Radical Dreamers

Radical Dreamers : Nusumenai H?seki (Japanese : ???? ? ?????? -??????- , lit . " Radical Dreamers : The Unstealable Jewel ") is a Japanese video game developed by Square in 1996 for the Satellaview add @-@ on for the Super Famicom . It is a text @-@ based visual novel in which the player takes the role of Serge , a young adventurer accompanied by Kid , a teen @-@ aged thief , and Gil , a mysterious masked magician .

The game belongs to the Chrono series and is a gaiden , or side story , to the 1995 game Chrono Trigger . It was released to complement its predecessor 's plot , and later served as inspiration for Chrono Cross . It features text @-@ based gameplay with minimal graphics and sound effects , and was scored by composer Yasunori Mitsuda . Unlike many Satellaview titles , Radical Dreamers was not designed to lock after a certain number of playthroughs , so players owning an 8M Memory Pack onto which the game was downloaded can still play today .

Square tried to integrate Radical Dreamers into the Japanese PlayStation port of Chrono Trigger as an Easter egg . Writer and director Masato Kato halted this and other releases , unhappy with the quality of his work . Though the game was never officially released abroad , ROM hackers completed an English fan translation in 2003 .

Gameplay

Gameplay consists of word @-@ based scenarios presented to the player through the narration of the main character , Serge . As the narrative progresses , the game presents a list of possible actions and the player must choose his or her course . Depending on the choices made , the player may enter a new area , be presented with a new situation or character , or have to choose again if the previous selection was incorrect . In combat with enemies , the player must select from options such as " Fight " , " Magic " , " Run " , and often more complex situational commands like " Run my knife into the goblin 's chest ! " or " Quickly slash at its hand ! " . Some decisions must be made before an invisible timer runs out ; in combat , hesitation results in injury or death . Serge 's health is tracked by an invisible point count , restored by various events (such as finding a potion) . The game also tracks Kid 's affection for Serge , influenced by battles and scripted events . Her feelings determine whether Serge survives the story 's climactic fight .

Radical Dreamers features minimal graphics and animation ; most areas are rendered with dim , static backgrounds . The game also uses atmospheric music and sounds . Like other Chrono games , Radical Dreamers contains a variant of New Game + mode . Only one scenario is available on the first play @-@ through ; after finishing it and obtaining one of three possible endings , players can explore six others . These later stories often feature comical situations or allusions to Chrono Trigger .

Characters and story

Radical Dreamers features three protagonists ? Serge , Kid , and Magil ? who seek out treasure as venturesome , reputable thieves . The young adult narrator , Serge , is a drifting musician who met Kid by chance three years ago in a remote town . Serge enjoys adventure with a carefree attitude . Kid , only sixteen years old , is a renowned professional thief with a reputation for boisterous behavior . Possessing a turbulent history , Kid dubiously fancies herself as a kind of Robin Hood . Magil is an enigmatic , handsome masked man skilled in magic who rarely speaks and can fade into shadow at will . Crowned by flowing , blue hair , Magil accompanied Kid well before Serge joined the group . They seek the Frozen Flame , a mythic artifact capable of granting any wish . It is hidden in Viper Manor ? the home of a terrible and powerful aristocrat named Lynx , who gained control of the estate after usurping power from and killing the Acacia Dragoons , a familial unit of warriors .

Following Kid , the group infiltrates Viper Manor on the night of a full moon . While sneaking through the corridors , they battle goblins and other creatures of legend while unraveling the history of the manor and its occupants . Magil explains that the Frozen Flame is a fragment of the massive ,

extraterrestrial creature known as Lavos , splintered off when Lavos impacted the planet in prehistory and burrowed to its core . The thieves locate Lynx and the Frozen Flame deep within an underground ruin of the Kingdom of Zeal ? an ancient , airborne civilization destroyed after it awakened Lavos in search of immortality . Serge discovers that Kid is an orphan , hoping to exact revenge upon Lynx for killing her caretaker , Lucca . Kid attempted to find Lynx in her childhood after Lucca 's death , but was stopped and saved from certain defeat by Magil , who accompanied her thereafter .

