

U/SNS-ACTE-USA

# CHRONO TRIGGER™



INSTRUCTION BOOKLET

**SQUARESOFT®**



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# TABLE OF CONTENTS

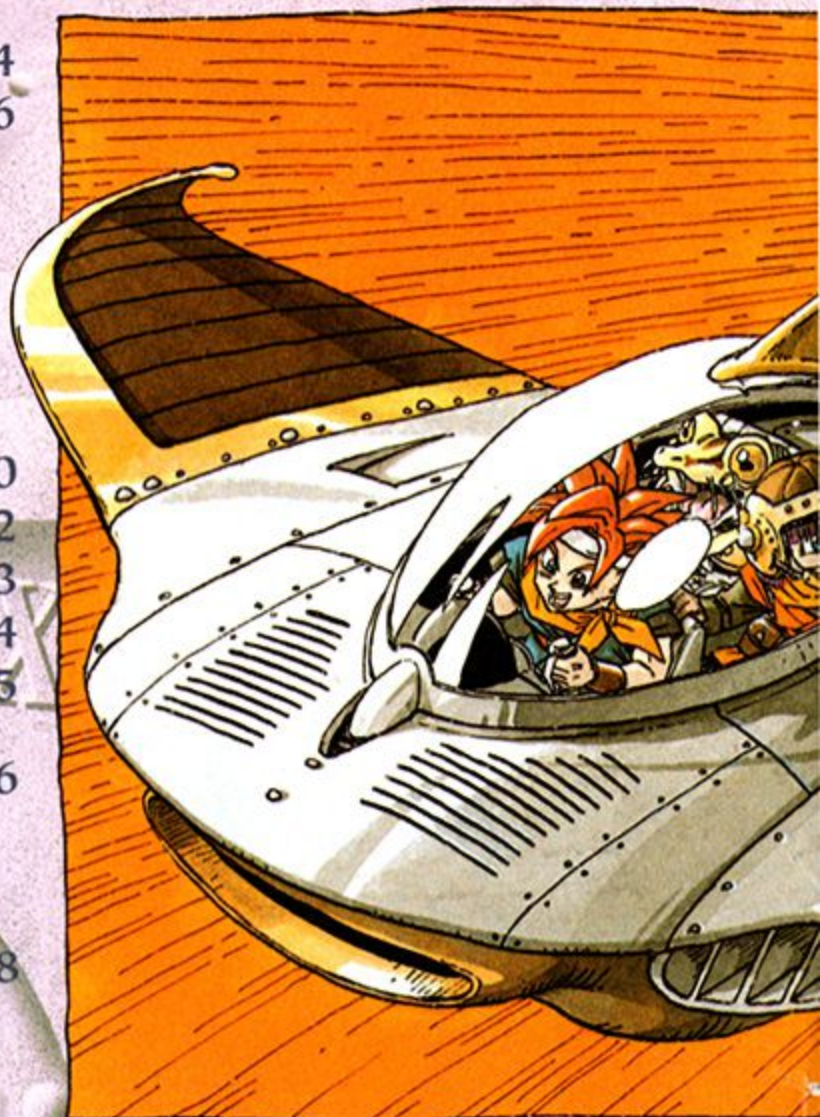
The world of  
CHRONO TRIGGER ..... 4  
Cast of Characters ..... 6

Crono ..... 6  
Marle ..... 7  
Lucca ..... 7  
Frog ..... 8  
Robo ..... 8  
Ayla ..... 9

Basic Controls ..... 10  
Getting Started ..... 12  
Battle Mode ..... 13  
Inputting Names ..... 14  
Saving Progress ..... 15

Main Screens ..... 16  
Field Screen ..... 16  
Map Screen ..... 17

Sub Screens ..... 18  
Status ..... 18  
Items ..... 21  
Tech Skills ..... 22  
Configuration ..... 23  
Character Order ..... 25  
Save ..... 26



LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT  
NINTENDO HAS APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN  
BUYING GAMES AND ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY.  
ALL NINTENDO PRODUCTS ARE LICENSED BY  
SALE FOR USE ONLY WITH OTHER AUTHORIZED  
PRODUCTS BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.

Switch Characters ..... 27

Battle Screen ..... 28

Attack ..... 30

Tech ..... 30

Items ..... 31

Combinations ..... 31

Status Trouble ..... 32

Tech and Magic

Combinations ..... 33

Single Tech ..... 34-39

Double Tech ..... 40-47

Triple Tech ..... 48-51

Village Locations ..... 52

Time Travel ..... 54

The End of Time ..... 55

Weapons/Armor List ... 56

Weapons ..... 56

Armor ..... 58

Accessories ..... 60

Items ..... 61

Special Items ..... 62

The Adventure Begins... 64

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

**SQUARESOFT®**

©1995 SQUARE Co., Ltd. All Rights Reserved.  
CHRONO TRIGGER™ is a trademark and SQUARESOFT® is a registered trademark of SQUARE Co., Ltd.  
©1995 Bird Studio/Shueisha

# THE WORLD OF CHRO

Living in the seemingly peaceful kingdom of Guardia in 1000 A.D., the child CRONO was chosen by guardian spirits to save the world from ultimate devastation. Though Doomsday will not happen until the year 1999, the ancient seeds of destruction were planted long ago by the evil LAVOS. Your mission in the world of CHRONO TRIGGER is to travel back and forth through time to



## FUTURE

In the future, 2300 A.D., the world has almost been destroyed by the evil Lavos. Those who survive are hungry, hurt, and hopeless. Find out how to help them, because the future of the world depends on you.

# NO TRIGGER

*change the course of history, and stop Lavos from succeeding in his dark plan. On your journey, you will battle monsters and meet many helpful people in both the past and the future. Some will become your faithful and powerful companions, while others will give you clues by telling you stories. Pay attention to what they say, and good luck in your adventure.*

## PRESENT

VI  
In 1000 A.D., beneath the surface of peaceful surroundings, monsters from the past are scheming to destroy the world while residents, unaware of the approaching peril, celebrate in the kingdom of Guardia.

## PAST

Back in 600 A.D., humans are at war against monsters controlled by the evil Prince of Darkness. He has already defeated many Guardia knights, so in order to help them, you must travel even further back - to 65 Million B.C. - when Lavos first arrived on earth.

**C**

# AST OF CHARACTERS

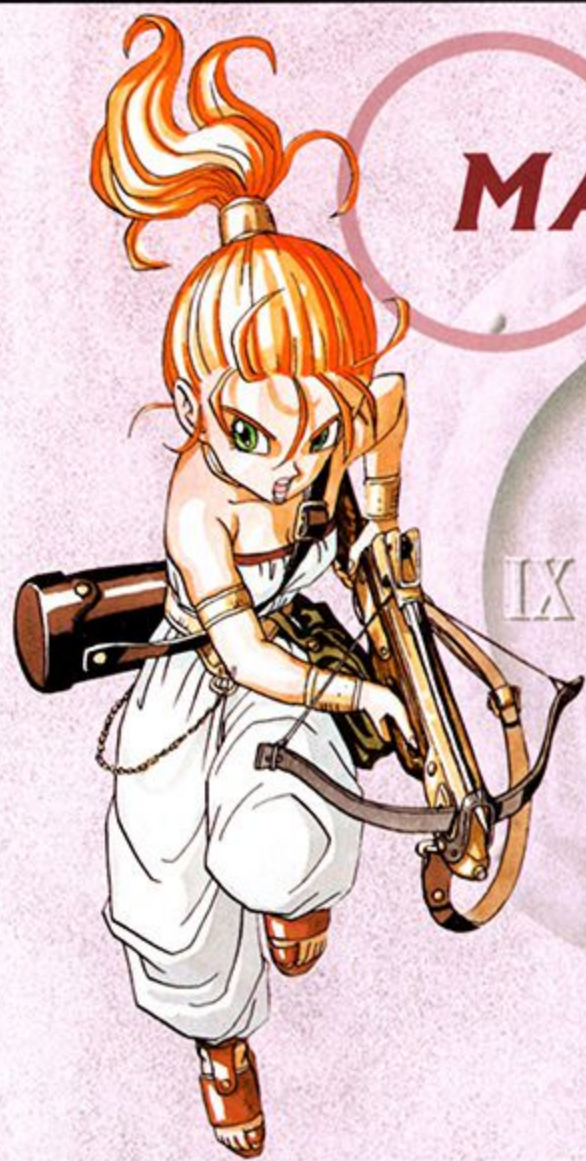
*In each of the eras Crono travels to, he will be joined by interesting new friends. Each of them has different special abilities.*



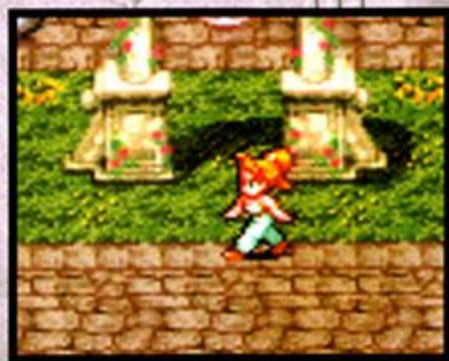
## CRONO

Crono is a typical teenager whom fate chooses to save the world. He is a skilled swordsman, and as he journeys on, he learns Lightning Magic spells.





