Super Famicom

Chrono Trigger

User's Manual

On this occasion of our humbly receiving your purchase of the game software "Chrono Trigger" for Square's Super Famicom, we truly thank you. Also for the sake of fully enjoying crossing through all eras, their being expanded, and the magnificent story, please read well and frequent the before use way of handling, the prior to usage warnings etc., and this user's manual. Also, please carefully store this user's manual.

Prior to Usage Warnings

-After using, please always remove (for the future) the AC adapter from the wall outlet.

-Please game distanced from the television screen as much as you can.

-When you game for a long time, for your health, please take a 10-15 minute small break between every one to two hours.

-Because this is delicate equipment, please avoid usage or storage under extreme temperature conditions, as well as strong shocks. Also, please never disassemble it.

-Please do things like touching the terminal area with your hand or soaking it in water in a way that doesn't pollute it. It will become the cause of damage.

-Please do not wipe with paint thinner, gasoline, or alcohol class benzene.

-Because it produces the afterimage phenomenon (screen burn) if you connect the Super Famicom to a projection television (a screen projection method television), please do not connect it to one.

Warnings in relation to health safety

Because it is not desirable for your health, please avoid gaming in a worn out condition and plays that extend over consecutive long hours.

Also, extremely rarely, there are people who, when doing things such as experiencing the stimulus of strong lights and blinking lights, or watching a television screen, etc., experience symptoms such as temporary muscle spasms and loss of consciousness. People who have experienced such symptoms, please always consult a doctor before you play videogames. Also, in the event that these sorts of symptoms have occurred while you are playing videogames, stop the game and undergo a medical examination from a doctor.

Top of Next Page

CHRONO TRIGGER   **Chrono Trigger**

CONTENTS

Prologue

This is the legend of the destiny of a person who accidentally pulled time's trigger.

Go to a forgotten eternal past,

and an unimaginable far off future…

There, various events and meetings

are waiting for you.

So, let's set off on a great adventure that crosses through space-time!!

Now, space-time's door is open…

The World of Chrono Trigger

Let's leave on a trip that crosses through time

About the legend of "Chrono Trigger," starting from the modern era of a thousand year old kingdom, you spread out into its past and future. And… You go on to alter history.

Past

Present

Future

How to Operate the Controller

Before you start the game, first of all, let's understand the basic operation method.

-Each Button's Name and Basic Operation

L Button

Select Button

R Button

X Button

A Button

B Button

Y Button

Start Button

✚Button

✚Button   **Character and Cursor Movement**

Operates the characters. Also, moves the cursor on the menu screen and the like.

CHRONO TRIGGER   **Chrono Trigger**

Top of Next page

How to Use the Controller

Select Button   Opens the Whole Map

From the World Map Screen (→P22), it displays the Whole Map.

Start Button   Game Pause

Use when you pause (or restart) battle.

A Button   **Decide/Building, Cave, Etc. Entry**

Use for command decisions. Also, use when you enter the world map's onscreen buildings, caves, etc. (→P23).

B Button   **Cancel/ Dash Movement**

Use for command cancellations. Also, when moving on the field screen, by using it at the same time as the ✚button, you can do a dash movement (twice the speed of normal movement).

X Button   **Opening of the Menu Screen**

Use when you open the menu screen (→P12-21).

Y Button   **Opening of the Party Changing Screen and the Time Gage Screen**

Use when you open the party member changing screen (→P24). Also, when you're riding in the Sill Bird, it opens the time gage screen (→P25).

L/R Button   **Withdrawal from Battle/ Time Gage Operation/ Shortcut on the Item Screen**

Use for withdrawal from battle (→P31), time gage operation (→P25), and as a shortcut on the item screen (→P15).

The Way to Start the Game

For the way start the game, there are two ways: there is the way to start the game from the beginning, and the way to start from a place you saved.

-Game Start

→Begin the game from the beginning

SCREENSHOT

New Game

1   NO DATA

2   (Can't quite make out what it says)

3   Fight! Grandleon

When you, with the up and down on the ✚button, choose "New Game" and press the A button, the battle mode selection screen for setting the flow of time in battle (→P17) will be displayed. From here, when you select and decide "Active" or "Wait," and finish name input (reference the following), it's game start. Furthermore, in the initial state of having no save data, if you press a button outside of the L/R buttons while on the title screen, you start from the battle mode selection.

