= Chrono Cross =

 Chrono Cross (??? ? ???) is a role @-@ playing video game developed and published by Square (now Square Enix) for the PlayStation video game console . It is the successor to Chrono Trigger , which was released in 1995 for the Super Nintendo Entertainment System . Chrono Cross was developed primarily by scenarist and director Masato Kato and other designers from Chrono Trigger , including art director Yasuyuki Honne and composer Yasunori Mitsuda . Nobuteru Y?ki designed the characters of the game .
 The story of Chrono Cross focuses on a teenage boy named Serge and a theme of parallel worlds . Faced with an alternate reality in which he died as a child , Serge endeavors to discover the truth of the two worlds ' divergence . The flashy thief Kid and many other characters assist him in his travels around the tropical archipelago El Nido . Struggling to uncover his past and find the mysterious Frozen Flame , Serge is chiefly challenged by Lynx , a shadowy antagonist working to apprehend him .
 Upon its release in Japan in 1999 and North America in 2000 , Chrono Cross received high ratings and critical acclaim , earning a perfect 10 @.@ 0 score from GameSpot . The game shipped 1 @.@ 5 million copies worldwide , leading to a Greatest Hits re @-@ release and continued life in Japan as part of the Ultimate Hits series . Chrono Cross was released on July 6 , 2011 , on the Japanese PlayStation Network and on November 8 , 2011 , in North America . Square also released a " Millennium Edition " featuring a calendar , clock , and music sampler disc .

 = = Gameplay = =

 Chrono Cross features standard role @-@ playing video game gameplay with some differences . Players advance the game by controlling the protagonist Serge through the game 's world , primarily by foot and boat . Navigation between areas is conducted via an overworld map , much like Chrono Trigger 's , depicting the landscape from a scaled @-@ down overhead view . Around the island world are villages , outdoor areas , and dungeons , through which the player moves in three dimensions . Locations such as cities and forests are represented by more realistically scaled field maps , in which players can converse with locals to procure items and services , solve puzzles and challenges , or encounter enemies . Like Chrono Trigger , the game features no random encounters ; enemies are openly visible on field maps or lie in wait to ambush the party . Touching the monster switches perspectives to a battle screen , in which players can physically attack , use " Elements " , defend , or run away from the enemy . Battles are turn @-@ based , allowing the player infinite time to select an action from the available menu . For both the playable characters and the computer @-@ controlled enemies , each attack reduces their number of hit points (a numerically based life bar) , which can be restored through some Elements . When a playable character loses all hit points , he or she faints . If all the player 's characters fall in battle , the game ends and must be restored from a previously saved chapter ? except for specific storyline @-@ related battles that allow the player to lose . Chrono Cross 's developers aimed to break new ground in the genre , and the game features several innovations . For example , players can run away from all conflicts , including boss fights and the final battle .

 = = = Battle and Elements = = =

 The Element system of Chrono Cross handles all magic , consumable items , and character @-@ specific abilities . Elements unleash magic effects upon the enemy or party and must be equipped for use , much like the materia of 1997 's Final Fantasy VII . Elements can be purchased from shops or found in treasure chests littered throughout areas . Once acquired , they are allocated to a grid whose size and shape are unique to each character . They are ranked according to eight tiers ; certain high level Elements can only be assigned on equivalent tiers in a character 's grid . As the game progresses , the grid expands , allowing more Elements to be equipped and higher tiers to be accessed . Elements are divided into six paired oppositional types , or " colors , " each with a natural

effect . Red (fire / magma) opposes Blue (water / ice) , Green (wind / flora) opposes Yellow (earth / lightning) , and White (light / cosmos) opposes Black (darkness / gravity) . Each character and enemy has an innate color , enhancing the power of using same @-@ color Elements while also making them weak against elements of the opposite color . Chrono Cross also features a " field effect " , which keeps track of Element color used in the upper corner of the battle screen . If the field is purely one color , the power of Elements of that color will be enhanced , while Elements of the opposite color will be weakened . Characters also innately learn some special techniques (" Techs ") that are unique to each character but otherwise act like Elements . Like Chrono Trigger , characters can combine certain Techs to make more powerful Double or Triple Techs . Consumable Elements may be used to restore hit points or heal status ailments after battle .

