

= Chrono ( series ) =

The Chrono ( ??? ) series is a video game franchise developed and published by Square ( now Square Enix ) . It began in 1995 with the time travel role @-@ playing video game Chrono Trigger , which spawned two continuations , Radical Dreamers : Nusumenai H?seki and Chrono Cross . It was produced in 1995 by Kazuhiko Aoki and directed by Akihiko Matsui , Yoshinori Kitase and Takashi Tokita . A promotional anime called Dimensional Adventure Numa Monjar and two ports of Chrono Trigger were also produced . As of March 31 , 2003 , Chrono Trigger was , with 2 @.@ 65 million units , Square Enix 's 12th best @-@ selling game ( based on copies shipped ) ; Chrono Cross was , with 1 @.@ 5 million units , the 24th . As of March 2011 , the two games have sold over 5 @.@ 3 million units . Chrono Trigger has placed highly on all six of multimedia website IGN 's " top 100 games of all time " lists ? 4th in 2002 , 6th in early 2005 , 13th in late 2005 , 2nd in 2006 , 18th in 2007 , and 2nd in 2008 . The music of the series has been very highly regarded and enjoyed wide popularity . The games have been subject to extremely positive reviews .

= = Concept and creation = =

Chrono Trigger was produced in 1995 by Kazuhiko Aoki and directed by Akihiko Matsui , Yoshinori Kitase and Takashi Tokita . The development of the game was dubbed the " Dream Project " , because it was headed by a " Dream Team " composed of supervisor Hironobu Sakaguchi , of Final Fantasy fame , as well as freelance supervisor Yuji Horii and character designer Akira Toriyama , both of Dragon Quest fame . Yuuji Horii worked on the general outline of the story ; as a fan of time travel fictions , such as the TV series The Time Tunnel , he focused on a theme of time travel for Chrono Trigger . The outline was then finalized by story planner and script writer Masato Kato .

In 1996 , Masato Kato and several other members of the Chrono Trigger staff worked on a minor project for the Super Famicom Satellaview extension , titled Radical Dreamers : Nusumenai H?seki . Initially , the game was intended to be a short , original text @-@ based adventure developed in three months with almost no planning . Nevertheless , by the end of the development , Masato Kato had connected the game 's plot and characters to Chrono Trigger , turning it into a side story . Since the platform of the game was not mainstream , the connections were however left blurred on purpose and were not advertised on the game 's release .

In 1999 , a continuation of Chrono Trigger , titled Chrono Cross , was announced . Although the " Dream Team " members did not participate in Chrono Cross , the game was developed mostly by the same staff as the first installment . In terms of basic system and gameplay , producer Hiromichi Tanaka made it clear that the new installment was not a sequel to Chrono Trigger ; rather , the game designers ' approach was to make the " gameplay evolve with the hardware " , creating a completely new game while restructuring the former style so as to maximize the performance of the console . The gameplay focuses on the theme of parallel worlds rather than time travel , although the latter is still deeply involved in the game 's plot . In terms of storyline , Chrono Cross was described by director and scenario writer Masato Kato as " not a Chrono Trigger 2 " , but " a result of a pulled trigger " , " another Chrono " .

= = Games = =

= = = Chrono Trigger = = =

Chrono Trigger is a role @-@ playing video game which was released on the Super Nintendo Entertainment System on March 11 , 1995 in Japan and on August 22 , 1995 in North America . The game 's story follows a group of young adventurers led by Crono , who are accidentally transported through time and learn that the world will be destroyed in the distant future . Vowing to prevent this disaster , they travel throughout history to discover the means to save the planet . Chrono Trigger was ported to the PlayStation in 1999 as a standalone title in Japan and in 2001 as part of the Final

Fantasy Chronicles compilation in North America . A third version was released for the Nintendo DS handheld platform on November 20 , 2008 . It is regarded today as one of the greatest games ever made .

