Window (1-8)

Sets the window pattern. Use the left and right on the ✚button to choose the window of your liking and decide with the A button.

Battle Gage (Off/ 1/ 2)

Sets the display content of the battle time window. If you turn it to "Off" with the ✚button's left and right, your part characters' names, current HP, maximum HP, and their current MP display. If you turn it to "1" or "2," your party characters' names, current HP and MP, and the battle gage (→P29) is displayed. Furthermore, the position of the character names and their current HP and MP differs between "1" and "2" (Consult the picture to the right).

Sets the battle time window's display content. If turn you it "Off," your party characters' names, their HP's current value, greatest value and their MP's current value will display. If you turn it to "1" or "2," your party characters' names, their HP's and MP's current values, and (the?) battle gage (→P28) will be displayed. Furthermore, for "1" and "2," the position of the current value of the HP and MP, and the character's names differs (consult the image to the right).

OFF   Crono

              Marle

              Robo

1   Crono

              Marle

              Robo

2

        Crono

        Marle

        Robo

Controller   (Standard/ Custom)

Sets the operation of the controller. If you set it to "Standard," the operation is normal (→P6-7). If you set it to "Custom," the cursor moves to the right side of the screen. Select the operation details with the ✚ button's up and down, and change the setting with the right button. With the left on the ✚button or with the B button, the cursor returns to the controller icon on the left side of the screen. In the event that you want to return the setting to "Standard," put the cursor over this icon and press the decide button.

SCREENSHOT

Decide

Cancel

Menu

Dash

Whole Map

Time Warp

Controller... Custom

First of all, use the up and down on the ✚button to select the operation details. Next, if you go and push right, you can choose your desired buttons.

Chrono Trigger

Menu Screen Usage

Technique and Item Explanation (On/ Off)

Sets the explanation display that appears in the battle time window when you've chosen a technique or item to use to either "On (has it)" or "Off (doesn't have it)."

Reorganization

Changes the order of your party

First of all, with the up and down on the ✚button, choose the character you want to rearrange and press the A button. Next, choose the other character and press the A button to complete. In addition, you can't rearrange Crono.

SCREENSHOT

Crono

Marle

Robo

Reorganize

Save

Stores game data

With the up and down on the ✚button, select a file and with the A button, it's completed. In the event of changing already saved data, choose "Yes" and decide with A button. Furthermore, with the world map onscreen, you can save anywhere.

SCREENSHOT

1	Attack! Grandleon	Is it okay to erase this and save over it?
2	The People of the Evil Village	Yes
3	Setting off! A Thousand Year Anniversary to Dream of	No

Let's use a save point

In dungeons, there are save points. If you get on top of it and press the A button, the save screen displays. You can save the same way as the above.

Movement System

Let's introduce the two fundamental screens for movement method, the time crossing through time warp, and vehicle operation.

-The two screens that become the foundation of movement

The world map screen is for movement to destinations, and the field map is for performing information gathering, exploration, and movement for the purpose of those sorts of things.

World Map Screen   **Field Screen**

World Map Screen **WORLD MAP**

→Movement Method

Perform character movement with the ✚button. Furthermore, on this screen, enemies do not appear so battles are not carried out.

On the Whole Map, check your present location

If you press the select button, the whole map and your current location display. Return to the normal screen with the B button.

Chrono Trigger

→For entering the inside of buildings, caves, etc.

On the onscreen world map there is, if you stand in front of specific buildings, caves, etc., the place names will be displayed. If you press the A button at this time, you can enter (you switch over to the field screen) that place.

SCREENSHOT

Heckran Cave

Buildings   **Mountains**

Forests   **Caves**

Of the points you can enter, there are these types of places.

Places you can enter (field screen) from the world map screen are the ones where if you stand in front of the entrance, the name is displayed. On the left are examples, and there are many more others. About points* you can enter, because they have forms that are different from the rest, you can distinguish them.

Field Screen   **FIELD**

→Movement Method

Identical to the world map screen, you perform character movement with the ✚button. By pressing the B button while pressing the ✚button, you can dash. Especially in dungeons, when you escape enemies that come and chase after you, when you evade dangerous traps etc., and in emergencies, it becomes an effective way of movement, doesn't it?

