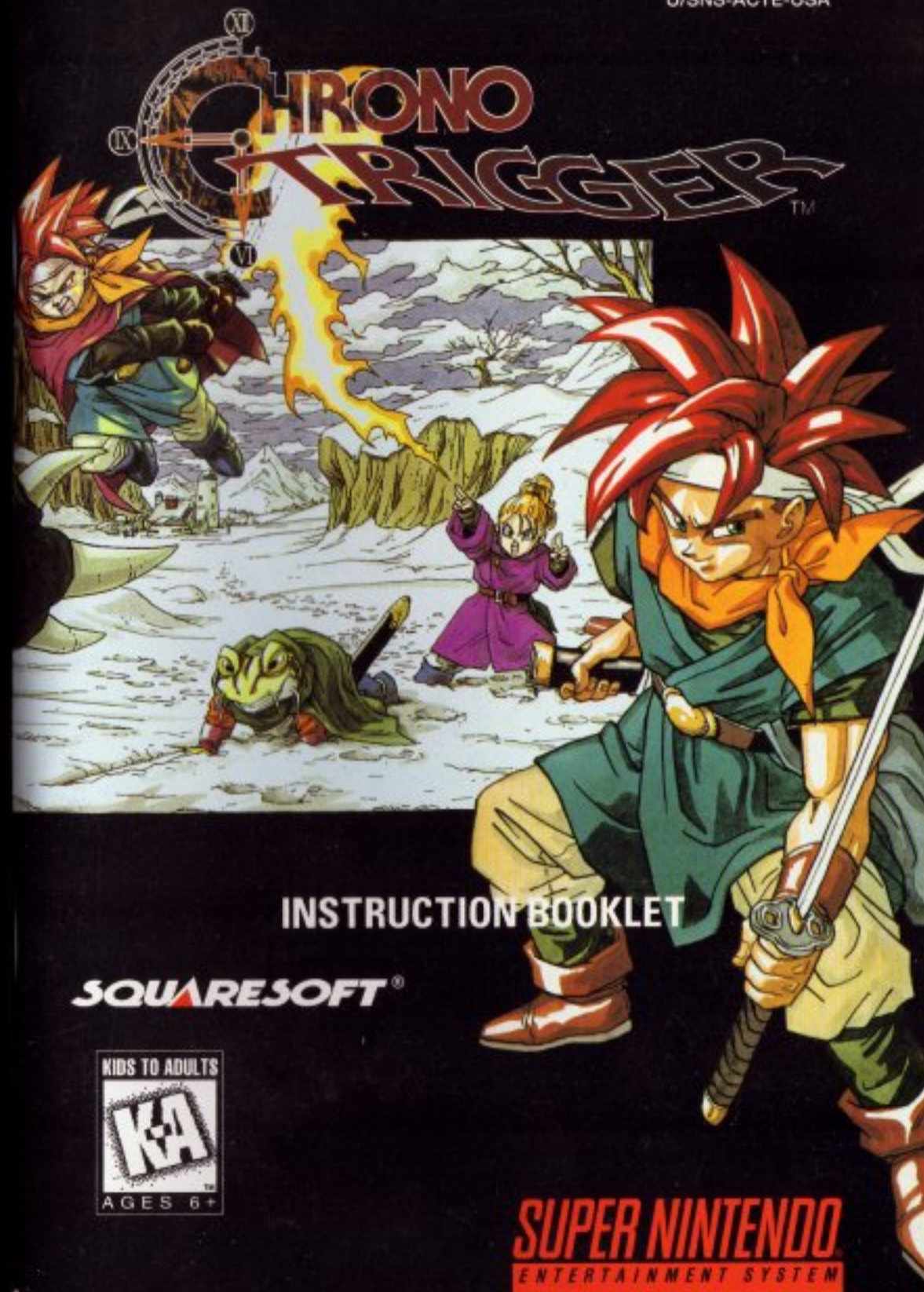


This manual
was contributed
by

Vimm



INSTRUCTION BOOKLET

SQUARESOFT®



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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