Additionally , three Chrono Trigger @-@ related applications were released the same year for the Super Famicom Satellaview extension . Chrono Trigger inspired several sequels and expansion packs or add @-@ ons ; the first were three titles released for the Satellaview in 1995 . They included Chrono Trigger : Jet Bike Special , a racing game based on a minigame from the original ; Chrono Trigger : Character Library , featuring profiles on characters and monsters from the game ; and Chrono Trigger : Music Library , a collection of music from the game 's soundtrack . The contents of Character Library and Music Library were later included as extras in the PlayStation rerelease of Chrono Trigger .

= = = Radical Dreamers = = =

Radical Dreamers : Nusumenai H?seki ( literally " The Jewel That Cannot Be Stolen " ) is a Japanese @-@ exclusive text @-@ based game released in 1996 through the Super Famicom Satellaview extension . The player takes on the role of Serge , a young adventurer accompanied by Kid , a teen @-@ aged thief , and Gil , a mysterious masked magician . It is a side story to Chrono Trigger wrapping up a loose end from its predecessor 's plot .

= = = Chrono Cross = = =

Chrono Cross was released on the PlayStation on November 18 , 1999 in Japan and on August 15 , 2000 in North America . The story is partly a remake of Radical Dreamers , and as such replaces it as Chrono Trigger 's successor . The protagonist Serge , faced with an alternate reality in which he died as a child , struggles to uncover his past and meets Kid , a thief seeking the mysterious Frozen Flame artifact . Serge and Kid 's fates are ultimately revealed to find their roots in the events of Chrono Trigger .

= = = Chrono Break = = =

Chrono Brake and Chrono Break are the names of two trademarks owned by Square Co . ; the first applied in Japan on November 5 , 2001 , and the second registered in the United States on December 5 of the same year . The registrations were preceded by a press report in which Hironobu Sakaguchi mentioned that the Chrono Cross team was interested in developing a new game in the Chrono series , and that script and story ideas were being considered . However , Square did not publish further news , and the American trademark Chrono Break was eventually dropped on November 13 , 2003 .

= = Dimensional Adventure Nu @-@ Mamonja = =

Dimensional Adventure Nu @-@ Mamonja ( ???????????? ? , Jik? B?ken N?mamonj? , lit . " Time and Space Adventures : Nu @-@ Mamonja " ) is a 16 @-@ minute humoristic and promotional Chrono Trigger anime which was broadcast at the Japanese V @-@ Jump Festival of July 31 , 1996 . It was created by Production I.G , and written by Hiroshi Izawa and Akihiro Kikuchi , while Itsuro Kawazaki served as director , Tensai Okamura as animation director , and Riho Nishino as character designer .

The anime takes place in the same setting as Chrono Trigger during the night before the beginning of the game 's events . It follows two monsters from the game , a Nu and a Mamo ( called Kilwala in the English version of the game ) , voiced by Chafurin and Mayumi Tanaka respectively , through various adventures . These all take place in the " Millennial Fair " , the festival at the beginning of Chrono Trigger , which in the anime has been infested by a festive gathering of monsters coming through portals . They meet several characters from the game , including Johnny and Gonzalez (

called Gato in the English version of the game ). The anime ends with a scene from the following morning after the monsters have all left , in which Crono and Lucca can be seen . The credits show Nu and Mamo parodying scenes from the game .

The anime was followed by a manga series of the same name published in V Jump starting in 1996 . The series follows Mamo and Nu , who are joined by Johnny and Spekkio ( in the form of a frog ) , as they continue their adventure through time . They meet various characters from Chrono Trigger along the way , including Masamune , Lavos , Gaspar , Ozzie , Slash and Flea . In 1998 , the chapters of the series were released as a tankōbon .