*Buildings that you can enter in towns and villages differ from other buildings in color.

-Time Warp Method

The one peculiarity of this game, the time warp. This means that you travel to the same world's past, present, and future. Here, let's introduce the time warp technique with the below.

Go through the gate and advance to other eras

Gates, by things of space-time distortion, are things like doors that connect two eras of the same place. If you stand in front of these gates and press the A button, you will automatically enter inside the gate and time warp to a different era.

Advancing to a specific era from "Time's Furthest Ends"

"Time's Furthest End" is the place where a person who travels through space-time arrives. Here, there is a gate which has a connection to the past that is connected to a "Pillar of Light"(the number of gates passed through alone goes and increases the "Pillars of Light"). If you press A while over this light, the era and place displays. Press "Yes" and you will warp to that era.

SCREENSHOT

Will you go to A.D. 1000 Year, Leene Plaza?

Yes

No

You can change party members

From the level that went to "Time's Furthest Ends," outside of battle, regardless of time and place, you become able to change party members. After opening the left change screen by pressing the Y button, use the ✚button to put the cursor over the character you want to change and press the A button. Next, put the cursor over the other character and if you press the A button, it is finished.

SCREENSHOT

Crono   Robo

Lucca

Marle

"Who and who are you going to change the places of, huh?"

Chrono Trigger

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-The operation method of the Sill Bird

Let's introduce you to the Sill Bird, the time machine that crosses through time, which plays an active role in this world. The Sill Bird, in accordance with advancing your adventure, it goes and evolves into a more sophisticated vehicle. Let's master that operation method.

Level 1   A time crossing time machine

In the initial stages, the Sill Bird is a pure time machine that's only function is to cross through time. If you press the A button over the airframe, you will board. Use the B button to get off. At the boarding time, the time gage (consult the following) will automatically be displayed.

-The Time Warp Method

Use the up, down, left, right on the ✛button or the L/R buttons to set the time gage's needle to the era you want to go to and use the A button to decide.

SCREENSHOT

AD 600/ Middle Ages

Level 2   The Airplane that can also time warp

When the story advances, the Sill Bird's form transforms into an airplane (of course, it still is able to time warp). Use the A button to embark and disembark, and use the ✛button to move. If you press the Y button while moving, the time gage will be displayed.

Accept adventure hints at "Time's Furthest Ends"

At "Time's Furthest Ends," there is a single old person. He will give you adventure hints so when you've reached your limit, let's always try visiting him. Particularly, the hints after obtaining the Sill Bird are important.

Information Gathering and Shops

Information gathering and shopping are actions that you definitely cannot fail to do. Let's certainly master this.

-Information Gathering that Becomes Key to the Advancement of Your Adventure

In this game, you go and travel to the same world's past, present, and future. Because of this, even though you went to one place (era), because you clear an event in a different era, when you return, various changes will have occurred.

SCREENSHOT

400 years ago, a woman named Fiona tried to change the northern wild lands into a forest but died… It's a sad story, isn't it…

-Talking

If you stand in front of a person and press the A button, you can listen to them talk. Even while the window is displayed, your characters have the ability to move.

SCREENSHOT

If you think back on it, various things have happened in this country too, right? Like the battle with Maoh's army, about 400 years before now.

-Message Window's Movement

About the message window, you can move it up and down with the Y button. This is convenient for seeing things hidden under the window's shadow.

SCREENSHOT

Oh! Welcome.

Go slowly, all right?

No matter what I say, it's impossible, right?

SCREENSHOT

Oh! Welcome.

Go slowly, all right?

No matter what I say, it's impossible, right?

Chrono Trigger

Information Gathering and Shops

?**Examine**

If you press the A button while you stand in front of labels, etc. you can read them. Also, if you press the A button in front of a treasure chest, you can obtain the contents.

SCREENSHOT: Sign "You can't go through here."

?**Operate Switches**

When you stand in front of switches in dungeons and press the A button, the switch is in operation. The opening and closing of doors, undoing traps, etc. can be done.