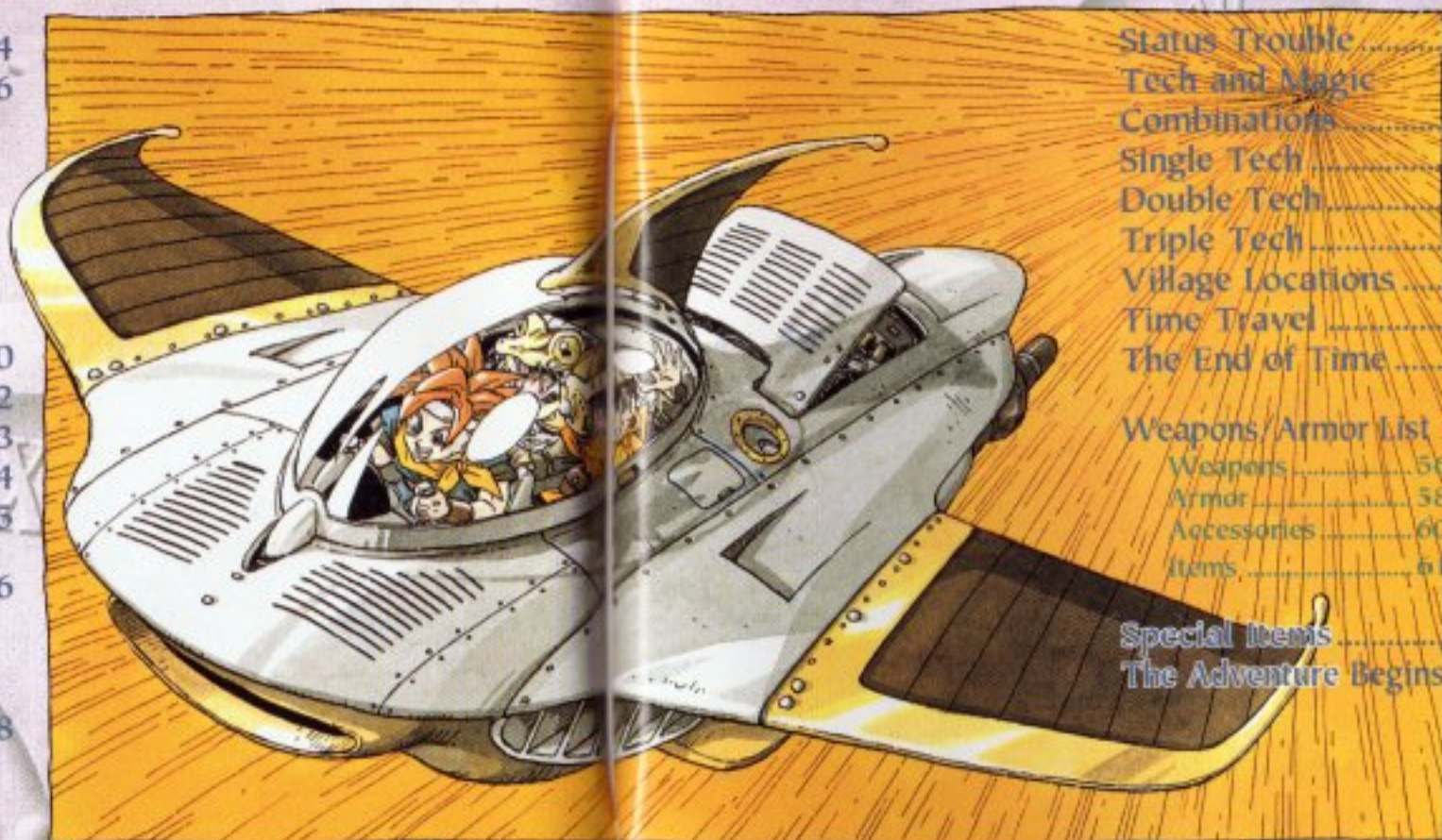
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THE WORLD OF CHRONO TRIGGER

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

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.

