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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

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Living in the seemingly peaceful kingdom of Guardia in 1000 A.D., the child CRONO was chosen by guardian spirits to save the world from ultimate devastation. Though Doomsday will not happen until the year 1999, the ancient seeds of destruction were planted long ago by the evil LAVOS. Your mission in the world of CHRONO TRIGGER is to travel back and forth through time to

FUTURE

In the future, 2300 A.D., the world has almost been destroyed by the evil Lavos. Those who survive are hungry, hurt, and hopeless. Find out how to help them, because the future of the world depends on you.
change the course of history, and stop Lavos from succeeding in his dark plan. On your journey, you will battle monsters and meet many helpful people in both the past and the future. Some will become your faithful and powerful companions, while others will give you clues by telling you stories. Pay attention to what they say, and good luck in your adventure.

In 1000 A.D., beneath the surface of peaceful surroundings, monsters from the past are scheming to destroy the world while residents, unaware of the approaching peril, celebrate in the kingdom of Guardia.

Back in 600 A.D., humans are at war against monsters controlled by the evil Prince of Darkness. He has already defeated many Guardia knights, so in order to help them, you must travel even further back -- to 65 Million B.C. -- when Lavos first arrived on earth.
CAST OF CHARACTERS

In each of the eras Crono travels to, he will be joined by interesting new friends. Each of them has different special abilities.

CRONO

Crono is a typical teenager whom fate chooses to save the world. He is a skilled swordsman, and as he journeys on, he learns Lightning Magic spells.
Marle is actually Princess Nadia of Guardia Castle. She grows impatient with royal life and eventually leaves to help Crono. She is good with a crossbow, and learns Water Magic during the adventure.

Lucca is Crono's best friend. She loves science and uses her knowledge to build fantastic machines and very clever weapons. Eventually she learns Fire Magic, a very useful skill.
Frog, once a Guardia Knight, was beaten very badly and turned into a frog. He is an accomplished swordsman who also uses Water Magic well.

You find Robo in a collapsed dome in 2300 A.D., trying to remember his master's directions. He is very powerful and skilled with electric weapons.
AYLA

Ayla is primitive but strong. She is trying to save her group from the reptites. She can break huge stones with a punch or a kick. With her strength, she doesn't need to use magic.
BASIC CONTROLS

Here is the configuration of the Controller for Chrono Trigger. Later you will see how you can change it to suit your own style.

SUPER NES CONTROLLER

CONTROL PAD

Use the Control Pad to move your characters around. It is also used to move the cursor and to switch window displays.

SELECT BUTTON

In the Landscape Screen (page 17), use the Select Button to open the World Map.
The Start Button pauses the game during play. It is also used to continue when you have finished inputting your name.

You will use the A Button most often. It is the "action" button. Use it to choose commands and to do things like open chests, enter doors, and talk to people.

Use the X Button to open the Menu Screen (page 18).

The Y Button opens the Character Switch Screen (page 27) when you're in the Map Screen or Field Screens. When you are in the Time Machine, the Y Button opens the Time Gauge.

In the Field Screen, holding the B Button while walking allows you to "Dash."

In battle, hold these down together to run away. When using the Time Gauge (page 54), push the L and R Buttons to select the era you want to travel to. Also, press L+R+Start+Select to reset the game.
GETTING STARTED

Make sure the power is turned off on your Control Deck. Insert the Game Pak into the slot on top of the Deck, and then turn the power on.

DEMO SCREEN

The Demo Screen shows you scenes from the game. To skip it, simply push the A Button.

NEW GAME

To begin a new game, choose "New Game" on the opening Menu Screen by using the Control Pad and push Start.

CONTINUE THE GAME

Instead of selecting "New Game," you can select a saved game and start from wherever you last saved.
**BATTLE MODE**

**ACTIVE & WAIT**

There are two different modes used in battle: Active and Wait. You can also choose either one in the Config. Screen (page 23).

**ACTIVE**

Active is for the seasoned pro. When you choose this mode, monsters will not wait for you to decide on your plan of attack.

**WAIT**

Wait is for beginners. You will have more time to decide on an attack method.

This is a more thrilling battle mode, but you must decide quickly what to do.
INPUT NAMES

Follow the instructions below to input a name at the beginning of a game, or to change that name later on.

CHANGING NAMES

To input or change a name, first choose a letter with the cursor and push the A Button. Repeat until you have spelled your name, then push Start. If you input a wrong letter, push B to erase the letter and continue.

Whatever name you choose will be displayed throughout the game.
SAVING PROGRESS

You can save up to three different games. Likewise, there are three places from which you can begin a saved game. When you resume playing a saved game, you may begin from any one of those three saves.

MAP SCREEN

While on the Map Screen, you can open the Save Screen at any time to save your game.

SAVE POINTS

There are save points throughout the game. Access the Save Screen in the Main Menu (page 18) by standing on the save point and pushing X.

THE END OF TIME

When you reach "The End of Time," be sure to save your game at the save point.
**Main Screen: 1**

**Field Screen**

The Field Screen is where most of the action takes place. You will see this screen when you are inside houses, caves, etc.

### Inside Houses

- **Well get going, then!!**
  You’ll have to wait a thousand years for another Millenial Fair!

You will have many conversations with people inside houses. Push A to talk with them. You will also discover various items:

- **Treasure Box**
  Push A to open a Treasure Box and retrieve the items inside.

- **Door**
  Push A to open doors in front of you.

- **Food**
  Push A to pick up food you find. This will refill HP and MP.

- **Stairs**
  You can go up or down stairs. Use the control pad for direction.

### Dungeons

Dungeons are full of monsters and traps. When you run into or touch monsters, you will automatically engage in battle (page 28).
MAIN SCREEN: 2
MAP SCREEN

The Map Screen displays the world you are in. When you approach a building or a geographical area, it will show you the name. To enter a building or area, push the A Button.

LANDSCAPE

In Landscape view, you move around between buildings, caves and other locations. When you are near the area you want to enter, push A.

BUILDINGS
Only certain color buildings are accessible.

MOUNTAINS
Mountains, too, are full of monsters. Use caution.

FOREST
Forests are full of monsters. Also, look for hidden chests.

CAVES
You will find both useful items and dangerous monsters in caves.