SCREENSHOT: Crono (and then all the letters)

Name Input Method

With the up, down, left, and right on the ✚button, put the cursor over the letters and decide with the A button (you can input a maximum of five letters). Retract letters with the B button. After you've input, end with the start button.

Chrono Trigger

Top of Next page

→Begin the game from a continuation

In the event that you have previously saved data, use the up and down on the ✚button to select the specific save file and when you press the A button, the game will start.

SCREENSHOT

New Game

1   Fight! Grandleon

2   The People of the Evil Spirit Forest

3   Setting off! A thousand year anniversary to dream of

1 The Furthest Ends   Crono

TIME   05:45   Lucca

        36700G

Number of saves 49   Marle

SCREENSHOT

1   File Number

2   Quest Title

3   Saved Era

4   Overall play time from the game start time

5   Money in your possession

6   Number of times you've saved

7   Party members at the time you saved and their statuses

Save Method

Each of these game saves is possible: in the onscreen world map anywhere, and for on the field screen, by the use of save points (save details →P21).

-Game Over

If, during a battle, all members of your party become KO'd (HP 0), it's game over. After that, if you press any of the buttons, you will return to the title screen.

Game Advancement Guide

Here, let's take the game opening as an example and introduce the adventure's format.

-Introduce the game opening process
While we mix in the game's basic system, let's introduce the course of events from the game start up until the protagonist, Crono, embarks on his time-crossing adventure.

1   The story starts from Crono's house
Crono awakes and, when his mother descends downstairs, you become able to operate Crono. For now, descend to the first floor and let's go outside the house to see what it's like.

2   Explore Truce Town
In the town, shops and private houses stand in a row. When you enter them, press the A button (?P23).

POINT 1   [Move two screens]
Movement inside of buildings and dungeons uses the field screen. Movement inside and outside of towns uses the world map screen (?P22-23).

POINT 2   [Mayor's Residence]
If you start a conversation with people in the mayor's residence, for the adventure beginner, they will teach the ABCs of the game system.

Chrono Trigger

Top of Next Page

3   North of town there is Leene Plaza and there you happen upon a girl
When you go before Leene Plaza's "Leene's Bell," there is a girl wandering. When you near her, the two of you collide with a thump and she accidentally drops her pendant.

SCREENSHOT:
Girl: Ah!

SCREENSHOT:
Girl: Huh? My pendant…

POINT 3   [Numerous Attractions]
If you collect silver points from the attractions in Leene Plaza,
There are attractions in Leene Plaza and if you collect silver points, you are able to enjoy games (prizes included) in the circus tent.

4   Go and see Lucca's invention with Marle
Find the pendant and when you hand it over to the girl, you understand that the girl's name is "Marle," and it is decided that you will move together. After that, listen to the conversation of a

woman somewhere in the plaza that says that it appears that Lucca's invention is completed and let's head towards the plaza's interior. Furthermore, if you don't hear the conversation from this woman, people will be standing on the path that leads to the interior and they will not let you advance to the front.

5   Embark on the space-time crossing adventure

Lucca's invention is a body transfer machine. When you address Marle, that determined girl wants to try and see it for herself and enters the inside of the machine alone but…. Huge trouble occurs! The magnificent time crossing adventure has now begun.

Menu Screen Usage

On the menu screen, you can do things like check your status, equip weapons etc., and save etc.

-How to look at and the way to use each command

Anytime outside of battle time, by pressing the X button, the thing you can open is the menu screen.

With the ✚ button's left and right, select any of the commands and let's decide with the A button.

SCREENSHOT

Crono	Equipment		
Marle			
Lucca	Agility 12	Magic Power	10
	Evasion 12	Stamina	27
	Magical Defense		21

➡**Each command's role**

1 Status and Equipment

Check your status and equip weapons etc. (→P13~14).

2 Personal Effects

Use, check, switch, or tidy up your personal effects (→P15).

3 Techniques & Magic

Check and use your techniques and magic (→P16~17).

4 Configuration

Perform setting changes of the game environment (→P17~21).

5 Rearrange

Perform the rearranging of your party's ranks (→P21).

6 Save

Save your game data (→P21).

SCREENSHOT

3   Techniques

Chrono Trigger

Top of Next Page

Status and Equipment

Check your status and equip weapons.

→Check your status
If you put the cursor over a character with the ✚ button's up and down, you can see their statuses and equipment. We introduce each with the following.