PRESENT

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.

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.

PAST

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.



C AST 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

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

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

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.

ROBO



AYLA

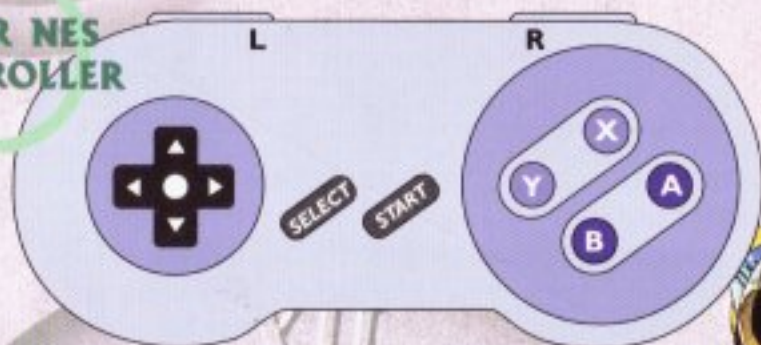
Ayla is primitive but strong. She is trying to save her group from the reptiles. She can break huge stones with a punch or a kick. With her strength, she doesn't need to use magic.



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.

**START
BUTTON**

The Start Button pauses the game during play. It is also used to continue when you have finished inputting your name.

**A
BUTTON**

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.

**X
BUTTON**

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

**Y
BUTTON**

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.

**B
BUTTON**

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

**L/R
BUTTON**

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.



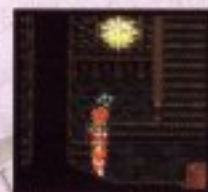
MAP SCREEN

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.



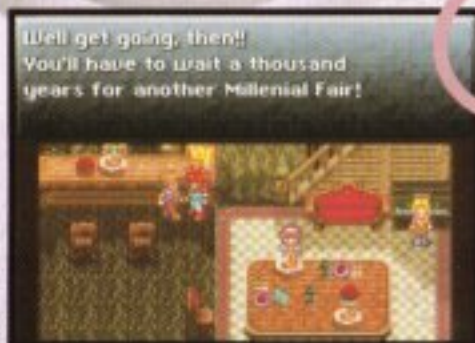
THE END OF TIME

When you reach "The End of Time," be sure to save your game at the save point.



M **AIN 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

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).



M **AIN 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.

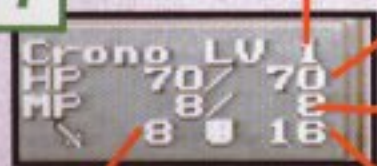
- A CHARACTER STATUS
- B ITEM
- C TECH
- D CONFIG.
- E CHARACTER ORDER
- F DATA SAVE

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



ATTACK POWER

HIT POINTS

Hit Points determine how much damage you can take. Be sure to keep your HP levels high.

MAGIC POINTS

Casting a spell requires a certain number of Magic Points. This shows how many you have.

DEFENSE POWER

2



CHARACTER'S FACE

TYPE OF MAGIC

This tells you which of the four types of magic your character is able to learn.

CHARACTER NAME

CURRENT LEVEL

3



CURRENT EQUIPMENT

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

4



ITEM NAME

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

5



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.



PARTS
These are for Robo only.



CROSSBOW
Only Marle can use this.



HELMET
Everyone can wear this.



GUN
Only Lucca can use this.



ARMOR
These can be shared.



SWORD
This is for Frog only.



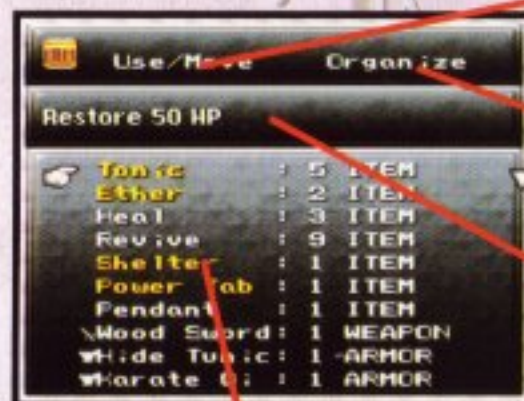
ACCESSORY
These can also be shared.