?**The Way to Use Shops**

After saving up money from battles, let's go collect weapons, armor, and items. The following introduces the method of buying and selling at shops.

Buy

SCREENSHOT

After choosing and deciding "Buy," use the up and down on the ?button to choose merchandise, and press the A button. After you set the quantity with the ?button (up and down = denominations of 10, left and right= denominations of 1), press the A button.

Sell

SCREENSHOT

HP Restoration 50   / Single

Sell		Potion	6
36700G		Middle Potion	50
Amount you have		Ether	400
	24	Middle Ether	1000

Amount you're equipping	Cure-all	5
0	Athena's Water	100
	Shelter	75
	Power Capsule	5

After choosing and deciding "Sell," use the up and down on the ?button to select the thing to sell, and press the A button. After that, identical to the at left's Buy's method of operation, choose the quantity and press the A button.

Equipping bought weapons, armor, on the spot

After you purchase weapons etc., you can immediately equip the things you bought. First of all, return your cursor to the "Buy/Sell" place on the top left of the screen, and next, if you press down on the ? button, the cursor will move to the screen's lower half. If you choose and decide the character you wish to equip to, it's OK (Equipment Method ?P14).

Battle System

For this time's battle system, the evolved ATB (Active Time Battle) ver. 2 has been adopted. Even the entrance of enemies has a large feature.

-The Basic Flow of Battle

ATB is where time's flow exists during battle, and enemies also act during command input time. Ver.2 is where, furthermore, enemies each have their own individual appearance pattern. Here, let's introduce the battle's basic process.

1   Breaking into Battle

If you encounter enemies on the field screen, a battle breaks out (you cannot switch the screen). For the way to break into battle, there are primarily the following two patterns.

CASE1   You come into contact with on-screen enemies

If you come into contact with on-screen enemies, enemies and your party, at the same time, assemble battle formations and you break into battle.

CASE2   You stand on a particular point

If you stand on a special point, enemies assemble from in the screen or from off-screen, and you break into battle.

Chrono Trigger

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2   Window Display

When battle breaks out, your party's HP, MP, the battle gage (you can modify the settings?P19), and enemy names display. Simultaneously, the battle gage begins to accumulate. Furthermore, you can move the window with the Y button.

SCREENSHOT

Mosti   Crono

Lucca

Marle

3   Command Selection

When the battle gage collects up to the right edge, commands display (we introduce it hereafter). When it's the case that two or more people have reached this condition, you can, with the left and right on the ?button or the X button, change the command input order.

SCREENSHOT

Attack	Crono
Technique	Lucca
Item	Marle

?Attack

This is a direct attack. After you choose and decide on "Attack," with the ?button, put the cursor over the enemy you'll attack, and decide with the A button.

SCREENSHOT

Rotating Cut	Whirlwind Cut
Thunder	Full-power Cut

Two person technique

?Technique

Uses techniques and magic. After you choose and decide on "Technique," with the ? button, choose the technique or magic (there is a star by magic names) you want to use, and press the A button. Furthermore, in the case that there isn't enough MP, the technique and magic names will be displayed as grey and you won't be able to use them. After deciding the techniques or magic you'll use, use the ? button to put the cursor over the enemies you'll put an effect on (attack moves) or allies (restorative moves) and decide with the A button.

SCREENSHOT

Rotating Cut	Whirlwind Cut
Thunder	Full-power Cut

Two person technique

→Linking

Each character combines the techniques and magic they are respectively learning and attacks. Let's introduce the usage of this command with the following.

1 Switch to the Linking Command

Several characters, when they reach the point of waiting for a command input, the "Technique" command switches to the "Linking" command. However, at this point in time, the learning of linked techniques (→P32) results in certain conditions.

SCREENSHOT:

Attack	Attack	Attack
Linking	Linking	Linking
Item	Item	Item

2 Select Techniques

After you've chosen and decided on "Linking," use the up and down on the ✚button to choose a technique displayed in the "Two Person Technique," or "Three Person Technique" column, and press the A button. Furthermore, grey technique names indicate that the character in point's MP is lacking or it indicates that the other character's command cannot switch to "linked." After you've chosen and decided on a technique, select the enemy (or ally) you'll affect and decide with the A button. It's OK if one person executes the selection decision operation of linked techniques.

