recuperation.



CRYSTAL PALACE

Left and right of the entrance are pads that restore HP and MP, and remove status effects. Clean yourself off and approach the dais in the center chamber, where the party meets FuSoYa, guardian of the Lunarians. The ancient wizard will join your party at level 50 with 1900 HP. He already has great equipment and knows a full complement of black and white spells. Plus, he has the ability to cast Regen on the entire party, which gradually restores HP throughout a battle. You'll be better off placing him in the back row with Rydia and Rosa, while Cecil and Edge fare better out front.



HUMMINGWAY'S HOME

Fly directly south from the Crystal Palace until you notice a cave set into a small basin. This is the home of the Hummingways. If you want to change your name, find Namingway among the swarm of his look-alikes. You may also want to search out a certain Hummingway who will sell you powerful items such as Elixirs, Ether2s, Bestiaries, and Whistles.

CAVE BAHAMUT

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-------|-----|-----|------------------------------------|----------|-------|-------|
| Behemoth | 23000 | 154 | 4 | Monster with high attack power. | None | 65000 | 57000 |
| D. Bone | 12000 | 140 | 3 | Venomous monster. | Fire | 6750 | 14000 |
| Ging Ryu | 7500 | 124 | 4 | Dragon with silver scales. | None | 19000 | 25000 |
| Kary | 4000 | 122 | 3 | Special Hug attack causes Petrify. | None | 3500 | 13000 |
| RedGiant | 14000 | 122 | 4 | Cannot use magic, but has MP. | None | 7000 | 18500 |
| Warlock | 5100 | 80 | 5 | Casts Psych to absorb MP. | None | 2400 | 17003 |

SUGGESTED

| | |
|--------|------|
| CECIL | ROSA |
| 54 | 53 |
| RYDIA | EDGE |
| 51 | 48 |
| FUSOYA | |
| 50 | |

LEVELS

Although FuSoYa directs you to return to the Earth, your battles ahead will be much easier with the help of the god of summons, Bahamut. Be advised that Rydia cannot learn this summon until she has learned Leviatan. Bahamut resides in a cave within a crater directly east of the Crystal Palace. Land near the slope on the upper portion of the outer ring, and cross the surface to the cave's entrance.

Items Found

Genji (shield)
Genji (gloves)
Genji (armor)
Genji (helm)



Navigation

B1F

Move directly down from the entrance to the bottom of the screen. There, collect and equip the **Genji** gloves. Now move to the right and search for a hidden passage that leads through the block to the **Genji** shield. Head to the exit in the bottom right corner.

B2F

Get the **Genji** armor on the left and the **Genji** helm on the right. As you cross the narrow bridge to the north, you'll encounter the first of three Behemoths. These are incredibly tough monsters that somewhat resemble minor bosses in strength. Unlike Behemoths you will encounter later, you cannot run from the three found in Cave Bahamut.



High in the Sky

The party awakens in a cold steel room without their items. You cannot change party members at this point.

First, climb up the ladder in the back. The heroes discover they are aboard Dalton's Blackbird, flying high above the clouds. Go back inside and one of your characters will discover an air duct in the cell.

Your party cannot fight at all without equipment, but since Ayla fights with her fists she can take on the guards. If Ayla is in your party, then approach the door and pretend you're sick. The Basher that enters is knocked out, and you can then fight your way through the ship to recover your gear.

If Ayla is not in your party, then each time you are discovered outside the cell you will be captured and returned. You must climb up the air duct and navigate through the vent shafts. Even if the brawny cavewoman is doing all the fighting, you'll have to navigate the shafts to find the equipment of your characters. This portion is described as if Ayla is **not** in your party.

Where's the Equipment?

In the shafts, move to any lit grating and press the X button to bend down and see where you are. First move right, then all the way up, then left to the intersection. Move upward to the second intersection down from the top. Go left to the first ladder and descend. The chest there contains the **Character 1 Equipment**, for whoever is in the lead of your party. Be careful not to wake the guard before obtaining the equipment, or back to the cell you go!



Return via the air ducts to the area above your cell. Move left past the cell until you stop, then head all the way down until voices startle the party. Look through the last grating to watch a scene with Dalton, who is remodeling the Epoch to suit his lousy taste.

Return to your cell and approach the door. Decide to act sick, and a guard will enter. When he is KO'd, exit the cell and head left to the next room.



TIP

Patrolling the corridors are sentry devices called Bytes. These react only to movement, so if you remain perfectly still as they pass you won't fight them!

Defeat the three Bashers and reclaim your **Money**. Now exit the room and move to the conveyor belt to the south. Press the switch to make the conveyor move downward, and head to the left door. Inside, the **Character 3 Equipment** is in the chest. Now re-route the conveyor belt and head north past your cell. Defeat the two guards standing outside the northeast door, and the Byte inside. At the top of the ladders is your **Character 2 Equipment**.

Re-route the north conveyor belt and dash between the two Bashers into the north section. The room on the left has a chest containing your **Items**, and the exit out to the Blackbird's wing.

TIP

After recovering the Items, you can equip the party with the items from your inventory that weren't equipped when you were taken prisoner.



Climb the ladder at the very north end. In the ducts, move all the way right. Go around the dark corner and pick up the shining **Magic Tab** at the end. Now return to the room where the items were reclaimed and exit to the wing.

On a Wing and a Prayer

Having re-equipped the party, move out to the wing of the Blackbird. The wing is patrolled by robot Turrets, and they are avoidable. However, each Turret defeated is worth 1500 EXP, 50 Tech Points, and a Mid Ether! Defeat all the Turrets on the wing one at a time to level-up your characters. You have to be quick, or they self-destruct! Move all the way out to the end of the wing, where Dalton's pet appears.



B3F

Two more Behemoths are encountered along the narrow path that leads to Bahamut's throne. You would be well advised to use the Exit spell after the last Behemoth fight to leave Cave Bahamut. Rest in the Lunar Whale and save your game before returning, because Bahamut is incredibly tough.

BEHEMOTHS

Three Behemoths are encountered in Cave Bahamut before reaching the end. The first is met on the narrow path at the northern end of B2F, near the exit to B3F. Two more are fought as you cross the narrow path leading to Bahamut's throne on B3F. Battles with these Behemoths are like mini boss fights; you cannot escape them. Behemoths are highly resistant to most summon magic, but the Mist Dragon and Leviatan are both extremely effective against them. Avoid casting spells such as Meteor or Holy, however, because Behemoths will counterattack with a Storm spell that leaves all your characters with less than 10 HP. Start the battle by having Edge cast Image on himself, while Rosa casts Blink on the rest of the party. Afterward, have the men attack physically. Rydia summon the Mist Dragon or Leviatan, and Rosa heal the party as needed.



BOSS: BAHAMUT

HP: 45,001 EXP: 35,000 Gil: 0 ATK: 174 DEF: 1 Weak Vs.: None

Be sure to bring along all of your MoonVeils and StarVeils. As you might have read at the Library in the Land of Summons, there is a trick to defeating Bahamut easily.

If you defeated Leviatan prior to visiting Bahamut, there will be different dialogue: Rydia cannot learn Bahamut until she has learned Leviatan. When Bahamut does challenge the party to battle, have each character use a MoonVeil or StarVeil, and have Rosa cast Wall. Bahamut counts down from five to zero, then launches MegaFire. Characters who aren't protected by Wall, a StarVeil, or MoonVeil will be killed instantly, but those who are protected will reflect Bahamut's attack. If more than one character reflects the attack, Bahamut will do 9999 HP damage to himself each time he attacks. Meanwhile, resurrect the dead and cast Wall on them. Be sure to cast Wall every four rounds or so, in case the spell wears off. Attack Bahamut with weapons and magic when you can, to help speed the battle to its conclusion. After Bahamut nukes himself a few times, the battle is won and Rydia becomes able to summon Bahamut!

GIANT OF BABIL
BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|----------|-------|-----|-----|--------------------------------------|----------|------|-------|
| Beamer | 3000 | 88 | 4 | Small beam cannon. | Bolt | 890 | 3199 |
| Horseman | 3500 | 126 | 5 | Agile enemy with high attack power. | Bolt | 1220 | 9699 |
| Last Arm | 3580 | 128 | 5 | Uses Magnet and Fission. | None | 338 | 8703 |
| MacGiant | 10000 | 128 | 4 | Combat robot. | None | 1500 | 31000 |
| Machine | 4900 | 118 | 3 | Mechanized soldier. | Bolt | 985 | 7999 |
| Mech D. | 18000 | 138 | 4 | Detonates when HP is very low. | None | 2550 | 41400 |
| Searcher | 5500 | 138 | 4 | Alerts other monsters if you attack. | Bolt | 900 | 15004 |

Items Found

Shunken
HiPotion
Ether I
Alert
Yoichi (arrows)
(x10)
SomaDrop
Ag Apple
Elvir

SUGGESTED

LEVELS

| | |
|--------|------|
| CECIL | ROSA |
| 56 | 55 |
| RYDIA | EDGE |
| 53 | 50 |
| FUSOYA | |
| 51 | |

Upon the party's return home in the Lunar Whale, the Giant of Babil emerges from the Tower of Babil and begins destroying the planet. Allies of the party engage the Giant in combat, which stops it momentarily. The heroes must travel through the Giant of Babil and destroy its CPU to deactivate it.

Searchers

When a Searcher is encountered, have all your characters Parry until Rydia or FuSoYa can cook up a Bolt3 spell. Edge's Blitz attack won't be effective enough. You have to destroy the Searcher with one attack, or it immediately summons other robots.

Navigation

Use the maps to move downward from the Head through the Neck, Chest, Stomach, and Passage to the Grave point. Be sure to save your game, because the Four Fiends have returned to give you more grief, all at once!



BOSS: GOLEM BOSS

HP: 15,000 EXP: 2500 TECH: 40 G: 2000 WEAK vs: None STRONG vs: None CHARM: None

Ignore the threats and the countdown. The Golem Boss is afraid of heights, and it will *never* attack you! Take your sweet time and whittle this creature down to zero with weapons. However, if you want EXP and Tech Points awarded for this fight, you must launch your hardest techs to kill the creature before it runs off!



BOSS: DALTON PLUS

HP: 3500 EXP: 2500 TECH: 40 G: 2000 WEAK vs: None STRONG vs: None CHARM: Power Meal

Recapturing the Epoch from Dalton is a bit tougher. He will attack, so designate one character as a healer. Combat the Iron Orb attack that drops HP by half with Cure spells. In the meantime, use your most powerful Dual and Triple Techs to take him down. Dalton then tries to summon the Golem Boss, but since you've already killed it, he is sucked into his own Dead Zone.



Find a suspicious looking person up north, on the cape.



Peace and Harmony at Last

You can press the Square button to sink the Blackbird by accident, or press the Triangle button to fly the Epoch correctly.

The party returns to the Last Village. Visit the Commons and speak to all the people here. A stranger was looking for you, and he went to North Cape. There's only one person that could be!

TIP

There's a woman from Zeal to the right side of the entrance, contemplating a sapling. If you haven't already spoken to her at Zeal Palace, do so now. Tell her to plant the sapling, so that future generations may prosper. Doing so opens "The Sunken Desert" side quest.

NORTH CAPE

Travel north on the world map to the very tip of the remaining continent. Move to the top of the cliff and examine the shining dot. The archenemy Magus reveals himself, and explains what happened to himself and the three Gurus.

You have a major decision to make. If you accept Magus's challenge, Frog must survive a duel with Magus. If Frog is not in the party, then you'll fight him with three characters. If you decline to fight and start to leave, Magus will permanently join your party as a playable character! Aligning yourself with the dark wizard is much more advantageous than not. But if you desire payback more than all else...

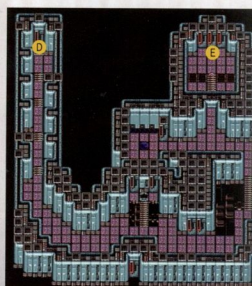
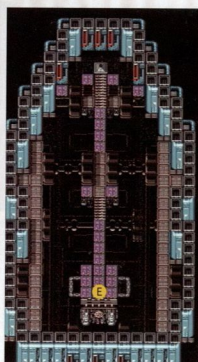
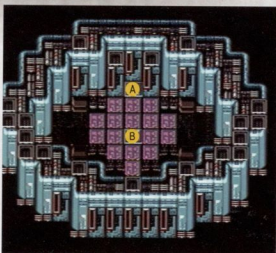
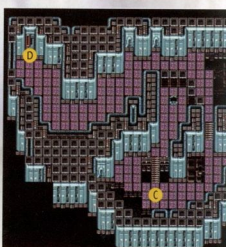
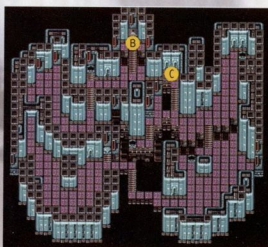
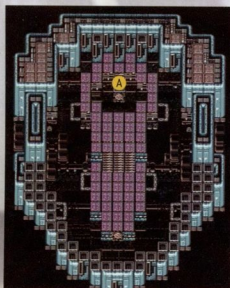
BOSS: MAGUS

HP: 6666 EXP: 3000 TECH: 50 G: 4000 WEAK vs: None STRONG vs: None CHARM: MegaElixir

Dueling with Frog alone is difficult in a first game. Keep performing the Leap Slash tech, which may take down Magus's HP by 800+ each turn. When Frog's HP gets low, cast Cure 2 and continue.

With a party that doesn't contain Frog, fighting Magus is much easier. Make sure to bring Ayla to Charm a MegaElixir. Magus does not have a shifting Magic Barrier to eliminate like last time. When defeated, he drops the Amulet. (If recruited, he comes equipped with it.) With his last breath, he directs you to speak to the Guru of Time.





BOSS: FOUR FIENDS

HP: 28,000 each EXP: 62,500

Gil: 10,000

ATK: same as prev.

DEF: same as prev.

Weak Vs.: same as previous

Each elemental demon has the same weakness as before, but different circumstances apply. Rydia's black magic spells will be much more effective than her summon magic. Cast Fire3 against Milon Z. to do maximum damage. Cast Ice3 against Rubicant. and cast Bolt3 against Cagnazzo and Valvalis. This time around, Rubicant will never close his cloak, so you need not worry that Ice spells might heal him. On the other hand, Valvalis will never come out of her tornado wrap, so her attacks will be fierce. Many Cure4 spells are required to survive.