SUB 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.

ORGANIZE

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



Move the cursor to the item and push A.



Select Organize. Push A.

S UB SCREEN: 3 TECH SKILLS

TECH SKILLS SCREEN



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.

USE MAGIC

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.

S UB 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.



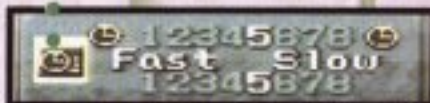
MENU CURSOR

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



BATTLE SPEED

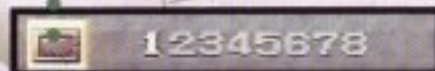
Use this to change battle text speed and Battle Gauge speed (1 is fast, 8 is slow).





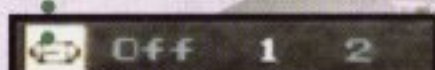
WINDOW COLOR

Use this to change the color of the text windows to suit your taste.

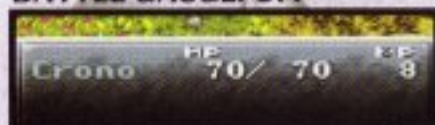


BATTLE GAUGE

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

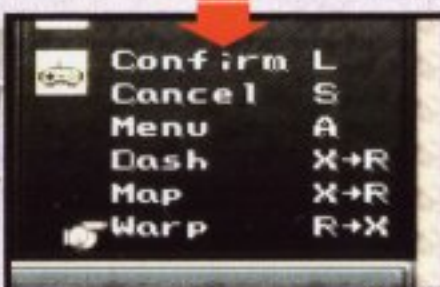
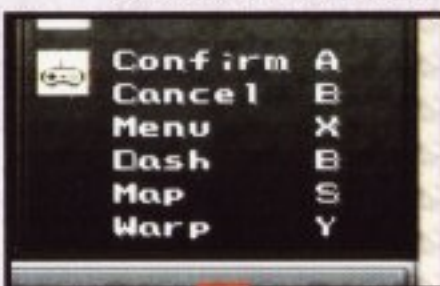


BATTLE GAUGE: 2



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.



SKILL/ITEM DESCRIPTION

You may turn off the Tech Descriptions during battle if you want.



UB SCREEN: 5 CHARACTER ORDER

CHARACTER EXCHANGE SCREEN



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.



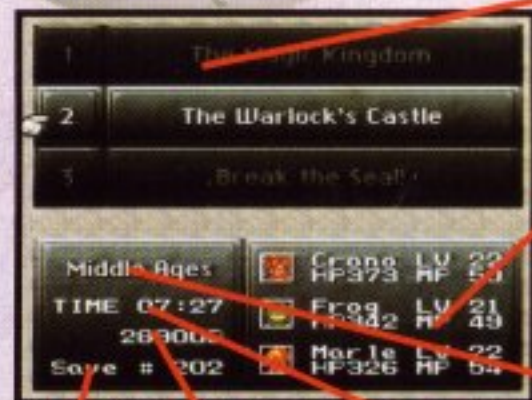
If the window is dark, you cannot move the character displayed there.



SUB SCREEN: 6 SAVE



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.



When you save your game, the time will change.

This information will change, depending on the file you have chosen.

S WITCH CHARACTERS

SWITCH CHARACTERS

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.

BATTLE SCREEN

BATTLE SCREEN



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.