SCREENSHOT

Crono		Sky
		Crono
Marle	Equipment	Thunder Sword
		Ice Sword
Lucca		Titanium Vest
		Power Glove
	Power 23	Accuracy 11
	Agility 12	Magic Power 10
	Evasion 12	Stamina 27
	Magical Defense	21

1 Current Level
2 Current HP/ Maximum HP
3 Current MP/ Maximum MP*
4 Current Attack Power
5 Current Defense Power
6 The magical attribute that the character can use
7 Equipped weapons, armor, and accessories
8 Experience points
9 Experience points needed before the next level up
10 All the statuses

Crono	LV 13
HP	232/232
MP	32/32
44	73

Sky
Crono
LEVEL 13

Equipment	Thunder sword		
	Iron Helmet		
	Titanium Vest		
	Power glove		

Power	23	Accuracy	11
Agility	12	Magical Power	10
Evasion	12	Stamina	27
Magical Defense			21

EXP	4562
NEXT	750

Power	Affects the attack power of katana's and swords
Accuracy	Affects the attack power of bow guns and guns
Agility	Affects the time until command input
Magical Power	Affects the amount of damage you cause your enemies with your magical attacks
Evasion	The probability of enemy attacks hitting you
Stamina	Affects the rise in HP when you level up
Magical Defense	Defense power against enemy magical attacks

*MP is an abbreviation for Mind Point.

?Equipping Weapons, Armor, and Accessories

With this command, outside of checking your status, you will equip weapons, armor, and accessories. Below, we introduce them in order.

1   **Select the character you want to equip.**

First of all, use the up and down on the ? button to choose the character you want to equip and press the A button and decide.

SCREENSHOT

Crono	LV13			Fire	
HP	232/232			Lucca	
MP	32/32			LEVEL 12	
	44	73	Equipment	Plasma Gun	
Marle	LV12			Iron Helmet	
HP	136/136			Lady Suit	
MP	34/34			Search Scope	
	22	59	Power 5	Accuracy	12
Lucca	LV12		Agility 6	Magic Power	19
HP	205/205		Evasion 10	Stamina	14
MP	34/34		Magical Defense		25
	24	46			
TIME	03:14		EXP	4102	
	103376		NEXT	38	

2   **Select and decide the things to equip**

When the cursor appears on "Equip" on the right side of the screen, use the ? button to select either the weapon, armor, or accessory mark (in this case you can also use the L/R button to switch which character you are equipping) and please decide. Thereupon, because the cursor will move to the left side of the screen, select the item you want to equip and let's decide with the A button.

Lucca	LV12			Fire	
HP	205/205			Lucca	
MP	34/34			LEVEL12	
	24	46	Equipment	Plasma Gun	
Body				Iron Helmet	

Iron Boots	3		Lady Suit
Padded Undershirt	1		Search Scope
Hide Clothes	1	Power 5	Accuracy 12
		Agility 6	Magical Power 19
		Evasion 10	Stamina 14
		Magical Defense	25
		EXP	4182
		NEXT	38

SCREENSHOT

After Equipping, Check Status

At the point in time after you've selected the above items that you wanted to equip, each of the status screen's readings will change to their after-equipping values. In the case that the reading is blue, it is an increase from present, and in the case that it's grey, it is a decrease.

SCREENSHOT

Crono			Sky	
			Crono	
Headband	1	Equipment	Sword	
Protector	1		Iron Helmet	
Speed Belt	1		Titanium Vest	
Berserk Ring	1		Power Glove	
Magic Scarf	1			
		Power 21	Accuracy	11
		Agility 12	Magic Power	12
		Evasion 12	Stamina	27
		Magical Defense		21

Magic Power +2

Chrono Trigger

Top of next page

Personal Effects

Use and arrange personal effects

?Use Personal Effects

 First of all, with the ? button, select an item that is displayed as yellow (a restoration item) (you can use the L/R button as a list shortcut) and press the A button twice. Next, if you have selected and decided the character you want to use the item, it can be used. Furthermore, if you select weapons, armor, or accessories (displayed by all the marks ?P35) and press the A button twice, you can check which characters can equip them.