WORLD MAP

From the Landscape Screen, push Select and you will access the World Map. A dot on the map indicates your location.
SUB SCREEN: 1
STATUS

Push the X Button to access the Main Menu screen. A menu with six icons will appear. Use the Control Pad to move the cursor, and the A Button to make a selection.

A CHARACTER STATUS
B ITEM
C TECH
D CONFIG.
E CHARACTER ORDER
F DATA SAVE

CHARACTER STATUS

This screen lets you know how each member of your party is doing. You can also equip your characters from here.

1 CURRENT LEVEL
2 HIT POINTS
   Hit Points determine how much damage you can take. Be sure to keep your HP levels high.
3 MAGIC POINTS
   Casting a spell requires a certain number of Magic Points. This shows how many you have.

ATTACK POWER
DEFENSE POWER
TYPE OF MAGIC
This tells you which of the four types of magic your character is able to learn.

CHARACTER NAME

CURRENT LEVEL

CURRENT EQUIPMENT
This list tells you, by name, what equipment you are currently using. Also, the icons show you what the items look like.

ITEM NAME
This lists the items you are currently holding. You can also equip these items when necessary.

MAGIC DEFENSE
With a high number you can better resist spells cast upon you.

HIT
Shows your ability to strike a target.

MAGIC
This indicates the strength of your magic.

STAMINA
The higher the number, the faster your HP will grow at level up.

EXP
This shows your experience points.

NEXT
This shows how many experience points you need to reach the next level.

POWER
The higher your power, the stronger you are.

SPEED
Higher numbers make you faster in battle.

EVADE
This number shows how well you can evade attacks.
EQUIP ITEMS
Throughout the game you can find or buy additional weapons and armor. When you equip these items, pay attention to your status. Sometimes your levels can affect an item's effectiveness.

First choose the character you want to equip.
Next choose the item you want to change.
Finally, choose the item you want to replace it with.

EQUIPMENT ICONS
Each item has an icon that goes with it. Below are descriptions of those items.

SAMURAI SWORD
Used by Crono only.

CROSSBOW
Only Marle can use this.

GUN
Only Lucca can use this.

SWORD
This is for Frog only.

PARTS
These are for Robo only.

HELMET
Everyone can wear this.

ARMOR
These can be shared.

ACCESSORY
These can also be shared.
UB SCREEN: 2
ITEMS

ITEM SCREEN
This screen shows you all the items your party is currently holding.

USE/MOVE
Select to use or move items.

ORGANIZE
This allows you to organize your items by their category.

ITEM DESCRIPTION
This tells you what the selected item does.

ITEM NAME
This is the name of the item.

USING ITEMS
Items you can use during battle and in the field will be highlighted in yellow. Other items will be in white.

Move the cursor to the item and push A.

ORGANIZE
This command organizes your items for you automatically. (You don't have to move them manually.)

Select Organize. Push A.
Tech is your special attack ability. As you play and win battles, you gain more Tech Skills. You can also use certain Tech Skills with other characters.

**Character**
This is the character you have selected.

**Combinations**
Tech can be used with one, two, or three characters.

**Tech Names**
These are the Tech Skills the character knows.

**Magic Points**
This is how many Magic Points it takes to use this Tech.

**Tech Description**
This describes the effect of the selected Tech.

When you are in this screen, the Tech Skills highlighted in yellow are the ones you can use.

Marle uses her Tech ability to heal Crono.
SUB SCREEN: 4
CONFIGURATION

CONFIGURATION SCREEN

Here you can change features such as music, text speed, etc. You can configure your game any way you like it.

SYSTEM ICONS
Each icon represents a game function.

FUNCTION DESCRIPTION
This tells you what the selected function does and how it is currently configured.

SOUND SELECT
You can choose either stereo or mono sound.

BATTLE CURSOR
This allows you to program your favorite attack and use it automatically.

BATTLE MODE
You can choose Active or Wait (described on page 13)

SKILL/ITEM POSITION
Use this to automatically choose tech skills and items.

MENU CURSOR
Use this to automatically select the same sub-screen every time you press the X Button.

BATTLE SPEED
Use this to change battle text speed and Battle Gauge speed (1 is fast, 8 is slow).
**WINDOW COLOR**
Use this to change the color of the text windows to suit your taste.

**CONTROLLER**
Here you can change the configuration of the buttons. For example, if you feel more comfortable using the B Button for action, you may do so.

**BATTLE GAUGE**
There are two types of battle gauges. Here you can choose fast or slow, or turn the gauge off.

**BATTLE GAUGE: OFF**

**BATTLE GAUGE: 1**

**BATTLE GAUGE: 2**

**SKILL/ITEM DESCRIPTION**
You may turn off the Tech Descriptions during battle if you want.
During play you may want to change your party's configuration. For example, occasionally a certain character is required to ask questions of others, and in battle, one character may be more effective than another.

To move characters around, move the cursor to a character and push A. Then move the cursor to where you want to place that character and push A.

If the window is dark, you cannot move the character displayed there.
To access the Save screen, choose the icon that looks like a pencil writing on paper.

**THREE DATA FILES**
You may save your game in each of the 3 available files.

**PARTY MEMBER(S)**
These are the characters you had in your party when you last saved.

**CURRENT ERA**
This tells you what era you were in when you saved.

**TIME PLAYED**
This is the amount of time you had invested in the game when you last saved.

**SAVE TIMES**
This is how many times you have saved your game.

**GOLD**
This shows how much gold you have.

**Middle Ages**
TIME 09:06
421736
Save # 209

When you save your game, the time will change.

This information will change, depending on the file you have chosen.
To switch characters in your party, push Y. You need at least four characters, and you can switch at any time except in battle. You should do so often, as high levels are important for all characters to perform at their peak.

To switch characters, move the cursor with the Control Pad and push A. You cannot select characters with dark screens.

Change your characters often to build levels and learn more techniques.
A battle starts when you touch or run into a monster or group of monsters. You can try to run away but you must fight them to build up your levels.

**MESSAGE WINDOW**
This tells you what's happening, like who you are battling and what Tech you are using.

**HIT POINTS REMAINING**
This tells you how many hit points you have left.

**BATTLE GAUGE**
If your Battle Gauge is on, it must be full before your next attack.

**ENEMIES**
You know who they are!

**BATTLE CURSOR**
This shows who will fight next.

**BATTLE COMMANDS**
These are your choices for attack. Each choice has a time and place. (described on page 30)
**Battle Sequence**

This is an example of a typical battle sequence.