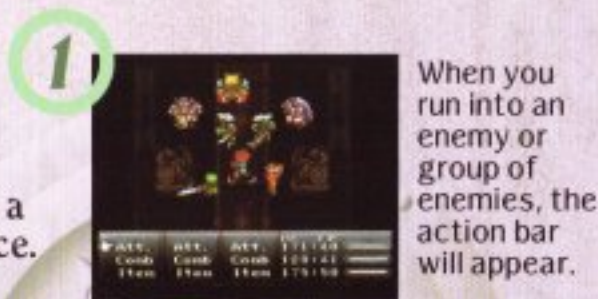
BATTLE COMMANDS
These are your choices for attack. Each choice has a time and place. (described on page 30)



ATTACK TECH ITEMS COMBINATIONS

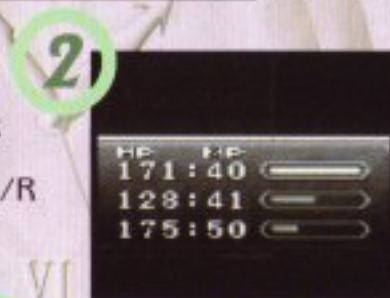
BATTLE SEQUENCE

This is an example of a typical battle sequence.

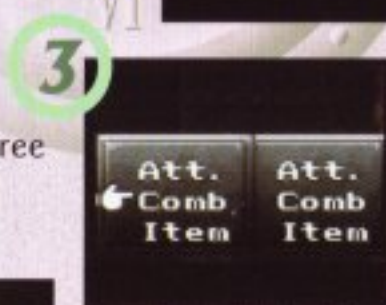


When you run into an enemy or group of enemies, the action bar will appear.

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



Choose from one of the three commands.



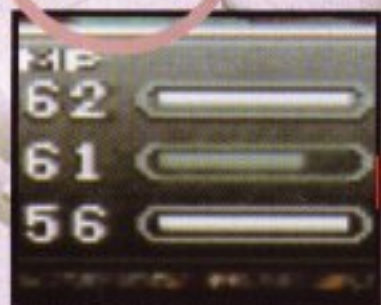
Choose the enemy or group of enemies you wish to attack. It is possible to attack more than one monster at a time.



To win you must defeat all the enemies.

ATTACK

When you encounter an enemy, choose your strategy wisely.



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



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



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".

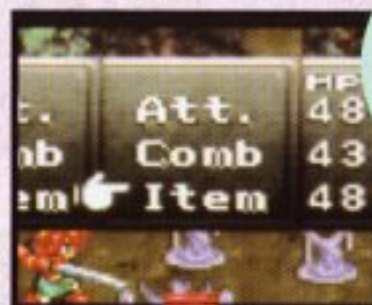
TECH



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.



Wait for Tech to change to Combo.

S TATUS TROUBLE

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.



STOP

You can't do anything until you are healed by another character.



CONFUSE

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

T ECH AND MAGIC COMBINATIONS

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



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

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.



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



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

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.



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.



SINGLE TECH FROG



Frog is a good fighter, like Crono, and often delivers critical hits. He knows healing Magic and is effective against many of his enemies.

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.



SINGLE TECH ROBO

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



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

KISS

Ayla recovers character's status and some HP.



ROLLO KICK

She can jump-kick at an enemy.



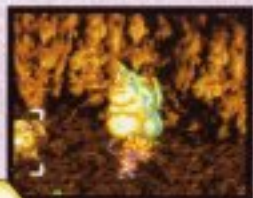
CAT ATTACK

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



ROCK THROW

She can grab an enemy and throw him.



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

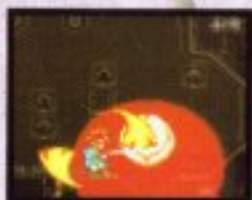
ICE SWORD
They attack an enemy with a magical ice sword.



DOUBLE TECH **CRONO + LUCCA**

FIRE WHIRL

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



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

FIRE SWORD
They attack only one enemy with their fire 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 3
This is the strongest version of Antipode; it affects all enemies.

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



DOUBLE TECH MARLE + FROG

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



DOUBLE CURE
Marle and Frog recover party's HP.

GLACIER
They shower huge icicles on the enemies.



DOUBLE TECH MARLE + ROBO

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



CURE TOUCH
They release Healing Magic that recovers most of the party's HP.

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



DOUBLE TECH MARLE + AYLA

TWIN CHARM

Marle and Ayla fluster the enemy and recover an item.