SCREENSHOT

Use/Switch		Arrange	
HP Restoration 50		/Single	
Pendant	: 1	Ether	: 19
Middle Ether	: 7	Cure-all	: 10
Athena's Water	: 5	Shelter	: 5
Power Capsule	: 3	Potion	: 34
Gate Holder	: 1	Bronze Katana	: 1
Bronze Sword	: 1	Padded Undershirt	: 1
Headband	: 1	Protector	: 1
Speed Belt	: 1	Middle Potion	: 10
Bronze Armor	: 2	Berserk Ring	: 1
Steel Katana	: 1	Hide Clothes	: 1

SCREENSHOT

Use/ Switch	Arrange	
HP Restoration 50	/Single	
Crono	Ether	: 19

	Cure-all	: 10
	Shelter	: 5
Marle	Potion	: 34
	Traditional Katana	: 1
	Padded Undershirt	: 1
Lucca	Protector	: 1
	Middle Potion	: 10
	Berserk Ring	: 1
	Hide Clothes	: 1

?**Shift Personal Effects**

With the cursor, select one personal effect you want to change the place of (or a blank space), press the A button once and decide. Then, when you similarly select and decide of another personal effect (or a blank space), it's complete.

SCREENSHOT

Use/ Switch		Arrange	
HP Restoration 50		/ Single	
Pendant	: 1	Ether	: 19
Middle Ether	: 7	Cure-all	: 10
Athena's Water	: 5	Shelter	: 5
Power Capsule	: 3	Potion	: 34
Gate Holder	: 1	Bronze Katana	: 1
Bronze Sword	: 1	Padded Undershirt	: 1
Headband	: 1	Protector	: 1
Speed Belt	: 1	Middle Potion	: 10
Bronze Armor	: 2	Berserk Ring	: 1
Steel Katana	: 1	Hide Clothes	: 1

?**Arrange Personal Effects**

First of all, with the B button, move the cursor to the window in the top part of the screen. Next, with the ? button's left and right, select "Arrange" and decide with the A button. With this operation, you put them into different categories.

SCREENSHOT

Use/ Switch		Arrange	
Potion	: 34	Middle Potion	: 10
Ether	: 19	Middle Ether	: 7

Cure-all	: 10	Athena's Water	: 5
Shelter	: 5	Power Capsule	: 3
Magic Capsule	: 1	Speed Capsule	: 1
Bike Key	: 1	Pendant	: 1
Gate Holder	: 1	Bronze Katana	: 1
Steel Katana	: 1	Silver Sword	: 2
Bronze Bow Gun	: 1	Robin's Bow	: 1
Air Gun	: 1	One Hand Gun	: 1

Technique

Techniques & Magic

Checking and using techniques and magic

?Check Techniques, Magic

You will check the details of the technique and magic that each party member has.

?Use Techniques, Magic

Use recovery system techniques and magic that you can use even outside of battle.

1 Choose technique type

First of all, use the up and down on the ? button to put the cursor over the desired character. Next, use the left and right on the ? button to select the technique type (1 person technique, 2 person technique, 3 person technique). Furthermore, even if the selection order above mentioned is reversed, it's OK. After you've finished the two selections, let's decide with the A button.

SCREENSHOT

Crono

MP Consumption	Aura	2
Marle	Provocation	1
	Ice	2
MP Consumption	Cure	2
Lucca		
MP Consumption		

One Person Technique

2 Choose a specific technique, magic

Technique and magic names (by magic names there is a star) are displayed in three colors. White indicates that it can only be used in battle, yellow indicates that it can be used in battle and on the menu screen, and grey indicates that it is not possible to use yet. After you select yellow techniques and magic with the ? button and decide with the A button, if you select and decide your character, they can use it. When you've accumulated the required amount of technique points (?P32) you become able to use it (magic has conditions ?P33). If you select grey techniques or magic, you can check the remaining technique points, and you've got it!

SCREENSHOT

Checking Time

Marle
MP Consumption

		Aura	1
Technique Points		Provocation	1
After?	98	Ice	2
		Cure	2

Restores a medium amount of an ally's HP

Using Time
Marle
MP Consumption

	Crono
	Marle
	Lucca

Restores a small amount of an ally's HP

Chrono Trigger

Top of Next Page

Check the used characters for linked techniques
A linked technique is a technique where two to three characters' respective techniques (or magic) combine and unleash. For when you check those target characters and techniques (or magic), from the technique type selection, choose two or three person technique, and if you put the cursor over the respective technique names, and you've got it! The characters are displayed on the screen's left side and the combining techniques (or magic) are displayed on the screen's bottom.