The trio battle Lynx for the Frozen Flame , and Lynx gains the upper hand after trapping Magil with a powerful spell . He plans to acquire Kid 's special gift from Lucca ? a Time Egg , or Chrono Trigger . With a Time Egg and the Frozen Flame , Lynx boasts that he shall achieve control over time . Kid lunges at him , but Lynx easily parries her attack and wounds her . She desperately removes the Chrono Trigger from her back pocket . The Trigger shatters and causes a localized temporal distortion , leading Serge to see various scenes in history . Kid learns of her heritage as princess Schala of Zeal , a meek girl who was coerced to help awaken Lavos with her magical power . As Zeal collapsed , Schala was wracked with anguish and guilt for her role in the incident . Nearby in the Ocean Palace , the Frozen Flame felt her grief and changed her to a baby , sending her to the modern era where Lucca found her . It is also circumstantially revealed that Magil is in fact Magus , Schala 's wayward brother who searched for her after battling Lavos in Chrono Trigger . Once the distortion subsides , an army from Porre ? a large nation in search of the Frozen Flame ? storms the mansion . Lynx withdraws as Kid , Serge , and Magil flee . Kid tells Serge that she is aware of her true origin , and knowing that is a treasure which cannot be stolen . She bids him goodbye before disappearing into the darkness with Magil .

Other scenarios are available after players complete the first . These include both humorous and serious variations of the main plot .

" Magil : Caught Between Love and Adventure " ? Magil is actually a lifelong friend of Riddel who courts her . When the manor is alerted to his presence , Magil throws Riddel over his shoulder and dashes off into the morning sun as her proud father Lynx tearily bids goodbye .

" Kid and the Sunflower " ? Kid insults a lecherous sunflower who transforms her into a malicious monster . Serge must kiss her to change her back , or use a special dagger to take her soul at risk of his own soul 's capture . Three endings are available .

" SuperXtreme Alphacosmos Police Case EX Ultra " ? Magil is a space cop searching for Lynx , secretly a green Martian creature with tentacles . Magil 's rock guitar forces Lynx out of hiding , and Serge assaults him with a Martian Forest League Concealed Lesser Armament Bunny .

" Homecoming : Shea 's Light " ? Kid learns that Lynx and her caretaker Shea are trapped in a magical seal as part of Lynx 's effort to escape a spirit prison . Shea selflessly instructs Magil to destroy the Frozen Flame , killing Lynx forever .

" The Enigmatic Gigaweapon : Paradise X " ? Serge finds an odd crystal inhabited by an entity named Gange , who tests his strength with gladiatorial combat . Using Gange 's Paradise X mecha , Serge and Gange challenge Mecha @-@ Lynx for the Frozen Flame .

" The Shadow Realm and the Goddess of Death " ? Kid accidentally summons Lilith , the Goddess of Death . She tries to take Kid 's soul , but Magil intervenes . The outcome is slightly affected by Kid 's affection for Serge .

= = Development = =

Masato Kato wrote Radical Dreamers after Chrono Trigger 's release , feeling that Trigger concluded with " unfinished business " . He composed the main story and drafted the concepts for the sub @-@ scenarios , leaving them to be completed by his peers . He allowed Makoto Shimamoto to write the entire " Kid and the Sunflower " segment , later joking that he " avoided having any part in that episode , " while Miwa Shoda was in charge of the " Shadow Realm and the Goddess of Death " segment . According to scenario writer Daisuke Fukugawa (responsible for the game 's " The Enigmatic Gigaweapon : Paradise X " subplot) , the game 's graphical content pushed the Satellaview 's technical limits , requiring developers to redraw prerendered models until

functional gameplay could be ensured . Kato remarked that his " savage feelings " from Chrono Trigger 's hectic development manifested in Kid 's " unusually nihilistic attitude " . He explained his approach towards the project in 1999 :

 ... due to the fact that this was a text @-@ based game , the contents of the game ended up being rather serious and emotional . The game itself was a real life @-@ or @-@ death kind of survival adventure game . I think there was a feeling somewhere deep in my heart that said , ' I wanna try making a horror game ! ' But soon after that , they came out with Biohazard , so I quickly got over that phase (laughs) .

