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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.
Living in the seemingly peaceful kingdom of Guardia in 1000 A.D., the child CRONOS 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.

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.

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.

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

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

CRONO
Crono is a typical teenager whom fate chooses to save the world. He is a skilled swordsman, and as he journeys on, he learns Lightning Magic spells.

MARLE
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.

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.

ROBO

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.
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**

- **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.

- **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.
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.

SAVING PROGRESS

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

MAP SCREEN

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

SAVE POINTS

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

THE END OF TIME

When you reach "The End of Time," be sure to save your game at the save point.
MAIN SCREEN: 1
FIELD SCREEN
The Field Screen is where most of the action takes place. You will see this screen when you are inside houses, caves, etc.

INSIDE HOUSES
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 are full of monsters and traps. When you run into or touch monsters, you will automatically engage in battle (page 28).

MAIN SCREEN: 2
MAP SCREEN
The Map Screen displays the world you are in. When you approach a building or a geographical area, it will show you the name. To enter a building or area, push the A Button.

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

- **Buildings**
  Only certain color buildings are accessible.

- **Mountains**
  Mountains, too, are full of monsters. Use caution.

- **Forest**
  Forests are full of monsters. Also, look for hidden chests.

- **Caves**
  You will find both useful items and dangerous monsters in caves.

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

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

CHARACTER STATUS
- A: Character Status
- B: Item
- C: Tech
- D: Config.
- E: Character Order
- F: Data Save

CURRENT LEVEL
1
HP 70 70 2 2
MP 8 16

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.

ATTACK POWER

DEFENSE POWER

CHARACTER NAME

CURRENT LEVEL

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

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

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

HIT
Shows your ability to strike a target.

MAGIC
This indicates the strength of your magic.

POWER
The higher your power, the stronger you are.

SPEED
Higher numbers make you faster in battle.

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.

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

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

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

- **SAMURAI SWORD**
  Used by Crono only.

- **CROSSBOW**
  Only Marie can use this.

- **GUN**
  Only Lucca can use this.

- **SWORD**
  This is for Frog only.

- **PARTS**
  These are for Robo only.

- **HELMET**
  Everyone can wear this.

- **ARMOR**
  These can be shared.

- **ACCESSORY**
  These can also be shared.

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.
**Tech 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.

Marie uses her Tech ability to heal Crono.

**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.

**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).
**SUB 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.

**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

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.

Enemies
You know who they are!

Battle Cursor
This shows who will fight next.

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.

Battle Screen

Attack
Tech
Items
Combinations

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.

Hit the enemies with your weapon.

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

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

**ITEMS**

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

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

**COMBINATIONS**

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

Some Tech attacks can affect all monsters.

Choose Double or Triple Tech.

Wait for Tech to change to Combo.
STATUS

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

POISON
Slowly decreases your HP and attack power during battle.

BLIND
This makes it more difficult to hit your enemy.

SLOW
This slows down your Battle Gauge speed.

LOCK
This disables you from using your Tech powers.

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

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

TECH 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.

**LIGHTNING 2**
You strike all enemies with lightning.

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

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

**LUMINAIRE**
You emit a pure ray of light affecting all enemies.

**SINGLE TECH MARLE**

**AURA**
Aura partially recovers another character’s HP.

**PROVOKE**
She taunts and confuses an enemy.

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

**CURE**
Almost completely recovers one of her party’s HP.

**CURE 2**
Completely recovers a character’s HP.

**LIFE 2**
Revives a character and restores full HP.

**MARLE** is not very strong physically, but her Magic is very powerful. Her healing powers are essential to your success.
**SINGLE TECH**

**LUCCA**

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

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

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

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

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

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

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

**FLARE**
She can heat her enemies by using a fire beam.

**SLURP**
Frog does this to recover some of a character's HP.

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

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

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

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

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

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

**FROG SQUASH**
He summons a bigger frog that drops on the enemy.

**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.
**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.

**Single Tech: Ayla**

- **Kiss**: Ayla recovers character's status and some HP.
- **Rollo Kick**: She can jump-kick at an enemy.
- **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.