**MARLE** Marle is actually Princess Nadia of Guardia Castle. She grows impatient with royal life and eventually leaves to help Crono. She is good with a crossbow, and learns Water Magic during the adventure.



Lucca is Crono's best friend. She loves science and uses her knowledge to build fantastic machines and very clever weapons. Eventually she learns Fire Magic, a very useful skill.



**LUCCA**





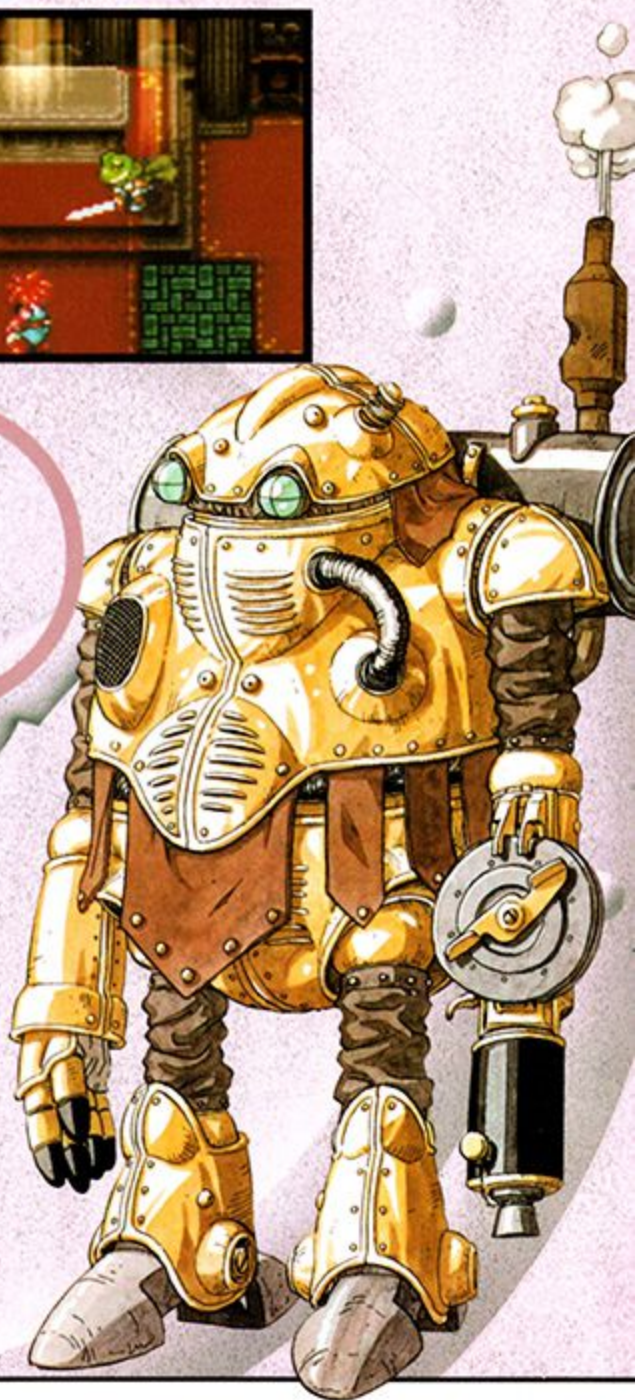
## FROG

Frog, once a Guardia Knight, was beaten very badly and turned into a frog. He is an accomplished swordsman who also uses Water Magic well.



You find Robo in a collapsed dome in 2300 A.D., trying to remember his master's directions. He is very powerful and skilled with electric weapons.

## ROBO





# AYLA

Ayla is primitive but strong. She is trying to save her group from the reptites. She can break huge stones with a punch or a kick. With her strength, she doesn't need to use magic.

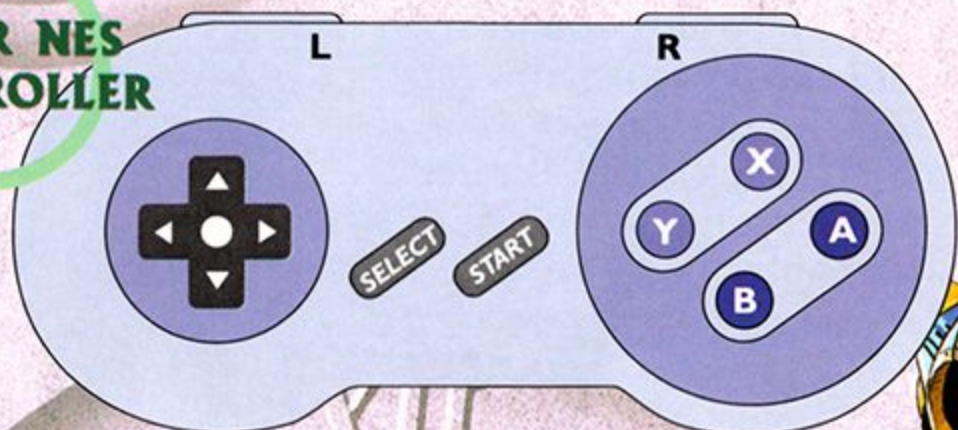


**B**

# ASIC CONTROLS

Here is the configuration of the Controller for Chrono Trigger. Later you will see how you can change it to suit your own style.

**SUPER NES  
CONTROLLER**



**CONTROL  
PAD**

Use the Control Pad to move your characters around. It is also used to move the cursor and to switch window displays.

**SELECT  
BUTTON**

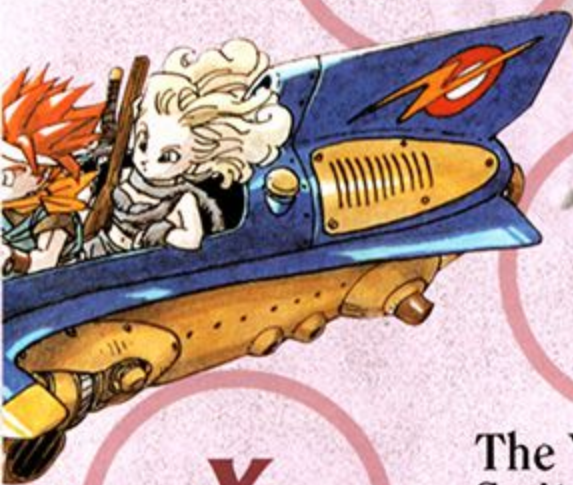
In the Landscape Screen (page 17), use the Select Button to open the World Map.

## **START BUTTON**

The Start Button pauses the game during play. It is also used to continue when you have finished inputting your name.

## **A BUTTON**

You will use the A Button most often. It is the "action" button. Use it to choose commands and to do things like open chests, enter doors, and talk to people.



## **X BUTTON**

Use the X Button to open the Menu Screen (page 18).

## **Y BUTTON**

The Y Button opens the Character Switch Screen (page 27) when you're in the Map Screen or Field Screens. When you are in the Time Machine, the Y Button opens the Time Gauge.

## **B BUTTON**

In the Field Screen, holding the B Button while walking allows you to "Dash."

## **L/R BUTTON**

In battle, hold these down together to run away. When using the Time Gauge (page 54), push the L and R Buttons to select the era you want to travel to. Also, press L+R+Start+Select to reset the game.

# GETTING STARTED

Make sure the power is turned off on your Control Deck. Insert the Game Pak into the slot on top of the Deck, and then turn the power on.



## DEMO SCREEN

The Demo Screen shows you scenes from the game. To skip it, simply push the A Button.



## NEW GAME

To begin a new game, choose "New Game" on the opening Menu Screen by using the Control Pad and push Start.



## CONTINUE THE GAME

Instead of selecting "New Game," you can select a saved game and start from wherever you last saved.

# B

## BATTLE MODE ACTIVE & WAIT

There are two different modes used in battle: Active and Wait. You can also choose either one in the Config. Screen (page 23).



### ACTIVE

Active is for the seasoned pro. When you choose this mode, monsters will not wait for you to decide on your plan of attack.



This is a more thrilling battle mode, but you must decide quickly what to do.

### WAIT

Wait is for beginners. You will have more time to decide on an attack method.