SCREENSHOT

A flaming rotating cut on a circular area of enemies/ Fire

Two Person Techniques

Rotating Aura	Ice Sword
Flame Wheel	Fire Sword

SCREENSHOT

Two Person Techniques

Rotating Aura	Ice Sword
Flame Wheel	Fire Sword

Despite the fact that it says "Linking," you can you one person techniques

The above mentioned "Linked" command, in addition to linked techniques, you can also use it for single person techniques. The usage is identical to the P29 "Techniques" command.

Chrono Trigger

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<div align="right">**Battle System**</div>

[Two Person Techniques]

Two characters' respective techniques or magic combine and unleash a linked technique (→P40-43). When you use it, you can input the command through either character.

SCREENSHOT

Two Person Techniques

Rotating Aura	Ice Sword
Flame Wheel	Fire Sword

[Three Person Techniques]

Three characters' respective techniques or magic combine and unleash a linked technique (→P44-45). Identical to "Two Person Techniques," you can input the command through any of the three characters.

SCREENSHOT

Flame Wheel   Fire Sword

Three Person Techniques

Mix Delta

→Items

Uses restorative items. After you've selected and decided on "Item," use the ✚button to select the item you want to use, and press the A button. Next, after you select the character in your party that you want to use it on, let's decide with the A button.

SCREENSHOT

Potion:24   Middle Potion: 21

Ether: 21	Middle Ether: 25
Cure-all: 12	Athena's Water: 7

SCREENSHOT

Crono

Lucca

Marle

Run Away from Battle

After the command displays, if you simultaneously hold down the L/R buttons, you can run away from battle. However, there are also times when you cannot run away.

SCREENSHOT

You ran away

Attack	Attack	Attack
Linking	Linking	Linking
Item	Item	Item

4   The Battle Start

When you input a command, the action starts. There are also instances where enemies come and attack before you act. Also, in the case that another character defeats the enemy that was the target of your attack, you automatically attack another enemy. Furthermore, the appearances of the HP and MP readings that are displayed after you use a technique or item, or after you've sustained damage differ.

5   The Battle End

When the enemies are completely destroyed, the battle is at an end. You can obtain experience points, technique points (consult the following), and money. Furthermore, you can also obtain items. Also, once your experience has collected to a set value, you will level up.

SCREENSHOT

Characters that do not participate in battle can also get experience points

Characters that don't participate in battle can also obtain experience points (75%). Furthermore, technique points are unavailable.

?The Learning Method for Techniques, Magic

When you repeatedly battle, you can learn techniques, magic (There is a fixed and certain necessary requirement for learning magic?P33). And, if you collect the required number of technique points, you become able to use learned techniques, magic. You can check how many points are left before you reach the required number by using the menu screen's Technique & Magic command (?P16). Furthermore, for learning linked techniques, the target characters must, while in the condition of being able to use the required techniques and/or magic for the linked technique, perform battle together (once is OK).

SCREENSHOT

Lucca learned Napalm Bomb

Mosti   Crono

                 Lucca

                 Marle

Chrono Trigger

How to become able to use magic

SCREENSHOT:

Marle learned cure

Debugger   Crono

                    Lucca

                    Marle

From the view point of the game scenario, the protagonists at first do not know of magic's existence. At "Time's Furthest Ends," training is performed, and when the magic ability is awakened, from then on, you reach the point of being able to learn magic by repeatedly battling. And, identical to techniques, when you've collected the required amount of technique points, you become able to use the magic.

-Status Abnormalities

You can recover from status abnormalities with "Cure All" but, once the battle ends, you naturally recover.

Poison

Little by little, your HP decreases, and what's more, your attack power also goes down.

Slow

If takes time until your next action (the rising rate of the battle gage becomes slow).

Sleep

On top of not being able to input commands, your defense power is down. If you sustain an attack, you are woken up.

Confusion

You become unaware of what you're doing and you accidentally attack your allies.

Blind

Your eyes become unable to see well, and it becomes difficult for your attacks against enemies to make a hit.