1. When you run into an enemy or group of enemies, the action bar will appear.

2. When the Battle Gauge is full, you are able to attack (or you can run away by holding L/R together).

3. Choose from one of the three commands.

4. Choose the enemy or group of enemies you wish to attack. It is possible to attack more than one monster at a time.

5. To win you must defeat all the enemies.
ATTACK

When you encounter an enemy, choose your strategy wisely.

Choose "ATTACK" if you are strong enough for hand to hand combat.

You are unable to fight until your Battle Gauge is full.

Hit the enemies with your weapon.

Tech is your special attack capability. It can be done alone or in groups of two or three characters. If you are using more than one, it is called "Combo".

Choose a Tech. If you want to use a combination Tech, you have to wait for the other characters' Battle Gauges to reach full power.
ITEMS

You can also choose to take your turn by using an Item. For instance, you may need to heal yourself with Tonic.

Use an Item to recover lost Hit or Magic Points. You'll be refilled and ready to battle.

COMBINATIONS

When more than one character is ready for Battle, and they both have learned Tech skills, Tech will change to Combo.

Some Tech attacks can affect all monsters.
Choose Double or Triple Tech.

Wait for Tech to change to Combo.
Sometimes in battle, monsters will cast spells or use weapons that will cause certain damage to your character. Here are seven of them.

**POISON**
Slowly decreases your HP and attack power during battle.

**BLIND**
This makes it more difficult to hit your enemy.

**SLOW**
This slows down your Battle Gauge speed.

**LOCK**
This disables you from using your Tech powers.

**SLEEP**
You fall asleep. You can't fight back and your Defense Power goes down. Only when you are hit will you wake up.

**CONFUSE**
This causes your head to get cloudy. Sometimes you will attack your own party.

**STOP**
You can't do anything until you are healed by another character.
Below are the explanations of Tech and Magic, as well as their differences and similarities.

**SINGLE TECH & COMBINATION**

Single Tech is a Tech you use by yourself. Combo is an attack that uses two or three characters.

**TYPES OF MAGIC**

Magic: Lightning, Water, Fire and Shadow. When the first three are combined you get Shadow Magic, the strongest type. The Evil force uses Shadow Magic. Each type of Magic affects different enemies.

**HOW CAN YOU LEARN MAGIC?**

When you start, you don't know any Magic. Once you have met Spekkio (page 55), he will enable you to learn Magic.
SINGLE TECH
CRONO

CYCLONE
You dash into an enemy group and slash at them as if you were a cyclone.

SLASH
With a quick sword move you slash in a straight line.

LIGHTNING
You strike an enemy with lightning.

SPINCUT
You cause twice as much damage as you would in a normal attack.

Crono is the best fighter in the game. He uses very powerful sword Tech and attacking Magic, and he can use other Techs in combination with various characters.

LIGHTNING 2
You strike all enemies with lightning.

LIFE
You can bring characters whose HPs are at 0 back to life.

CONFUSE
You jump on an enemy's head and slash four times.

LUMINAIRE
You emit a pure ray of light affecting all enemies.
SINGLE TECH
MARLE

AURA
Aura partially recovers another character's HP.

PROVOKE
She taunts and confuses an enemy.

ICE
She shoots a huge block of ice at an enemy.

CURE
Almost completely recovers one of her party's HP.

Marle is not very strong physically, but her Magic is very powerful. Her healing powers are essential to your success.

HASTE
Marle speeds up one party member's Battle Gauges.

ICE 2
She can shoot an even bigger block of ice at all enemies.

CURE 2
Completely recovers a character's HP.

LIFE 2
Revives a character and restores full HP.
**SINGLE TECH LUCCA**

**FLAME TOSS**
Lucca throws a line of flames at an enemy or group of enemies.

**HYPNO WAVE**
Renders all of her enemies unconscious.

**FIRE**
She can use flames against an enemy.

**NAPALM**
She throws a napalm bomb to defeat her enemies.

---

**Lucca is also not very strong but her Magic is most powerful, especially when she is paired with Crono.**

**PROTECT**
Increases a character's defense against physical attack.

**FIRE 2**
She can throw even bigger flames at her enemies.

**MEGA BOMB**
This strong blast causes major damage to any monsters around.

**FLARE**
She can heat her enemies by using a fire beam.
**SLURP**
Frog does this to recover some of a character's HP.

**SLURP CUT**
He catches and drags an enemy with his tongue and then slashes at him.

**WATER**
He can shoot a water bubble and damage his enemy.

**HEAL**
This will help recover some of his party's HP.

**LEAP SLASH**
He jumps on an enemy and slashes him from head to toe.

**WATER 2**
He shoots lots of water bubbles to attack his enemies.

**CURE 2**
Completely recovers one of his party's HP.

**FROG SQUASH**
He summons a bigger frog that drops on the enemy.
**ROCKET PUNCH**
Robo shoots a fist at an enemy.

**CURE BEAM**
This partially recovers a character's HP.

**LASER SPIN**
He spins and emits a powerful laser beam.

**ROBO TACKLE**
Robo can dash and hit an enemy with a body slam.

Robo has a very powerful body. When he joins Crono and Frog, their Triple Tech is incredibly effective.

**HEAL BEAM**
This recovers some of his party's HP.

**UZI PUNCH**
Robo hits an enemy many times with this powerful fist.

**AREA BOMB**
He'll hit any enemies in sight with this bomb.

**SHOCK**
Robo radiates a plasma beam, hitting all enemies.
SINGLE TECH
AYLA

KISS
Ayla recovers character’s status and some HP.

ROullo Kick
She can jump-kick at an enemy.

Cat Attack
She uses her teeth and nails to bite and slash an enemy.

Rock Throw
She can grab an enemy and throw him.

Ayla has no Magic but her strength is unstoppable. Her best tech is stealing items, especially from some bosses.

Charm
She stuns an enemy with her charm and steals an item.

Tail Spin
She spins, causing a tornado that hits any enemies around.