 Another innovative aspect of Chrono Cross is its stamina bar . At the beginning of a battle , each character has seven points of stamina . When a character attacks or uses an Element , stamina is decreased proportionally to the potency of the attack . Stamina slowly recovers when the character defends or when other characters perform actions in battle . Characters with stamina below one point must wait to take action . Use of an Element reduces the user 's stamina bar by seven stamina points ; this often means that the user 's stamina gauge falls into the negative and the character must wait longer than usual to recover . With each battle , players can enhance statistics such as strength and defense . However , no system of experience points exists ; after four or five upgrades , statistics remain static until players defeat a boss . This adds a star to a running count shown on the status screen , which allows for another few rounds of statistical increases . Players can equip characters with weapons , armor , helmets , and accessories for use in battle ; for example , the " Power Seal " upgrades attack power . Items and equipment may be purchased or found on field maps , often in treasure chests . Unlike Elements , weapons and armor cannot merely be purchased with money ; instead , the player must obtain base materials ? such as copper , bronze , or bone ? for a blacksmith to forge for a fee . The items can later be disassembled into their original components at no cost .

 = = = Parallel dimensions = = =

 The existence of two major parallel dimensions , like time periods in Chrono Trigger , plays a significant role in the game . Players must go back and forth between the worlds to recruit party members , obtain items , and advance the plot . Much of the population of either world have counterparts in the other ; some party members can even visit their other versions . The player must often search for items or places found exclusively in one world . Events in one dimension sometimes have an impact in another ? for instance , cooling scorched ground on an island in one world allows vegetation to grow in the other world . This system assists the presentation of certain themes , including the questioning of the importance of one 's past decisions and humanity 's role in destroying the environment . Rounding out the notable facets of Chrono Cross 's gameplay are the New Game + option and multiple endings . As in Chrono Trigger , players who have completed the game may choose to start the game over using data from the previous session . Character levels , learned techniques , equipment , and items gathered copy over , while acquired money and some story @-@ related items are discarded . On a New Game + , players can access twelve endings . Scenes viewed depend on players ' progress in the game before the final battle , which can be fought at any time in a New Game + file .

 = = Plot = =

 = = = Characters = = =

 Chrono Cross features a diverse cast of 45 party members . Each character is outfitted with an innate Element affinity and three unique special abilities that are learned over time . If taken to the world opposite their own , characters react to their counterparts (if available) . Many characters tie

in to crucial plot events . Since it is impossible to obtain all 45 characters in one playthrough , players must replay the game to witness everything . Through use of the New Game + feature , players can ultimately obtain all characters on one save file . Several characters speak with unique accents , including French and Australian English .

 Serge , the game 's protagonist , is a 17 @-@ year @-@ old boy with blue hair who lives in the fishing village of Arni . One day , he slips into an alternate world in which he drowned ten years before . Determined to find the truth behind the incident , he follows a predestined course that leads him to save the world . He is assisted by Kid , a feisty , skilled thief who seeks the mythical Frozen Flame . Portrayed as willful and tomboyish due to her rough , thieving past , she helps Serge sneak into Viper Manor . Kid was raised by Lucca as a child , and vows to find and defeat Lynx , an anthropomorphic panther who burned down Lucca 's orphanage . A sadistic and cruel agent of the supercomputer FATE , Lynx is bent on finding Serge and succeeds in taking his body . He travels with Harle , a mysterious , playful girl dressed like a harlequin . Sent by the Dragon God to shadow Lynx and one day steal the Frozen Flame from Chronopolis , she painfully fulfills her duty though smitten with Serge . To this end , she helps Lynx manipulate the Acacia Dragoons , the powerful militia governing the islands of El Nido . As the Dragoons maintain order , they contend with Fargo , a former Dragoon turned pirate captain who holds a grudge against their leader , General Viper . Their home base , Viper Manor , is also infiltrated by Serge , Kid , and one of three characters ? Nikki , a musician , Pierre , a hero @-@ in @-@ training , or Guile , a mysterious magician . Though tussling with Serge initially , the Acacia Dragoons ? whose ranks include the fierce warriors Karsh , Zoah , Marcy , and Glenn ? later assist him when the militaristic nation of Porre invades the archipelago . The invasion brings Norris and Grobyc to the islands , a heartful commander of an elite force and a prototype cyborg soldier , respectively . As they too seek the Frozen Flame , the plot unfolds amidst several other characters .