Following the onslaught, be sure to return to the last save point. Use a Cabin and save your game before descending to the Core of the Giant.

| Fire3 | |
|----------|-----------|
| Elements | Fire |
| Power | 1000/2700 |
| Def'n | 1772/2000 |
| Crit. I | 2013/2013 |
| Full'n | 1802/1802 |
| Edge | 2043/2043 |

| Ice3 | |
|----------|-----------|
| Elements | Ice |
| Power | 1000/2700 |
| Def'n | 1801/2000 |
| Crit. I | 2013/2013 |
| Full'n | 1704/1802 |
| Edge | 1807/2043 |

| Bolt3 | |
|----------|-----------|
| Elements | Lightning |
| Power | 1000/2700 |
| Def'n | 1978/2000 |
| Crit. I | 1728/2013 |
| Full'n | 1438/1802 |
| Edge | 1808/2043 |

| Cure4 | |
|----------|-----------|
| Elements | Heal |
| Power | 1001/2700 |
| Def'n | 1800/2000 |
| Crit. I | 1978/2013 |
| Full'n | 1802/1802 |
| Edge | 2043/2043 |

THE TIME EGG – 2300 AD

MAIN OBJECTIVES:



At the End of Time, speak to the Old Man.



In 2300 AD, speak to the Nu.



Speak to Crono's mom, take the clone.



Meet with the Nu once more.



Climb Death Peak.



Exterminate the Lavas Spawns.



Revive your dear friend.

THE END OF TIME

However your last encounter with Magus turns out, board the Epoch and travel to the End of Time. Speak to the Old Man, whose secret identity you should know by now. Try to leave and he calls you back. He gives you the **Chrono Trigger**, and some clues about reviving Crono.

KEEPER'S DOME

Time-travel in the Epoch to 2300 AD, and land near the Keeper's Dome on the island south of Arris Dome. The Nu points out that the powers of life and death lie at the top of Death Peak, but you'll need a Crono Clone to succeed.

CRONO'S HOUSE

Speak to Crono's mom, and she gives permission to take the **Crono Clone** from her son's room.

TIP

The party may still obtain a Chrono Clone after talking with the old man at the End of Time.

Prepare for Death Peak

Death Peak is much tougher than any previous areas. If you've been traveling fast and fighting little, your characters may not be ready for it. The following are a few items to get to help protect your party better against the horrors ahead.



You got a Ruby Armor!

IOKA TRADING HUT

The witch doctor in 65,000,000 BC now trades one item only. Bring him 10 of each kind of item in exchange for Ruby Armor.



There's something else in here.

LARUBA RUINS

Talk to the Nu at the back. He'll offer to change anyone's name. Then he offers the **Silver Rock**, which allows a party of Robo, Frog, and Ayla to perform the Spin Strike Triple Tech.



There's something else in here.

MAGIC CAVE

Return to the Magic Cave east of Fiona's Villa in 600 AD. The sealed container inside contains this great magic-boost.

ITEMS FOUND
Chrono Trigger

ITEMS FOUND
Chrono Clone

ITEMS FOUND
Ruby Armor

ITEMS FOUND
Silver Rock

ITEMS FOUND
Magic Ring

BOSS: CPU, ATTACKER, DEFENDER

| | | | | | | |
|-----------------|------------|-------------|-------------|----------|--------|----------------|
| CPU | HP: 30,000 | EXP: 50,000 | Gil: 10,333 | ATK: 174 | DEF: 4 | Weak Vs.: None |
| ATTACKER | HP: 3000 | EXP: 50,000 | Gil: 10,333 | ATK: 116 | DEF: 5 | Weak Vs.: None |
| DEFENDER | HP: 3000 | EXP: 50,000 | Gil: 10,333 | ATK: 116 | DEF: 5 | Weak Vs.: None |

The Defender orb restores 3000 HP to the CPU every round, while the Attacker orb fires Maser for about 250-500 HP damage to each party member. Meanwhile, the CPU casts Wall to defend itself against magic.

Now comes the tricky part. If the two smaller orbs are both destroyed, the CPU will use its Globe 199 to instantly KO two characters in one round! To avoid this, kill only the Defender orb to prevent it from healing the CPU. Keep the Attacker orb alive for now since Cure3 can easily repair the damage of its Maser attack.

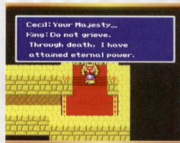
While Rosa and FuSoYa keep the party healthy, have the others attack the CPU physically. Once the CPU is gone, blowing away the Attacker orb should be no problem.



Auxiliary Firepower

Kain rejoins the party aboard the Lunar Whale, and FuSoYa leaves to battle Zeromus. If you gave Kokkol the Adamant earlier, then the sword **Excalibur** will now be ready. Return to Kokkol's smithy in the Underworld to obtain it. With Excalibur, you should now be ready to defeat Odin, so that Rydia can summon the divine warrior.

To face Odin, return to Castle Baron and descend to B1F in the east tower of the castle. The ghost of the former king appears, and tells you to return here after visiting the Land of Summons. If you've already been to the Land of Summons, the challenge of Odin will begin. If not, head there now and defeat Asura and Leviatan. Then return to Castle Baron and speak to the ghost again to fight Odin.



BOSS: ODIN

| | | | | | |
|------------|-------------|--------|----------|--------|----------------|
| HP: 20,001 | EXP: 18,000 | Gil: 0 | ATK: 116 | DEF: 5 | Weak Vs.: Bolt |
|------------|-------------|--------|----------|--------|----------------|

After Odin finishes three standard attacks, he will raise his sword arm and unleash his full power to KO the entire party. Therefore, you must defeat him quickly. Have Rydia use Bolt3 and Edge use Blitz. Rosa should attack with Bolt arrows. Combined with Cecil's attacks with Excalibur and Kain's Jump attack, you just might be able to conquer Odin before suffering defeat.



THE FINAL BATTLE

MAIN OBJECTIVES:



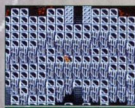
Return to the moon in the Lunar Whale.



Step on the portal to the Lunar Subterrane.



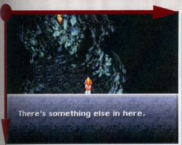
Fight powerful treasure monsters.



Descend into the crystal world at the moon's core.



Defeat Zeromus to save the world.



There's something else in here.

HECKRAN CAVE

With the enemies cleared out, move straight through the cavern and unseal the black box. Surprise, it has **two** items!

ITEMS FOUND

Wall Ring
Dash Ring



You got 1 Taban Suit!

LUCCA'S HOUSE

Travel to 1000 AD and land near Lucca's house. Place the spy young inventor in the party. Speak to Taban inside twice to receive these two great pieces for Lucca.

ITEMS FOUND

Taban Helm
Taban Suit



FOREST RUINS

Land near the area northeast of Medina in 1000 AD, where a Blue Triangle appears on the world map. Enter the Forest Ruins and use the Pendant to deactivate the force field. Now you have a choice of boxes. The box on the left contains a **Safe Helm**, and the one on the right contains a **Swallow** for Crono. The Swallow is powerful, but there are more powerful weapons for Crono. The Safe Helm is a better item to choose.

ITEMS FOUND

Safe Helm or
Swallow

GUARDIA FOREST

Return to Guardia Forest in 600 AD and collect the **Speed Tab** near the dead end. Now go to 2300 AD and use the Time Gate at Bangor Dome to travel to the End of Time. A new time pillar appears on the far right, which takes you to the open field in Guardia Forest, 1000 AD. (Remember the area was sealed by the Chancellor?) Take the **Power Ring** and return back through the Time Gates to reclaim the Epoch in 2300 AD.

ITEMS FOUND

Speed Tab
Power Ring

Upgrading Items Through Time

You've probably noticed all the black sealed boxes scattered throughout 600 AD and 1000 AD. Here's how to obtain many powerful items from them by playing tricks with time.

For each box, travel to 600 AD, check the chest and decide not to take the item. Then travel to the same location in 1000 AD and the item will be upgraded. Afterward, travel back to 600 AD and collect the original item.

UPGRADING ITEMS

| LOCATION | TIME | ITEM |
|-----------------------|---------|------------------------|
| Elder's House (Porre) | 600 AD | Black Vest, White Vest |
| Mayor's Manor (Porre) | 1000 AD | Black Mail, White Mail |
| Truce Inn | 600 AD | Blue Vest |
| Truce Inn | 1000 AD | Blue Mail |
| Guardia Castle | 600 AD | Red Vest |
| Guardia Castle* | 1000 AD | Red Mail |

*Marle must be in the party to enter.

KEEPER'S DOME

Return to 2300 AD in the Epoch and speak to the Nu. Three Poyozo Dolls will now help you climb Death Peak. In return for his help, switch off the Nu for services rendered.

LUNAR SUBTERRANE

BESTIARY

| NAME | HP | ATK | DEF | NOTES | WEAK VS. | GIL | EXP |
|-----------|-------|-----|-----|------------------------------------|------------|-------|-------|
| Blue D. | 15000 | 144 | 4 | Uses Blizzard attack. | None | 40200 | 36000 |
| Breath | 40000 | 154 | 0 | Uses special attack Blast. | None | 50000 | 60000 |
| D. Fossil | 12000 | 132 | 4 | Uses bolt and paralysis attacks. | Holy, Fire | 8100 | 15000 |
| EvilMask | 37000 | 128 | 4 | Casts Wall to reflect your spells. | None | 65000 | 50000 |
| King Ryu | 8200 | 128 | 54 | Uses Blitz and Entangle attacks. | None | 23000 | 30000 |
| Mind | 20000 | 130 | 254 | Casts Charm to confuse opponents. | None | 50000 | 65000 |
| PinkPuff | 20000 | 154 | 5 | Uses Song attack, causes Berserk. | None | 55555 | 10000 |
| Red D. | 15000 | 162 | 4 | Uses special attack Heat Ray. | Ice | 65000 | 41500 |
| Tricker | 12000 | 174 | 3 | Casts Scan on itself repeatedly. | Bolt | 10700 | 20000 |
| Veteran | 25000 | 144 | 5 | Casts Doom to KO your party. | Projec | 65200 | 33333 |

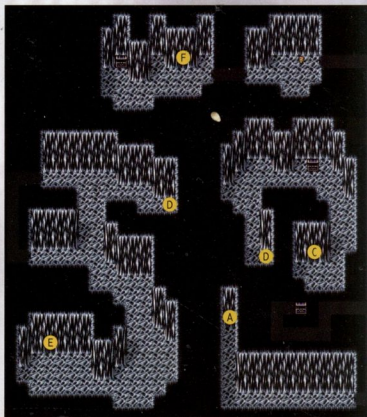
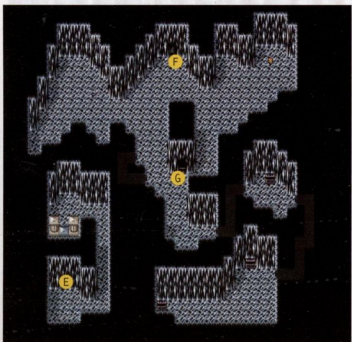
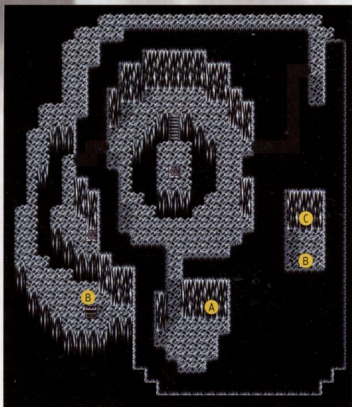
SUGGESTED

| CECIL | ROSA |
|--------|------|
| 57 | 56 |
| RYDIA | EDGE |
| 55 | 52 |
| FUSOYA | |
| 58 | |

LEVELS

Items Found

Ninja (clothes)
 Sage (staff)
 Murasame
 FireLash
 Dragon (shield)
 Dragon (helm)
 Dragon (armor)
 Dragon (gauntlets)
 Artemis (arrows)
 (2x10)
 Elixir (2)
 Blizzard
 XPotion
 Stardust (rod)
 Crystal (shield)
 Protect (ring) (2)
 Crystal (armor)
 Crystal (gauntlets)
 White (robe)
 Crystal (helm)
 Fuma (4)
 Cabin
 Minerva (plate)
 Inferno
 Ribbon (2)
 HolyLnce
 Au Apple
 Ragnarok
 Masamune
 Whistle
 Crystal



DEATH PEAK

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|---------|-----|------|-----|-----|----------|------------|-------|
| Kralker | 500 | 8 | 300 | 378 | None | None | None |
| Macabre | 582 | 6 | 500 | 427 | Shadow | Full Ether | Ether |

The Howling Winds

Previous entrance to this area was made impossible by the harsh winds, which blow periodically and push characters right out. Dash up the slope and speak to the Poyozo Doll. It will transform into a tree. Now place your lead character directly behind it and keep walking into the underside of the tree. The wind will howl and die off. Now run to the right and search for a **Power Tab** along the wall. Quickly get back behind the first tree to avoid another gush. Dash uphill to another tree, and keep your lead character behind it until the wind dies.

ITEMS FOUND

Power Tab
Magic Ring
Giga Arm
Brave Sword
Wall Ring

Star Scythe
Vedic Blade
Dark Helm
Memory Cap



Winter Danger Land

The winds do not affect the following areas. Move left and battle Kralkers, then collect the **Magic Ring**. You can destroy most enemy parties in this area with a level 2 spell. Now climb the familiar-looking ladder made of dead branches, and head right.

Move down the slope to the southeast and collect the **Wall Ring** from the far trunk. Then go back up the slope and eliminate the Macabres outside the cave entrance. Now go back down to the bottom save point, rest in a Shelter and save. Then enter the cave to face the progeny of Lavos.

BOSS: LAVOS SPAWN (x3)

HP: 4000 EXP: 747 TECH: 120 G: 500 WEAK vs: None STRONG vs: None CHARM: Elixir

There are three of these scattered across Death Peak. If possible, use a party of Magus, Marle, and Lucca. Equip the Black Rock and cast Dark Eternal just once. If you are not yet up to that point or don't have Magus, then carefully execute single-target techs on the head. Don't attack the shell, to avoid serious backlash. You can charm an **Elixir** from each Spawn, plus you get another one after the battle.