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

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

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

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

DOUBLE TECH
CRONO + Lucca

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

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

DOUBLE TECH
CRONO + FROG

X STRIKE
Crono and Frog dash in an X formation.

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.

MAX CYCLONE
Robo holds Crono and spins, slashing at the enemy.

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

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

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

FALCON HIT
Ayla throws Crono and he slashes the enemy.

DOUBLE TECH
MARLE + FROG

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

GLACIER
They shower huge icicles on the enemies.

DOUBLE TECH
MARLE + LUCCA

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

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

DOUBLE TECH
MARLE + ROBO

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

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

DOUBLE CURE
Marle and Frog recover party's HP.

CURE TOUCH
They release Healing Magic that recovers most of the party's HP.
**Double Tech: Marle + Ayla**

- **Twin Charm**
  Marle and Ayla fluster the enemy and recover an item.

- **Ice Toss**
  Ayla throws ice rocks made by Marle at a group of enemies.

**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.

**Double Tech: Lucca + Robo**

- **Fire Punch**
  Robo punches a group of enemies with Fire Magic power.

- **Fire Tackle**
  Robo becomes engulfed in flames and tackles an enemy.

**Double Tech: Lucca + Ayla**

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

- **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.

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

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

**DOUBLE TECH**

**FROG + AYLÁ**

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

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

**BUBBLE HIT**
Ayla, inside a bubble, is dropped on an enemy.

**DOUBLE TECH**

**ROBO + AYLÁ**

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

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

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

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

TRIPLE TECH
CRONO + MARLE + FROG

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

TRIPLE TECH
CRONO + MARLE + ROBO

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

TRIPLE TECH
CRONO + MARLE + AYLAL

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 + AYLAA**

**Gatling Kick**
Ayla gives an enemy a spiral kick with Lightning and Fire Magic.

**CRONO + FROG + ROBO**

**Triple Raid**
Crono, Frog, and Robo attack an enemy simultaneously.

**CRONO + FROG + AYLAA**

**3D Attack**
Ayla joins Crono and Frog's X-Strike attack, and they deliver heavy damage to an enemy.

**TRIPLE TECH**

**CRONO + ROBO + AYLAA**

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

**How to Raise Tech Levels**
As you battle monsters, you gain Tech points. Your Tech Levels raise as you collect more points. Switch characters frequently so each one achieves high Tech levels.

**MP and Double Triple Tech**
Each member needs to have the required MP to use Double and Triple Tech attacks.
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.

**OWN/EQUIP**

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

**CHARACTER LIST**

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

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

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

TIME GATES

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

TIME MACHINE

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

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.