 = = = Story = = =

 Chrono Cross begins with Serge located in El Nido , a tropical archipelago inhabited by ancient natives , mainland colonists , and beings called Demi @-@ humans . Serge slips into an alternate dimension in which he drowned on the beach ten years prior , and meets the thief , " Kid " . As his adventure proceeds from here , Serge is able to recruit a multitude of allies to his cause . While assisting Kid in a heist Viper Manor to steal the Frozen Flame , he learns that that ten years before the present , the universe split into two dimensions ? one in which Serge lived , and one in which he perished . Through Kid 's Astral Amulet charm , Serge travels between the dimensions . At Fort Dragonia the use of a Dragonian artifact called the Dragon Tear , Lynx switches bodies with Serge . Unaware of the switch , Kid confides in Lynx , who stabs her as the real Serge helplessly watches . Lynx boasts of his victory and banishes Serge to a strange realm called the Temporal Vortex . He takes Kid under his wing , brainwashing her to believe the real Serge (in Lynx 's body) is her enemy . Serge escapes with help from Harle , although his new body turns him into a stranger in his own world , with all the allies he had gained up to that point abandoning him due to his new appearance . Discovering that his new body prevents him from traveling across the dimensions , he sets out to regain his former body and learn more of the universal split that occurred ten years earlier , gaining a new band of allies along the way .. He travels to a forbidden lagoon known as the Dead Sea ? a wasteland frozen in time , dotted with futuristic ruins . At the center , he locates a man named Miguel and presumably Home world 's Frozen Flame . Charged with guarding the Dead Sea by an entity named FATE , Miguel and three visions of Crono , Marle , and Lucca from Chrono Trigger explain that Serge 's existence dooms Home world 's future to destruction at the hands of Lavos . To prevent Serge from obtaining the Frozen Flame , FATE destroys the Dead Sea .
 Able to return to Another world , Serge allies with the Acacia Dragoons against Porre and locates that dimension 's Dragon Tear , allowing him to return to his human form . He then enters the Sea of Eden , Another world 's physical equivalent of the Dead Sea , finding a temporal research facility from the distant future called Chronopolis . Lynx and Kid are inside ; Serge defeats Lynx and the supercomputer FATE , allowing the six Dragons of El Nido to steal the Frozen Flame and retire to

Terra Tower , a massive structure raised from the sea floor . Kid falls into a coma , and Harle bids the party goodbye to fly with the Dragons . Serge regroups his party and tends to Kid , who remains comatose . Continuing his adventure , he obtains and cleanses the corrupted Masamune sword from Chrono Trigger . He then uses the Dragon relics and shards of the Dragon Tears to create the mythic Element Chrono Cross . The spiritual power of the Masamune later allows him to lift Kid from her coma . At Terra Tower , the prophet of time , revealed to be Belthasar from Chrono Trigger , visits him with visions of Crono , Marle , and Lucca . Serge learns that the time research facility Chronopolis created El Nido thousands of years ago after a catastrophic experimental failure drew it to the past . The introduction of a temporally foreign object in history caused the planet to pull in a counterbalance from a different dimension . This was Dinopolis , a city of Dragonians ? parallel universe descendants of Chrono Trigger 's Reptites . The institutions warred and Chronopolis subjugated the Dragonians . Humans captured their chief creation ? the Dragon God , an entity capable of controlling nature .