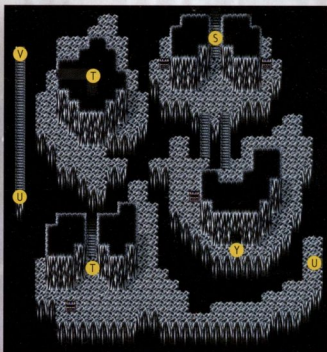
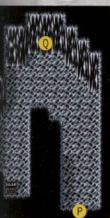
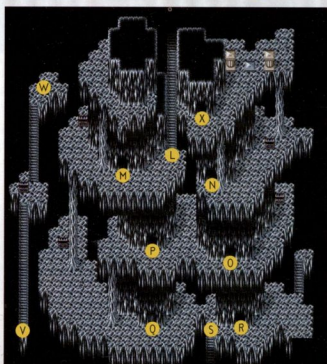
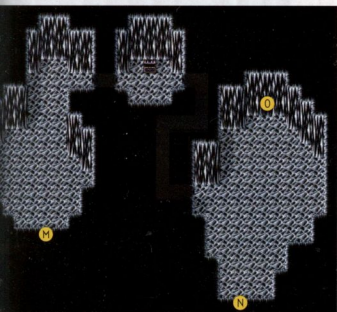
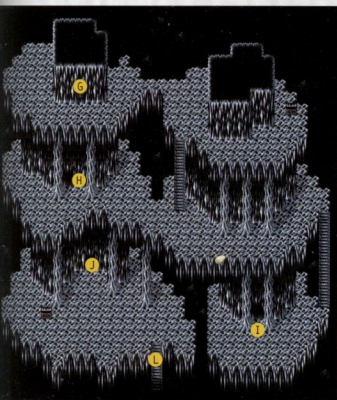


Cave Mystique

After the Spawn of Lavos disintegrates, collect Robo's **Giga Arm** from the nearby chest and exit north. Follow the exterior path south back into the cave. Grab Frog's **Brave Sword** and continue south. On the ledge, move north and examine the shiny dot. A new cave opens in the lower section. Navigate back to the save point and go through the new cave.



On the way up, collect the **Star Scythe**. Exit the cave and be ready for another Lavos Spawn. Continue west.





Icy Ledges

Talk to the Poyozo Doll in the next area, and heed the warning about the ice. As you proceed left, your lead character starts to slip downward. Press Up on the D-pad to maintain a stationary position. Although your characters appear to be walking, they are slipping on the ice and will remain in the same spot. Press the Dash button very briefly to make progress. If you slip off the top or bottom, you return to the last save point, and you'll have to fight the monsters all over again.

One way to navigate carefully is to use two fingers on the D-pad. Keep your right thumb on the Up button while your left thumb taps Left on the D-pad. Press the Dash button when you need to move up slightly. When you reach the brown line on the other side, you're safe.



Push the Shell...?

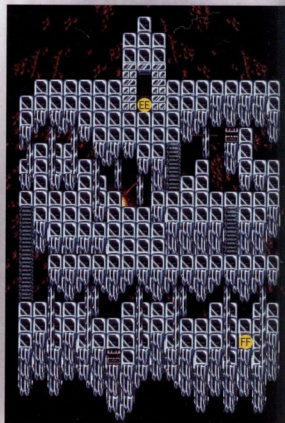
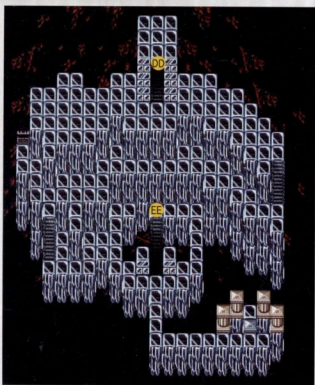
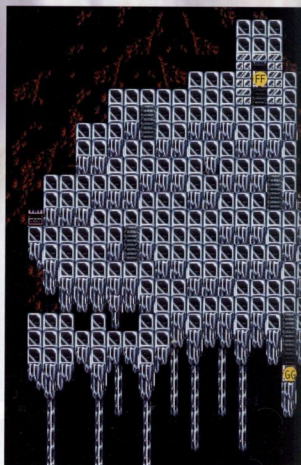
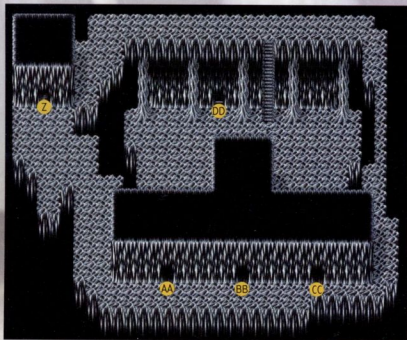
Grab the **Vedic Blade** and move south. Speak to the third Poyozo Doll, which says, "Push the shell, climb the shell." Continue left and climb down the ladder to the chest near the entrance. Collect the **Dark Helm**, use the save point, then head north and fight the last Lavos Spawn. It will perform a devastating final attack before dying, lowering HP by 200 or more per character.

The shell will remain on the field. Place your lead character just left of the neck hole and press right to push the whole thing in that direction. Then, Place your lead character directly below the neck hole and push it upward. Press X to climb up the shell, then climb the rest of the ladder.



Moment of Hope

The characters ascend the summit of Death Peak and use the Chrono Trigger. At the moment of Crono's death, move up to his body and press X to replace him with the clone. After the heartwarming reunion of friends, the scene shifts automatically back to the End of Time.



FINAL BOSS

THE FATED HOUR

MAIN OBJECTIVES:



Speak to the Old Man.



Use the bucket to fight Lavos, or...



...finish the side quests.

THE END OF TIME

Speak to the Old Man under the lamppost. He points out that you can end the game by examining the shining bucket on the right. If your levels are around 50 and you know every Single and Dual Tech as well as some Triple Techs, then you can skip to the section titled **The Final Battle – 1999 AD**.

If you're still in need of experience and Tech Points, or if you want to see more of Chrono Trigger, then fulfill the side quests. The Old Man lists them off:

In the Middle Ages, a woman's sheer determination brings a forest back to life...

A fugitive in the Middle Ages, Ozzie, maintains an evil hideout...

There's a task to be done in the Future, where machinery originated.

And there's a very special stone that can shine its light on each generation, from the distant past to the far future...

There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present...

There's an object in the Middle Ages that sparkles like a rainbow...

One of you is close to someone who needs help... Find this person...fast.

Talk to the group members not currently active (meaning they are just hanging out at the End of Time), and they'll share some of their thoughts on these tasks.

This ends the linear portion of the game. You may either take on the final boss now, or undertake the side quests in any order. Information on the side quests follows the strategy for taking on the final boss.

COMPLETE THE SIDE QUESTS FIRST!!!

Before you even think about taking on the Final Boss, your characters should be around Level 50 or higher, know every Single Tech and all of their Dual Techs, plus a few Triple Techs. Plus, the armors and weapons gained during the side quests will reduce damage sustained from the last enemy. A solid supply of MegaElixirs won't hurt, either. Don't worry if all are used up. When you start a New Game +, they will still be in your inventory (see the New Game + section for details).

THE FINAL BATTLE – 1999 AD

You can encounter Lavos any time you wish by examining the bucket on the far right side of the End of Time. Also, Lavos will be the final boss in the Black Omen side quest, which is a better way to experience the whole plot and finish the game nicely.

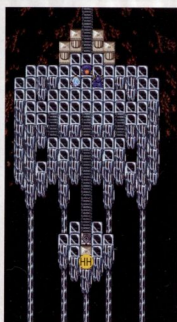
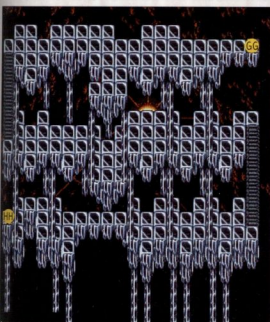


Lavos Changes Attack Mode

For the first half of the battle with Lavos, it will mime several previous bosses from the game. Lavos imitates them exactly, right down to the attack pattern, HP, and strengths and weaknesses. These bosses are, in order:

The Dragon Tank: Attack Lavos's head until it's not a target anymore, then destroy the parts on either side.

Guardian, Bits: Kill off one of the bits, then assault Lavos's head until it changes attack mode. Do not destroy the second part, or they will both respawn and Lavos will resume using the delta attack. Or, just perform Luminaire and the battle will be over.



FuSoYa left the party to battle Zeromus, and you must follow to ensure that the universe is protected from the evil Lunarian. Along the way, several treasures marked on the maps are guarded by monsters. Proceeding further into the Lunar Subterrane, the enemies become increasingly difficult. However, the rewards and the EXP gained also increase by amazing amounts. You should be at the "suggested levels" listed before entering the core. Each character should gain about ten levels within the Lunar Subterrane to be ready for the final boss.

Several item markers on the maps are surrounded by white columns. Where there are pillars, there also exist extremely tough, special treasure monsters. The rewards for defeating these special enemies are the ultimate weapons. Consider them boss monsters. After defeating each one, you should cast an Exit spell to leave the Lunar Subterrane and recharge in the Crystal Palace on the surface. Then return and plunge further into the depths. Use the maps to navigate the hidden passages and collect all the great loot, and follow the boss strategies to eliminate the treasure monsters. Finally, Zemus beckons.

BOSS: WHITE DRAGON

HP: 32,700 EXP: 55,000 Gil: 0 ATK: 156 DEF: 5 Weak Vs: None

The White Dragon can be challenged on level B3F, near the white pillars on the lower left side. Cast Float on the entire party before engaging the dragon in battle, so that its GaiaRage spell will be ineffective. Rosa should counter Slow spells with Haste. Avoid Bolt magic, as the White Dragon absorbs it. Rydia should summon Bahamut or cast Flare, while the other party members attack normally. Rosa should prepare a Cure4 spell every round, even if the party doesn't seem to need it. The White Dragon can take the entire party down to less than 10 HP with its Storm attack. The prize for defeating the White Dragon is Edge's **Murasame**.

| White D. | |
|----------|-------|
| HP | 32700 |
| EXP | 55000 |
| Gil | 0 |
| ATK | 156 |
| DEF | 5 |

| White D. | |
|----------|-------|
| HP | 32700 |
| EXP | 55000 |
| Gil | 0 |
| ATK | 156 |
| DEF | 5 |

BOSS: WYVERN

HP: 60,000 EXP: 64,000 Gil: 0 ATK: 160 DEF: 5 Weak Vs: None

On level B6F of the Lunar Subterrane, navigate through the hidden passage on the left to the bottom of the area. The teleport pad on the far right side moves the party to the stairwell on the left. Ascend until you reach a room with a save point. Beyond it, at the very top of level B5F, is the sacred ground where the Wyvern resides.

Although it's possibly one of the fiercest treasure monsters on the moon, keep in mind that the Wyvern is merely a super-version of Bahamut, and you can use the same strategy to defeat it.

Before you get a turn, it will mostly likely kill one or more of your characters with its MegaFire attack. Immediately have Rosa cast Cure4 on the survivors, and have each character use a StarVeil or MoonVeil. Then have Rosa resurrect fallen comrades with Life2, and the others use StarVeils or MoonVeils on those comrades once they're back in action. If the Wyvern casts Wall on itself, reflect Rydia's black magic spells off one of your party members to strike the monster. Also, have Rydia summon Bahamut, while everyone helps finish the Wyvern with their regular attacks.

The reward for defeating the Wyvern is Cecil's **Ragnarok**, the most powerful of holy swords. Equip it and watch his attack power skyrocket!

| Wyvern | |
|--------|-------|
| HP | 60000 |
| EXP | 64000 |
| Gil | 0 |
| ATK | 160 |
| DEF | 5 |

| Wyvern | |
|--------|-------|
| HP | 60000 |
| EXP | 64000 |
| Gil | 0 |
| ATK | 160 |
| DEF | 5 |

Heckran: Attack the head with magic until the mouth closes and the hole seems to “contract.” Avoid attacking again until the mouth relaxes.

Zombor: Attack Lavos’s head as you would the top half of Zombor, then eliminate the bottom part like you would the lower half.

Masa & Mune: Watch the messages carefully. When it claims to be storing energy, fire off one of Crono’s Slash attacks to dissipate it.

Nizbel: Hit it with a Lightning spell to lower DEF, then use a powerful Dual or Triple Tech. Repeat each round.

Magus: A hard fight. Watch for it to cast a spell, then use the exact same type of spell right back at it. Attack with the Masamune to lower DEF. When “Lavos risks casting a spell” appears onscreen, anything goes.

Tyrano, Azala: Equip everyone with Fire-absorbing armor. Destroy the smaller left part first with Magic. Then wait until Lavos lowers its DEF before unleashing more techs on the main body. Try to defeat it before it counts all the way down to zero.

Giga Gaia: The parts on either side represent the hands. Destroy the left one, then assault the head with powerful techs. If the left part is restored, hit it with a strong tech to knock it out again.

Between each imitation, you have a moment to change party members, use medicines and tonics, and prepare for the next challenge. After the Giga Gaia routine, Lavos attacks on its own.

Lavos Attacks

Fighting the actual creature is a lot more difficult than any boss that has come before. Each round, someone must heal the other characters while they perform their most powerful techs. Alternatively, wait until everyone gets low on HP and MP and use a MegaElixir. The Lavos’ head has around 10,000 HP, and can be defeated after a short while. Now the party enters the mammoth shell.

INSIDE THE SHELL

Use the save point on the right, and use a Shelter before heading to the top. Depending on how you challenged Lavos, there might be a Time Gate to the left which takes you back to the End of Time.

Inner Lavos

The inner creature consists of a body and two arms. Perform horizontal techs such as Line Bomb or Falcon Hit to eliminate the arms, and then you can take out the body in no time.

The Real Enemy

After that, Lavos reveals its true form. The party which seems to have the easiest time against this form is Crono, Magus, and Frog. Frog heals and dispenses Ethers, while Crono and Magus focus on taking down the creature. Use MegaElixirs or heal every time your party gets low.

At the start of the battle, focus your attacks on either the central or left Bit until one is destroyed. Unless the left Bit’s defense disabling becomes a problem, it is better to focus on the central Bit as it has access to the most powerful of the Lavos Core attacks. Attacks from the right and left Bits are annoyances when compared to the lethal attacks from the central Bit.