Dino Tail
She summons a large dinosaur who causes damage to all enemies.

Triple Kick
She jumps and kicks an enemy three times.
**DOUBLE TECH**

**CRONO + MARLE**

**AURA WHIRL**
Crono and Marle spin and recover some of the party's HP.

**ICE SWORD**
They attack an enemy with a magical ice sword.

**ICE SWORD 2**
Crono and Marle can do even more damage to enemies.

**DOUBLE TECH**

**CRONO + LUCCA**

**FIRE WHIRL**
Crono and Lucca spin and attack a group of monsters with fire.

**FIRE SWORD**
They attack only one enemy with their fire sword.

**FIRE SWORD 2**
Crono and Lucca can attack a group of enemies with this magic sword.
**DOUBLE TECH**

**CRONO + FROG**

X STRIKE
Crono and Frog dash in an X formation.

SPIRE
Frog stabs the enemy and Crono strikes lightning on them.

SWORD STREAM
Frog creates a waterfall and Crono drops from it onto an enemy.

**DOUBLE TECH**

**CRONO + ROBO**

ROCKET ROLL
Crono jumps on Robo's shoulders and they spin, shooting a beam at the enemy.

SUPER VOLT
Crono gives lightning power to Robo, who spins and shoots a high voltage beam at all enemies.

MAX CYCLONE
Robo holds Crono and spins, slashing at the enemy.
DOUBLE TECH
CRONO + AYLA

DRILL KICK
Crono throws Ayla, and she drops onto an enemy and kicks it in the head.

FALCON HIT
Ayla throws Crono and he slashes the enemy.

VOLT BITE
With the help of Crono's Thunder Magic, Ayla bites an enemy.

DOUBLE TECH
MARLE + LUCCA

ANTIPODE
Marle's Water and Lucca's Fire Magic combine to create a deadly energy field.

ANTIPODE 2
A stronger version of Antipode, it affects a group of monsters.

ANTIPODE 3
This is the strongest version of Antipode; it affects all enemies.
DOUBLE TECH
MARLE + FROG

ICE WATER
Marle and Frog's Water Magic combine into an ice shower that affects all enemies.

GLACIER
They shower huge icicles on the enemies.

DOUBLE CURE
Marle and Frog recover party's HP.

DOUBLE TECH
MARLE + ROBO

AURA BEAM
Marle and Robo emit an aura that recovers some of the party's HP.

ICE TACKLE
Robo's Icicle Magic power helps him tackle an enemy.

CURE TOUCH
They release Healing Magic that recovers most of the party's HP.
**DOUBLE TECH MARLE + AYLA**

**TWIN CHARM**
Marle and Ayla fluster the enemy and recover an item.

**ICE TOSS**
Ayla throws ice rocks made by Marle at a group of enemies.

**CUBE TOSS**
Ayla throws a huge icicle at a group of enemies.

**DOUBLE TECH LUCCA + ROBO**

**FIRE PUNCH**
Robo punches a group of enemies with Fire Magic power.

**FIRE TACKLE**
Robo becomes engulfed in flames and tackles an enemy.

**DOUBLE BOMB**
Robo catches a megaton bomb thrown by Lucca, and its amplified explosive power affects the enemies near Robo.
DOUBLE TECH
LUCCA + FROG

RED PIN
Frog jumps and slashes an enemy with a fire sword.

FROG FLARE
They summon a huge frog that attacks with Fire Magic power.

LINE BOMB
Lucca throws bombs while Frog flies into a line of enemies and slashes them.

DOUBLE TECH
LUCCA + AYLIA

FLAME KICK
Ayla's feet catch on fire and she kicks an enemy.

BLAZE KICK
Ayla jumps using Fire Magic power and kicks an enemy.

FIRE WHIRL
A tornado of flames from Lucca and Ayla attacks the enemies.
**DOUBLE TECH**

**FROG + ROBO**

**BLADE TOSS**
Robo throws Frog, and he attacks an enemy with his sword.

**CURE WAVE**
Frog and Robo's combined power recovers all of the party's HP.

**BUBBLE SNAP**
Inside a big bubble, Robo is lifted and then dropped on an enemy.

**DOUBLE TECH**

**FROG + AYLA**

**SLURP KISS**
This kiss cures all of the party's ailments.

**DROP KICK**
Frog and Ayla jump together and stab an enemy.

**BUBBLE HIT**
Ayla, inside a bubble, is dropped on an enemy.
DOUBLE TECH
ROBO + AYL

BOOGIE
Ayla and Robo cast Stop spell while circling the enemy.

SPIN KICK
Robo throws Ayla, and she spins and kicks an enemy.

BEAST TOSS
Robo and Ayla throw an enemy, resulting in major damage.
**TRIPLE TECH**

**CRONO** + **MARLE** + **LUCCA**

**DELTA FORCE**
Light, Fire, and Water Magic mix to create an energy triangle that delivers maximum damage to all enemies.

**TRIPLE TECH**

**CRONO** + **MARLE** + **FROG**

**ARC IMPULSE**
Marle uses Ice Magic while Crono and Frog jump and slash an enemy.

**TRIPLE TECH**

**CRONO** + **MARLE** + **ROBO**

**LIFE LINE**
Allows each member to recover one time, when he or she has been injured.
**TRIPLE TECH**

**CRONO** + **MARLE** + **AYLA**

**FINAL KICK**
Ayla gives an enemy a spiral kick with Lightning and Water Magic power.

**TRIPLE TECH**

**CRONO** + **LUCCA** + **FROG**

**DELTA STORM**
Lightning, Fire, and Water Magic combine, creating another triangle of energy delivering maximum damage to all enemies.

**TRIPLE TECH**

**CRONO** + **LUCCA** + **ROBO**

**FIRE ZONE**
Crono lights on fire. Robo grabs him and spins him, and Crono slashes at all nearby enemies.
TRIPLE TECH
CRONO + LUCCA + AYLA

GATLING KICK
Ayla gives an enemy a spiral kick with Lightning and Fire Magic.

TRIPLE TECH
CRONO + FROG + ROBO

TRIPLE RAID
Crono, Frog, and Robo attack an enemy simultaneously.