Chronopolis divided this entity into six pieces and created an Elements system . FATE then terraformed an archipelago , erased the memories of most Chronopolis 's staff , and sent them to inhabit and populate its new paradise . Thousands of years later , a panther demon attacked a three @-@ year @-@ old Serge . His father took him to find assistance at Marbule , but Serge 's boat blew off course due to a raging magnetic storm caused by Schala . Schala , the princess of the Kingdom of Zeal , had long ago accidentally fallen to a place known as the Darkness Beyond Time and began merging with Lavos , the chief antagonist of Chrono Trigger . Schala 's storm nullified Chronopolis 's defenses and allowed Serge to contact the Frozen Flame ; approaching it healed Serge but corrupted his father . A circuit in Chronopolis then designated Serge " Arbiter " , simultaneously preventing FATE from using the Frozen Flame by extension . The Dragons were aware of this situation , creating a seventh Dragon under the storm 's cover named Harle , who manipulated Lynx to steal the Frozen Flame for the Dragons .

After Serge returned home , FATE sent Lynx to kill Serge , hoping that it would release the Arbiter lock . Ten years after Serge drowned , the thief Kid ? presumably on Belthasar 's orders ? went back in time to save Serge and split the dimensions . FATE , locked out of the Frozen Flame again , knew that Serge would one day cross to Another world and prepared to apprehend him . Lynx switched bodies with Serge to dupe the biological check of Chronopolis on the Frozen Flame . Belthasar then reveals that these events were part of a plan he had orchestrated named Project Kid . Serge continues to the top of Terra Tower and defeats the Dragon God . Continuing to the beach where the split in dimensions had occurred , Serge finds apparitions of Crono , Marle , and Lucca once more . They reveal that Belthasar 's plan was to empower Serge to free Schala from melding with Lavos , lest they evolve into the " Time Devourer " , a creature capable of destroying spacetime . Lucca explains that Kid is Schala 's clone , sent to the modern age to take part in Project Kid . Serge uses a Time Egg ? given to him by Belthasar ? to enter the Darkness Beyond Time and vanquish the Time Devourer , separating Schala from Lavos and restores the dimensions to one . Thankful , Schala muses on evolution and the struggle of life and returns Serge to his home , noting that he will forget the entire adventure . She then seemingly records the experience in her diary , noting she will always be searching for Serge in this life and beyond , signing the entry as Schala " Kid " Zeal , implying that she and kid have merged and became whole again . A wedding photo of Kid and an obscured male sits on the diary 's desk . Scenes then depict a real @-@ life Kid searching for someone in a modern city , intending to make players entertain the possibility that their own Kid is searching for them . The ambiguous ending leaves the events of the characters ' lives following the game up to interpretation .

= = = Relation to Radical Dreamers = = =

Chrono Cross employs story arcs , characters , and themes from Radical Dreamers , a Satellaview side story to Chrono Trigger released in Japan . An illustrated text adventure , Radical Dreamers was created to wrap up an unresolved plot line of Chrono Trigger . Though it borrows from Radical Dreamers in its exposition , Chrono Cross is not a remake of Radical Dreamers , but a larger effort

to fulfill that game 's purpose ; the plots of the games are irreconcilable . To resolve continuity issues and acknowledge Radical Dreamers , the developers of Chrono Cross suggested the game happened in a parallel dimension . A notable difference between the two games is that Magus ? present in Radical Dreamers as Gil ? is absent from Chrono Cross . Director Masato Kato originally planned for Magus to appear in disguise as Guile , but scrapped the idea due to plot difficulties . In the DS version of Chrono Trigger , Kato teases the possibility of an amnesiac Magus .