A message indicates when Defense has shut down, marking the time to attack the right Lavos Bit with your strongest techs. If you have taken out the central Bit, be careful when attacking the remaining two. Any attack that strikes the left Bit will trigger a counter attack that acts like X-Strike. After a few turns, the right Bit rebuilds any destroyed parts. Start using horizontal or multiple-target techs like Luminaire, Dark Matter, Falcon Hit, Flare, Shock, and Line Bomb. Use these attacks until the message indicating Defense being activated appears. You’re healing the left Bit while doing this, but it can’t be healed for more HP than the amount with which it starts, and the healing is offset by the damage done to the other two bits. When the Defense is re-established, use the same strategy that was used at the start of the battle.

LEFT BIT

The left Bit performs many support functions. It heals the central body, disables defensive statuses of your party, absorbs MP and occasionally launches an attack. It is healed by any magic-based techs, so only hit it with physical techs or attacks.

CENTRAL BIT

The central Bit is the shield for the right Bit as it appears to be the Lavos Core. It uses the most devastating magic and physical attacks of the Lavos Core.

RIGHT BIT

This is the true Lavos Core, and is heavily shielded for most of the battle. This Bit revives the other two if they are destroyed, but at the cost of its defense. Watch for the messages indicating defense has been shut down or restored.

THE END

When Lavos is destroyed, the world is saved! If you resurrected Crono and completed most of the side quests, then you should get the Best Ending. Look for a complete list of endings in the New Game + section of this guide.

BOSS: PLAGUE

HP: 33,333

EXP: 31,108

Gil: 550

ATK: 146

DEF: 5

Weak Vs.: Project

The lair of the Plague stands on level B7F, right next to the save point. Be sure to at least record a Memo save before attempting this. The Plague starts the battle by casting Doom on the entire party at once, initiating a countdown. Have Rosa fire Artemis arrows while Kain attacks or Jumps with a spear, in order to exploit the creature's weakness against projectiles. Rosa's Holy spell is also very effective against the Plague. Meanwhile, have Rydia summon Bahamut as many times as possible before the countdown reaches zero. Edge should throw something powerful.



If it looks like you can't defeat the Plague before the initial countdown reaches zero, KO one of your party members and then revive him or her when the countdown has reached 4 or so. Whenever a KO'd party member is revived, the Plague will cast Doom on the party again, thus resetting the countdown on all surviving targets. If the additional time still isn't enough, repeat the process. Use Life or the spell Life1 to resurrect one character with just enough HP that he or she can be easily KO'd again if necessary.

The prize for eliminating the Plague is Kain's **HolyLnce**.

BOSS: LUNASAURS

HP: 23,000 ea.

EXP: 29,500 ea.

Gil: 0

ATK: 144

DEF: 4

Weak Vs.: None

The two **Ribbons** are protected by the Lunasaurs on level B7F, next door to the lair of the Plague. When the Lunasaurs cast Wall to protect themselves, have Rydia and Rosa reflect Fire and Holy spells off one of your party members to strike the monsters. Meanwhile Rosa should prepare to cast Cure4 often, since the Lunasaurs have a few tricks up their sleeves. By the time one of the Lunasaurs is gone, the Wall spell will probably have worn off the other one. Have Rosa cast Slow on the remaining monster, so that dead characters can be resurrected and the rest of the battle goes a little easier. Thus, most of the burden lies on Rosa, while the other characters attack normally. Afterward, you may gather the Ribbons. Return to the save point and save your game before moving onward.



BOSS: OGOPOGO

HP: 50,000

EXP: 61,000

Gil: 0

ATK: 150

DEF: 4

Weak Vs.: None

The white pillars on level B8F in the moon's crystal core mark the place where the characters will obtain Edge's Masamune. But just as the heroes start to walk away with the treasure, Ogoopogo attacks.

This super-version of Leviatan is quite a bit tougher than the Wyvern, since the reflective strategy does not apply. Have Rydia summon Bahamut each turn, while Rosa desperately tries to keep everyone else alive. Edge should throw any expendable weapons from your inventory. If everyone seems to be staying alive between the double Big Wave assaults, then have Rosa cast Holy to bring the battle to a swift conclusion. Then you may truly claim and equip Edge's **Masamune**.



Super Villains

As if the monsters in the Lunar Subterrane weren't difficult enough, the encounters in the crystalline lunar core border on nightmarish. A frequently encountered monster named EvilMask casts Wall on itself or the party. This makes magic use extremely difficult, especially casting Cure spells on your fellow fighters. Just allow characters to be killed, which nullifies the Wall spell. Then have Rosa cast Life2 on the fallen member. Summon Bahamut and use regular attacks to defeat EvilMasks.

SIDE QUESTS

SIDE QUEST: CYRUS'S GHOST

Tools
ITEMS FOUND

CHORAS VILLAGE

The Ghost of a Lofty Knight

Using the Epoch, travel to Choras on the western continent. In 1000 AD, the ghost of Cyrus haunts the Northern Ruins northwest of the town. If you feel like getting killed, go inside and challenge Cyrus. It can't be hurt and you can't escape!



In 600 AD, it's a different story. There's still time to lay the ghost of Cyrus to rest properly. First head to the Café in Choras and speak to the man drinking at the table. He complains that his tools are missing. Fly to 1000 AD and speak to his descendant at the bar. He claims that his wife has the tools at home. Go to the southern residence in Choras and speak to the wife. She hands over the **Tools**.

Return to the man drinking at the table in 600 AD, and he will leave the Café. Follow him to the southern residence and his team will leave for the Northern Ruins. Follow him up there and save your game outside.

Leave them alone
ITEMS FOUND

NORTHERN RUINS

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|----------|------|------|-----|-----|----------|------------|------------|
| Base | 88 | 8 | 650 | 377 | N/A | None | None |
| Defunct | 1450 | 18 | 500 | 518 | Fire | Elixir | Lapis |
| Departed | 1650 | 18 | 500 | 555 | N/A | Elixir | Lapis |
| Reaper | 1450 | 18 | 700 | 474 | Fire | Elixir | None |
| Sentry | 1280 | 8 | 400 | 467 | Fire | HyperEther | Full Ether |

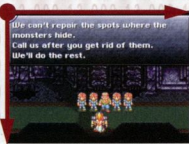
Leave all the chests you find unopened. That way, you can return to 1000 AD and claim all the items, and then come back to 600 AD and double your take!

Inside the Ruins, the repairman claims that they've fixed what they can, and the ghosts are too much of a problem. Run around and eliminate all the ghosts. Magus will be a huge help, since his Fire2 and Lightning2 spells are so strong. Any sealed black boxes you find, examine them but don't take what's inside. Be sure to dispatch the enemies in the upstairs quarters and in the lower levels as well.

Return to the village and summon the repairman. Pay him 2000 G to come back and continue repairs on the Ruins. Return to the Ruins and the repairs should be complete. That's service!

Place Frog as the leader in your group, and head into the lower levels. Proceed on to the grave of Cyrus. After the ghost appears for a short scene, the Masamune will be upgraded. (In the tables of this guide, it's listed as Masamune II.)

Now it's time to collect many rewards! You have to pay the repairman another 2000 G to finish his work, but it's worth it. Exit and time-travel to 1000 AD.



Behemoths are frequently encountered on the lower levels of the core. Just fire away and destroy them as quickly as possible. You'll also encounter triple Red Dragons. The other dragons can't fit onscreen, so they will appear one after another. Use Edge's Flood spell and target Rydia's Ice3 spell at multiple opponents to make the job easier.

Mind and Breath

Level B11F proves most challenging, since it is dominated entirely by semi-boss monsters called Mind and Breath. These are the astral projections of Zemus, and they are quite intimidating.



Against the orange-colored Breath monster, you have about ten rounds in which to destroy it before it launches its massive Blast attack, which levels the entire party to below 10 HP. Until then, it will continually Scan your party members and nothing else. Pound it with your regular attacks. Summoning and casting magic against Breath is a waste.

If you encounter the purplish Mind enemy, escape, cast Exit, or use Edge's Smoke skill to get away. The Mind is capable of casting Charm to confuse the entire party at once, and what happens next isn't funny. The Breath monster is more rewarding to kill anyhow, so don't waste your time on the Mind.



Battle of the Lunarians

On level B12F of the lunar core, the party will witness a battle where Golbez and FuSoYa defeat Zemus quite easily. But the villain is not to be outdone yet. In its new spectral form, Zemus absorbs magic and spits it right back at the duo, wiping the floor with them. The party will be KO'd as well, but your friends back home send you their energy to help you defeat the evil.

ZEROMUS

The final battle is now at hand. This confrontation is quick-paced and dangerous, so be on your toes. Here are some tips to help you finish the game in style so that you can view the much-deserved ending.

Your party should be at the following levels in order to defeat Zeromus successfully. If not, expect to be wiped out in three or fewer rounds. The characters need all the speed and agility they can muster. For an even simpler battle, make your characters gain another ten levels each.

| SUGGESTED | | LEVELS |
|-----------|------|--------|
| CECIL | ROSA | |
| 67 | 66 | |
| RYDIA | EDGE | |
| 64 | 64 | |
| FUSOYA | | |
| 68 | | |

The Dark Matter

Cecil must use the Crystal to make Zeromus reveal its true form, so that it can be vulnerable to attack. s Know in advance that Zeromus's true form uses an attack called Big Bang, which damages all of your party by 2000 HP. That's a lot of damage to recover from. There is a way to dampen the effect of the Big Bang. Before using the Crystal on Zeromus, have Edge steal the **DkMatter** item from the creature. With this item in your inventory, the Big Bang's poison-like aftereffects won't be as harmful. Just have all the characters Parry, and when it's Edge's turn try to steal. However, snagging the DkMatter can be a time-consuming process, especially if Edge's character level is low. You will probably find it worthwhile, though, so just be patient.

Each Desperate Turn

Whether or not you've stolen the DkMatter, have Rosa cast Shell on the entire party, then wait until Cecil's next turn and use the Crystal on Zeromus. After it transforms, Rydia should summon Bahamut or cast Flare and Rosa should prepare a Cure4 spell even if Zeromus hasn't performed Big Bang yet. Since you certainly won't need them after this battle, have Edge throw any high-powered weapons not currently quipped, such as Excalibur, the Defense sword, or the HolyLnce. Any of these will easily take down 9999 HP.

Zeromus is mostly a counterattacking beast, meaning that it doesn't attack until you do, and its barrage will eventually taper off if you stop attacking. So if half your party is decimated and needs to be revived, stop attacking! Zeromus may attack once or twice more, but eventually you will get some time to restore fallen characters. Also, whenever Zeromus casts Black Hole to remove your protective magic, recast Shell or armor.

QUEST COMPLETE

What should just about do it for Zeromus. You've just completed one of the hardest RPGs ever made. If you get killed the first time, don't stress out because **I got creamed too!** Maybe you should level up your characters some more in the Lunar Subterrane, or perhaps you should try a little harder to steal that DkMatter. Either way, don't shut your machine off because a brand new CG plays before the credits, and it's really awesome. So now what? Use your last save to go back and try harder to gain rare items, or to encounter a PinkPuff. More details follow in the secrets chapter...

HERO'S GRAVE

Cyrus's resting place is now a hall of honor, and is renamed to reflect such. Explore downstairs for a **HyperEther** and a **Magic Tab** near the grave. Now move to the upper portion of the tomb and search the lower left corner of the first room to find a **Power Tab**. The left chest in the area contains an **Elixir**, and the twin sealed chests contain a **Shiva Edge** and a **Valkerye**. The lone black box contains **Moon Armor**.

Return to 600 AD, where the tomb has also been renamed, and collect the same items again! The sealed black boxes contain the **Nova Armor**, the **Kali Blade**, and the **Siren**.

TIP Return to the Denadoro Mountains and find the rock-tossing Free Lancer in the last area. Place Frog in your party, and he will catch one of the Free Lancer's rocks. It turns out to be the **Gold Rock**, which allows Frog, Marle, and Robo to perform the Grand Dream Triple Tech.

SIDE QUEST: OZZIE'S FORT



OZZIE'S FORT

The Fugitive

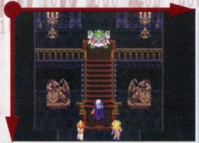
This side quest might actually be just a bit easier than the last, but having a large number of techs at your disposal is key. Ozzie's fort is located in 600 AD, on the exact spot where Medina stands in 1000 AD.

Enter the Fort and meet Ozzie. If Magus is available, have him lead your characters. There will be extra dialogue between the former dark lord and his evil cronies throughout this side quest. Also, bring along Ayla to Charm some important items.

Course Ozzie north, and he will summon other ex-Magus followers.

ITEMS FOUND

| | |
|-------------|-----------|
| Full Ether | Magic Tab |
| Gloom Cape | Dash Ring |
| Gloom Helm | Sight Cap |
| Doom Sickle | |



BOSS: FLEA PLUS

HP: 2500 EXP: 2000 TECH: 20 G: 2000 WEAK vs: N/A STRONG vs: N/A CHARM: —

Flea does not seem to possess the same immunity to magic as previously, so hit him(?) with your best magic and away he(?) goes.



BOSS: SUPER SLASH

HP: 2500 EXP: 2000 TECH: 20 G: 2000 WEAK vs: N/A STRONG vs: N/A CHARM: —

Use any two characters' stronger Dual Tech, or fire up any of Magus's higher Shadow spells. Super Slash bites the dust instantly and runs.



GAME SECRETS



This section is full of extras, cheats, and side quests to engage in while playing *Final Fantasy IV*. These include events that occur outside of the story, and monsters that yield nice treasures.