SPEKKKIO

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

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aeon Blade</td>
<td></td>
<td>Increases attack points by 70</td>
</tr>
<tr>
<td>Air Gun</td>
<td>3500 G</td>
<td>Increases attack points by 7</td>
</tr>
<tr>
<td>Alloy Blade</td>
<td>8000 G</td>
<td>Increases attack points by 15</td>
</tr>
<tr>
<td>Auto Gun</td>
<td>1200 G</td>
<td>Increases attack points by 15</td>
</tr>
<tr>
<td>Big Hand</td>
<td>18000 G</td>
<td>Increases attack points by 105</td>
</tr>
<tr>
<td>Bolt Sword</td>
<td>21000 G</td>
<td>Increases attack points by 25</td>
</tr>
<tr>
<td>Bronze Bow</td>
<td>7800 G</td>
<td>Increases attack points by 3</td>
</tr>
<tr>
<td>Bronze Edge</td>
<td>1700 G</td>
<td>Increases attack points by 6</td>
</tr>
<tr>
<td>Comet Arrow</td>
<td>850 G</td>
<td>Increases attack points by 7; gives 1.5 times damage to Magical creatures</td>
</tr>
<tr>
<td>Dart Gun</td>
<td>18000 G</td>
<td>Increases attack points by 90</td>
</tr>
<tr>
<td>Demon Edge</td>
<td>22000 G</td>
<td>Increases attack points by 105; gives 1.5 times damage to Magical creatures</td>
</tr>
<tr>
<td>Doom Finger</td>
<td>3200 G</td>
<td>Increases attack points by 25; sometimes stops robotic enemies</td>
</tr>
<tr>
<td>Dream Bow</td>
<td>4500 G</td>
<td>Increases attack points by 80; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Dream Gun</td>
<td>4500 G</td>
<td>Increases attack points by 30</td>
</tr>
<tr>
<td>Flash Blade</td>
<td>5200 G</td>
<td>Increases attack points by 25; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Fleaver</td>
<td>6000 G</td>
<td>Increases attack points by 43 and agility by 2</td>
</tr>
<tr>
<td>Flint Edge</td>
<td>2850 G</td>
<td>Increases attack points by 30</td>
</tr>
<tr>
<td>Mop</td>
<td>15000 G</td>
<td>Increases attack points by 30; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Pearl Edge</td>
<td>15000 G</td>
<td>Increases attack points by 90; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Plasma Gun</td>
<td>21000 G</td>
<td>Increases attack points by 105; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Red Katana</td>
<td>2850 G</td>
<td>Increases attack points by 60</td>
</tr>
<tr>
<td>Robin Bow</td>
<td>850 G</td>
<td>Increases attack points by 60</td>
</tr>
<tr>
<td>Ruby Gun</td>
<td>15000 G</td>
<td>Increases attack points by 30; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Rune Blade</td>
<td>4500 G</td>
<td>Increases attack points by 105; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Sage Bow</td>
<td>5200 G</td>
<td>Increases attack points by 30; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Shock Wave</td>
<td>6000 G</td>
<td>Increases attack points by 70; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Sonic Arrow</td>
<td>850 G</td>
<td>Increases attack points by 105; sometimes decreases enemy's agility</td>
</tr>
<tr>
<td>Star Sword</td>
<td>15000 G</td>
<td>Increases attack points by 90; sometimes decreases enemy's agility</td>
</tr>
</tbody>
</table>
### Armor & Helmets