# INPUT NAMES

Follow the instructions below to input a name at the beginning of a game, or to change that name later on.



## CHANGING NAMES

To input or change a name, first choose a letter with the cursor and push the A Button. Repeat until you have spelled your name, then push Start. If you input a wrong letter, push B to erase the letter and continue.



Whatever name you choose will be displayed throughout the game.

# S

## AVING PROGRESS

You can save up to three different games. Likewise, there are three places from which you can begin a saved game. When you resume playing a saved game, you may begin from any one of those three saves.



## MAP SCREEN

While on the Map Screen, you can open the Save Screen at any time to save your game.



## SAVE POINTS

There are save points throughout the game. Access the Save Screen in the Main Menu (page 18) by standing on the save point and pushing X.



## THE END OF TIME

When you reach "The End of Time," be sure to save your game at the save point.



# M

## AIN SCREEN: 1 FIELD SCREEN

*The Field Screen is where most of the action takes place. You will see this screen when you are inside houses, caves, etc.*

Well get going, then!!  
You'll have to wait a thousand  
years for another Millennial Fair!



### INSIDE HOUSES

You will have many conversations with people inside houses. Push A to talk with them. You will also discover various items:



#### TREASURE BOX

Push A to open a Treasure Box and retrieve the items inside.



#### DOOR

Push A to open doors in front of you.



#### FOOD

Push A to pick up food you find. This will refill HP and MP.



#### STAIRS

You can go up or down stairs. Use the control pad for direction.

### DUNGEONS

Dungeons are full of monsters and traps. When you run into or touch monsters, you will automatically engage in battle (page 28).





# M

## AIN SCREEN: 2 MAP SCREEN

The Map Screen displays the world you are in. When you approach a building or a geographical area, it will show you the name. To enter a building or area, push the A Button.



### LANDSCAPE

In Landscape view, you move around between buildings, caves and other locations. When you are near the area you want to enter, push A.



#### BUILDINGS

Only certain color buildings are accessible.



#### MOUNTAINS

Mountains, too, are full of monsters. Use caution.



#### FOREST

Forests are full of monsters. Also, look for hidden chests.



#### CAVES

You will find both useful items and dangerous monsters in caves.

### WORLD MAP

From the Landscape Screen, push Select and you will access the World Map. A dot on the map indicates your location.



S

# UB SCREEN: 1

## STATUS



Push the X Button to access the Main Menu screen. A menu with six icons will appear. Use the Control Pad to move the cursor, and the A Button to make a selection.

**A** CHARACTER STATUS

**B** ITEM

**C** TECH

**D** CONFIG.

**E** CHARACTER ORDER

**F** DATA SAVE

## CHARACTER STATUS



This screen lets you know how each member of your party is doing. You can also equip your characters from here.



1

**CURRENT LEVEL**

**ATTACK POWER**

**HIT POINTS**

Hit Points determine how much damage you can take. Be sure to keep your HP levels high.

**MAGIC POINTS**

Casting a spell requires a certain number of Magic Points. This shows how many you have.

**DEFENSE POWER**

**2****CHARACTER'S FACE****TYPE OF MAGIC**

This tells you which of the four types of magic your character is able to learn.

**CHARACTER NAME****CURRENT LEVEL****3****CURRENT EQUIPMENT**

This list tells you, by name, what equipment you are currently using. Also, the icons show you what the items look like.

**4****ITEM NAME**

This lists the items you are currently holding. You can also equip these items when necessary.

**5**

PWR.	5	SPD.	13
HIT	8	EV.	8
MAG.	5	STAM.	8
M DEF.			2
EXP			0
NEXT			20

**MAGIC DEFENSE**

With a high number you can better resist spells cast upon you.

**HIT**

Shows your ability to strike a target.

**MAGIC**

This indicates the strength of your magic.

**STAMINA**

The higher the number, the faster your HP will grow at level up.

**EXP**

This shows your experience points.

**NEXT**

This shows how many experience points you need to reach the next level.

**POWER**

The higher your power, the stronger you are.

**SPEED**

Higher numbers make you faster in battle.

**EVADE**

This number shows how well you can evade attacks.

## EQUIP ITEMS

Throughout the game you can find or buy additional weapons and armor. When you equip these items, pay attention to your status. Sometimes your levels can affect an item's effectiveness.



First choose the character you want to equip.



Next choose the item you want to change.



Finally, choose the item you want to replace it with.

## EQUIPMENT ICONS

Each item has an icon that goes with it. Below are descriptions of those items.



### SAMURAI SWORD

Used by Crono only.



### CROSSBOW

Only Marle can use this.



### GUN

Only Lucca can use this.



### SWORD

This is for Frog only.



### PARTS

These are for Robo only.



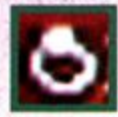
### HELMET

Everyone can wear this.



### ARMOR

These can be shared.



### ACCESSORY

These can also be shared.



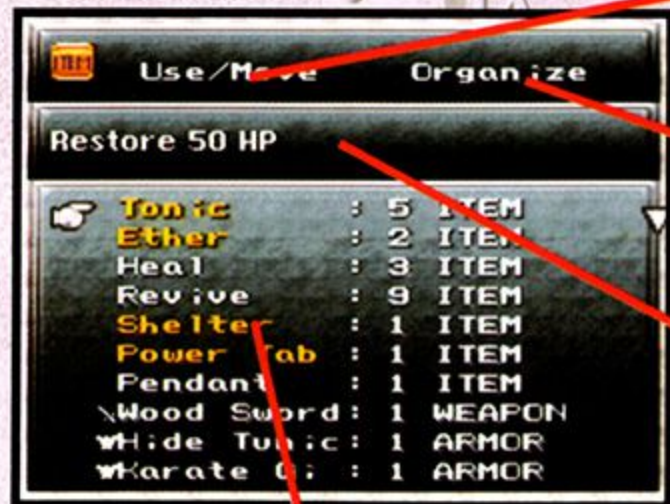
# UB SCREEN: 2 ITEMS



## ITEM SCREEN



This screen shows you all the items your party is currently holding.



### USE/MOVE

Select to use or move items.

### ORGANIZE

This allows you to organize your items by their category.

### ITEM DESCRIPTION

This tells you what the selected item does.

**ITEM NAME** This is the name of the item.

## USING ITEMS

Items you can use during battle and in the field will be highlighted in yellow. Other items will be in white.

## ORGANIZE

This command organizes your items for you automatically. (You don't have to move them manually.)



Move the cursor to the item and push A.



Select Organize. Push A.



# UB SCREEN: 3

## TECH SKILLS

### TECH SKILLS SCREEN



Tech is your special attack ability. As you play and win battles, you gain more Tech Skills. You can also use certain Tech Skills with other characters.



### CHARACTER

This is the character you have selected.

### COMBINATIONS

Tech can be used with one, two, or three characters.

### TECH NAMES

These are the Tech Skills the character knows.

### MAGIC POINTS

This is how many Magic Points it takes to use this Tech.

### TECH DESCRIPTION

This describes the effect of the selected Tech.

### USE MAGIC

When you are in this screen, the Tech Skills highlighted in yellow are the ones you can use.



Marle uses her Tech ability to heal Crono.



# UB SCREEN: 4 CONFIGURATION

## CONFIGURATION SCREEN



Here you can change features such as music, text speed, etc. You can configure your game any way you like it.



### SYSTEM ICONS

Each icon represents a game function.

### FUNCTION DESCRIPTION

This tells you what the selected function does and how it is currently configured.



### SOUND SELECT

You can choose either stereo or mono sound.



### BATTLE CURSOR

This allows you to program your favorite attack and use it automatically.



### BATTLE MODE

You can choose Active or Wait (described on page 13)



### SKILL/ITEM POSITION

Use this to automatically choose tech skills and items.



### MENU CURSOR

Use this to automatically select the same sub-screen every time you press the X Button.



### BATTLE SPEED

Use this to change battle text speed and Battle Gauge speed (1 is fast, 8 is slow).





## WINDOW COLOR

Use this to change the color of the text windows to suit your taste.



## BATTLE GAUGE

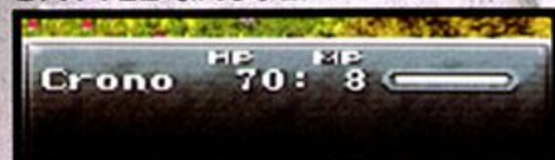
There are two types of battle gauges. Here you can choose fast or slow, or turn the gauge off.