RARE ITEMS IN THE WORLD AND LUNAR SUBTERRANE

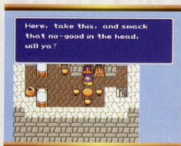
Each time you win a random battle against one of these monsters, there is a slim chance that you will win an item. There is an *even slimmer* chance that the item will be one of these rare treasures.

| RARE ITEM | ITEM DESCRIPTION | MONSTER(S) |
|-----------|--|---|
| Artemis | The best bow. | Kary |
| Glass | This helm prevents most status effects. | EvilMask |
| Zeus | Effective gloves against giant monsters. Prevents Mini. | Skulls, RedBones |
| CrysRing | Prevents Sleep, Paralyze, and Confuse. | Red D. |
| PwrVest | Raises Strength stat, but only provides average defense power. | Behemoth |
| Cursed | This ring absorbs fire, bolt, and ice attacks, but lowers stats. | Spirit, Soul, Ghost, Hooligan, D.Bone, D.Fossil |
| Dragon | Powerful dragon spear. | Blue D., Red D. |
| PinkTail | Trade this item for the Adamant armor at Adamant Grotto. | PinkPuff |
| Gorgon | This sword can cause Gradual Petrify. | BlackLiz, Medusa, Gorgon |
| Serpent | Rydia's whip. Effective against dragon-type monsters. | Blue D. |
| Lilith | Absorbs the enemy's HP. Use this rod to cast Drain. | Lilith |
| Rune Axe | Most powerful axe. Strong against magic users. | MacGiant, RedGiant |
| Silence | This staff causes Silence. Also improves the Will stat. | Marion, Sorcerer, Conjurer |
| Cocatrix | Teaches Rydia how to summon Cocatrix. | Eagle, Cocatrix, Roc Baby |
| Imp | Teaches Rydia how to summon Imp. | Imp, Imp Cap, Dark Imp, Tricker |
| Bomb | Teaches Rydia how to summon Bomb. | Bomb, GrayBomb, Balloon, Grenade |
| Mage | Teaches Rydia how to summon Mage. | Mage |



DEVELOPERS' ROOM

There is a Developers' Room inside the Dwarven Castle, where you will run into some of the staff like Mr. Sakaguchi and Mr. Uematsu. To get there, go to the Rally-ho Pub. The pub entrance is hidden between the Weapon and Armor Shops on the second floor. Inside the pub, there is a secret passage that starts from the bottom right wall. Go through the wall and to the Developers' Room.



THE SYLPH SUMMON AND THE KNIFE

While in the Underworld, head to the Sylvan Cave located near the Tower of Babil. Use the maps in the Sylvan Cave section of the Walkthrough to work your way to the bottom of the cave. Inside a small house, Yang rests in bed. Attempt to talk to Yang and the Sylphs. Later, speak to Yang's wife in Fabul. She gives you the **Pan**. Take the Pan back to Yang in the Sylvan Cave and use it on him. Talk to the Sylphs to acquire the **Sylph** summon. Go back to Fabul and talk to Yang's wife again to receive the **Knife**. Note that you must visit the Sylvan Cave before going to the moon in order to get the Knife.

If you don't want to bother going back and forth between the Underworld and the surface, there's another way to acquire the Sylph summon: however, you won't get the Knife. Simply go to the Sylvan Cave after the Giant of Babil sequence and speak to the Sylphs. Yang won't be there, but the Sylphs will still teach Rydia how to summon them.



Stupid Bait, Hidden Chamber

Ozzie operates a winch in the next chamber, raising and dropping a blade in front of a chest. Ignore it and proceed toward the green globe. An Imp foils Ozzie's trap, and the Grand Green One retreats. Now you may open the chest for a **Full Ether**. Now move to the exit, but stop at the doorway. Head directly down from there to enter a dark secret room. Chests in here contain Magus's ultimate armor and weapon, plus a **Magic Tab!**

Continue north to fight all three super-villains at once.

BOSS: GREAT OZZIE, SUPER SLASH, FLEA PLUS

Great Ozzie HP: 6000

EXP: 7500

TECH: 80

G: 4000

WEAK vs: N/A

STRONG vs: N/A

Super Slash HP: 4000

Flea Plus HP: 4000

GREAT OZZIE CHARM: OzziePants

SLASH CHARM: Slasher

FLEA CHARM: Flea Vest

As a trio, they can be quite devastating, meaning that the previous fights were just bait! Focus techs to beat Super Slash first since he roams the room doing the most damage. Their delta attack becomes obsolete once he's gone. Now try to eliminate Flea Plus, but make sure to Charm the Flea Vest from him(?) first. Finally, Ozzie is completely deserving of your wrath so unleash nightmarish Triple Techs or strong Dual Techs to annihilate him. Don't worry about Charming the OzziePants (worn on the head) unless you're just interested in collecting items. The OzziePants are cursed, and cause the character wearing them to be confused.



Beaten By the Kitty

Collect the **Dash Ring** and **Sight Cap** from the chests and move upward. Chase Ozzie north, where he has erected the same artificial barrier as before. During the brief fight, you can Charm Ozzie for another OzziePants if you're collecting them. Attack the switch behind him, and the party is dropped back into the previous room. Run back to where Ozzie is holed up, and the housecat will throw the switch that drops the green blob to his doom.

Harmony with Mystics at Last

Return to Medina Village in 1000 AD. The grudge held against humans for so long has vaporized, and the statue of Ozzie at the square is gone. The Inn is suddenly regular price, and the Item Shop is now the cheapest place in the game! Stop by the Mayor's House to see an Imp rightfully ruling the township. Ozzie VIII is cleaning the kitchen, where he belongs!



SIDE QUEST: THE SUN STONE



THE SUN PALACE

Light of the Generations

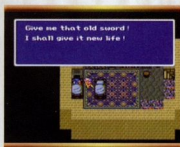
Return to 2300 AD in the Epoch and land. Press SELECT to view the world map. Use the Epoch to fly to the island in the far south.. Equip everyone with Red Mail, Red Vest, or Ruby armor, to reduce or absorb fire damage.

ITEMS FOUND

Moon Stone
Sun Stone
Wonder Shot
Sun Shades

EXCALIBUR

Collect the Rat Tail from the land of Summons. Then head to Mythril Village with the hovercraft, look to the Enterprise. Now follow the shallows southeast to the cave. This is Adamant Grotto. Once inside, walk straight ahead and talk to the character in blue, and him the Rat Tail and he



will reward you with a piece of **Adamant**. Now go back to the Underworld and head south to Kokkol's Smithy. Go upstairs and hand Kokkol the piece of Adamant you received, and he will make you the **Excalibur** sword. You must travel to the moon before the sword will be ready.

THE ADAMANT ARMOR

There is a single room on B5 of the Lunar Subterrane, right before descending to B6, wherein the party can find the Inferno item. Here, you have a very slim chance of encountering a creature called a PinkPuff. Use the Alert item to try to call PinkPuffs immediately. After defeating them, you might receive the PinkTail if you are lucky; this item is very difficult to obtain. Take the PinkTail to the tail collector in Adamant Grotto to receive the **Adamant** armor.

ITEM DUPLICATION TRICK

Follow these steps exactly to duplicate any weapon or shield. These items can then be sold for massive amounts of money, or Edge can throw them at enemies to cause great damage! This is a great way to counteract the high prices of items in the shops.

Equip Cecil with the Ancient sword, which can be sold for 9500 Gil. (There are other weapons that sell for even more.) Then engage in a random battle in an area where the enemies aren't too tough.

When it's Cecil's turn, choose the Item command. Select an empty space in the inventory **first**, and **then** remove the Ancient sword from Cecil's right hand.

Finish the battle and open the menu. Equip Cecil with the Ancient sword. Only this time, it shows that there are two Ancient swords in his hand.

To separate the swords, remove the two Ancient swords from Cecil's hand again. Then equip it again right away. This time, only one Ancient sword will be equipped in his hand and the other will remain in the inventory.

Stack up as many Ancient swords as you like. When you reach 100 or so (one inventory slot can hold up to 99), you can trade them in for 950000 Gil! Now you're fully financed, and you can purchase whatever armor and items you need for the road ahead.



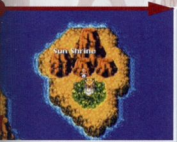
BOSS: SON OF SUN

| | | | | | | |
|----------|-----------|----------|---------|--------------------------|---------------------------|----------------------------|
| HP: 2100 | EXP: 3800 | TECH: 40 | G: 2000 | CENTER WEAK vs: IT Flame | CENTER STRONG vs: N/A | CENTER CHARM: Black Mail |
| | | | | FLAME ORBS WEAK vs: N/A | FLAME ORBS STRONG vs: All | ORBS CHARM: Elixirs (1 ea) |

One of the trickier bosses in the game deceives you into thinking that the middle creature is the boss. The real target is one of the flaming orbs surrounding it. Only this orb can be damaged sufficiently, and the whole is immune to spells.

To determine which orb is the one to hit, have each character attack an orb physically. Wait until that attack is executed. If no damage is done, the boss retaliates and your next character should attack the next orb. Always go in a clockwise fashion, so you don't forget which orbs you've already attacked. Once you hit an orb that does damage to the center sphere, keep attacking it until the creature shuffles the orbs.

Each time the fire orbs are shuffled, you have to begin the process of determining which is the weak orb all over again.



Blessed by the Sun

Following success in the long and tedious battle with the Son of Sun, grab the **Moon Stone** from the son of Sun and exit. Travel to 65,000,000 BC and land on the northeastern-most continent. Enter the Sun Keep and place the Moon Stone in the light.

A Thief in Time!

Now travel to 2300 AD and enter the Sun Keep. The stone is gone! One of your characters determines that it's been gone for 1300 years, so head back to 1000 AD.

Enter the Sun Keep again in 1000 AD and one of the characters will determine that it's only been gone a short while. Fly around the world and you'll see a bright twinkling going on at the Mayor's Manor in Porre.

The Mayor won't even admit to snatching the stone, and everyone talks about how greedy he is. Head back to 600 AD to learn why. Visit the Elder's House in Porre and you'll see just how poor his family once was. His mother is hungry for some Jerky.

Travel to 1000 AD and purchase Jerky from the barkeep at the Snail Stop in Porre for 9,900 G. Return to 600 AD and turn the Jerky over to the housewife freely.

Now go forward to 1000 AD and meet a kinder, gentler Mayor. He turns over the partially charged Moon Stone quite willingly.



Inspiration for Invention

Return to the Sun Keep in this time period and replace it in the light. Now travel to the Sun Keep in 2300 AD and place Lucca in your party. Inside is the **Sun Stone**. She thinks of a way to turn it into a weapon. Automatically the group returns to 1000 AD, where Lucca fashions the stone into the **Wonder Shot**. Her father Taban makes the **Sun Shades**. Eventually, you'll be able to make more items from the Sun Stone and the Rainbow Shell after completing another side quest.



WORLD MAPS

WORLD



SIDE QUEST: ROBO'S HOME

GENO DOME

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|------|------|-----|-----|-----------|------------|---------|
| Debuggust | 1024 | 8 | 450 | 452 | Lightning | Elixir | Shield |
| Laser Guard | 400 | 8 | 120 | 346 | N/A | Full Tonic | None |
| Proto 4 | 1024 | 8 | 800 | 477 | Lightning | Elixir | Barrier |

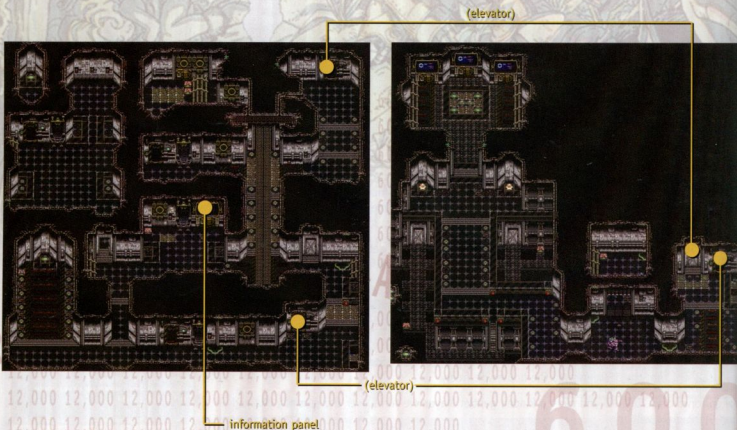
ITEMS FOUND

| | | |
|-----------------|----------------|------------|
| Full Tonic (2) | Hyper Ether | Power Tab |
| Lapis (2) | Full Ether (2) | 15,000 G |
| Elixir | Vigil Hat | Terra Arm |
| 50,000 G | MegaElixir | Crisis Arm |
| Poyozo Doll (2) | Magic Tab | |

Where Machinery Originated

In 2300 AD, the Geno Dome sits on a small island where Choras Village previously stood. Robo was created in this lab, and you can't get inside unless Robo is leading the party. Round out your crew with Ayla, and Magus or Crono.

Step onto the conveyor belt and fight an increasingly difficult series of robots. All are weak against Lightning, so use Crono-Robo and Crono-Ayla Dual Techs, or Lightning2 to make short work of them.



Turbo Charged!

After the conveyor belt nightmare, proceed north and examine the charge pod next to the door. Press the switch to open it, then leave it like that for a moment. Head all the way left and defeat the two Debuggusts. As you proceed to the top, a Proto droid keeps knocking you away. You cannot reach the chest or the Poyozo Doll, and so the mystery deepens.





For some answers, head north to the Information Panel (marked on the map). Avoid fighting the three Proto 4s right away. Watch as one of them moves into the charge pod and comes out spewing electricity. It should move south and into the charge pod you opened. Follow it into the room and eliminate it, then collect a **Full Tonic** and **50,000 G**.

Return to the Information Panel and defeat the two Proto 4s remaining. Now, something "clicks." Claim the **Full Tonic** from the chest. Move Robo to the right panel and all your questions will be answered. Slide over to the charging pod and enter. Electric bolts emanate from Robo indicating that he is "charged" and can open a charge pod door.



Head to the door west of the charging pod. Defeat the Laser Guards and proceed to the top three switch panels. Press the left and right panels, leaving the middle switch green. This opens the pod next to the far left door. Now charge Robo and dash back to the open pod. Enter the small room and claim the first **Poyozo Doll**. Search the green pad again for a **Speed Tab**.

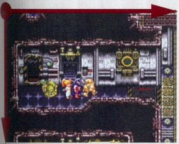
Changing Direction

Move back down to the southern corridor and head right. The glittering dot indicates where the dust chute is. Use it if you want to return to the entrance and fight through the long conveyor belt again. The robots on the long conveyor belt respawn every time, and fighting through repeatedly is a great way to level up your characters.

The door across from the dust chute leads to an elevator going up. Stay on this floor for the moment and go to the north. Empty the chests in the room near the elevator, then return to the elevator across from the dust chute and go up.

Use the save point, then enter the door beside the elevator. To the immediate right, search for a **Power Tab**. Continue north, and take the top elevator down.