= = Music = =

The music of the Chrono series was mainly composed by Yasunori Mitsuda . Chrono Trigger was the first game for which he had served as composer . However , after Mitsuda contracted stomach ulcers , Final Fantasy composer Nobuo Uematsu was brought onto the project to compose ten songs . At the time of the game 's release , the quantity of its tracks and sound effects were unprecedented . Additionally , a one @-@ disc acid jazz arrangement called The Brink of Time was also released . Mitsuda went on to compose the soundtrack for Radical Dreamers : Nusumenai H?seki , which was never commercially released as an album .

In 1999 , Yasunori Mitsuda , now a freelance composer , returned to score the soundtrack for Chrono Cross after being contacted by Masato Kato . Mitsuda decided to center his work around old world cultural influences , including Mediterranean , Fado , Celtic , and percussive African music . Xenogears contributor Tomohiko Kira played guitar on the beginning and ending themes . Noriko Mitose , as selected by Masato Kato , sang the ending song , " Radical Dreamers ~ Le Trésor Interdit " . Mitsuda was happy to accomplish even half of what he envisioned . Certain songs were ported from the score of Radical Dreamers , while other entries in the soundtrack contain leitmotifs from both Chrono Trigger and Radical Dreamers .

In 2006 , Yasunori Mitsuda arranged versions of music from the Chrono series for Play ! video game music concerts , presenting the Chrono Trigger and Chrono Cross main themes , as well as " Frog 's Theme " , and " To Far Away Times " .

= = Reception = =

The Chrono series has been very successful in game rankings and sales . Chrono Trigger sold more than 2 @.@ 36 million copies in Japan and 290 @,@ 000 abroad , reaching two million in sales in only two months . It ended 1995 as the third best @-@ selling game of the year behind Dragon Quest VI : Realms of Revelation and Donkey Kong Country 2 : Diddy 's Kong Quest . The game was met with substantial success upon release in North America , and its rerelease on the PlayStation as part of the Final Fantasy Chronicles package topped the NPD TRSTS PlayStation sales charts for over six weeks . The Chrono Trigger DS remake has shipped 490 @,@ 000 copies in Japan and 220 @,@ 000 in North America as of December 2008 . Chrono Cross also sold well , shipping 850 @,@ 000 and 650 @,@ 000 units in Japan and abroad respectively . It was re @-@ released once in the United States as a Greatest Hits title and again as part of the Japanese Ultimate Hits series .

Chrono Trigger has placed highly on all six of multimedia website IGN 's " top 100 games of all time " lists ? 4th in 2002 , 6th in early 2005 , 13th in late 2005 , 2nd in 2006 , 18th in 2007 , and 2nd in 2008 . GameSpot included Chrono Trigger in " The Greatest Games of All Time " list released in April 2006 , and it also appeared as 28th on an " All Time Top 100 " list in a poll conducted by Japanese magazine Famitsu . Nintendo Power 's 100th issue placed it eighteenth on their " 100 Best Nintendo Games of All Time " , and in their twentieth anniversary issue named it the fifth best Super NES game . Chrono Cross was also well @-@ received by reviewers ; GameSpot awarded the game a perfect 10 , one of only seven games in over 40 @,@ 000 games listed on Gamespot to have been given the score , and its Console Game of the Year Award for 2000 . IGN gave the game a score of 9 @.@ 7 , and Cross appeared 89th in its 2008 Top 100 games list .

The music of the series has been very highly regarded and enjoyed wide popularity . IGN termed the Chrono Trigger soundtrack " one of the best videogame soundtracks ever produced " and said that the music was a large part of the game 's ability to " capture the emotions of the player " . It furthermore called the soundtrack " some of the most memorable tunes in RPG history " . The game itself won the " Best Music in a Cartridge @-@ Based Game " award in Electronic Gaming Monthly 's 1995 video game awards . The soundtrack for Chrono Cross won the Gold Prize for Sony 's PlayStation Awards of 2000 . IGN , in their review of the game , termed the soundtrack " a brilliant score " that " does wonders in stirring the emotional strings of the players as they 're playing through the game " . In a separate piece about Japanese RPG composers , IGN named Yasunori Mitsuda the second best out of ten behind Nobuo Uematsu .