**BATTLE GAUGE: OFF**



**BATTLE GAUGE: 1**

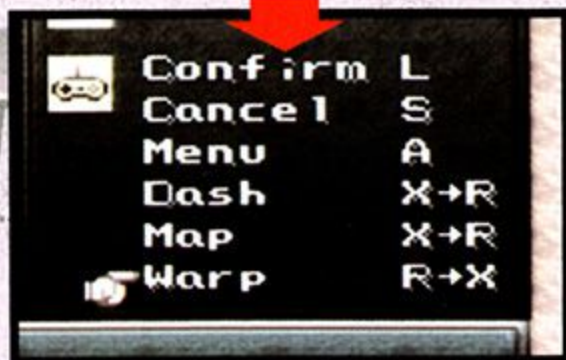
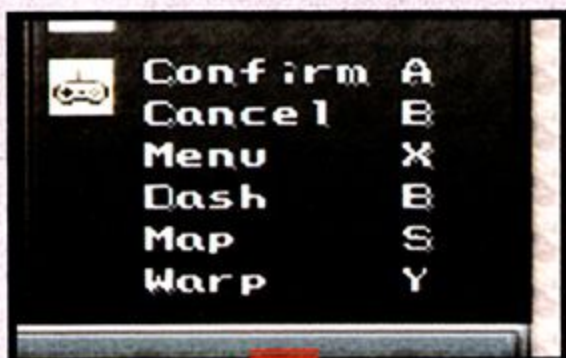


**BATTLE GAUGE: 2**



## CONTROLLER

Here you can change the configuration of the buttons. For example, if you feel more comfortable using the B Button for action, you may do so.



## SKILL/ITEM DESCRIPTION

You may turn off the Tech Descriptions during battle if you want.







# UB SCREEN: 5 CHARACTER ORDER

## CHARACTER EXCHANGE SCREEN



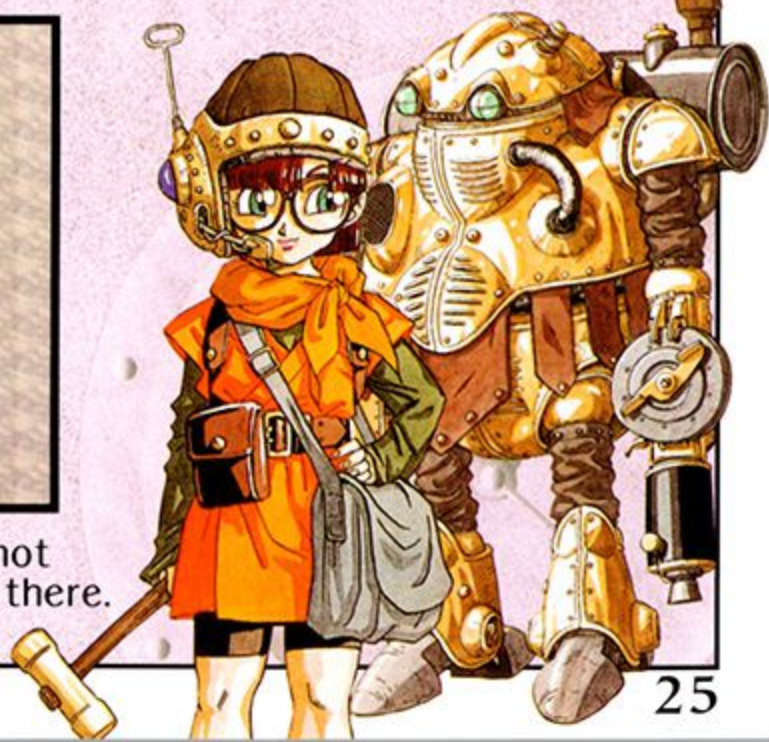
During play you may want to change your party's configuration. For example, occasionally a certain character is required to ask questions of others, and in battle, one character may be more effective than another.



To move characters around, move the cursor to a character and push A. Then move the cursor to where you want to place that character and push A.



If the window is dark, you cannot move the character displayed there.





# UB SCREEN: 6

## SAVE



To access the Save screen, choose the icon that looks like a pencil writing on paper.



### THREE DATA FILES

You may save your game in each of the 3 available files.

### PARTY MEMBER(S)

These are the characters you had in your party when you last saved.

### CURRENT ERA

This tells you what era you were in when you saved.

### TIME PLAYED

This is the amount of time you had invested in the game when you last saved.

### SAVE TIMES

This is how many times you have saved your game.

### GOLD

This shows how much gold you have.



This information will change, depending on the file you have chosen.



When you save your game, the time will change.

S

# WITCH CHARACTERS

## SWITCH CHARACTERS

To switch characters in your party, push Y. You need at least four characters, and you can switch at any time except in battle. You should do so often, as high levels are important for all characters to perform at their peak.



To switch characters, move the cursor with the Control Pad and push A. You cannot select characters with dark screens.



Change your characters often to build levels and learn more techniques.

# B

# BATTLE SCREEN

## BATTLE SCREEN

A battle starts when you touch or run into a monster or group of monsters. You can try to run away but you must fight them to build up your levels.



### ENEMIES

You know who they are!

### BATTLE CURSOR

This shows who will fight next.

### MESSAGE WINDOW

This tells you what's happening, like who you are battling and what Tech you are using.

### HIT POINTS REMAINING

This tells you how many hit points you have left.

### BATTLE COMMANDS

These are your choices for attack. Each choice has a time and place. (described on page 30)

### BATTLE GAUGE

If your Battle Gauge is on, it must be full before your next attack.



# ATTACK TECH ITEMS COMBINATIONS

# BATTLE SEQUENCE

This is an example of a typical battle sequence.

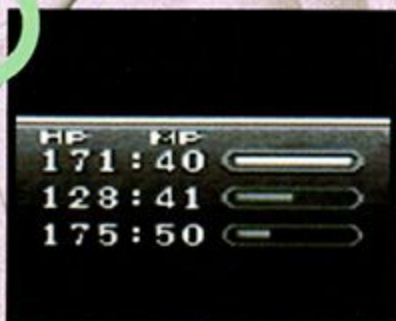
1



When you run into an enemy or group of enemies, the action bar will appear.

When the Battle Gauge is full, you are able to attack (or you can run away by holding L/R together).

2



Choose from one of the three commands.

3



4



Choose the enemy or group of enemies you wish to attack. It is possible to attack more than one monster at a time.

5



6



To win you must defeat all the enemies.

# ATTACK

When you encounter an enemy, choose your strategy wisely.

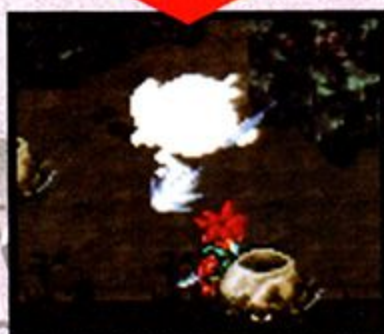


You are unable to fight until your Battle Gauge is full.



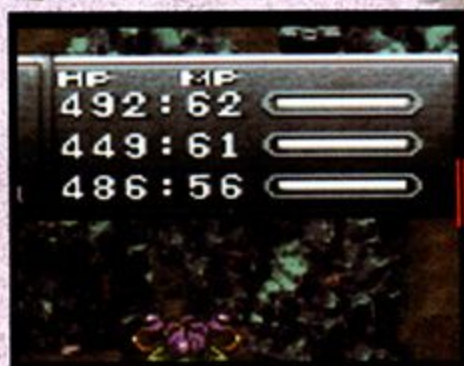
Choose "ATTACK" if you are strong enough for hand to hand combat.

Hit the enemies with your weapon.



Tech is your special attack capability. It can be done alone or in groups of two or three characters. If you are using more than one, it is called "Combo".

# TECH



Choose a Tech. If you want to use a combination Tech, you have to wait for the other characters' Battle Gauges to reach full power.

## ITEMS

You can also choose to take your turn by using an Item. For instance, you may need to heal yourself with Tonic.

Use an Item to recover lost Hit or Magic Points. You'll be refilled and ready to battle.



## COMBINATIONS

When more than one character is ready for Battle, and they both have learned Tech skills, Tech will change to Combo.



Some Tech attacks can affect all monsters.



Choose Double or Triple Tech.



Wait for Tech to change to Combo.

**S**

# TATUS TROUBLE

*Sometimes in battle, monsters will cast spells or use weapons that will cause certain damage to your character. Here are seven of them.*



## POISON

Slowly decreases your HP and attack power during battle.



## BLIND

This makes it more difficult to hit your enemy.



## SLOW

This slows down your Battle Gauge speed.



## LOCK

This disables you from using your Tech powers.



## SLEEP

You fall asleep. You can't fight back and your Defense Power goes down. Only when you are hit will you wake up.



## STOP

You can't do anything until you are healed by another character.