Move to the bottom of the corridor and deactivate the red laser. There will be an alarm sounding, and fighting. Move across the conveyor belt and open the charge pod on the other side. Return to where you left the elevator and go left into the room bisected by pipes in the floor. Move to the bottom switch and press it to change the direction of the conveyor belt.

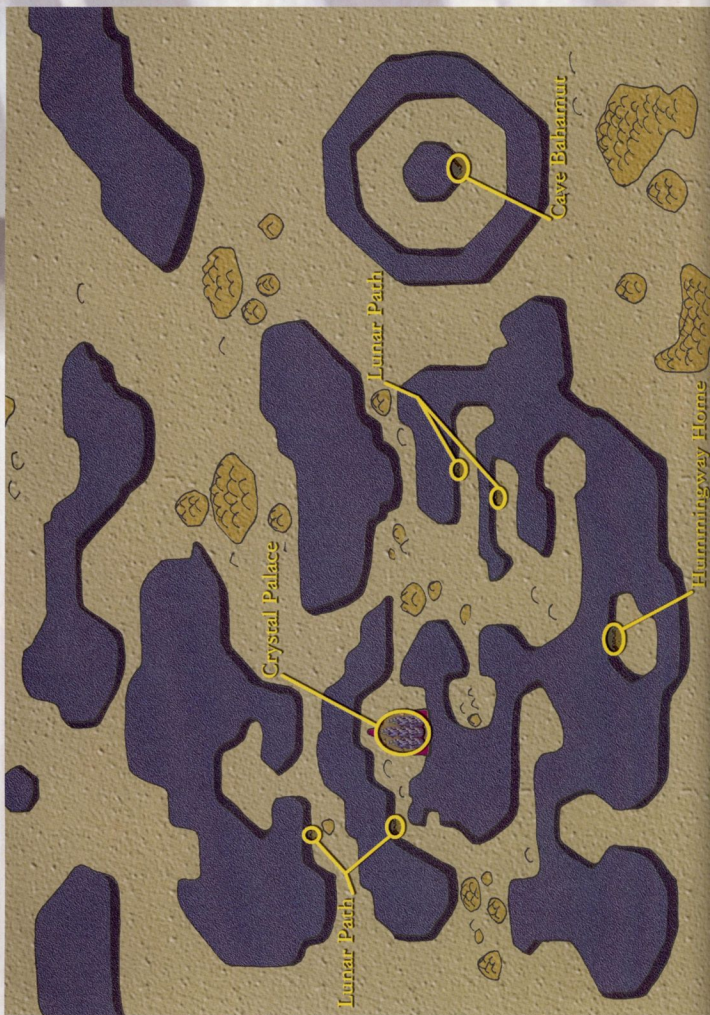


Last Charge Pod

Now you must return to the charging pod, then dash all the way around the bottom floor to the conveyor belt, then dash north and left into the charge pod. You should clear all enemies in your path, so they don't get in the way. Once you've run the track and successfully opened the door, enter and collect a **Full Ether** and **Hyper Ether**. Now examine the guard drone and it will start to follow you. Lead it down the conveyor belt and back toward the entrance. It becomes stuck occasionally, so walk while leading it. Lead it to the far left, and it will "lock" the other guard in place. You can now collect the **Poyozo Doll** and **Vigil Hat**.

Return to the southeast elevator and go up. Use the save point and defeat the Laser Guards below. You may need to go back, save again and use a Shelter if Robo is in bad shape. Collect the **Lapis** from the bottom right chest and go left to meet Robo's old girlfriend.

MOON'S SURFACE



BOSS: ATROPOS XR

HP: 6000 EXP: 0

TECH: 0

G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: —

Robo decides to fight the robot girl alone. Just keep performing Robo Tackle, since it is just as powerful as any of Robo's other techs, but with less MP consumption. Heal with Cure Beam when needed. Atropos performs the same techniques, and finishes with a final bomb that damages only slightly. You don't win anything from the battle, but afterward she regains her proper circuitry and gives Robo a Ribbon that permanently increases his Speed by 3 and Magic Defense by 10.



Extermination

Return to the save point and heal again. Then return to the area where you fought Atropos XR and move toward the laser beams. Robo hits the switch beside the doorway, deactivating the lasers. Collect the **MegaElixir** and the **Magic Tab** inside.

Move west and head down the ladder. On the lower catwalk, obtain **15,000 G**, learn that the Geno Dome is exterminating humans, and continue onward to find a **Full Ether**. Go back to the ladder and continue west on the platform, fighting two sets of 6 Laser Guards. Place the Poyoza Dolls upon the green pads on either side of the door to open it. Move into the room and the Mother Brain will appear.



BOSS: MOTHER BRAIN, DISPLAYS

Mother Brain HP: 5000

EXP: 3000

TECH: 40

G: 3000

WEAK vs: None

STRONG vs: None

MOTHER BRAIN CHARM: Blue Mail

Display HP: 1 each

DISPLAYS CHARM: Elixirs (one each)

First, destroy the Display panels in the room, all except one. The Displays heal the Mother Brain by 1000+ HP each, making it impossible to do any real harm. Destroy the Display on the left and the one on the right, but leave the Display in the back operational. If you destroy all three Displays, the Mother Brain launches a massive retaliation that could kill your entire party. In addition, the DEF and ATK of the Mother Brain rise each round. However, if you leave one Display active, you completely avoid the counterattack and defensive measures.

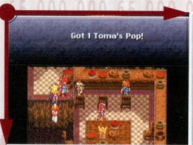
With two Displays gone, attack the Mother Brain with single-target techs. Avoid using Dual or Triple Techs, since you can do more damage in one round if everyone performs their strongest Single Tech. Your characters should inflict a combined 2500-3000 HP each round. Charm a Blue Mail from her, and ignore her laser attacks, which do minimal damage.



Task Complete

After the battle, Robo receives the **Terra Arm** and **Crisis Arm**, his most powerful weapons. The human race is safe from extermination, and the Geno Dome is sealed forever.

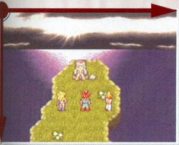
SIDE QUEST: THE RAINBOW SHELL



CHORAS VILLAGE

At the Choras Village Café in 600 AD, the great explorer Toma can be found at the bar. You might recall that he was hired in Dorino to find the legendary Rainbow Shell. At this time, the search isn't going well. After a brief conversation, he gives you **Toma's Pop** and some instructions on how to use it.





GIANT'S CLAW

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-------------|------|------|-----|------|-----------|------------|-----------|
| Fossil Ape | 1800 | 15 | 450 | 533 | N/A | MegaElixir | Lapis |
| Gigasaur | 2250 | 15 | 450 | 584 | Lightning | Ruby Armor | Barrier |
| Leaper | 800 | 10 | 360 | 412 | Magic | Elixir | Shield |
| Lizardactyl | 950 | 8 | 0 | 444 | N/A | HyperEther | None |
| Rubble | 515 | 100 | 0 | 1000 | N/A | N/A | Mid Ether |

Familiar Ruins

Inside the mysterious mountain, find Toma's note near the entrance. Continue south into what appears to be Azala's throne room from the Tyrano Lair. Crono will sit in the chair for a laugh if he's at the head of the party.



The far top right ladder in the next chamber leads back to the entrance. Go down the south ladder and move all the way left. Search in the corner for a hidden chest containing the **Zodiac Cape**. Run down the slope and open the right chest, then go down the ladder and exit through the left cave.

You are now at the Tyrano Lair's former entrance, 65,000,000 years ago. Fight the Leapers and Gigasaur, and enter the left skull. Note the shiny tab on the floor to the right, and go up.



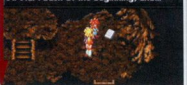
Exit the Café and use the Epoch to travel forward to 1000 AD. Head to the West Cape, which is northwest of Choras. There you will find the grave of Toma. There is a **Speed Tab** hidden behind Toma's headstone. Pour Toma's Pop on the grave, and his spirit will arise. He points toward an island to the northwest called the Giant's Claw. Get back in the Epoch and return to 600 AD. Travel northwest until you find a small mountain on an island just off the West Cape.

FOUND

Sight Cap
Power Tab (3)
Full Ether
Blue Rock

Zodiac Cape
Lapis
Frenzy Band

Toma's crumpled note:
"Those holes! What if I jump into them on purpose? Yes! I'll start back at the beginning, and..."



Continue south and examine the left chest. Use Lightning to help defeat the enemies that appear, then get the **Sight Cap**. Move down the ladder to the right. Avoid using Lightning on Lizardactyls, since they absorb it. Continue through the right cave until you find a familiar room with three floor switches and a dino skull. The top switch unveils a save point. Avoid pressing the bottom right switch. The bottom left switch opens pits in the floors and drops a kitty. Jump down to the level below.



Push the left switch to open the skull on this level. Enter the skull and find the **Power Tab** on the floor, then head south to the exit. Move left and climb down the ladder. Grab the **Full Ether** on the left, move all the way right and search the floor for another **Power Tab**, then climb back up the ladder. Go left and south, where you are attacked by Fossil Apes and Leapers. Cross the ravine and get the **Blue Rock** from the partially hidden chest on the far right, then exit south.



Press the left floor switch to dump the Fossil Ape, then enter the left door. Collect the **Frenzy Band** and return. This time you have to fight, but you can then move right and dump the other Fossil Ape. Exit through the right door.



Next up are the Rubble enemies, just like the ones you fought at Mt. Woe. Destroy them for massive EXP and Tech Points. Continue to the right into the small chamber and open the right pod. This is a switch that drops you into the large cell below, but this time it's necessary. Exit the cell and head west, going up the stairs. Collect the **Power Tab** at the top. And incidentally, you can open the skull from this side. Go back down and head east of the large cell.

Use the save point on the lower floor, and open Kino's old cell. At the top is a new opening in the wall. Equip everyone with Red Mail, Red Vests, or Ruby Armors and move upward to fight an ancient enemy once again.

BOSS: RUST TYRANO

HP: 25000

EXP: 3800

TECH: 40

G: 2000

WEAK vs: N/A

STRONG vs: N/A

CHARM: Red Mail

This battle is exactly like the one fought in 65,000,000 BC, only the Tyrano is now much tougher and takes more damage. Rust Tyrano will count down from five to zero and launch a **double** fire attack, but if your characters are equipped with the proper armor you can deflect or absorb it. You have only one attack to worry about then, when Rust Tyrano chews one of your characters up and spits him or her out.

You don't have to wait until it drops its DEF anymore, so start launching strong Dual Techs and Triple Techs immediately if possible. A good party is Marle, Crono, and Ayla, who can perform Final Kick. This should do 3000+ HP damage per turn. If you haven't learned this, then avoid using Dual Techs and instead perform your characters' most damaging Single Tech. In the meantime, Charm another Red Mail and keep performing Final Kick or Single Techs.



The Rainbow Shell

Move north after the battle and examine the magnificent Rainbow Shell. The party can't lift it, so move south and the scene will shift back to Guardia Castle. The King agrees to have it moved to the castle, where it will be kept as a national treasure. Exit the castle and travel to 1000 AD. Place Marle in the party and enter the castle.

GUARDIA CASTLE

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|-----------|----|------|----|-----|----------|--------|--------|
| Gnasher | 90 | 1 | 70 | 8 | Fire | Revive | Revive |
| Naga-ette | 60 | 1 | 80 | 8 | Magic | None | None |

| | | | |
|-------------|----------------|--------------|-------------|
| ITEMS FOUND | Lapis (2) | Full Ether | Helms |
| | HyperEther (4) | Yakra Key | Prism Specs |
| | Elisir (2) | Prism Dress | Rainbow |
| | Prism Shard | (or) 3 Prism | |



Trial of the Century

Inside modern-day Guardia Castle, the throne room is locked up, as are most areas. The guards reveal that the King is on trial for selling off the national treasure. Move up the right passage and enter the left stairwell. Collect a **HyperEther** on the way up, and notice another locked chest. With Marle in the lead, speak to the guards at the top and she will throw a fit to get inside.

The trial is proceeding against the King, and it looks like the Chancellor has framed His Majesty. Marle is ejected, and the group resolves to find the Rainbow Shell in the castle and bring back a shard. Return to the first floor and enter the new stairwell to the right.

Uncovering the Scheme

A guard is knocked out in the bottom chamber, and around the corner you will meet Dumb & Dumber. After they reveal what's going on, you can easily slay them. The Gnashers are the same as those found at the Cathedral long ago.



Move north and hack through Gnashers and Naga-ettes. In the first chamber, collect the items from the three chests on the left. Proceed north, and fight your way to the top door. Inside, collect another set of the same items from the three chests on the right, then examine the Rainbow Shell at the top. After Marle reads a note from her mom, the **Prism Shard** is scraped off the shell.

The Villain Revealed

Return to the courtroom, but the guards won't let Marle inside. She leads the party around to the back, where they crash through the window. The Chancellor is revealed to be Yakra's descendant, who's been seeking payback for all these generations.

BOSS: YAKRA XIII

HP: 18000 EXP: 3500 TECH: 40 G: 2000 WEAK vs: N/A STRONG vs: N/A CHARM: White Mail

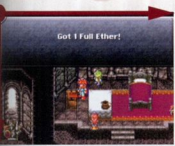
As a descendant of a long lineage of monsters that have set out to defeat you, Yakra's protégé is familiar with your weaknesses. Everyone should be equipped with an item that prevents Chaos or protects status, as Yakra XIII will try to inflict that on your characters every round. If you're prepared well, all you have to do is keep hitting Yakra XIII with your strongest techs. Don't forget to Charm another White Mail. Have Marle heal everyone on occasion and keep HP high since Yakra XIII launches a devastating final attack that does 100-200 HP damage to each character.

Yakra XIII drops a **MegaElixir** after the battle, and note the shiny dot left in its wake. You must return later to find out what it is.

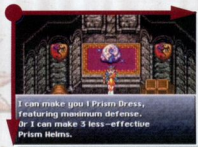


Reward Time

Following a touching moment between Marle and her father, the scene shifts back to the throne room. Melchior enters, and announces he will be in the basement making items from the Rainbow Shell. Afterward, there are some items to get from the castle if you haven't already.



In the King's chamber is a **Full Ether**, and in the Queen's are Marle's three teachers and a **HyperEther**. Restore HP/MP in the kitchen by eating the **Crono Special**. Return to the courtroom and examine the shiny dot to find the **Yakra Key**. Now go back to the next tower and unlock the chest pointed out earlier. The real Chancellor pops out, and he's back to his pleasant old self in no time.