= = Development = =

 Square began planning Chrono Cross immediately after the release of Xenogears in 1998 (which itself was originally conceived as a sequel to the SNES game) . Chrono Trigger 's scenario director Masato Kato had brainstormed ideas for a sequel as early as 1996 , following the release of Radical Dreamers . Square 's managers selected a team , appointed Hiromichi Tanaka producer , and asked Kato to direct and develop a new Chrono game in the spirit of Radical Dreamers . Kato thought Dreamers was released in a " half @-@ finished state " , and wanted to continue the story of the character Kid . Kato and Tanaka decided to produce an indirect sequel . They acknowledged that Square would soon re @-@ release Chrono Trigger as part of Final Fantasy Chronicles , which would give players a chance to catch up on the story of Trigger before playing Cross . Kato thought that using a different setting and cast for Chrono Cross would allow players unfamiliar with Chrono Trigger to play Cross without becoming confused . The Chrono Cross team decided against integrating heavy use of time travel into the game , as they thought it would be " rehashing and cranking up the volume of the last game " . Masato Kato cited the belief , " there 's no use in making something similar to before [sic] " , and noted , " we 're not so weak nor cheap as to try to make something exactly the same as Trigger ... Accordingly , Chrono Cross is not Chrono Trigger 2 . It doesn 't simply follow on from Trigger , but is another , different Chrono that interlaces with Trigger . " Kato and Tanaka further explained their intentions after the game 's release :
 We didn 't want to directly extend Chrono Trigger into a sequel , but create a new Chrono with links to the original . Yes , the platform changed ; and yes , there were many parts that changed dramatically from the previous work . But in my view , the whole point in making Chrono Cross was to make a new Chrono with the best available skills and technologies of today . I never had any intentions of just taking the system from Trigger and moving it onto the PlayStation console . That 's why I believe that Cross is Cross , and NOT Trigger 2 .
 When creating a series , one method is to carry over a basic system , improving upon it as the series progresses , but our stance has been to create a completely new and different world from the ground up , and to restructure the former style . Therefore , Chrono Cross is not a sequel to Chrono Trigger . Had it been , it would have been called Chrono Trigger 2 . Our main objective for Chrono Cross was to share a little bit of the Chrono Trigger worldview , while creating a completely different game as a means of providing new entertainment to the player . This is mainly due to the transition in platform generation from the SNES to the PS . The method I mentioned above , about improving upon a basic system , has inefficiencies , in that it 's impossible to maximize the console 's performance as the console continues to make improvements in leaps and bounds . Although essentially an RPG , at its core , it is a computer game , and I believe that games should be expressed with a close connection to the console 's performance . Therefore , in regards to game development , our goal has always been to " express the game utilizing the maximum performance of the console at that time . " I strongly believe that anything created in this way will continue to be innovative .
 Full production began on Chrono Cross in mid @-@ 1998 . The Chrono Cross team reached 80 members at its peak , with additional personnel of 10 ? 20 cut @-@ scene artists and 100 quality assurance testers . The team felt pressure to live up to the work of Chrono Trigger 's " Dream Team " development group , which included famous Japanese manga artist Akira Toriyama . Kato and Tanaka hired Nobuteru Y?ki for character design and Yasuyuki Honne for art direction and concept art . The event team originally envisioned a short game , and planned a system by which players would befriend any person in a town for alliance in battle . Developers brainstormed traits and

archetypes during the character @-@ creation process , originally planning 64 characters with unique endings that could vary in three different ways per character . Kato described the character creation process : " Take Pierre , for example : we started off by saying we wanted a wacko fake hero like Tata from Trigger . We also said things like ' we need at least one powerful mom ' , ' no way we 're gonna go without a twisted brat ' , and so on so forth . "

As production continued , the length of Cross increased , leading the event team to reduce the number of characters to 45 and scrap most of the alternate endings . Developers humorously named the character Pip " Tsumaru " in Japanese (which means " packed ") as a pun on their attempts to pack as much content into the game as possible . To avoid the burden of writing unique , accented dialogue for several characters , team member Kiyoshi Yoshii coded a system that produces accents by modifying basic text for certain characters . Art director Nobuteru Yuuki initially wanted the characters to appear in a more chibi format with diminutive proportions . The game world 's fusion of high technology and ethnic , tribal atmospheres proved challenging at first . He later recalled striving to harmonize the time period 's level of technology , especially as reflected in characters ' garb .

The Chrono Cross team devised an original battle system using a stamina bar and Elements . Kato planned the system around allowing players to avoid repetitive gameplay (also known as " grinding ") to gain combat experience . Hiromichi Tanaka likened the Elements system to card games , hoping players would feel a sense of complete control in battle . The team programmed each battle motion manually instead of performing motion capture . Developers strove to include tongue @-@ in @-@ cheek humor in the battle system 's techniques and animations to distance the game from the Final Fantasy franchise . Masato Kato planned for the game 's setting to feature a small archipelago , for fear that players would become confused traveling in large areas with respect to parallel worlds . He hoped El Nido would still impart a sense of grand scale , and the development team pushed hardware limitations in creating the game 's world . To create field maps , the team modeled locations in 3D , then chose the best angle for 2D rendering . The programmers of Chrono Cross did not use any existing Square programs or routines to code the game , instead writing new , proprietary systems . Other innovations included variable @-@ frame rate code for fast @-@ forward and slow @-@ motion gameplay (awarded as a bonus for completing the game) and a " CD @-@ read swap " system to allow quick data retrieval .