## CONFUSE

This causes your head to get cloudy. Sometimes you will attack your own party.



# T

# ECH AND MAGIC COMBINATIONS

Below are the explanations of Tech and Magic, as well as their differences and similarities.



## SINGLE TECH & COMBINATION

Single Tech is a Tech you use by yourself. Combo is an attack that uses two or three characters.

## TYPES OF MAGIC

Magic: Lightning, Water, Fire and Shadow. When the first three are combined you get Shadow Magic, the strongest type. The Evil force uses Shadow Magic. Each type of Magic affects different enemies.



## HOW CAN YOU LEARN MAGIC?

When you start, you don't know any Magic. Once you have met Spekkio (page 55), he will enable you to learn Magic.



# SINGLE TECH CRONO

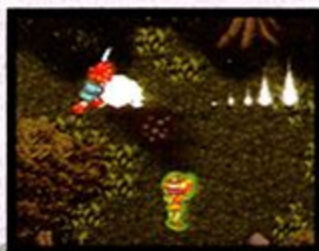
## CYCLONE

You dash into an enemy group and slash at them as if you were a cyclone.



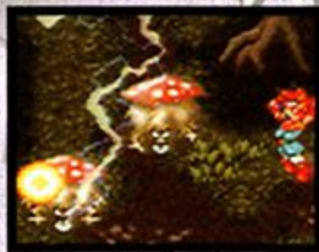
## SLASH

With a quick sword move you slash in a straight line.



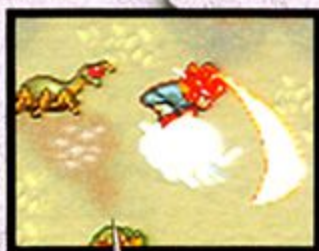
## LIGHTNING

You strike an enemy with lightning.



## SPINCUT

You cause twice as much damage as you would in a normal attack.



*Crono is the best fighter in the game. He uses very powerful sword Tech and attacking Magic, and he can use other Techs in combination with various characters.*

## LIGHTNING 2

You strike all enemies with lightning.



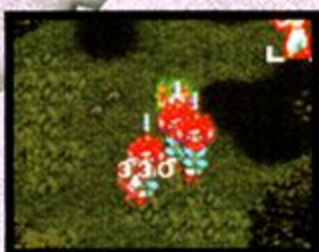
## LIFE

You can bring characters whose HPs are at 0 back to life.



## CONFUSE

You jump on an enemy's head and slash four times.



## LUMINAIRE

You emit a pure ray of light affecting all enemies.



# SINGLE TECH MARLE

## AURA

Aura partially recovers another character's HP.



## PROVOKE

She taunts and confuses an enemy.



## ICE

She shoots a huge block of ice at an enemy.



## CURE

Almost completely recovers one of her party's HP.



*Marle is not very strong physically, but her Magic is very powerful. Her healing powers are essential to your success.*

## HASTE

Marle speeds up one party member's Battle Gauges.



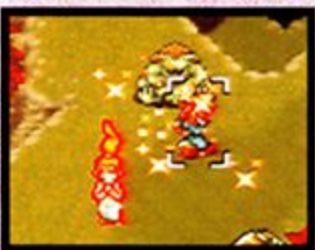
## ICE 2

She can shoot an even bigger block of ice at all enemies.



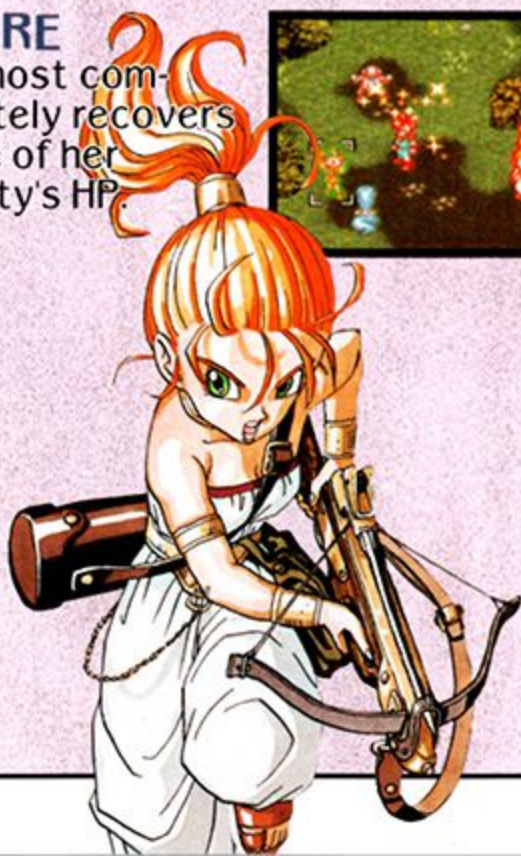
## CURE 2

Completely recovers a character's HP.



## LIFE 2

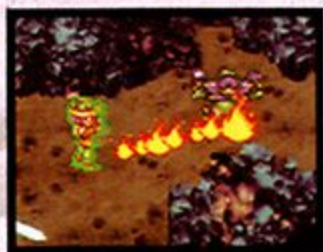
Revives a character and restores full HP.



# SINGLE TECH LUCCA

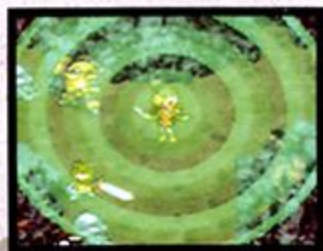
## FLAME TOSS

Lucca throws a line of flames at an enemy or group of enemies.



## HYPNO WAVE

Renders all of her enemies unconscious.



## FIRE

She can use flames against an enemy.



## NAPALM

She throws a napalm bomb to defeat her enemies.



*Lucca is also not very strong but her Magic is most powerful, especially when she is paired with Crono.*

## PROTECT

Increases a character's defense against physical attack.



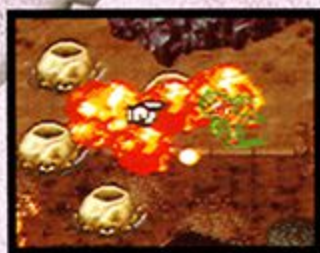
## FIRE 2

She can throw even bigger flames at her enemies.



## MEGA BOMB

This strong blast causes major damage to any monsters around.



## FLARE

She can heat her enemies by using a fire beam.



# SINGLE TECH FROG

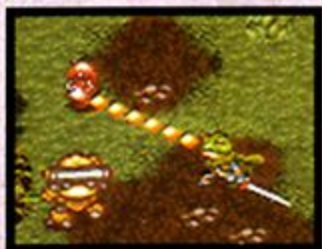
## SLURP

Frog does this to recover some of a character's HP.



## SLURP CUT

He catches and drags an enemy with his tongue and then slashes at him.



## WATER

He can shoot a water bubble and damage his enemy.



## HEAL

This will help recover some of his party's HP.



*Frog is a good fighter, like Crono, and often delivers critical hits. He knows healing Magic and is effective against many of his enemies.*

## LEAP SLASH

He jumps on an enemy and slashes him from head to toe.



## WATER 2

He shoots lots of water bubbles to attack his enemies.



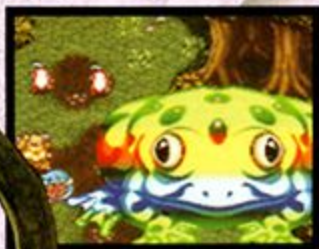
## CURE 2

Completely recovers one of his party's HP.



## FROG SQUASH

He summons a bigger frog that drops on the enemy.



# SINGLE TECH ROBO

## ROCKET PUNCH

Robo shoots a fist at an enemy.



## CURE BEAM

This partially recovers a character's HP.



## LASER SPIN

He spins and emits a powerful laser beam.



## ROBO TACKLE

Robo can dash and hit an enemy with a body slam.



*Robo has a very powerful body. When he joins Crono and Frog, their Triple Tech is incredibly effective.*

## HEAL BEAM

This recovers some of his party's HP.



## UZI PUNCH

Robo hits an enemy many times with this powerful fist.



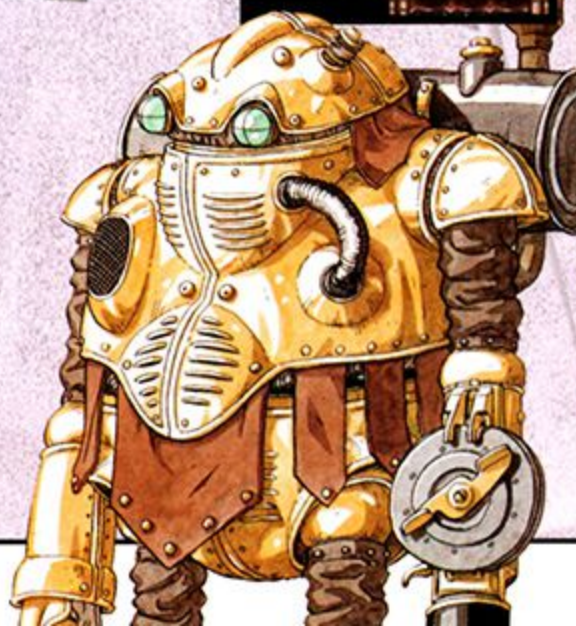
## AREA BOMB

He'll hit any enemies in sight with this bomb.



