= Final Fantasy Chronicles =

Final Fantasy Chronicles is a compilation of Square 's role @-@ playing video games Final Fantasy IV and Chrono Trigger , released for the North American Sony PlayStation on June 29 , 2001 . TOSE ported both titles from the Super Nintendo Entertainment System ; each had been previously released as individual Japanese PlayStation ports in 1997 (Final Fantasy IV) and 1999 (Chrono Trigger) . Several bonus features were added to each game , such as art galleries , bestiaries , and cutscenes ? including computer @-@ generated full motion video used at the beginning of Final Fantasy IV and anime scenes used throughout Chrono Trigger .

Final Fantasy Chronicles was received well by players and critics , who praised the peripheral features and the fact that Square was offering RPG classics to a new generation of gamers . Conversely , reviewers sharply criticized " long and frequent loading " between areas and battles due to poor emulation . Enough copies of Chronicles were sold to warrant a second release as part of Sony 's Greatest Hits in June 2003 .

= = Gameplay = =

In Final Fantasy IV and Chrono Trigger , the player controls a set of characters , closely following the role @-@ playing video game genre . The methods of viewing and controlling the characters are separated by three different " screens " : the overworld , where the characters traverse to different locations ; the field map , where the characters explore locations such as towns and dungeons ; and the battle screen , where the characters fight with monsters or other enemies .

= = = Final Fantasy IV = = =

Final Fantasy IV introduced the Active Time Battle , a system designed by Hiroyuki Ito . It centers around the player inputting orders for the characters in " real time " during battles . Each character is balanced through certain strengths and weaknesses ; for instance , a strong magic user may have low defense , while a physical fighter may have low agility .

= = = Chrono Trigger = = =

Chrono Trigger 's gameplay deviates from traditional role @-@ playing games in that , rather than random encounters , most enemies are openly visible on field maps or lie in wait to ambush the party . Contact with enemies on a field map initiates a battle that occurs directly on the field map itself rather than on a separate battle screen . Chrono Trigger uses an updated form of the Active Time Battle introduced in Final Fantasy IV , with additions such as " Techs " that rely on enemy positioning and abilities of characters . Other features are the employment of time travel and a " New Game Plus " option .

= = Development = =

Final Fantasy Chronicles features two previously released ports by TOSE ; Final Fantasy IV and Chrono Trigger were released separately , and Final Fantasy IV was re @-@ released as a part of Final Fantasy Collection , all published in Japan . Chronicles was designed and directed by Kazuhiko Aoki , supervised by Fumiaki Fukaya , and produced by Akihiro Imai . It was created as a follow @-@ up to Final Fantasy Anthology , a compilation of Final Fantasy V and Final Fantasy VI .

The original Final Fantasy IV was released in North America as Final Fantasy II in 1991 , with various " Easytype " modifications . These were removed in the Final Fantasy Chronicles version , and the game was re @-@ localized , achieving a script closer Takashi Tokita 's original scenario . Chrono Trigger , released in 1995 , was already localized by Ted Woolsey , but the Final Fantasy Chronicles version has additional modifications .

A primary addition to both games is full @-@ motion video . Final Fantasy IV features computer

animated cutscene sequences , while Chrono Trigger features anime @-@ style sequences designed by Akira Toriyama and animated by Toei Animation that " help further tell the story of Chrono Trigger " . Final Fantasy IV was given gameplay features such as a two @-@ player mode , a " Sprint Feature " to " enhance and quicken gameplay " , and the " Memo File " system to " reduce saving time . " Chrono Trigger , instead of added gameplay features , has an " Extras Mode " . This features databases such as a bestiary and a gallery of artwork created in development .

= = = Promotion and merchandising = = =

A compilation of Final Fantasy IV and Chrono Trigger was in consideration in December 2000 , with Final Fantasy Anthology 's success a key decision factor . Final Fantasy Chronicles was announced by Square Electronic Arts on April 17 , 2001 . President Jun Iwasaki mentioned an " overwhelming number " of requests to re @-@ release Chrono Trigger , and believed the compilation of it and Final Fantasy IV would " appeal to fans of the original games and introduce a new generation of gamers to some of our classic titles . " An event was held on July 10 in San Francisco , primarily to celebrate the film Final Fantasy : The Spirits Within and release of Final Fantasy Chronicles . It featured a cosplay contest , a memorabilia raffle , and booths to play Final Fantasy Chronicles and Final Fantasy X.
Music from Final Fantasy Chronicles is a set of two separately released compact discs published by TokyoPop . Final Fantasy IV Official Soundtrack and Chrono Trigger Original Soundtrack were both released on August 21 , 2001 . Final Fantasy IV Official Soundtrack is nearly the same release as Final Fantasy IV : Original Sound Version , the soundtrack album for the original game , except that the songs were rerecorded by TOSE , resulting in minor differences , some song titles were slightly changed , and a 45th track was added , " Theme of Love (Arranged) " , which had previously only been released as a piano version on the second track of Piano Collections Final Fantasy IV . This release has the catalog number TPCD 0210 @-@ 2 , and its 45 tracks had a length of 62 minutes . Chrono Trigger Original Soundtrack was the corresponding album for Chrono Trigger . The album was heavily based on Chrono Trigger Original Soundtrack , the soundtrack album for the PlayStation release of Chrono Trigger ; the first 21 tracks of the album out of 25 were identical to Chrono Trigger Original Soundtrack , while the next three tracks corresponded to tracks 22 , 23 , and 29 of the Original Soundtrack and the final track was the same as the first track of Brink of Time , an arranged album of Chrono Trigger music . The album is 1 : 13 : 03 long , and has a catalog number of TPCD 0209 @-@ 2 . In addition to the albums , a strategy guide for Final Fantasy Chronicles written by Dan Birlew and was published by BradyGames on July 2 , 2001 .

= = Reception = =

Final Fantasy Chronicles was commercially and critically successful , becoming the top selling PlayStation title for two weeks , and scoring an average of 89 % in Metacritic 's aggregate , a review tallying website . Gaming website IGN rated it 9 @.@ 4 and awarded an " Editor 's Choice Award " , calling the game a " must buy " for RPG fans .
GameSpot reviewer Brad Shoemaker gave the game an 8 @.@ 5 , but cited " muffled sound effects " in Final Fantasy IV , and was displeased with frequent loading in Chrono Trigger . He added that the visuals were " stupendous " when the games were originally released , but they now look dated and will " turn off those looking for a bigger thrill for their gaming dollar " . Marcus Lai of Gaming Age was disappointed with a lack of additions , calling the ports " barebone games " and claiming that the full motion videos are " nice touches to both games but don 't add much " .