CUBE TOSS

Ayla throws a huge icicle at a group of enemies.

ICE TOSS

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



DOUBLE TECH LUCCA + ROBO

FIRE PUNCH

Robo punches a group of enemies with Fire Magic power.



DOUBLE BOMB

Robo catches a megaton bomb thrown by Lucca, and its amplified explosive power affects the enemies near Robo.

FIRE TACKLE

Robo becomes engulfed in flames and tackles an enemy.



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

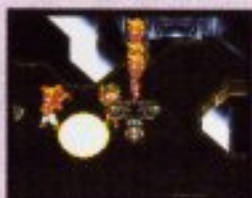
Lucca throws bombs while Frog flies into a line of enemies and slashes them.



DOUBLE TECH LUCCA + AYLA

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.



SLURP KISS

This kiss cures all of the party's ailments.



BUBBLE HIT

Ayla, inside a bubble, is dropped on an enemy.

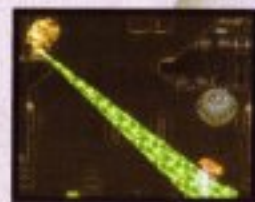


DOUBLE TECH

ROBO + AYLA

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.



DOUBLE TECH

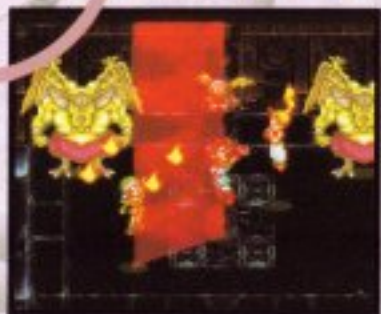
FROG + AYLA

DROP KICK

Frog and Ayla jump together and stab an enemy.



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 + AYL



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 + ROBO + AYLA



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

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.

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.



VILLAGE LOCATIONS

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.

OWN/EQUIP

These show the quantity of items you have equipped and items you are carrying.



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.

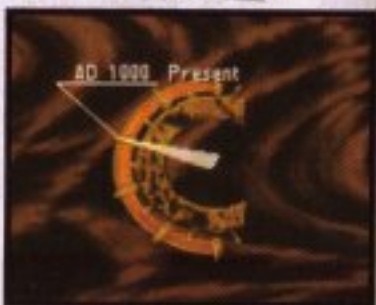


TIME MACHINE

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

WEAPONS

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

Name	Price	Description
Aeon Blade		Increases attack points by 70
Air Gun		Increases attack points by 5
Alloy Blade	21000 G	Increases attack points by 110
Auto Gun	1200 G	Increases attack points by 15
Big Hand	18000 G	Increases attack points by 105
Bolt Sword		Increases attack points by 25
Bronze Bow		Increases attack points by 3
Bronze Edge		Increases attack points by 6
Comet Arrow	7800 G	Increases attack points by 80
Dart Gun	850 G	Increases attack points by 7
Demon Edge	1700 G	Increases attack points by 80; gives 1.5 times damage to Magical creatures.
Doom Finger		Increases attack points by 50
Dream Bow		Increases attack points by 60
Dream Gun		Increases attack points by 60
Flash Blade	18000 G	Increases attack points by 90
Fleaver		Increases attack points by 43 and agility by 2
Flint Edge		Increases attack points by 40

Name	Price	Description
Hammer Arm	3500 G	Increases attack points by 25
Iron Blade	350 G	Increases attack points by 7
Iron Bow	800 G	Increases attack points by 15
Iron Sword		Increases attack points by 10
Kaiser Arm		Increases attack points by 120
Lode Bow		Increases attack points by 20
Lode Sword	4000 G	Increases attack points by 20
Magma Hand		Increases attack points by 70
Masamune		Increases attack points by 75
Megablast		Increases attack points by 80
Megaton Arm	15000 G	Increases attack points by 90
Mirage Hand		Increases attack points by 30
Mop		Increases attack points by 1
Pearl Edge	22000 G	Increases attack points by 105; gives 1.5 times damage to Magical creatures
Plasma Gun	3200 G	Increases attack points by 25; sometimes stops robotic enemies
Red Katana	4500 G	Increases attack points 30; increases Magic points by 2
Robin Bow	2850 G	Increases attack points by 25
Ruby Gun		Increases attack points by 40
Rune Blade		Increases attack points by 120; increases Magic power by 4
Sage Bow		Increases attack points by 40
Shock Wave		Increases attack points by 110; sometimes confuses enemies
Sonic Arrow		Increases attack points by 100; sometimes decreases enemy's agility
Star Sword		Increases attack points by 125