TRIPLE TECH
CRONO + FROG + AYLA

3D ATTACK
Ayla joins Crono and Frog's X-Strike attack, and they deliver heavy damage to an enemy.
TRIPLE TECH
CRONO + ROBO + AYLA

TWISTER
Crono, Robo & Ayla spin to create a giant tornado, damaging all enemies in sight.

HOW TO RAISE TECH LEVELS
As you battle monsters, you gain Tech points. Your Tech Levels raise as you collect more points. Switch characters frequently so each one achieves high Tech levels.

MP AND DOUBLE TRIPLE TECH
Each member needs to have the required MP to use Double and Triple Tech attacks.
Each village has two very important places you should visit - the Inn and the Market.

**INNS**
Go to the Inn in each village. Even if you don't need rest, there will be people to talk to and items to find. Of course, if you sleep at the Inn, your HP and MP will be completely refilled.

**MARKETS**
Here is where you purchase Items like weapons, armor, tonic and other things you will need on your journey.

To see whether you made a good or bad purchase, look at the color of your attack numbers. Blue numbers mean you have added to your abilities; white numbers show you have remained the same; and gray ones mean you've decreased your level.
**ITEM DESCRIPTION**
This describes what the item does.

**ITEM PRICE LIST**
This is a list of the wares for sale in a village, and what they will cost.

**MONEY**
This is how much gold you are holding.

**STRENGTH**
This displays the item's attack or defense power.

**CHARACTER LIST**
This lists the characters in your party, and describes weapon and armor levels.

When you buy Items, the characters that can equip them will jump up and down.
METHODS OF TIME TRAVEL

There are two types of time travel - Time Gates and the Time Machine. (Time travel is not always an option.)

TIME GATES

To activate a Time Gate, simply go near it and push A. Only then will you know where it will take you.

TIME MACHINE

At some point you will find a Time Machine. With this you can go to any era you want. The Time Machine can also be used as an air vehicle.

To open the Time Gauge, press Y when you are in the Time Machine.
THE END OF TIME

This world exists beyond the realm of time. It is the most important place in this game. You must figure out why it exists and how to use it.

TIME GATES

Each era is connected to this world by a Time Gate. In order to get to the Time Machine, you will need to use these gates.

OLD MAN

An old man lives in this place. You do not know who he is, but he will give you useful knowledge if you ask.

SPEKKIO

Spekkio can teach you magic. If you decide to fight him and win, he will reward you with useful items.
# Weapons and Armor List

Following is a list of weapons you will use throughout the game. Each weapon, when it's equipped, affects your Attack power.

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aeon Blade</td>
<td></td>
<td>Increases attack points by 70</td>
</tr>
<tr>
<td>Air Gun</td>
<td></td>
<td>Increases attack points by 5</td>
</tr>
<tr>
<td>Alloy Blade</td>
<td>21000 G</td>
<td>Increases attack points by 110</td>
</tr>
<tr>
<td>Auto Gun</td>
<td>1200 G</td>
<td>Increases attack points by 15</td>
</tr>
<tr>
<td>Big Hand</td>
<td>18000 G</td>
<td>Increases attack points by 105</td>
</tr>
<tr>
<td>Bolt Sword</td>
<td></td>
<td>Increases attack points by 25</td>
</tr>
<tr>
<td>Bronze Bow</td>
<td></td>
<td>Increases attack points by 3</td>
</tr>
<tr>
<td>Bronze Edge</td>
<td></td>
<td>Increases attack points by 6</td>
</tr>
<tr>
<td>Comet Arrow</td>
<td>7800 G</td>
<td>Increases attack points by 80</td>
</tr>
<tr>
<td>Dart Gun</td>
<td>850 G</td>
<td>Increases attack points by 7</td>
</tr>
<tr>
<td>Demon Edge</td>
<td>1700 G</td>
<td>Increases attack points by 80; gives 1.5 times damage to Magical creatures.</td>
</tr>
<tr>
<td>Doom Finger</td>
<td></td>
<td>Increases attack points by 50</td>
</tr>
<tr>
<td>Dream Bow</td>
<td></td>
<td>Increases attack points by 60</td>
</tr>
<tr>
<td>Dream Gun</td>
<td></td>
<td>Increases attack points by 60</td>
</tr>
<tr>
<td>Flash Blade</td>
<td>18000 G</td>
<td>Increases attack points by 90</td>
</tr>
<tr>
<td>Fleaver</td>
<td></td>
<td>Increases attack points by 43 and agility by 2</td>
</tr>
<tr>
<td>Flint Edge</td>
<td></td>
<td>Increases attack points by 40</td>
</tr>
<tr>
<td>Name</td>
<td>Price</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Hammer Arm</td>
<td>3500 G</td>
<td>Increases attack points by 25</td>
</tr>
<tr>
<td>Iron Blade</td>
<td>350 G</td>
<td>Increases attack points by 7</td>
</tr>
<tr>
<td>Iron Bow</td>
<td>800 G</td>
<td>Increases attack points by 15</td>
</tr>
<tr>
<td>Iron Sword</td>
<td></td>
<td>Increases attack points by 10</td>
</tr>
<tr>
<td>Kaiser Arm</td>
<td></td>
<td>Increases attack points by 120</td>
</tr>
<tr>
<td>Lode Bow</td>
<td></td>
<td>Increases attack points by 20</td>
</tr>
<tr>
<td>Lode Sword</td>
<td>4000 G</td>
<td>Increases attack points by 20</td>
</tr>
<tr>
<td>Magma Hand</td>
<td></td>
<td>Increases attack points by 70</td>
</tr>
<tr>
<td>Masamune</td>
<td></td>
<td>Increases attack points by 75</td>
</tr>
<tr>
<td>Megablast</td>
<td></td>
<td>Increases attack points by 80</td>
</tr>
<tr>
<td>Megaton Arm</td>
<td>15000 G</td>
<td>Increases attack points by 90</td>
</tr>
<tr>
<td>Mirage Hand</td>
<td></td>
<td>Increases attack points by 30</td>
</tr>
<tr>
<td>Mop</td>
<td></td>
<td>Increases attack points by 1</td>
</tr>
<tr>
<td>Pearl Edge</td>
<td>22000 G</td>
<td>Increases attack points by 105; gives 1.5 times damage to Magical creatures</td>
</tr>
<tr>
<td>Plasma Gun</td>
<td>3200 G</td>
<td>Increases attack points by 25; sometimes stops robotic enemies</td>
</tr>
<tr>
<td>Red Katana</td>
<td>4500 G</td>
<td>Increases attack points 30; increases Magic points by 2</td>
</tr>
<tr>
<td>Robin Bow</td>
<td>2850 G</td>
<td>Increases attack points by 25</td>
</tr>
<tr>
<td>Ruby Gun</td>
<td></td>
<td>Increases attack points by 40</td>
</tr>
<tr>
<td>Rune Blade</td>
<td></td>
<td>Increases attack points by 120; increases Magic power by 4</td>
</tr>
<tr>
<td>Sage Bow</td>
<td></td>
<td>Increases attack points by 40</td>
</tr>
<tr>
<td>Shock Wave</td>
<td></td>
<td>Increases attack points by 110; sometimes confuses enemies</td>
</tr>
<tr>
<td>Sonic Arrow</td>
<td></td>
<td>Increases attack points by 100; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Star Sword</td>
<td></td>
<td>Increases attack points by 125</td>
</tr>
</tbody>
</table>
### Armor and Helmets

