

= Chrono Break =

Chrono Break was a trademark for a video game registered by Square ( now Square Enix ) in the United States on December 5 , 2001 . A similar trademark was registered by the company in the European Union on December 14 , 2001 , while the trademark Chrono Brake was registered in Japan . Although no official announcement was made , the trademark 's name coupled with Final Fantasy series video game developer Hironobu Sakaguchi 's comment in regards to Chrono Cross 's development teams interest in creating a sequel , led journalists to suggest that Square was working on a new game in the Chrono series . Since the trademark was registered , however , much of the staff who worked on prior games in the series either left the company , or moved on to other long @-@ term projects . No announcements have been made by Square Enix either supporting or rejecting the idea of making another sequel , and the trademarks all expired as of 2012 .

= = History = =

= = = Registration = = =

The registration followed a press report of talks about a new Chrono series game . Within this report , Hironobu Sakaguchi stated that the development team of Chrono Cross , especially Masato Kato , was interested in creating a new game in the series , and that script and story ideas were currently being considered , but that the project had not yet been greenlighted . Kato had previously mentioned in the Ultimania guide for Chrono Cross that he wanted to create a direct sequel to Chrono Trigger to wrap up certain story elements and plot threads , but the pitfalls of a direct sequel prompted them to do Chrono Cross instead . The registration , and Sakaguchi 's comments , led video game journalists to believe that a sequel to Chrono Trigger and Chrono Cross was in full development . IGN Editor Douglass Perry went as far as to say " ... we 're almost positive that you can expect to see this awaited monster in 2004 . " On November 13 , 2003 , the trademark was dropped in the U.S. It expired on December 14 , 2011 in the European Union , and on July 26 , 2012 in Japan . A similar trademark was registered in 2001 by Square Enix in Japan as Chrono Brake ( Japanese : ??? ? ??? ) .

= = = Official response = = =

Inquiry over a new title was subsequently large enough to warrant an entry in Square Enix 's FAQ page , in which the company noted that no new game was in development , though this did not mean the series was dead . In 2006 , the entry was revised to include sequel inquiries for any series . After the release of Chrono Cross , a number of key staff from the title left Square to form a new development studio , Monolith Soft , which was initially owned by Namco and is currently a first @-@ party developer working under Nintendo . Other staff who had worked on the title remained at Square and proceeded to work on Final Fantasy XI , an MMORPG conceived by Hironobu Sakaguchi - one of Chrono Trigger ? s creators . During an interview at E 3 2003 , this development team stated that they would love to develop a new Chrono game , but their commitment to Final Fantasy XI would keep them busy for a long time . Richard Honeywood , localization director for Square Enix , explained ,

Final Fantasy XI is pretty much it for a while . We still have a lot of possible expansion packs we could do , and plenty of support to give . As far as Chrono is concerned , that 's huge ; but we can 't do two or three things at the same time , and it 's tough to do FFXI and another Chrono game at the same time or too close together . We 'd love to do one though , but yeah , not yet .

Takashi Tokita , who directed Chrono Trigger , mentioned a " Chrono Trigger 2 " in a 2003 interview which has not been translated to English . Trigger developer Yuji Horii expressed no interest in returning to the Chrono franchise in 2005 . In February 2007 , Square Enix producer Hiromichi Tanaka took part in several interviews while promoting games in Europe . Tanaka reiterated that no

new game was in development , but that a return was certainly not out of the question .

... it 's very difficult to be able to reunite the original team , to be able to make a sequel to the Chrono series ... because if we don 't try to reunite these people but take other people instead , we will find ourselves at that point with a game which will feel different , since there would be different persons in charge , and we would possibly lose the Chrono spirit .

In January 2008 , composer Yasunori Mitsuda remarked that " there are a lot of politics involved " in creating a new game , and stressed that Masato Kato should participate in development should a new entry in the series materialize . He did say that he was open to working with the company on the series again " if they had a good concept for the game " , and he speculated that Kato " probably would " as well .

In August 2014 , at a PAX Prime panel , Sakaguchi stated that he had intended on continuing the Chrono series into another game , but that problems with Square Enix management prevented it from coming to fruition .

I think the statute of limitations has passed and expired so I think I 'm okay saying this ? but we just didn 't see eye @-@ to @-@ eye with management , and so I went and fought for it , and I officially lost the battle ... Nothing 's confirmed . But again , it would be nice to be able to work on a continuation of my old creations .

= = Aftermath = =

The February 2008 issue of Game Informer ranked the Chrono series eighth among the " Top Ten Sequels in Demand " , naming the games " steadfast legacies in the Square Enix catalogue " and asking " what 's the damn holdup ? ! " . In Electronic Gaming Monthly 's June 2008 " Retro Issue " , writer Jeremy Parish cited Chrono as the franchise video game fans would be most thrilled to see a sequel to . In the first May Famitsu of 2009 , Chrono Trigger placed 14th out of 50 in a vote of most @-@ wanted sequels by the magazine 's readers . At E3 2009 , SE Senior Vice President Shinji Hashimoto remarked " If people want a sequel , they should buy more ! " In 2012 , a trademark for Chrono Bind by Square Enix lead Siliconera to speculate that the game had switched titles from Chrono Break to Chrono Bind ; however , it was later revealed to merely be the name of a DLC card game in Final Fantasy XIII @-@ 2 . In the same year , Kotaku expressed disappointment that Square Enix had not acted on the Chrono Break name , citing strong sales of the DS port of Chrono Trigger as a reason as to why the company should release a third game in the series .