## SHOCK

Robo radiates a plasma beam, hitting all enemies.



# SINGLE TECH AYLA

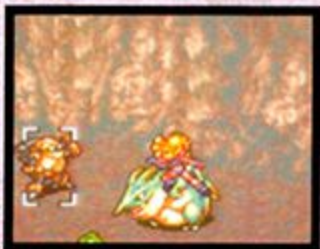
## KISS

Ayla recovers character's status and some HP.



## ROLLO KICK

She can jump-kick at an enemy.



## CAT ATTACK

She uses her teeth and nails to bite and slash an enemy.



## ROCK THROW

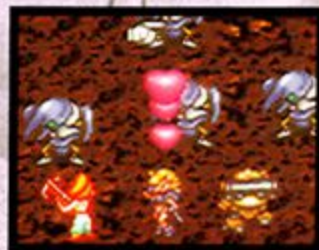
She can grab an enemy and throw him.



*Ayla has no Magic but her strength is unstoppable. Her best tech is stealing items, especially from some bosses.*

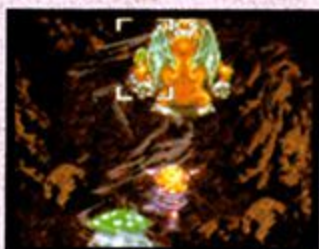
## CHARM

She stuns an enemy with her charm and steals an item.



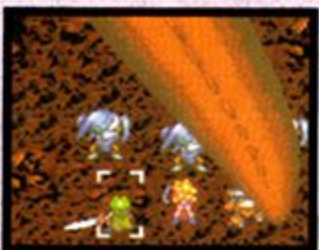
## TAIL SPIN

She spins, causing a tornado that hits any enemies around.



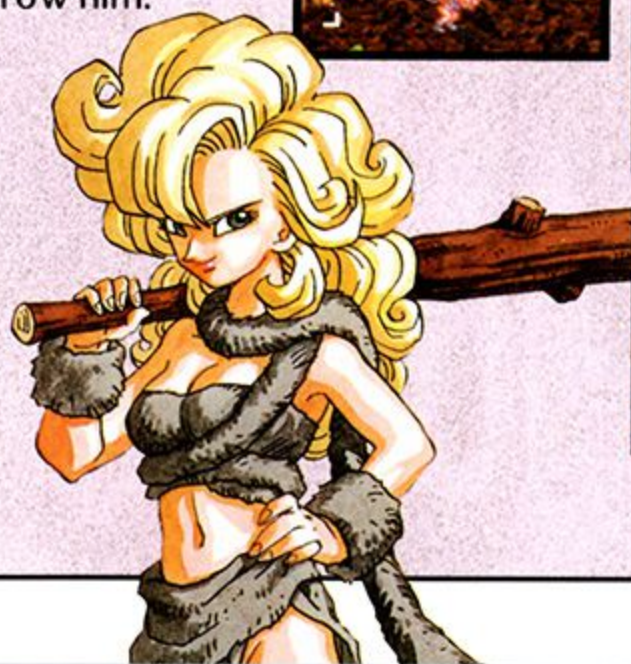
## DINO TAIL

She summons a large dinosaur who causes damage to all enemies.



## TRIPLE KICK

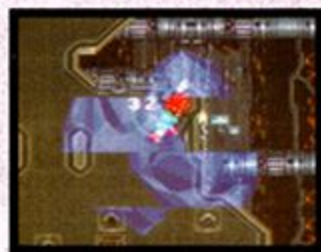
She jumps and kicks an enemy three times.



## DOUBLE TECH **CRONO** + **MARLE**

### AURA WHIRL

Crono and Marle spin and recover some of the party's HP.



### ICE SWORD 2

Crono and Marle can do even more damage to enemies.

### ICE SWORD

They attack an enemy with a magical ice sword.



## DOUBLE TECH **CRONO** + **LUCCA**

### FIRE WHIRL

Crono and Lucca spin and attack a group of monsters with fire.



### FIRE SWORD 2

Crono and Lucca can attack a group of enemies with this magic sword.

### FIRE SWORD

They attack only one enemy with their fire sword.





## DOUBLE TECH **CRONO + FROG**

### **X STRIKE**

Crono and Frog dash in an X formation.



### **SPIRE**

Frog stabs the enemy and Crono strikes lightning on them.

### **SWORD STREAM**

Frog creates a waterfall and Crono drops from it onto an enemy.



## DOUBLE TECH **CRONO + ROBO**

### **ROCKET ROLL**

Crono jumps on Robo's shoulders and they spin, shooting a beam at the enemy.



### **SUPER VOLT**

Crono gives lightning power to Robo, who spins and shoots a high voltage beam at all enemies.

### **MAX CYCLONE**

Robo holds Crono and spins, slashing at the enemy.



## DOUBLE TECH **CRONO** + **AYLA**

### DRILL KICK

Crono throws Ayla, and she drops onto an enemy and kicks it in the head.



### FALCON HIT

Ayla throws Crono and he slashes the enemy.

### VOLT BITE

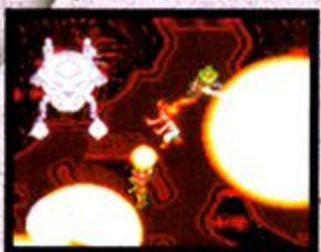
With the help of Crono's Thunder Magic, Ayla bites an enemy.



## DOUBLE TECH **MARLE** + **LUCCA**

### ANTIPODE

Marle's Water and Lucca's Fire Magic combine to create a deadly energy field.



### ANTIPODE 3

This is the strongest version of Antipode; it affects all enemies.

### ANTIPODE 2

A stronger version of Antipode, it affects a group of monsters.



## **DOUBLE TECH** **MARLE + FROG**

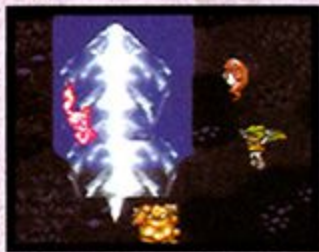
### **ICE WATER**

Marle and Frog's Water Magic combine into an ice shower that affects all enemies.



### **GLACIER**

They shower huge icicles on the enemies.



### **DOUBLE CURE**

Marle and Frog recover party's HP.



## **DOUBLE TECH** **MARLE + ROBO**

### **AURA BEAM**

Marle and Robo emit an aura that recovers some of the party's HP.



### **ICE TACKLE**

Robo's Icicle Magic power helps him tackle an enemy.



### **CURE TOUCH**

They release Healing Magic that recovers most of the party's HP.



## DOUBLE TECH **MARLE + AYLA**

### TWIN CHARM

Marle and Ayla fluster the enemy and recover an item.



### CUBE TOSS

Ayla throws a huge icicle at a group of enemies.

### ICE TOSS

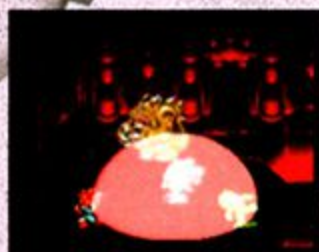
Ayla throws ice rocks made by Marle at a group of enemies.



## DOUBLE TECH **LUCCA + ROBO**

### FIRE PUNCH

Robo punches a group of enemies with Fire Magic power.



### DOUBLE BOMB

Robo catches a megaton bomb thrown by Lucca, and its amplified explosive power affects the enemies near Robo.

### FIRE TACKLE

Robo becomes engulfed in flames and tackles an enemy.



## DOUBLE TECH **LUCCA + FROG**

### RED PIN

Frog jumps and slashes an enemy with a fire sword.



### FROG FLARE

They summon a huge frog that attacks with Fire Magic power.

### LINE BOMB

Lucca throws bombs while Frog flies into a line of enemies and slashes them.



## DOUBLE TECH **LUCCA + AYLA**

### FLAME KICK

Ayla's feet catch on fire and she kicks an enemy.



### BLAZE KICK

Ayla jumps using Fire Magic power and kicks an enemy.

### FIRE WHIRL

A tornado of flames from Lucca and Ayla attacks the enemies.



