

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.



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



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



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.