Masato Kato directed and wrote the main story , leaving sub @-@ plots and minor character events to other staff . The event team sometimes struggled to mesh their work on the plot due to the complexity of the parallel worlds concept . Masato Kato confirmed that Cross featured a central theme of parallel worlds , as well as the fate of Schala , which he was previously unable to expound upon in Chrono Trigger . Concerning the ending sequences showing Kid searching for someone in a modern city , he hoped to make players realize that alternate futures and possibilities may exist in their own lives , and that this realization would " not ... stop with the game " . He later added , " Paraphrasing one novelist 's favorite words , what 's important is not the message or theme , but how it is portrayed as a game . Even in Cross , it was intentionally made so that the most important question was left unanswered . " Kato described the finished story as " ole ' boy @-@ meets @-@ girl type of story " with sometimes @-@ shocking twists . Kato rode his motorcycle to relieve the stress of the game 's release schedule . He continued refining event data during the final stages of development while the rest of the team undertook debugging and quality control work . Square advertised the game by releasing a short demo of the first chapter with purchases of Legend of Mana . The North American version of Cross required three months of translation and two months of debugging before release . Richard Honeywood translated , working with Kato to rewrite certain dialogue for ease of comprehension in English . He also added instances of wordplay and alliteration to compensate for difficult Japanese jokes . To streamline translation for all 45 playable characters , Honeywood created his own version of the accent generator which needed to be more robust than the simple verbal tics of the Japanese cast . Although the trademark Chrono Cross was registered in the European Union , the game was not released in Europe .

= = = Music = = =

Chrono Cross was scored by freelance video game music composer Yasunori Mitsuda , who previously worked on Chrono Trigger . Director Masato Kato personally commissioned Mitsuda 's involvement , citing a need for the " Chrono sound " . Kato envisioned a " Southeast Asian feel , mixed with the foreign tastes and the tones of countries such as Greece " ; Mitsuda centered his work around old world cultural influences , including Mediterranean , Fado , Celtic , and percussive African music . Mitsuda cited visual inspiration for songs : " All of my subjects are taken from scenery . I love artwork . " To complement the theme of parallel worlds , he gave Another and Home respectively dark and bright moods , and hoped players would feel the emotions of " ' burning soul , ' ' lonely world , ' and ' unforgettable memories ' " . Mitsuda and Kato planned music samples and sound effects with the philosophy of " a few sounds with a lot of content " .

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 ? The Unstolen Jewel " . Ryo Yamazaki , a synthesizer programmer for Square Enix , helped Mitsuda transfer his ideas to the PlayStation 's sound capabilities ; Mitsuda was happy to accomplish even half of what he envisioned . Certain songs were ported from the score of Radical Dreamers , such as Gale , Frozen Flame , and Viper Mansion . Other entries in the soundtrack contain leitmotifs from Chrono Trigger and Radical Dreamers . The melody of Far Promise ~ Dream Shore features prominently in The Dream That Time Dreams and Voyage ~ Another World . Masato Kato faced internal opposition in hiring Noriko Mitose :

Personally , for me , the biggest pressure was coming from the ending theme song . From the start of the project , I had already planned to make the ending into a Japanese song , but the problem was now " who was going to sing the song ? " There was a lot of pressure from the people in the PR division to get someone big and famous to sing it , but I was totally against the idea . And as usual , I didn 't heed to the surrounding complaints , but this time , there was a pretty tough struggle .