## DOUBLE TECH

# FROG + ROBO

### BLADE TOSS

Robo throws Frog, and he attacks an enemy with his sword.

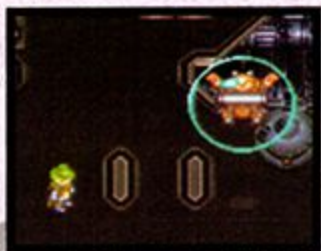


### CURE WAVE

Frog and Robo's combined power recovers all of the party's HP.

### BUBBLE SNAP

Inside a big bubble, Robo is lifted and then dropped on an enemy.



## DOUBLE TECH

# FROG + AYLA

### SLURP KISS

This kiss cures all of the party's ailments.



### DROP KICK

Frog and Ayla jump together and stab an enemy.

### BUBBLE HIT

Ayla, inside a bubble, is dropped on an enemy.

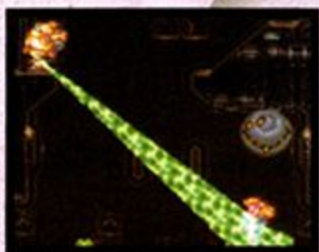


## DOUBLE TECH

# ROBO + AYLA

### BOOGIE

Ayla and Robo cast Stop spell while circling the enemy.



### BEAST TOSS

Robo and Ayla throw an enemy, resulting in major damage.



### SPIN KICK

Robo throws Ayla, and she spins and kicks an enemy.



**TRIPLE TECH**

**CRONO + MARLE + LUCCA**



**DELTA FORCE**

Light, Fire, and Water Magic mix to create an energy triangle that delivers maximum damage to all enemies.

**TRIPLE TECH**

**CRONO + MARLE + FROG**

**ARC IMPULSE**

Marle uses Ice Magic while Crono and Frog jump and slash an enemy.



**TRIPLE TECH**

**CRONO + MARLE + ROBO**



**LIFE LINE**

Allows each member to recover one time, when he or she has been injured.



**TRIPLE TECH**  
**CRONO + MARLE + AYLA**



**FINAL KICK**

Ayla gives an enemy a spiral kick with Lightning and Water Magic power.

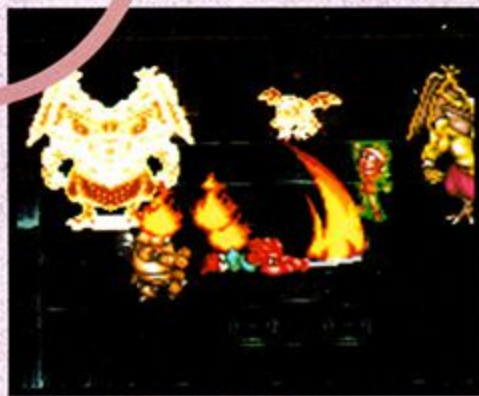
**TRIPLE TECH**  
**CRONO + LUCCA + FROG**

**DELTA STORM**

Lightning, Fire, and Water Magic combine, creating another triangle of energy delivering maximum damage to all enemies.



**TRIPLE TECH**  
**CRONO + LUCCA + ROBO**



**FIRE ZONE**

Crono lights on fire. Robo grabs him and spins him, and Crono slashes at all nearby enemies.

**TRIPLE TECH**  
**CRONO + LUCCA + AYL**



**GATLING KICK**

Ayla gives an enemy a spiral kick with Lightning and Fire Magic.

**TRIPLE TECH**  
**CRONO + FROG + ROBO**

**TRIPLE RAID**

Crono, Frog, and Robo attack an enemy simultaneously.



**TRIPLE TECH**  
**CRONO + FROG + AYL**



**3D ATTACK**

Ayla joins Crono and Frog's X-Strike attack, and they deliver heavy damage to an enemy.

# TRIPLE TECH CRONO + ROBO + AYLA



## TWISTER

Crono, Robo & Ayla spin to create a giant tornado, damaging all enemies in sight.

## HOW TO RAISE TECH LEVELS



As you battle monsters, you gain Tech points. Your Tech Levels raise as you collect more points. Switch characters frequently so each one achieves high Tech levels.

## MP AND DOUBLE TRIPLE TECH

Each member needs to have the required MP to use Double and Triple Tech attacks.



# VILLAGE LOCATIONS

Each village has two very important places you should visit - the Inn and the Market.

## INNS

Go to the Inn in each village. Even if you don't need rest, there will be people to talk to and items to find. Of course, if you sleep at the Inn, your HP and MP will be completely refilled.



## MARKETS



Here is where you purchase Items like weapons, armor, tonic and other things you will need on your journey.



To see whether you made a good or bad purchase, look at the color of your attack numbers. Blue numbers mean you have added to your abilities; white numbers show you have remained the same; and gray ones mean you've decreased your level.





**ITEM DESCRIPTION**  
This describes what the item does.

**ITEM PRICE LIST**

This is a list of the wares for sale in a village, and what they will cost.

**MONEY**

This is how much gold you are holding.

**STRENGTH**

This displays the item's attack or defense power.

**OWN/EQUIP**

These show the quantity of items you have equipped and items you are carrying.

**CHARACTER LIST**

This lists the characters in your party, and describes weapon and armor levels.



When you buy items, the characters that can equip them will jump up and down.



# M

# **METHODS OF TIME TRAVEL**

*There are two types of time travel - Time Gates and the Time Machine. (Time travel is not always an option.)*

## **TIME GATES**

To activate a Time Gate, simply go near it and push A. Only then will you know where it will take you.

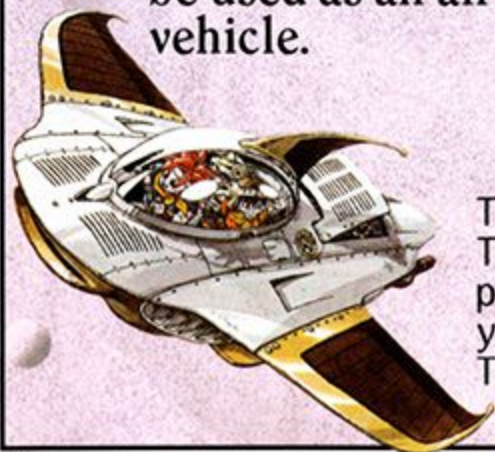


## **TIME MACHINE**

At some point you will find a Time Machine. With this you can go to any era you want. The Time Machine can also be used as an air vehicle.



To open the Time Gauge, press Y when you are in the Time Machine.



**T**

# HE END OF TIME

*This world exists beyond the realm of time. It is the most important place in this game. You must figure out why it exists and how to use it.*



## TIME GATES

Each era is connected to this world by a Time Gate. In order to get to the Time Machine, you will need to use these gates.

## OLD MAN

An old man lives in this place. You do not know who he is, but he will give you useful knowledge if you ask.



## SPEKKIO

Spekkio can teach you magic. If you decide to fight him and win, he will reward you with useful items.



**W**

# WEAPONS AND ARMOR LIST

## WEAPONS

Following is a list of weapons you will use throughout the game. Each weapon, when it's equipped, affects your Attack power.

Name	Price	Description
Aeon Blade		Increases attack points by 70
Air Gun		Increases attack points by 5
Alloy Blade	21000 G	Increases attack points by 110
Auto Gun	1200 G	Increases attack points by 15
Big Hand	18000 G	Increases attack points by 105
Bolt Sword		Increases attack points by 25
Bronze Bow		Increases attack points by 3
Bronze Edge		Increases attack points by 6
Comet Arrow	7800 G	Increases attack points by 80
Dart Gun	850 G	Increases attack points by 7
Demon Edge	1700 G	Increases attack points by 80; gives 1.5 times damage to Magical creatures.
Doom Finger		Increases attack points by 50
Dream Bow		Increases attack points by 60
Dream Gun		Increases attack points by 60
Flash Blade	18000 G	Increases attack points by 90
Fleaver		Increases attack points by 43 and agility by 2
Flint Edge		Increases attack points by 40



<i>Name</i>	<i>Price</i>	<i>Description</i>
Hammer Arm	3500 G	Increases attack points by 25
Iron Blade	350 G	Increases attack points by 7
Iron Bow	800 G	Increases attack points by 15
Iron Sword		Increases attack points by 10
Kaiser Arm		Increases attack points by 120
Lode Bow		Increases attack points by 20
Lode Sword	4000 G	Increases attack points by 20
Magma Hand		Increases attack points by 70
Masamune		Increases attack points by 75
Megablast		Increases attack points by 80
Megaton Arm	15000 G	Increases attack points by 90
Mirage Hand		Increases attack points by 30
Mop		Increases attack points by 1
Pearl Edge	22000 G	Increases attack points by 105; gives 1.5 times damage to Magical creatures
Plasma Gun	3200 G	Increases attack points by 25; sometimes stops robotic enemies
Red Katana	4500 G	Increases attack points 30; increases Magic points by 2
Robin Bow	2850 G	Increases attack points by 25
Ruby Gun		Increases attack points by 40
Rune Blade		Increases attack points by 120; increases Magic power by 4
Sage Bow		Increases attack points by 40
Shock Wave		Increases attack points by 110; sometimes confuses enemies
Sonic Arrow		Increases attack points by 100; sometimes decreases enemy's agility
Star Sword		Increases attack points by 125