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steel Sabre</td>
<td>800 G</td>
<td>Increases attack points by 15</td>
</tr>
<tr>
<td>Stone Arm</td>
<td></td>
<td>Increases attack points by 40</td>
</tr>
<tr>
<td>Swallow</td>
<td></td>
<td>Increases attack points by 145; agility points by 3</td>
</tr>
<tr>
<td>Tin Arm</td>
<td></td>
<td>Increases attack points by 20</td>
</tr>
<tr>
<td>Vedic Blade</td>
<td></td>
<td>Increases attack points by 135</td>
</tr>
<tr>
<td>Wood Sword</td>
<td></td>
<td>Increases attack points by 3</td>
</tr>
<tr>
<td>Gold Suit</td>
<td>1300 G</td>
<td>Increases defense points by 30</td>
</tr>
<tr>
<td>Hide Cap</td>
<td></td>
<td>Increases defense points by 3; Crono wears it first</td>
</tr>
<tr>
<td>Hide Tunic</td>
<td></td>
<td>Increases defense points by 5</td>
</tr>
<tr>
<td>Iron Helmet</td>
<td>500 G</td>
<td>Increases defense points by 14</td>
</tr>
<tr>
<td>Iron Suit</td>
<td>800 G</td>
<td>Increases defense points by 28</td>
</tr>
<tr>
<td>Karate Gi</td>
<td>300 G</td>
<td>Increases defense points by 10</td>
</tr>
<tr>
<td>Lode Helmet</td>
<td>6500 G</td>
<td>Increases defense points by 29</td>
</tr>
<tr>
<td>Lode Vest</td>
<td>8500 G</td>
<td>Increases defense points by 71</td>
</tr>
<tr>
<td>Lumin Robe</td>
<td>6500 G</td>
<td>Increases defense points by 52</td>
</tr>
<tr>
<td>Maiden Suit</td>
<td></td>
<td>Increases defense points by 18</td>
</tr>
<tr>
<td>Mermaid Cap</td>
<td></td>
<td>Increases defense points by 35</td>
</tr>
<tr>
<td>Meso Mail</td>
<td></td>
<td>Increases defense points by 63; Increases Magic defense points by 5</td>
</tr>
<tr>
<td>Mist Robe</td>
<td></td>
<td>Increases defense points by 54</td>
</tr>
<tr>
<td>R'bow Helmet</td>
<td></td>
<td>Increases defense points by 35; Cuts 50% of Lightning Magic attack damage</td>
</tr>
<tr>
<td>Red Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Fire Magic attack damage</td>
</tr>
<tr>
<td>Rock Helmet</td>
<td></td>
<td>Increases defense points by 20</td>
</tr>
<tr>
<td>Ruby Vest</td>
<td></td>
<td>Increases defense points by 45; Reduces Fire Magic attack by 50%</td>
</tr>
<tr>
<td>Taban Helmet</td>
<td></td>
<td>Increases defense points by 24; Increases Magic defense points by 10</td>
</tr>
<tr>
<td>Taban Suit</td>
<td></td>
<td>Increases defense points by 79; agility points by 3; gives some protection from Fire Magic</td>
</tr>
<tr>
<td>Taban Vest</td>
<td></td>
<td>Increases defense points by 33; agility points by 2; gives some protection from Fire Magic</td>
</tr>
<tr>
<td>Time Hat</td>
<td></td>
<td>Increases defense points by 30; gives some protection from Stop and Slow</td>
</tr>
<tr>
<td>Titan Vest</td>
<td>1200 G</td>
<td>Increases defense points by 32</td>
</tr>
<tr>
<td>White Vest</td>
<td></td>
<td>Increases defense points by 45; Absorbs 50% of Lightning Magic attack damage</td>
</tr>
</tbody>
</table>
### Accessories

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

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

### Items

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

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

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed Tab</td>
<td></td>
<td>Increases agility by 1 point</td>
</tr>
<tr>
<td>Tonic</td>
<td>10 G</td>
<td>Recovers 50 HP points</td>
</tr>
</tbody>
</table>

**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.

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.

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.

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!

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.

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.

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

MINI GAME 3
HAMMER CHALLENGE

Hit the base and ring the bell to win.

Push A.

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

MINI GAME 4
GUZZLING CONTEST

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

Push A as fast as you can.

Drink all 8 cans to win.

MINI GAME 5
SHOW TENT

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

Enter the tent at your own risk.

Tell Mr. Bekkler which game you want to play.
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 Marie’s name if you wish.

Marie wants to stop and shop.

MARIE

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.

Marie also wants to give it a try.

A Time Gate opens and swallows her up.

You are also pulled through.

You need to go after her!

Crono is gone... but where?

SAVE OFTEN

It is very important that you save your game often. At this point save your game.
THE ADVENTURE CONTINUES!

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

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

THE KINGDOM OF GUARDIA

600 A.D.

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.

Your first battle will most likely be with these little blue creatures.

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.

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.
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.


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

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

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.

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

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

The sister near the organ is the key.

Keep your eyes open for treasure boxes throughout the castle.
**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 gallant.

Play the organ and a door will open.

Go through the door and you will find the Queen.

**Open the Hidden Door**

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

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

After you beat the guards, play the organ.

Hit the skull switch and the spikes will again disappear.

The hidden door has now been opened.

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

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.

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.

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

These three people think Marle looks very much like 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.

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 REPTITEES?
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.


*Canadian resident pay $18.95 canadian funds.

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