SIDE QUEST: THE SUNKEN DESERT

FIONA'S VILLA

The first side quest mentioned by the Old Man at the End of Time is actually the hardest, so don't attempt it until you've completed the others or until you are high in level and strength.

First, return to 12,000 BC and find the young woman at the Last Village Square who has a sapling she can't decide whether or not to plant. Tell her to plant it, and then Fiona's husband will be home and the Sunken Desert will appear in the area outside her homestead in 600 AD. If you already told the young woman to plant the sapling at Zeal Palace or at the Last Village Square, then you're all set. Talk to Fiona first, then set out for the swirling sand pit in the desert.



SUNKEN DESERT

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|---------|------|------|-----|-----|--------------|---------|-------|
| Hexapod | 1000 | 15 | 600 | 408 | Water/Shadow | Barrier | Lapis |
| Mohavor | 400 | 15 | 550 | 348 | Water/Shadow | Shield | None |

ITEMS FOUND

Lapis
Full Ether (3)
Aeon Suit
Elixir

Full Tonic
5,000G
HyperEther
Muscle Ring

Aeon Helm
Memory Cap
Power Tab

SIDEQUESTS



The Swirling Sand Pit

Enter the area called the Sunken Desert and move north into the swirling sands. The party is dropped into a large chamber where they are constantly moved outward from the center. This makes it very difficult to reach some of the chests scattered around the room, and enemies will have multiple opportunities to attack.

The enemies in the Sunken Desert are all affected by Water, so place both Frog and Marle or Magus in the party for maximum effect. First, cast a multiple-target Water or Ice spell to lower DEF, then have the next character attack with his/her strongest tech.

Move around the large chamber as best you can, defeating enemies and collecting items. This is a good room in which to obtain a lot of Tech Points and EXP. The top exit leads back outside, and the bottom leads to the boss's chamber.



Lair of the Retinite

In the lower chamber, step onto the swirling sand floor and a loud rumbling will begin. Go back to the entrance and wait on the stone platform. The Retinite shakes the sand floor violently every fifteen seconds. If your characters are anywhere on the sand, they could sustain 50-100 HP damage. Although there are many chests scattered around the cave, do not be tempted to go after them. Instead, wait until the Retinite surfaces near the stone platform on which you stand, then run at it to engage in battle! You can always collect the items after the fight, when there is no more shaking.

BOSS: RETINITE

| | | | | | | |
|----------------|-----------|-----------|---------|----------------------|---|-----------------------|
| Core HP: 1000 | EXP: 2600 | TECH: 100 | G: 2000 | CORE WEAK vs: N/A | CORE STRONG vs: Absorbs Lightning, Fire, and shadow | CORE CHARM: Speed Tab |
| Upper HP: 5000 | | | | UPPER WEAK vs: Water | UPPER STRONG vs: N/A | |
| Lower HP: 4800 | | | | LOWER WEAK vs: Water | LOWER STRONG vs: N/A | |

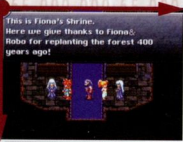
The Retinite seems to be a distant cousin of the Zombor fought so long ago, but it has a different set of tricks. It attacks so frequently during the battle that healing is a must, so heal everyone when needed.

Now that you're set, cast an Ice spell to lower the DEF, and then target the top with powerful physical techs like Confuse, Leap Slash, or X-Strike. DEF will rise again with each attack, so cast Ice or Water at the start of each round. The Core absorbs most spells, so attack it with physical-based techs. You can target it first, but that leads to Retinite being more aggressive. Eliminate the top half first, since it chews up characters and spits them out, consuming their HP. Once the top half gives way, destroy the bottom half, which isn't able to heal itself.



Cleared of Monsters

Now that danger is gone, Fiona's Villa may prosper. Place Robo in the party and speak to Fiona. She will not live long enough to help the seedlings grow, so Robo volunteers to stay. Allow him to do so, and exit. You'll see Robo in tractor form, plowing the desert. Get into the Epoch and travel forward to 1000 AD.



FIONA'S SHRINE

Success! A thriving forest has replaced the vast desert, and a large cathedral sits in the middle. **Save your game** and enter. This is a holy shrine to Fiona, celebrating her determination. A nun on the right sells powerful magic helmets, and the price is steep as can be imagined.

At the top of the shrine is Robo, having shut down and fallen into disrepair after years of neglect. But he comes back to life now for the party, and Lucca repairs him at a campfire later that night.





Moment of Indecision

Quick timing and steps are required here, so hopefully you saved your game sometime after beating the Retinite. That way you can repeat this scene if you mess up.

During the night, Lucca wakes up. Move to the right, out of the campfire area, where she finds a special red Time Gate. Enter and you'll travel to Lucca's room in her house just a few years ago.



The password is...
The name of my lovely wife.
Use it in an emergency.
—Taban



Read Lucca's note, and then head down the steps to the right. **DO NOT** exit through the door south of her room, or something terrible will happen. At the bottom of the steps, enter the north door into the kitchen and read Taban's note on the table. It contains an important password. Now exit the kitchen and head south to the living room.

As you enter, Lara's dress tangles in Taban's machine. If the machine drags Lara in before you stop, then you fail! Dash down to the shining dot on the machine and examine it. You are told to enter the password. Press **L1**, then **Circle**, then **R1**, then **Circle**. The machine stops, and Lara is free. Lucca's mom is never paralyzed!

Lucca then returns to the present, where Robo is waiting. Whether or not you successfully saved Lara from being crippled, your mechanical pal gives you the **Green Dream**. Saving Lara changes the "Beyond Time" ending just slightly.



The password is...
The name of my lovely wife.
Use it in an emergency.
—Taban

SIDE QUEST: THE BLACK OMEN



The massive fortress of Queen Zeal floats above the world in the time periods between 12,000 BC and 2300 AD. It cannot be entered in the future, since the Day of Lavos has already passed.

The Black Omen somehow exists outside of time, so that it is the same in all eras. That means if you defeat a boss monster or take an item there in 1000 AD, you can't go back to 600 AD and defeat the same monster or take the same item again.

You must use the Epoch to fly to the Black Omen. Position it in the shadow of the massive fortress. When the name appears, press X to enter.

THE BLACK OMEN

ENEMIES

| NAME | HP | TECH | G | EXP | WEAKNESS | CHARM | WIN |
|----------------|------|------|------|-----|----------|--------------|-------------|
| Alien | 1350 | 8 | 1100 | 804 | N/A | Magic Tab | Shield |
| Blob | 1050 | 0 | 1250 | 753 | N/A | Magic Ring | Barrier |
| Boss Orb | 850 | 0 | 750 | 0 | N/A | None | None |
| Side Kick | 1250 | 100 | 0 | 500 | N/A | None | None |
| Cybot | 1800 | 16 | 750 | 728 | N/A | Power Meal | HyperEther |
| Flyclops | 900 | 10 | 0 | 575 | N/A | Gold Stud | None |
| Goon | 2800 | 15 | 800 | 850 | N/A | Nova Armor | Elixir |
| Incognito | 110 | 10 | 2000 | 378 | N/A | Muscle Ring | None |
| Laser Guard | 400 | 8 | 120 | 346 | N/A | Full Tonic | None |
| Martello | 1245 | 10 | 400 | 554 | N/A | HyperEther | None |
| Metal Mute | 1980 | 16 | 1100 | 685 | N/A | HyperEther | None |
| Panel | 1875 | 12 | 550 | 800 | N/A | Speed Tab | None |
| Peeping Doom 1 | 10 | 450 | 378 | N/A | None | None | None |
| Ruminator | 1500 | 18 | 400 | 422 | N/A | MegaElixir | None |
| Synchrite | 2250 | 12 | 900 | 755 | N/A | Gold Earring | Hyper Ether |
| Thrasher | 666 | 8 | 250 | 218 | N/A | None | None |
| Tubster | 2150 | 20 | 800 | 850 | Fire | Power Tab | Elixir |

ITEMS FOUND

| | | | |
|----------------|------------|-------------|------------|
| MegaElixir (6) | Elixir (2) | Zodiac Cape | White Rock |
| 30,000 G | Vigil Hat | Power Seal | |
| Magic Seal | Nova Armor | Speed Tab | |
| | Haste Helm | (4) | |



Alien Realm

An excellent party for getting through is Crono, Ayla, and Frog. As you can see, you're going to have to Charm enemies just to make the battles worthwhile.

The party jumps out of the Epoch onto a small landing pad. Go to the shiny dot at the bottom if you want to re-board the Epoch. Otherwise, move north and engage the Laser Guards. One shot of Crono's Lightning2 spell should take them all out.

BOSS: MEGA MUTANT

Upper HP: 4600

EXP: 900

TECH: 50

G: 1500

WEAK vs: N/A

STRONG vs: N/A

UPPER CHARM: Elixir

Lower HP: 3850

LOWER CHARM: Vigil Hat

Inside the fortress, Queen Zeal scoffs at your audacity and summons the Mega Mutant. Use your strongest Dual Techs to attack the top part first, since it's tougher. Have Ayla Charm items out of both halves before finishing them off.



Ocean Palace Revisited

Now move north through the Black Omen, defeating enemies and collecting items. Be sure to bring plenty of Shelters along, so that you can use them at every save point if need be.

Directly above the Mega Mutant fight are two Incognito enemies. As with the Blue Shield monsters from the Guardia Castle prison area, you must wait until the PeepingDoom monster behind the shield reveals itself. If you attack the shield, expect heavy casualties or locked techs.

Before the next save point is an enemy known as a Goon. Fighting a duo of these is like combating a minor boss, so use power and caution. Avoid using Lightning or Shadow magic, as they absorb both.

After saving and/or using a Shelter and continuing north, you will encounter the Boss Orb/Side Kick trio. These are tricky, but the payoff is big. They lock all techs and items, even if your status is protected. Attack the Boss Orb until it is gone, and then try to kill the Side Kicks before they run off. Don't attack the Side Kicks first, or the Boss Orb launches massive counterattacks. The Boss Orb yields 750 G, and each Side Kick is worth 500 EXP and 100 Tech Points! Therefore, if there are any techs your characters haven't learned, defeating these enemies makes it possible to catch up.



Transit Services

Continue fighting your way north until you reach a teleport pad. You are taken to another level, and then must ride the elevator down. Enemies will land on the pad as you descend, so keep your HP and MP up as best as possible.

Get off the elevator and continue moving north. Move from left to right or vice versa in large areas and collect the items from chests. In a large room with a save point are six chests that contain an Elixir, a Vigil Hat, two MegaElixirs, Nova Armor, and a Haste Helm. Near the top chest are two Nus. The left one sells the best consumable items, so stock up if you have plenty of money. The right Nu will ask if you want to "wake up." If you agree, you're transported back to the landing pad outside the Black Omen, where you can get back on the Epoch. Search the center of the north wall for a hidden door.





Tubsters

Move left in the next area to the cone of light, where a Tubster teleports in. Charm the Tubster for a Power Tab during your fight. Since the Tubster respawns every time you enter through the south door, you can Charm as many Power Tabs as you like. The only drawback is that Tubsters retaliate hard to everything you do, so use your strongest Triple Tech to destroy it right after you steal your item.

The Dark Stream

A never-ending stream of Ruminators runs across the top of the next area. Try to attack them when there are only three onscreen, since it's easier. Take out Ruminators with regular attacks only, and watch how they eat each other just to replenish HP and survive. After three hits on a single Ruminator, you will only be fighting one enemy! The chest beyond the Ruminator line contains a Zodiac Cape. Take it and move east.

Curves in the Path

Soon you'll be moving south. After fighting a Cybot and a Martello, look for a slightly hidden chest containing a Speed Tab in the lower right corner. There's another Speed Tab in the next room, and then another teleport pad. In the chambers afterward, you'll be moving mostly north again. Use the next save point, and get ready for another mutant.



BOSS: GIGA MUTANT

| | | | | | | |
|----------------|-----------|----------|---------|---------------|----------------|------------------------|
| Upper HP: 5800 | EXP: 1500 | TECH: 80 | G: 2000 | WEAK vs: None | STRONG vs: N/A | UPPER CHARM: Wall Ring |
| Lower HP: 4950 | | | | | | LOWER CHARM: Hit Ring |

Refrain from using regular attacks, because they only do minimal damage. The whole mutant seems impervious to attack and spells. However, Crono's Luminaire or Magus's Dark Matter techs work well. Otherwise, try magic-related sword techs such as Spire, Ice Sword 2, and Fire Sword 2. Focus major techs on the upper and lower body, and use Elixirs to restore HP and MP. The top half specializes in draining MP, so eliminate it first if you have to choose while targeting your techs.



Elevator 2

There isn't another save point for a while, so you may need to go back to the previous one. Then continue north to another teleport pad, and ride the next elevator.

Get off the elevator and move upward, fighting your way to the door at the top. Release a save point by destroying the four Panels. Another boss is just north of your location, so use a Shelter and save again.

BOSS: TERRA MUTANT

| | | | | | | |
|------------------|-----------|-----------|---------|--------------|--|--------------------------|
| Upper HP: 7800 | EXP: 2000 | TECH: 100 | G: 3800 | WEAK vs: N/A | UPPER STRONG vs: N/A | UPPER CHARM: Muscle Ring |
| Lower HP: 20,000 | | | | | LOWER STRONG vs: Attack, Absorbs Magic | LOWER CHARM: Power Seal |

The HP numbers for this boss are somewhat misleading, since weapons or magic cannot damage the lower part. If you try, it will take the offending character's HP down to 1. However, you can't hit the top part, so magic is the way to go.

Hit the whole creature with multiple-target magic techs like Luminaire, Flare or Dark Matter, and the top half will be damaged significantly. The bottom will absorb the magic, but will regain only 5% of what the top loses. In essence, the upper half has 27,800 HP at its disposal. When the bottom runs out of HP with which to revitalize the top half, both parts die.

Collect the items from the chests and return to the last save point to use a Shelter and/or save. Another boss fight is right after this.