Following is a list of armor and helmets. Each armor or helmet will affect your Defense power differently when it's equipped.

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aeon Helmet</td>
<td></td>
<td>Increases defense points by 33</td>
</tr>
<tr>
<td>Aeon Suit</td>
<td></td>
<td>Increases defense points by 75</td>
</tr>
<tr>
<td>Beret</td>
<td>700 G</td>
<td>Increases defense points by 17</td>
</tr>
<tr>
<td>Black Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Shadow Magic attack damage</td>
</tr>
<tr>
<td>Blue Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Water Magic attack damage</td>
</tr>
<tr>
<td>Bronze Mail</td>
<td>520 G</td>
<td>Increases defense points by 16</td>
</tr>
<tr>
<td>Bronze Helmet</td>
<td>200 G</td>
<td>Increases defense points by 8</td>
</tr>
<tr>
<td>Cera Topper</td>
<td></td>
<td>Increases defense points by 23</td>
</tr>
<tr>
<td>Dark Mail</td>
<td></td>
<td>Increases defense points by 45; Increases Magic defense points by 5</td>
</tr>
<tr>
<td>Flash Mail</td>
<td></td>
<td>Increases defense points by 64</td>
</tr>
<tr>
<td>Glow Helmet</td>
<td></td>
<td>Increases defense points by 25</td>
</tr>
<tr>
<td>Gold Helmet</td>
<td></td>
<td>Increases defense points by 18</td>
</tr>
<tr>
<td>Name</td>
<td>Price</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>Gold Suit</td>
<td>1300 G</td>
<td>Increases defense points by 30</td>
</tr>
<tr>
<td>Hide Cap</td>
<td></td>
<td>Increases defense points by 3; Crono wears it first</td>
</tr>
<tr>
<td>Hide Tunic</td>
<td></td>
<td>Increases defense points by 5</td>
</tr>
<tr>
<td>Iron Helmet</td>
<td>500 G</td>
<td>Increases defense points by 14</td>
</tr>
<tr>
<td>Iron Suit</td>
<td>800 G</td>
<td>Increases defense points by 28</td>
</tr>
<tr>
<td>Karate Gi</td>
<td>300 G</td>
<td>Increases defense points by 10</td>
</tr>
<tr>
<td>Lode Helmet</td>
<td>6500 G</td>
<td>Increases defense points by 29</td>
</tr>
<tr>
<td>Lode Vest</td>
<td>8500 G</td>
<td>Increases defense points by 71</td>
</tr>
<tr>
<td>Lumin Robe</td>
<td>6500 G</td>
<td>Increases defense points by 52</td>
</tr>
<tr>
<td>Maiden Suit</td>
<td></td>
<td>Increases defense points by 18</td>
</tr>
<tr>
<td>Mermaid Cap</td>
<td></td>
<td>Increases defense points by 35</td>
</tr>
<tr>
<td>Meso Mail</td>
<td></td>
<td>Increases defense points by 63; Increases Magic defense points by 5</td>
</tr>
<tr>
<td>Mist Robe</td>
<td></td>
<td>Increases defense points by 54</td>
</tr>
<tr>
<td>R'bow Helmet</td>
<td></td>
<td>Increases defense points by 35; Cuts 50% of Lightning Magic attack damage</td>
</tr>
<tr>
<td>Red Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Fire Magic attack damage</td>
</tr>
<tr>
<td>Rock Helmet</td>
<td></td>
<td>Increases defense points by 20</td>
</tr>
<tr>
<td>Ruby Vest</td>
<td></td>
<td>Increases defense points by 45; Reduces Fire Magic attack by 50%</td>
</tr>
<tr>
<td>Taban Helmet</td>
<td></td>
<td>Increases defense points by 24; Increases Magic defense points by 10</td>
</tr>
<tr>
<td>Taban Suit</td>
<td></td>
<td>Increases defense points by 79; agility points by 3; gives some protection from Fire Magic</td>
</tr>
<tr>
<td>Taban Vest</td>
<td></td>
<td>Increases defense points by 33; agility points by 2; gives some protection from Fire Magic</td>
</tr>
<tr>
<td>Time Hat</td>
<td></td>
<td>Increases defense points by 30; gives some protection from Stop and Slow</td>
</tr>
<tr>
<td>Titan Vest</td>
<td>1200 G</td>
<td>Increases defense points by 32</td>
</tr>
<tr>
<td>White Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Lightning Magic attack damage</td>
</tr>
</tbody>
</table>
## Accessories