Name	Price	Description
Steel Sabre	800 G	Increases attack points by 15
Stone Arm		Increases attack points by 40
Swallow		Increases attack points by 145; agility points by 3
Tin Arm		Increases attack points by 20
Vedic Blade		Increases attack points by 135
Wood Sword		Increases attack points by 3

ARMOR & HELMETS

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

Name	Price	Description
Aeon Helmet		Increases defense points by 33
Aeon Suit		Increases defense points by 75
Beret	700 G	Increases defense points by 17
Black Vest		Increases defense points by 45; Absorbs 50% of Shadow Magic attack damage
Blue Vest		Increases defense points by 45; Absorbs 50% of Water Magic attack damage
Bronze Mail	520 G	Increases defense points by 16
Bronze Helmet	200 G	Increases defense points by 8
Cera Topper		Increases defense points by 23
Dark Mail		Increases defense points by 45; Increases Magic defense points by 5
Flash Mail		Increases defense points by 64
Glow Helmet		Increases defense points by 25
Gold Helmet		Increases defense points by 18

Name	Price	Description
Gold Suit	1300 G	Increases defense points by 30
Hide Cap		Increases defense points by 3; Crono wears it first
Hide Tunic		Increases defense points by 5
Iron Helmet	500 G	Increases defense points by 14
Iron Suit	800 G	Increases defense points by 28
Karate Gi	300 G	Increases defense points by 10
Lode Helmet	6500 G	Increases defense points by 29
Lode Vest	8500 G	Increases defense points by 71
Lumin Robe	6500 G	Increases defense points by 52
Maiden Suit		Increases defense points by 18
Mermaid Cap		Increases defense points by 35
Meso Mail		Increases defense points by 63; Increases Magic defense points by 5
Mist Robe		Increases defense points by 54
R'bow Helmet		Increases defense points by 35; Cuts 50% of Lightning Magic attack damage
Red Vest		Increases defense points by 45; Absorbs 50% of Fire Magic attack damage
Rock Helmet		Increases defense points by 20
Ruby Vest		Increases defense points by 45; Reduces Fire Magic attack by 50%
Taban Helmet		Increases defense points by 24; Increases Magic defense points by 10
Taban Suit		Increases defense points by 79; agility points by 3; gives some protection from Fire Magic
Taban Vest		Increases defense points by 33; agility points by 2; gives some protection from Fire Magic
Time Hat		Increases defense points by 30; gives some protection from Stop and Slow
Titan Vest	1200 G	Increases defense points by 32
White Vest		Increases defense points by 45; Absorbs 50% of Lightning Magic attack damage

ACCESORIES

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

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

Name

Description

Third Eye	Increase dodge ability by 200%
Wall Ring	Increase magic defense power by 10 points
Wallet	Change EXP. points to Gold

ITEMS

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.

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

Name	Price	Description
Speed Tab		Increases agility by 1 point
Tonic	10 G	Recovers 50 HP points

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.

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

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.



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.



Push A.



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

MINI GAME 3 HAMMER CHALLENGE

Hit the base and ring the bell to win.

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.



Enter the tent at your own risk.



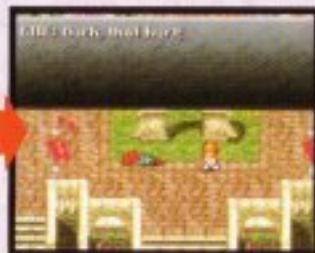
Tell Mr. Bekkler which game you want to play.

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.