BOSS: LAVOS SPAWN

HP: 10,000

EXP: 2450

TECH: 120

G: 2500

WEAK vs: N/A

STRONG vs: N/A

HEAD CHARM: Haste Helmet

SHELL CHARM: Safe Helm

The strategy for this creature is the same as the Spawns encountered at Death Peak. The only difference is that this one has more HP and its attacks are more devastating. Have Frog or Marle heal party members each turn while Crono executes Confuse or Ayla performs Triple Kick. Target the head only! Don't attack the shell, or the Lavos Spawn will launch a powerful counterattack.



Doors of Doom

Continue north past the two battles. Five Panel enemies will surround and attack your party. When they are eliminated, a save point appears and the final door opens. This is the **Final Save Point** of the Black Omen. Proceed past this point and you'll be taken straight through the final bosses and Lavos. So either head back to the entrance now to leave the Black Omen and continue your game, or use a Shelter and proceed.

BOSS: QUEEN ZEAL

HP: 12,000

EXP: 0

TECH: 0

G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: MegaElixir

Every character in your party should know all of their techs, and should perform their strongest one each turn. Before your Battle Gauges can even fill, Her Majesty will drop the HP of all your characters to 1. Zeal will occasionally run up to a character and sock him or her in the face for 1 HP damage, or use her other physical attack which does roughly 100 HP of damage. Characters that get KO'd should be fed a Revive, and healed enough to survive Zeal's physical attacks; don't bother trying to get back to full HP. You can Charm a MegaElixir during the fight, and you'll get another when it's over.

An Alternate Strategy: This idea is so ingenious that it must be mentioned, and the editor given full credit. At the Final Save Point, form a party of Frog, Ayla, and Crono or Magus. For this to work, Frog must know Frog Squash and Ayla must know Dino Tail. After Zeal performs her first attack and takes everyone's HP to 1, Frog's and Ayla's techs, mentioned above, will each do around 4000 HP. Meanwhile, Crono should perform Luminaire or Magus should perform Dark Matter. With Ken Schmidt's strategy, this party was able to defeat Zeal in two rounds. (Damage estimates based on character levels of 50+)



BOSS: MAMMON MACHINE

HP: 18,000

EXP: 0

TECH: 0

G: 0

WEAK vs: N/A

STRONG vs: N/A

CHARM: MegaElixir

Physical attacks raise the Machine's DEF, and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds getting everyone back up to full HP and MP. Keep everyone's HP close to max, so that the release of magic energy doesn't knock you out of the game. Avoiding physical attacks and techs, and keep performing spells like Luminaire, Flare, Shock or Dark Matter. Eventually you will see that the "Mammon M. stands still." At this point, you can assault the machine with whatever powerful techs you like. This is also when Charming a MegaElixir is possible.



600 AD

BOSS: ZEAL

| | | | | | | |
|---------------------|--------|---------|------|--------------|----------------|------------------------------|
| Face HP: 20000 | EXP: 0 | TECH: 0 | G: 0 | WEAK vs: N/A | STRONG vs: N/A | RIGHT HAND CHARM: Prism Helm |
| Right Arm HP: 28000 | | | | | | LEFT HAND CHARM: Prism Dress |
| Left Arm HP: 28000 | | | | | | HEAD CHARM: MegaElixir |

After all the hard work put into returning to full strength, Zeal shows up again. The previous battle wasn't even serious, it seems. Now Zeal is out to eliminate you, and it's a hard, uphill battle.

Attack either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all your attacks on the head, to avoid the retribution of the hands. Even if you don't attack the hands, she will perform the same attack as in the previous battle that takes the whole party to 1 HP. This time, you should heal everyone immediately, because she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Instead of a low-level spell like Frog's Heal keep using MegaElixirs so that everyone stays healthy enough to survive.

Meanwhile, perform your most powerful Dual and Triple Techs on the head alone. When you defeat the Head, the hands will be eliminated as well.

Please note that the strategy detailed during your last encounter with Zeal does not work this time around. Do not waste any effort attempting it, and do not let your character's HP get low, ever. This form of Zeal will not hesitate to take advantage of weakness.



NEW GAME + & ENDINGS

Defeat the game after resurrecting Crono. The ending you view is the "Beyond Time" Ending, and is only one of several possible endings to Chrono Trigger.

After the credits finish, you can go back to the save menu and start a "New Game +". This allows you to select one of your saves to start from, meaning that your equipment, levels, status, and techs are all usable from the very start! Some story-related items such as the Masamune will not be available, but everything else should be there to equip. This includes any consumable items you used during the final battle with Lavos, such as MegaElixirs and HyperEthers. Since you're starting your game from the save just before beating the final boss, it is as if you didn't use those medicines and tonics after all!

The main thing that is different about a New Game + is that you can attempt to defeat Lavos and end the game at any time. Depending on when you end the game, there will be a completely different ending and a new set of features in the Extras Menu!

ENDINGS

Beyond Time Ending

Extra Features Unlocked: "New Game +" Mode, Endings Menu.

This is the ending achieved after resurrecting Crono. It features the Millennial Fair Moonlight Parade and opens New Game + Mode. There are variations to this ending based on whether you recruited Magus, if Frog defeated Magus single-handedly, and if Lara is walking or still handicapped. Plus, if you used the Epoch to go to 1999 AD at any point, then it is destroyed during the Day of Lavos and won't be in the ending.

Magus Victorious

If you lose during the battle with Magus at his castle, he summons Lavos just as he planned...

Worst Ending

Anytime you are defeated by Lavos, you'll witness the events of the Day of Lavos, 1999. In spite of all your efforts, the future refused to change.

TIP

The first time Chrono Trigger is completed, movies 2 and 4-11 will be opened in the Extras Mode. The second time the game is completed, regardless of which ending is seen, movies 3 and 12 will be opened for viewing in the Extras Mode.

Reunion Ending

Extra Features Unlocked: "New Game +" Mode, Art Gallery, Present Monster Data.

Here's an ending where no one wants to resurrect Crono since Lavos is already defeated. After beating Dalton and regaining the remodeled Epoch, return to the End of Time and use the bucket to confront Lavos. Crono must still be dead in order to achieve this ending. This ending also varies depending on whether you recruited Magus, and whether you used the Epoch.

The Dream Project

Extra Features Unlocked: Middle Ages Monster Data; Triple in Tech Showcase.

In New Game + only, use the shining dot on the right pod of Lucca's device at the Millennial Fair, right after Marle joins up with Crono in Leene Square. Or, beat Lavos in the Ocean Palace before Crono's sacrifice. Speak to all the characters in the strange area, and you'll learn about *Chrono Trigger*'s development from the team itself!

The Successor of Guardia

Extra Features Unlocked: Future Monster Data, Single in Tech Showcase.

In New Game+ only, defeat Lavos with Crono and Marle by using the shiny dot on the right pod of Lucca's device at the Millennial Fair, right after defeating Yakra and returning from 600 AD. You must do it before the Trial. Beat Lavos, and you'll return to Leene Square. Everyone has changed attitudes toward Marle...

Good Night Ending

Extra Features Unlocked: Treasure Maps for Dark Ages and End of Time, Music Box tracks 11-20.

Defeat Lavos right after the Old Man explains how the bucket at the End of Time works (when you first arrive at the End of Time), and before the battle with Zombor at Zenan Bridge. Use the right pod of Lucca's machine at Leene Square or use the bucket at the End of Time to reach the final boss. The credits include a lot of silly monster antics.

“Legendary Hero” Ending

Extra Features Unlocked: Dark Ages Monster Data, Music Box tracks 21-30.

This one occurs during the chapter titled “The Hero Appears.” After slaying Zombor, defeat Lavos before receiving the Hero Medal from Tata. Immediately go back from Truce Canyon to the End of Time and use the bucket to reach Lavos. Defeat him, and you’ll see an alternate ending involving Tata, the Legendary Hero. Also, it seems Robo has a girlfriend.

The Unknown Past Ending

Extra Features Unlocked: Music Box tracks 31-40, Treasure Maps for Present.

After seeing Tata chased out of the Denadoro Mountains, return to his house and speak to him. Take the Hero Medal from him and return to Truce Canyon. Use the Gate to return to the End of Time, and use the bucket to fight Lavos. This ending features the effect of quitting now on all the tasks you didn’t perform yet, having missed two entire periods of time.

People of the Times Ending

Extra Features Unlocked: Music Box tracks 41-50, Treasure Maps for Middle Ages.

This ending features the Non-Player Characters encountered in the game. To view it, return to the End of Time and use the bucket right after defeating Nizbel and reclaiming the Gate Key from Azala at the Reptite Lair.

The Oath

Extra Features Unlocked: Music Box tracks 51-60.

This is an alternate ending where Frog goes to Magus’s Lair alone and defeats his nemesis, breaking his curse. To view it, return to the End of Time and use the bucket immediately after delivering the complete Masamune to Frog at the Cursed Woods.

Primal Age Ending

Extra Features Unlocked: Prehistoric Age Monster Data, Treasure Maps for Future.

Reptiles dominate the planet instead of humans! After defeating Magus at his castle and being transported to 65,000,000 BC, return to the Prehistoric Mountains and return to the End of Time. Beat Lavos using the bucket, and this funny ending will occur.

What the Prophet Seeks...

Extra Features Unlocked: Dual in Tech Showcase, Treasure Maps for Prehistoric Age.

After the fall of the Tyrano Lair and before Schala opens the magic seal in the Ocean Palace, use the bucket to defeat Lavos. Much about Magus occurs.

Slide Show?

Extra Features Unlocked: Boss Data, Music Box tracks 61-69.

This is a silly ending where Lucca and Marle review a lot of stuff that supposedly happened on the quest, but they’re making it all up! Moreover, Crono actually speaks, so you know this has to be baloney! To view it, follow Schala through Zeal Palace until she opens the door with her pendant. DO NOT USE THE PENDANT AT THE MAMMON MACHINE! Return to the Time Gate in the cave on the ground below and enter it. At the End of Time, use the bucket to engage Lavos. It’s really funny!

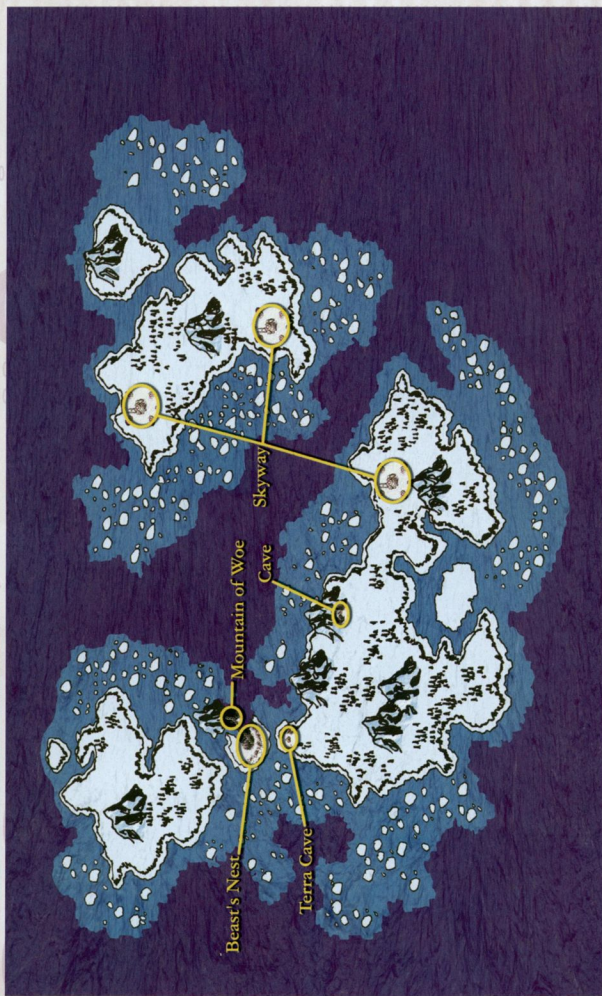


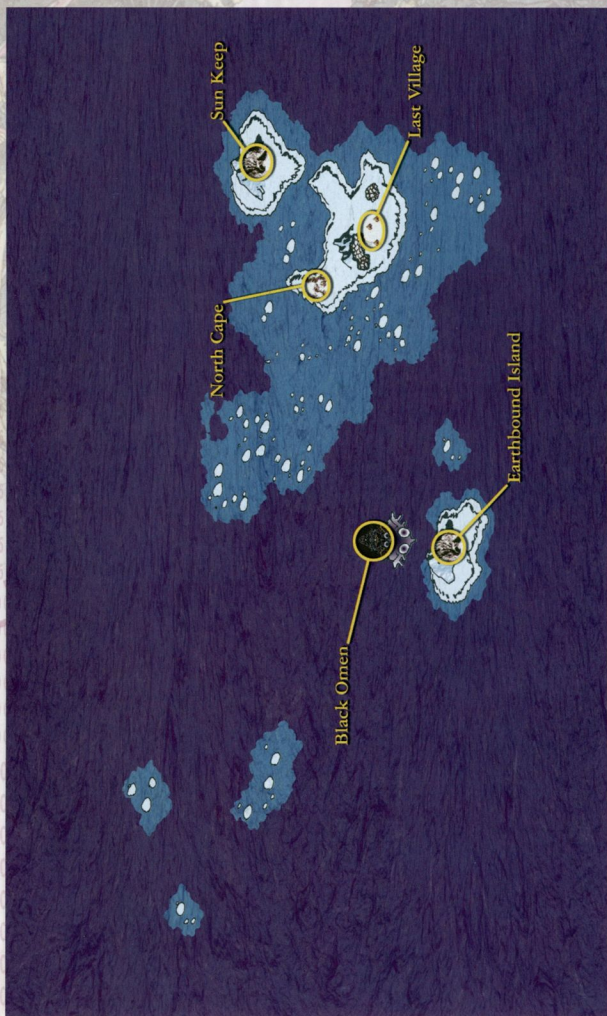
WORLD MAPS

PREHISTORIC — 65,000,000 BC



DARK AGES — 12,000 BC



DARK AGES [AFTER THE FALL] — 12,000 BC



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PRESENT — 1000 AD

PRESENT — 1000 AD





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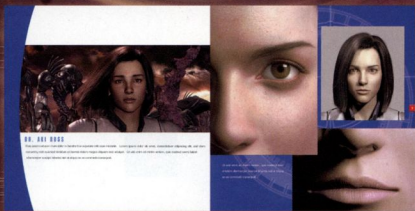
STORYBOARDS

ENTIRE MANUSCRIPT

MOTION CAPTURE

CONCEPT ART

ANIMATION



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