 ... the comical sub @-@ scenarios were written to be extremely comical beyond any measurement , so I think it sorta ' balances out ... But I can say that since this game wasn 't expected to be widely sold on the market , and also since there wasn 't any profit on our part , there was a feeling that I wanted to make this game out of my sole interest . In a way , I think that ' Radical ' helped me to find my own path ... But then again , I guess you could say that I strayed away from the paths of normal people .

 Kato 's team completed Radical Dreamers in only three months under a rushed production schedule , prompting him to label the game " unfinished " in an interview for the Ultimania Chrono Cross guide . Kato regretted that the schedule hampered the quality of his work , and explained that the connections to Chrono Trigger were evoked towards the end of the project :

 When I originally started working on Radical Dreamers , I never thought that it would have such an ending . We only had three months for development , and I was just making up the story while inputting data . When I finally realized the connection of the identities of Kid and Magil near the final stage of development , I even amazed myself , saying , ' So , that 's who they were ! ? ' (laughs) Also , since there were issues with the media , the connections between Radical Dreamers and Chrono Trigger were intentionally left blurred in the background so that it 'd only be recognizable by those who would understand .

= = = Music = = =

 The music of Radical Dreamers was written by composer Yasunori Mitsuda , who scored Chrono Trigger and later Chrono Cross . The soundtrack includes several ambient pieces , including the sound of water running in a fountain and wind accompanied by strings . Players can listen to the game 's songs by accessing a hidden menu in the " Gil : Caught Between Love and Adventure " scenario . Several themes and musical patterns were later adapted for Chrono Cross on the suggestion of director Masato Kato ; many appear unchanged except for new instrumentation .

= = Fan translation = =

 In April 2003 , the ROM hacking group Demiforce released a fan translation rendering Radical Dreamers in English . The patch works by modifying the ROM image of Dreamers used for playing console @-@ based video games on personal computers through emulation . The ability to save games was not enabled with the first patch , and some minor typos were left in , later remedied by successive releases . On Christmas Day 2005 , Demiforce and Radical R released the final version (1 @.@ 4) of the translation , which fixed remaining minor bugs . The French team Terminus Traduction made a French translation patch soon after . Masato Kato did not perceive significant demand to include Radical Dreamers as a bonus with the release of Chrono Trigger DS , and omitted it to preserve continuity between Trigger and Cross . He expressed concern in 2009 over re @-@ releasing Radical Dreamers " as @-@ is " , citing a need to revise the work .

 A reviewer for Home of the Underdogs lauded the game 's excellent writing and the " superb " English translation patch , noting that the " interesting plot " would appeal to fantasy fans if they could stomach the limited interactivity . Having never played a Chrono game prior , the reviewer stated , " I was still able to follow the story and be drawn into the world of colorful characters . " While praising the replay value afforded by the extra scenarios , the critic derided the random battles of Radical Dreamers , writing that " RPG @-@ style random combat doesn 't translate well to [a]

text @-@ only medium . " The website awarded Dreamers " Top Dog " status , and the game maintains a voter score of 8 @.@ 95 out of 10 .

Radical Dreamers preceded Chrono Cross , a full role @-@ playing video game sequel to Chrono Trigger . Masato Kato cited the desire to " redo Radical Dreamers properly " as the genesis of Cross , attributing the latter 's serious atmosphere to the influence of Dreamers . Kato 's desire to finish the story of the characters Kid and Serge principally shaped the plot of Cross . Chrono Cross borrowed certain thematic elements , story points , characters , music , and objects introduced in Radical Dreamers ? including the infiltration of Viper Manor , the Frozen Flame , the name Radical Dreamers for Kid 's thievery , and the characters of Kid , Lynx , and Serge (who became a non @-@ speaking protagonist) . Though these characters and items were not presented in the same context , their general traits survived the transition . Gil , confirmed by Kato to be Magus , was also going to be featured in Chrono Cross . This idea was scrapped due to difficulties in representing the story of Magus among the game 's numerous other characters ; the unrelated , enigmatic magician Guile was created instead . Since the release of Chrono Cross , Radical Dreamers is considered an alternate continuity of the Chrono series . Chrono Cross addressed this through an easter egg hinting that Radical Dreamers took place in a different dimension . In the English version of Chrono Cross , this easter egg refers to Gil as " Magil " . Kato intended Dreamers and Cross to prompt players to pursue their personal dreams in life .