Lock

Special abilities are sealed, and you become unable to use all techniques and magic.

Stop

All movement stops, and you become unable to do anything. The battle gage also halts.

Weapons & Armor Introduction

As the story progresses, the enemies steadily become stronger. The mastering of weapons and armor separates you from life and death.

-Weapons and Armor that are indispensable in battle

About weapons and armor, you can purchase the basics at a shop. However, more powerful types lie dormant somewhere in various eras.

Weapons

The five types of weapons that each character has responded to

In all, there are five types of weapons and respectively, ten kinds exist. Also, according to type, the characters that can equip them are decided.

Japanese Sword

Equipping Character

Crono

A weapon used in a far east island country. It's thick and heavy, and boasts of its extraordinary cutting ability. Examples: Wooden sword/ Bronze Katana

Bow Gun

Equipping Character

Marle

A weapon that fires a powerful arrow from a fixed type bow. Even a person with no strength can easily operate it. Examples: Bronze Bow Gun/ Robin's Bow

Gun

Equipping Character

Lucca

A killing power high long distance battle use weapon. It can demonstrate power without relation to the user's physical strength.

Examples: Air Gun/ Pea Shooter

Sword

Equipping Character

Kaeru

The favorite weapon of the chivalric order of the west. It slices everything in existence in half with its sharp double edge. Examples: Bronze Sword/ Iron Sword

Chrono Trigger

Weapon & Armor Listings

Parts

Equipping Character

Robo

Weapons used by the battle robots of the near future. In the present day, they boast an unthinkable destructive power. Examples: Tin Arm/ Hammer Arm

Ayla fights with her bare hands.

Among the six characters, only Ayla cannot equip weapons. Instead, she uses her tough body as a weapon and deals damage to enemies with her bare hands.

Armor

There are two types of armor to protect yourself from enemy attacks

In all, there are two types of armor, and respectively ten kinds exist. Also, according to type, the characters that can use them are decided.

Head

A helmet type armor that protects the cranium.

If there is armor compatible for all characters, then there is also armor that female characters exclusively use. Raw materials as well as fur and iron, rocks, etc. there is a great variety of types of armor.

Body

An armor type armor that covers the entire body

There is rope and clothing manufactured in such a way that ease of movement was taken seriously and there is armor etc. that boasts of a sturdiness due to strong materials.

How to view the weapon, armor marks

During the game, weapon and armor types are displayed as marks like those below. Of course you are using these at the equipping time, but even in shops these marks are being used so let's here make a mental note of the meanings of each mark.

SCREENSHOT

Weapons

Japanese Sword

Bow Gun

Gun

Sword

Parts

Armor

Head

Body

Accessory Introduction

Accessories where your statuses increase just by equipping them are precious items that cannot be bought in stores.

-Accessories furnished with diverse functions

About accessories, by the act equipping them, various effects manifest. While checking each character's status, decide to reference the following table and let's equip.

SCREENSHOT

Robo

		Robo		
Accessories		Equipment		
			Iron Helmet	
Headband	1		Titanium Vest	
Protector	1		Protector	
Speed Belt	1	Power 24	Accuracy	11
Berserk Ring	1	Agility 6	Magic Power	8
Magic Scarf	1	Evasion 10	Stamina	31
		Magical Defense		15

Silver Earring	Increases your HP's greatest value by 25%
Gold Earring	Increases your HP's greatest value by 50%
Silver Piercing	Your technique and magic's consumption MP becomes ½
Gold Piercing	Your technique and magic's consumption MP becomes ¼
Search Scope	The enemy's HP is displayed (Lucca has this equipped at the beginning)
Rage Bracelet	When you've sustained an enemy attack, there is a 50% chance of counterattacking

Headband	Agility goes up 1 (Crono has this equipped at the beginning)
Ribbon	Accuracy goes up 2 (Marle has this equipped at the beginning)
Power Glove	Power goes up 2 (Kaeru has this equipped at the beginning)
Protector	Stamina goes up 2 (Robo has this equipped at the beginning)
Magic Scarf	Magic power goes up 2
Power Muffler	Power goes up 4 (Ayla has this equipped at the beginning)
Speed Belt	Agility goes up 2

Chrono Trigger

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Item Introduction

Like weapons and armor, for long adventures there are items you cannot miss. They heal your battle wounded and exhausted body.