Production required six months of work . After wrapping , Mitsuda and Kato played Chrono Cross to record their impressions and observe how the tracks intermingled with scenes ; the ending theme brought Kato to tears . Players who preordered the game received a sampler disc of five songs , and Square released a three @-@ CD official soundtrack in Japan after the game 's debut . The soundtrack won the Gold Prize for the PlayStation Awards of 2000 . In 2005 , Square Enix reissued the soundtrack due to popular demand . Earlier that year , Mitsuda announced a new arranged Chrono Cross album , scheduled for release in July 2005 . Mitsuda 's contract with Square gave him ownership and full rights to the soundtrack of Chrono Cross . It was delayed , and at a Play ! A Video Game Symphony concert in May 2006 , he revealed it would feature acoustic music and would be " out within the year " , later backtracking and alleging a 2007 release date . Mitsuda posted a streaming sample of a finished track on his personal website in January 2009 , and has stated the album will be released to coincide with the 10th anniversary of the Japanese debut of Cross . Music from Chrono Cross has been featured in the September 2009 Symphonic Fantasies concerts , part of the Symphonic Game Music Concert series conducted by Arnie Roth . The track " Dimension Break " was remixed by Mitsuda for inclusion on the charity album Play For Japan in 2011 . That same year , the Chrono Cross theme " Time 's Scar " was voted first place in Hardcore Gaming 101 's " Best Video Game Music of All Time " poll . " Time 's Scar " was also featured in 2012 by NPR in a program about classically arranged video game scores .

= = Release and reception = =

Chrono Cross shipped 850 @,@ 000 units in Japan and 650 @,@ 000 abroad . It was re @-@ released once in the United States as a Sony Greatest Hits title and again as part of the Japanese Ultimate Hits series . Chrono Cross was also released on the PlayStation Network in Japan on July 6 , 2011 , and in North America on November 8 , 2011 , but a PAL region release has not been announced . Critics praised the game 's complex plot , innovative battle system , varied characters , moving score , vibrant graphics , and success in breaking convention with its predecessor . Electronic Gaming Monthly gave Chrono Cross a Gold Award , scoring it 10 / 10 / 9 @.@ 5 in their

three reviewer format ; the first review declared the game to be " a masterpiece , plain and simple " . GameSpot awarded the game a perfect 10 , one of only nine games in the 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 . Famitsu rated the game 36 out of 40 from four reviewers . As of December 2010 , GameRankings rates Chrono Cross at 92 % .

  Reviewers thought the game 's flaws were its vague ending , confusing plot elements , and narrative pacing problems . Fan reaction was largely positive , though certain fans complained that the game was a far departure from its predecessor , Chrono Trigger ; Chrono Cross broke convention by featuring more characters , fewer double and triple techs , fewer instances of time travel , and few appearances of Trigger characters and locations . Producer Hiromichi Tanaka and director Masato Kato were aware of the changes in development , specifically intending to provide an experience different from Chrono Trigger . Kato anticipated and rebuffed this discontent before the game 's release , wondering what the Chrono title meant to these fans and whether his messages ever " really got through to them " . He continued , " Cross is undoubtedly the highest quality Chrono that we can create right now . (I won 't say the ' best ' Chrono , but) If you can 't accept that , then I 'm sorry to say this but I guess your Chrono and my Chrono have taken totally different paths . But I would like to say , thank you for falling in love with Trigger so much . " Tanaka added , " Of course , the fans of the original are very important , but what innovation can come about when you 're bound to the past ? I believe that gameplay should evolve with the hardware . "

= = Sequel = =

  There is no planned continuation of the Chrono series . In 2001 , Hironobu Sakaguchi revealed the company 's staff wanted to develop a new game and were discussing script ideas . Although Kato was interested in a new title , the project had not been greenlighted . Square then registered a trademark for Chrono Break worldwide , causing speculation concerning a new sequel . Nothing materialized , and the trademark was dropped in the United States on November 13 , 2003 , though it still stands in Japan and the European Union . Kato later returned to Square Enix as a freelancer to work on Children of Mana and Dawn of Mana . Mitsuda also expressed interest in scoring a new Chrono series game . In 2005 , Kato and Mitsuda teamed up to do a game called Deep Labyrinth , and again in 2008 for Sands of Destruction , both for the Nintendo DS . 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 May 1 , 2009 , issue of Famitsu , 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 ! "