CRONO MEETS MARLE

You are so impressed with the fair, you don't notice the girl in front of you and bump into her!

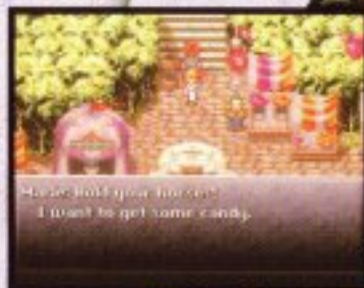


You bump heads.



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

Marle wants to stop and shop.



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.



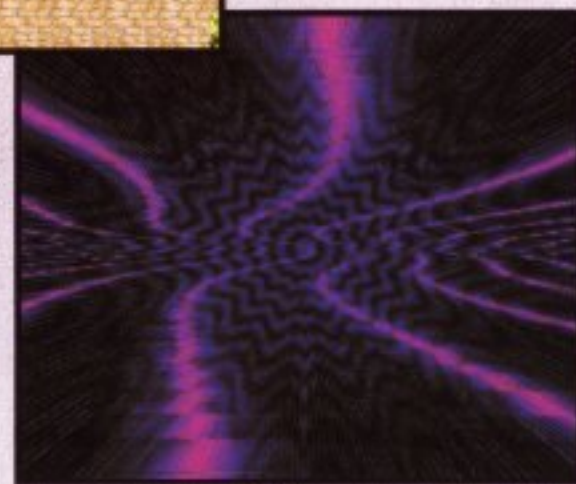
A Time Gate opens and swallows her up.



You need to go after her!



You are also pulled through.



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.

600 A.D. THE KINGDOM OF GUARDIA



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.



GET INFORMATION

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.

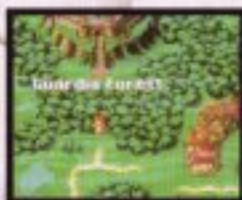
EQUIP NEW WEAPONS A.S.A.P.

Equip items as you buy them, that way you will be well protected and perform at your full potential.



GUARDIA FOREST

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.



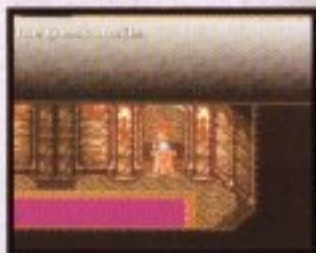
THE CASTLE OF GUARDIA

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.



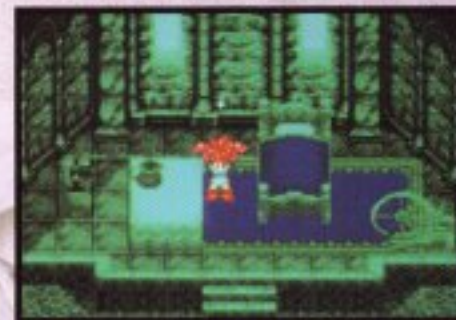
Keep your eyes open for treasure boxes throughout the castle.



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

SEARCH FOR MARLE

Out of nowhere comes a blue flash of light, and Marle disappears once again. Now what? Lucca arrives in the nick of time.



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 APPEARS

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.



Hit the skull switch and the spikes will again disappear.



After you beat the guards, play the organ.

The hidden door has now been opened.



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.



After you win, you will meet the Queen.

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.

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.



ENJOY THE GAME!

RUNNING AWAY FROM REPITITES? CONFUSED BY KRAWLIE? IS THE MASAMUNE MISSING?

The official *Chrono Trigger Player's Guide* from the pros at Nintendo can help.

You'll find all the winning secrets for this awesome epic, including 132 pages of maps, strategies, enemy charts and step-by-step directions. Don't get left back in the dark ages. Call 1-800-255-3700 to order your *Chrono Trigger Player's Guide* for only \$14.95. Or ask about how you can get it free when you subscribe to *Nintendo Power*.

The Chrono Trigger Player's Guide is available October 1, 1995.

*Canadian resident pay \$18.95 canadian funds.

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