-Items you cannot miss for long adventures

About items, they are largely divided into three types: HP restoration, MP restoration, and status abnormality rehabilitation. You can purchase them at stores.

HP Restoration

Potion	Price: 10	Restores 50 HP (Ally 1)
Middle Potion	Price: 100	Restores 200 HP (Ally 1)
High Potion	Price:700	Restores 500 HP (Ally 1)

MP Restoration

Ether	Price: 800	Restores 10 MP (Ally 1)
Middle Ether	Price: 2000	Restores 30 MP (Ally 1)

Status Abnormality Rehabilitation

Cure-all   Price: 10   Status abnormality rehabilitation (Ally 1)

Athena Water   Price: 200   Restores you from a KO (Ally 1)

HP, MP Full Restoration

Shelter   Price: 150   HP and MP are fully restored on the world map and save points.
(All Allies)

Outside of the above-mentioned items, there are capsules (Ex: power capsule) shops don't sell. If you use one, each status increases.

Technique & Magic Introduction

Techniques and magic become reassuring allies of battle time. Those details and effects differ according to each character.

-Techniques and magic that become reassuring allies of battle time

Techniques and magic together, by the consumption of a fixed amount of MP, can be unleashed. About techniques, all characters can learn them but with magic, the characters that are able to learn it are decided.

SCREENSHOT

TECHNIQUE

TECHNIC

Use and release a weapon's power

In techniques, besides techniques unleashed by a single person, there are linked techniques in which two or three people cooperate and unleash it.

Single Person Techniques   Single Person Techniques

For single person techniques, among the six characters, there is a sum of thirty types. With the following, let's introduce them all.

SCREENSHOT

Crono

Lucca

Robo

Crono

Rotating Cut	MP 2	Slices enemies in your surroundings while rotating
Whirlwind Cut	MP 2	Hits a vacuum wave at enemies in a straight line
Full Power Cut	MP 4	Double of normal damage to one enemy
Confusion Cut	MP 12	Attacks an enemy four times all at once.

Chrono Trigger

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Technique & Magic Introduction

Marle

Aura	MP 1	Restores one ally's HP (Small)
Provocation	MP 1	Makes one enemy confused

Lucca

Flamethrower	MP 1	Fire attacks on all enemies in a line
Hypnotism Sound Wave	MP 1	Puts all enemies to sleep
Napalm Bomb	MP 3	Attacks enemies in a fixed scope with a bomb
Megaton Bomb	MP 15	Attacks enemies in a fixed scope with a powerful bomb

Kaeru

Slurp	MP 1	Restores one ally's HP (Small)
Slurp Cut	MP 2	Pulls one enemy in with his tongue and slices
Jump Cut	MP 4	Slices an enemy after jumping
Frog Drop	MP 15	On all enemies, damage to the extent of your HP being low

Ayla

Kiss	MP 1	Restores one ally's HP and status
Round (Arma)dillo Kick	MP 2	Dropkicks one enemy
Scratch and Bite	MP 3	Scratch attacks one enemy
Rock Throw	MP 4	Hurls one enemy
(Seductive) Charm	MP 4	Deceives one enemy and steals its items
Tail Tornado	MP 10	Attacks surrounding enemies with a tornado
Dinosaur	MP 15	On all enemies, damage to the extent of your HP being low

Triple Kick	MP 20	Dropkicks one enemy three consecutive times

Robo

Rocket Punch	MP 1	Fires a punch and attacks one enemy
Cure Beam	MP 2	Restores one ally's HP (Small)
Rotating Laser	MP 3	Fires a laser beam at all enemies
Robo Tackle	MP 4	Ram attacks one enemy
Heal Beam	MP 3	Restores the HP of all allies (Small)
Machine Gun Punch	MP 12	Attacks one enemy with consecutive punches
Circle Bomb	MP 14	Attacks enemies in a fixed scope with a bomb
Electricity Attack	MP 17	A full power electric shock attack on all enemies