Following is a list of accessories. You will gain a special ability associated with each accessory when you equip it.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bandana</td>
<td>Increases agility by 1 point</td>
</tr>
<tr>
<td>Berserker</td>
<td>Increases attack &amp; defense ability, but you cannot control character</td>
</tr>
<tr>
<td>Black Rock</td>
<td>Allows use of special hidden magic, Dark Eternal</td>
</tr>
<tr>
<td>Charm Top</td>
<td>Increases Ayla’s charm technique</td>
</tr>
<tr>
<td>Dash Ring</td>
<td>Increases agility by 3 points</td>
</tr>
<tr>
<td>Defender</td>
<td>Increases Vigor by 2 points</td>
</tr>
<tr>
<td>Gold Earring</td>
<td>Increases max. HP limit by 50%</td>
</tr>
<tr>
<td>Gold Stud</td>
<td>Reduces MP consumption by 75%</td>
</tr>
<tr>
<td>Hero Medal</td>
<td>Increases amt. of Masmune’s critical hits</td>
</tr>
<tr>
<td>Hit Ring</td>
<td>Increases Strike by 10 points</td>
</tr>
<tr>
<td>Magic Ring</td>
<td>Increases Magic power by 6 points</td>
</tr>
<tr>
<td>Magic Scarf</td>
<td>Increases Magic power by 2 points</td>
</tr>
<tr>
<td>Power Glove</td>
<td>Increases strength by 2 points</td>
</tr>
<tr>
<td>Power Scarf</td>
<td>Increases strength by 4 points</td>
</tr>
<tr>
<td>Rage Band</td>
<td>When attacked, a character counter-attacks 50% of the time</td>
</tr>
<tr>
<td>Ribbon</td>
<td>Increases critical hit number by 2</td>
</tr>
<tr>
<td>Sight Scope</td>
<td>Allows character to see enemy’s HP (except the boss’s)</td>
</tr>
<tr>
<td>Silver Earring</td>
<td>Increases max. HP by 25%</td>
</tr>
<tr>
<td>Silver Stud</td>
<td>Reduces MP consumption by 50%</td>
</tr>
<tr>
<td>Speed Belt</td>
<td>Increases agility by 2 points</td>
</tr>
</tbody>
</table>
### Items

#### Description

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Third Eye</td>
<td>Increase dodge ability by 200%</td>
</tr>
<tr>
<td>Wall Ring</td>
<td>Increase magic defense power by 10 points</td>
</tr>
<tr>
<td>Wallet</td>
<td>Change EXP. points to Gold</td>
</tr>
</tbody>
</table>

When your HP or MP is low during or after a battle, you will need these items. The rate of recovery is different according to each item.

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barrier</td>
<td></td>
<td>Decreases magical attack damage by 1/3</td>
</tr>
<tr>
<td>Elixir</td>
<td></td>
<td>Recovers all HP &amp; MP points</td>
</tr>
<tr>
<td>Ether</td>
<td>800G</td>
<td>Recovers 10 MP points</td>
</tr>
<tr>
<td>Full Ether</td>
<td></td>
<td>Recovers 60 MP points</td>
</tr>
<tr>
<td>Full Tonic</td>
<td>700G</td>
<td>Recovers 500 HP points</td>
</tr>
<tr>
<td>Heal</td>
<td>10G</td>
<td>Recovers status</td>
</tr>
<tr>
<td>Magic Tab</td>
<td></td>
<td>Increases Magic power by 1 point</td>
</tr>
<tr>
<td>Mid Ether</td>
<td></td>
<td>Recovers 30 MP points</td>
</tr>
<tr>
<td>Mid Tonic</td>
<td>100G</td>
<td>Recovers 200 HP points</td>
</tr>
<tr>
<td>Power Meal</td>
<td></td>
<td>Recovers all HP &amp; MP points</td>
</tr>
<tr>
<td>Power Tab</td>
<td></td>
<td>Increases Power by 1 point</td>
</tr>
<tr>
<td>Revive</td>
<td>200G</td>
<td>Recovers disability in battle</td>
</tr>
<tr>
<td>Shelter</td>
<td>150G</td>
<td>Recovers all HP &amp; MP points when on Map Screen or on a save point</td>
</tr>
<tr>
<td>Shield</td>
<td></td>
<td>Decreases physical attack damage by 1/3</td>
</tr>
<tr>
<td>Name</td>
<td>Price</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>Speed Tab</td>
<td></td>
<td>Increases agility by 1 point</td>
</tr>
<tr>
<td>Tonic</td>
<td>10 G</td>
<td>Recovers 50 HP points</td>
</tr>
</tbody>
</table>

**SPECIAL ITEMS**

These special items will help you overcome some difficulties you might encounter at the beginning stage of the game. Remember which era you will find these items.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bike Key</td>
<td>Necessary to ride jet bike/ 2300 A.D.</td>
</tr>
<tr>
<td>Broken Hilt</td>
<td>Necessary to recover Masamune sword/ 600 A.D.</td>
</tr>
<tr>
<td>Broken Sword</td>
<td>Necessary to recover Masamune sword/ 600 A.D.</td>
</tr>
<tr>
<td>Clone</td>
<td>Doll you get at Leene Square/ 1000 A.D.</td>
</tr>
<tr>
<td>Dreamstone</td>
<td>Necessary to recover Masamune sword/ 65 Million B.C.</td>
</tr>
<tr>
<td>Fang</td>
<td>Can exchange for other items/ 65 Million B.C.</td>
</tr>
<tr>
<td>Feather</td>
<td>Can exchange for other items/ 65 Million B.C.</td>
</tr>
<tr>
<td>Gate Key</td>
<td>Activates Time Gate &amp; Time Tunnel/ 600 A.D.</td>
</tr>
<tr>
<td>Horn</td>
<td>Can exchange for other items/ 65 Million B.C.</td>
</tr>
<tr>
<td>Jerky</td>
<td>Give this to someone in 600 A.D./ 600 A.D.</td>
</tr>
<tr>
<td>Pendant</td>
<td>Has special power to open treasure chests and other sealed chests/ 1000 A.D.</td>
</tr>
<tr>
<td>Petal</td>
<td>Can exchange for other items/ 65 Million B.C.</td>
</tr>
<tr>
<td>Race Log</td>
<td>Used to record time of jet bike/ 2300 A.D.</td>
</tr>
<tr>
<td>Ruby Knife</td>
<td>Necessary to destroy secret weapon in 12000 B.C.</td>
</tr>
<tr>
<td>Seed</td>
<td>Hope for those who live in the future/ 2300 A.D.</td>
</tr>
</tbody>
</table>
ADVENTURE GUIDE

Prepare to embark on a journey of the ages. You will meet many people and see many wondrous things. Use this guide to help you in the beginning.
THE ADVENTURE BEGINS!

At present in the Kingdom of Guardia, monsters and humans co-exist with each other in peace and harmony. Today they celebrate their kingdom.