Two Person Techniques
SCREENSHOT
Crono
MP Consumption   1

Marle	Rotating Aura	1
	Ice Sword	1
	Flame Wheel	1
	Fire Sword	1
MP Consumption	High-speed Rotation	1
	Big Rotating Cut	1
	X Cut	1
	Sword Waterfall	1

Restores a small amount of the HP of all your allies

Rotating Cut   +   Aura

Three Person Techniques
SCREENSHOT

Configuration

Modify all options settings
With the ？button, put the cursor over the icon you want to configure, and if you go and press the A button, you can sequentially change the options settings.

SCREENSHOT

Off	
Decide	A
Cancel	B
Menu	X
Dash	B
Whole Map	S
Time Warp	Y

Stereo Sound… On

Stereo Sound (On/ Off)

With "On," you switch to stereo. With "Off," you switch to monaural.

Battle Mode (Wait/ Active)

In this game's battles, time's current is always in existence (？P28). The modifying of that time is this command. "Active" is, regardless of the presence or absence of an input command, enemies are mobile. "Wait" is where enemy mobilization is suspended only while the window is open when you select and decide the "Technique (linked)," or "Item" commands.

Menu Cursor Location (Doesn't Remember/ Does Remember)

Sets the display position of the cursor on the menu screen as well as each menu command's screen. "Does not remember" is where the cursor always displays on the left position (top left). "Does Remember" is where the cursor is always displayed in the position you selected when you last decided.

Doesn't Remember

The cursor always displays on the first left position.

SCREENSHOT

Crono		Sky	
		Crono	
Marle	Equipment	Thunder Sword	
		Iron Helmet	
		Titanium Vest	
		Power Glove	
Robo		Accuracy	11
	Agility 12	Magic Power	10
	Evasion 12	Stamina	27
	Magical Defense		21

A Button

The cursor is always displaced in the top left position.

SCREENSHOT

Crono		Sky
		Crono
Marle	Equipment	Thunder Sword
		Iron Helmet
		Titanium Vest

			Power Glove
Robo	Power	23	Accuracy
	Agility	12	Magic Power
	Evasion	12	Stamina
	Magical Defense		

Does Remember

The cursor is displayed in the position you previously selected.

SCREENSHOT

Crono

MP Consumption

Marle

MP Consumption

Robo

MP Consumption

A Button

The identical to the above mentioned, the cursor is displayed in the position you previously selected.

SCREENSHOT

Crono

MP Consumption

	Aura
Marle	Provocation
	Ice
MP Consumption	Cure

Robo

MP Consumption

Single person technique

Battle Command Position   **(Doesn't Remember/ Does Remember)**

Sets the display position of the battle command cursor. If you set it to "Doesn't Remember," the cursor will always display on the top ("Attack"). If you set it to "Does Remember," the cursor will be displayed in the command position you selected when you last chose.

Doesn't Remember   **Does Remember**

Attack   Attack

Technique   Technique

Item   Item

Chrono Trigger

Top of Next Page

Menu Screen Usage

Tech

ITEM   Tech and Item Use Position   (Doesn't Remember/ Does Remember)

Sets the display position of the cursors on the technique and item windows during battle. Like the "Menu Cursor Position," "Doesn't Remember" is where the cursor always displays in the top left position. "Does Remember" is where the cursor is displayed in the position you selected when you last decided.

Doesn't Remember		**Does Remember**	
Potion: 34	Ether: 19	Potion: 34	Ether: 19
Middle Ether: 7	Cure-all: 10	Middle Ether: 7	Cure-all: 10

Battle Speed

(Battle Gage Speed= 1-8)

(Battle Message Speed= 1-8)

Sets the battle time environment. You can set the accumulation speed of the battle gage in the upper section, and in the lower section, the message window's (enemy movement, party characters' level up display) display time. After you select the upper section or lower section with the ?button's up and down, select a number (The bigger the number, the slower the battle progress rate and the longer the message display time) and let's decide with the A button. If you decrease the number, battle becomes relatively difficult, and if you increase the number, it oppositely becomes easier.

SCREENSHOT

Off

Decide	A
Cancel	B
Menu	X
Dash	B
Whole Map	S
Time Warp	Y

Battle Gage Speed… 5

With the ?button's up and down, select the setting entry and use the left and right buttons to change the reading.

Battle Gage

A reference of how much time is left until you can input a command.

Battle Message

Messages related to enemies and your characters.