1000 A.D.

THE KINGDOM OF GUARDIA

GOOD MORNING, CRONO

The scene opens with Crono's mother trying to wake him. Today is the day of the big fair and she doesn't want him to miss it.

You can stay in Crono's room any time for free.

When mother mentions Lucca, you will have the opportunity to change Lucca's name if you wish.

Go to the far right to find a power tab.
VISIT HOUSES

Walk around to all of your neighbors' houses and talk with them. They will have information you may need for your journey.

Walk up to the house and push A; this allows you to enter.

There are people at the Mayor's house with important things to tell you.

This strange box will not open for you... yet. Come back later!

GO TO GUARDIA FOREST

The forest is full of monsters. If you leave them alone they will not bother you. However, to build your levels you should battle them.

Run into these monsters and they're ready to fight.

Continue battling to build up your levels.

Go to the far right to find a power capsule.
THE CASTLE OF GUARDIA

Right now you can't enter the castle. You'll need to come back later.

SOLDIER: Who's there!

The guards will not let you in.

VISIT LEENE SQUARE

Today there is a big fair in Leene Square. Go there to check things out and talk to people. Don't forget about the invention Lucca wanted to show you.

Many games are going on at the fair. Check them all out.

MINI GAME 1

GATO

This game is with Gato the Singing Robot. If you fight him and win, you will receive 15 silver pieces.

Step right up and enter the ring.

Fight with a group to raise your levels.
MINI GAME 2
FOOT RACING

This is a game of chance. Bet on the runner you think will win and pick up some silver points.

Go to the race tent to bet.

Ask the old man first; he'll tell you who might win.

MINI GAME 3
HAMMER CHALLENGE

Hit the base and ring the bell to win.

Push A.

When you are all the way back, push A again.

MINI GAME 4
GUZZLING CONTEST

How many cans of soda can you drink in the allotted time?

Push A as fast as you can.

Drink all 8 cans to win.

MINI GAME 5
SHOW TENT

Save your game before you go in. There are three attractions; the second will reward you with a useful item.

Enter the tent at your own risk.

Tell Mr. Bekkler which game you want to play.
You are so impressed with the fair, you don't notice the girl in front of you and bump into her!

You bump heads.

You are given the option to change Marle's name if you wish.

Marle wants to stop and shop.

Marle: Hold your horses! I want to get some candy.

SAVE OFTEN
It is very important that you save your game often. At this point save your game.
MEET LUCCA

When you find Lucca, she and her father are trying to demonstrate their teleportation device. No one will try it. If you want to try, stand on the left platform. Remember to save first.

Lucca lets you in on what's going on.

You give it a try for Lucca.

Marle also wants to give it a try.

A Time Gate opens and swallows her up.

You are also pulled through.

You need to go after her!

Crono is gone . . . but where?
THE ADVENTURE CONTINUES!

Now is the time for the real adventure to begin. You are sent to the past, and although you are still in Guardia, it is different.

WHERE IS THIS!? When you arrive you have no idea what era you are in.

You land on a mountain in Guardia Kingdom.

Your first battle will most likely be with these little blue creatures.
The best way to find out where you are is to ask around. Just be nice and people will let you know.

When you exit the mountain, look for people to talk with.

Be careful what you say. People might think you are crazy.

Go shopping and stock up on necessary supplies.

Go to the Inn and rest.

Talk to Toma and he'll give you helpful information.

Go to the bridge and see what's happening.

**EQUIP NEW WEAPONS A.S.A.P.**

Equip items as you buy them, that way you will be well protected and perform at your full potential.
To make your way to Guardia Castle, you must first go through Guardia Forest. The monsters in this area are not friendly. Be ready for battle.

Monsters may be waiting for you - be ready.

THE CASTLE OF GUARDIA

When you get to the castle the guards won't let you in. The Queen tells them to do so.

The Queen will meet you at the stairs.

The Queen's guard will take you to her.

Keep your eyes open for treasure boxes throughout the castle.

Marle (disguised as the Queen) dismisses her staff so no one becomes suspicious.
SEARCH FOR MARLE


The light flashes and Marle disappears.

Just when you thought you had no friends, Lucca appears.

Walk around and talk to everyone to figure out your next move.

SEARCHING THE CATHEDRAL

Something weird is going on in the cathedral. Talk to the sisters.

The sister near the organ is the key.
Frog is the Queen's guard and has come to the cathedral to save her. He will also save you from the monsters.

Frog is very proper and galant.

Play the organ and a door will open.

Go through the door and you will find the Queen.

Go to the skull switch and push it. The spikes will vanish.
OPEN THE HIDDEN DOOR

You will soon come across a message on the wall. There is actually a door here, but you must hit the switch to open it.

Find the message. In the wall next to it is a hidden door.

After you beat the guards, play the organ.

Hit the skull switch and the spikes will again disappear.

The hidden door has now been opened.

Now you must fight the evil Chancellor.
BEAT THE FIRST BOSS

The Chancellor is actually an evil monster posing as a human. Beat him and get the Queen back.

Make sure you save your game before you battle the Chancellor.

He will transform to his true self - an evil monster.

Use your Tech attack to fight the Chancellor.

Also use your Combo attack to fight him.

Combo attacks are very effective against him.

If your Hit Points get too low, use Tonic to refill.

LEENE: You came to rescue me! Thank you Frog.

CAN'T BEAT THE BOSS?

If you are having a problem beating the Chancellor, your levels are too low. Go to the forest and build them up.

After you win, you will meet the Queen.
CASTLE AGAIN

Go back to the castle and talk to everyone. When you've learned everything, you're ready to go back to 1000 A.D.

When you return, everyone is very grateful that you have saved the Queen.

Marle thinks maybe the group should go back to the future.

These three people think Marle looks very much like the Queen.

BACK TO THE FUTURE

Now it's time to head back to 1000 A.D. Go back up the mountain and find the Time Tunnel. From there you will return home. This has been a very small part of your journey. Good luck with the rest.

Watch out for monsters - they are still around.
MULTI-ENDING

Depending on where you are when you defeat the final boss, you will get a different ending. Below are some examples of what they may be.

- Running Away From Repitites?
- Confused by Krawlie?
- Is the Masamune Missing?

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