<i>Name</i>	<i>Price</i>	<i>Description</i>
Steel Sabre	800 G	Increases attack points by 15
Stone Arm		Increases attack points by 40
Swallow		Increases attack points by 145; agility points by 3
Tin Arm		Increases attack points by 20
Vedic Blade		Increases attack points by 135
Wood Sword		Increases attack points by 3

## **ARMOR & HELMETS**

*Following is a list of armor and helmets. Each armor or helmet will affect your Defense power differently when it's equipped.*

<i>Name</i>	<i>Price</i>	<i>Description</i>
Aeon Helmet		Increases defense points by 33
Aeon Suit		Increases defense points by 75
Beret	700 G	Increases defense points by 17
Black Vest		Increases defense points by 45; Absorbs 50% of Shadow Magic attack damage
Blue Vest		Increases defense points by 45; Absorbs 50% of Water Magic attack damage
Bronze Mail	520 G	Increases defense points by 16
Bronze Helmet	200 G	Increases defense points by 8
Cera Topper		Increases defense points by 23
Dark Mail		Increases defense points by 45; Increases Magic defense points by 5
Flash Mail		Increases defense points by 64
Glow Helmet		Increases defense points by 25
Gold Helmet		Increases defense points by 18

<i>Name</i>	<i>Price</i>	<i>Description</i>
Gold Suit	1300 G	Increases defense points by 30
Hide Cap		Increases defense points by 3; Crono wears it first
Hide Tunic		Increases defense points by 5
Iron Helmet	500 G	Increases defense points by 14
Iron Suit	800 G	Increases defense points by 28
Karate Gi	300 G	Increases defense points by 10
Lode Helmet	6500 G	Increases defense points by 29
Lode Vest	8500 G	Increases defense points by 71
Lumin Robe	6500 G	Increases defense points by 52
Maiden Suit		Increases defense points by 18
Mermaid Cap		Increases defense points by 35
Meso Mail		Increases defense points by 63; Increases Magic defense points by 5
Mist Robe		Increases defense points by 54
R'bow Helmet		Increases defense points by 35; Cuts 50% of Lightning Magic attack damage
Red Vest		Increases defense points by 45; Absorbs 50% of Fire Magic attack damage
Rock Helmet		Increases defense points by 20
Ruby Vest		Increases defense points by 45; Reduces Fire Magic attack by 50%
Taban Helmet		Increases defense points by 24; Increases Magic defense points by 10
Taban Suit		Increases defense points by 79; agility points by 3; gives some protection from Fire Magic
Taban Vest		Increases defense points by 33; agility points by 2; gives some protection from Fire Magic
Time Hat		Increases defense points by 30; gives some protection from Stop and Slow
Titan Vest	1200 G	Increases defense points by 32
White Vest		Increases defense points by 45; Absorbs 50% of Lightning Magic attack damage

# ACCESORIES

Following is a list of accessories. You will gain a special ability associated with each accessory when you equip it.

Name	Description
Bandana	Increases agility by 1 point
Berserker	Increases attack & defense ability, but you cannot control character
Black Rock	Allows use of special hidden magic, Dark Eternal
Charm Top	Increases Ayla's charm technique
Dash Ring	Increases agility by 3 points
Defender	Increases Vigor by 2 points
Gold Earring	Increases max. HP limit by 50%
Gold Stud	Reduces MP consumption by 75%
Hero Medal	Increases amt. of Masmune's critical hits
Hit Ring	Increases Strike by 10 points
Magic Ring	Increases Magic power by 6 points
Magic Scarf	Increases Magic power by 2 points
Power Glove	Increases strength by 2 points
Power Scarf	Increases strength by 4 points
Rage Band	When attacked, a character counter-attacks 50% of the time
Ribbon	Increases critical hit number by 2
Sight Scope	Allows character to see enemy's HP (except the boss's)
Silver Earring	Increases max. HP by 25%
Silver Stud	Reduces MP consumption by 50%
Speed Belt	Increases agility by 2 points

<i>Name</i>	<i>Description</i>
Third Eye	Increase dodge ability by 200%
Wall Ring	Increase magic defense power by 10 points
Wallet	Change EXP. points to Gold

## ITEMS

*When your HP or MP is low during or after a battle, you will need these Items. The rate of recovery is different according to each Item.*

<i>Name</i>	<i>Price</i>	<i>Description</i>
Barrier		Decreases magical attack damage by 1/3
Elixir		Recovers all HP & MP points
Ether	800G	Recovers 10 MP points
Full Ether		Recovers 60 MP points
Full Tonic	700G	Recovers 500 HP points
Heal	10G	Recovers status
Magic Tab		Increases Magic power by 1 point
Mid Ether		Recovers 30 MP points
Mid Tonic	100G	Recovers 200 HP points
Power Meal		Recovers all HP & MP points
Power Tab		Increases Power by 1 point
Revive	200G	Recovers disability in battle
Shelter	150G	Recovers all HP & MP points when on Map Screen or on a save point
Shield		Decreases physical attack damage by 1/3

<i>Name</i>	<i>Price</i>	<i>Description</i>
Speed Tab		Increases agility by 1 point
Tonic	10 G	Recovers 50 HP points

## **SPECIAL ITEMS**

*These special Items will help you overcome some difficulties you might encounter at the beginning stage of the game. Remember which era you will find these items.*

<i>Name</i>	<i>Description</i>
Bike Key	Necessary to ride jet bike/ 2300 A.D.
Broken Hilt	Necessary to recover Masamune sword/ 600 A.D.
Broken Sword	Necessary to recover Masamune sword/ 600 A.D.
Clone	Doll you get at Leene Square/ 1000 A.D.
Dreamstone	Necessary to recover Masamune sword/65 Million B.C.
Fang	Can exchange for other items/ 65 Million B.C.
Feather	Can exchange for other items/ 65 Million B.C.
Gate Key	Activates Time Gate & Time Tunnel/ 600 A.D.
Horn	Can exchange for other items/ 65 Million B.C.
Jerky	Give this to someone in 600 A.D./ 600 A.D.
Pendant	Has special power to open treasure chests and other sealed chests /1000 A.D.
Petal	Can exchange for other items/ 65 Million B.C.
Race Log	Used to record time of jet bike/ 2300 A.D.
Ruby Knife	Necessary to destroy secret weapon in 12000 B.C.
Seed	Hope for those who live in the future/ 2300 A.D.

# ADVENTURE GUIDE

*Prepare to embark on a journey of the ages. You will meet many people and see many wondrous things. Use this guide to help you in the beginning.*



# T

# HE ADVENTURE BEGINS!

*At present in the Kingdom of Guardia, monsters and humans co-exist with each other in peace and harmony. Today they celebrate their kingdom.*

1000  
A.D.

## THE KINGDOM OF GUARDIA



## GOOD MORNING, CRONO

The scene opens with Crono's mother trying to wake him. Today is the day of the big fair and she doesn't want him to miss it.



You can stay in Crono's room any time for free.



When mother mentions Lucca, you will have the opportunity to change Lucca's name if you wish.



Go to the far right to find a power tab.

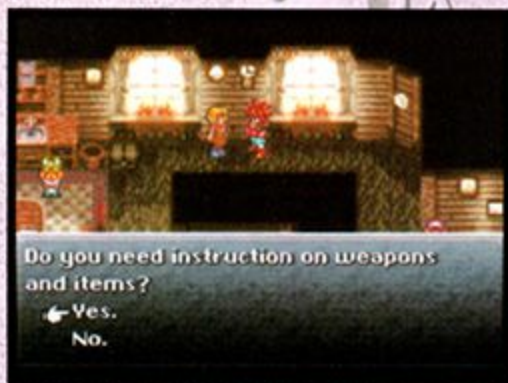


## VISIT HOUSES

Walk around to all of your neighbors' houses and talk with them. They will have information you may need for your journey.



Walk up to the house and push A; this allows you to enter.



There are people at the Mayor's house with important things to tell you.



This strange box will not open for you... yet. Come back later!

## GO TO GUARDIA FOREST

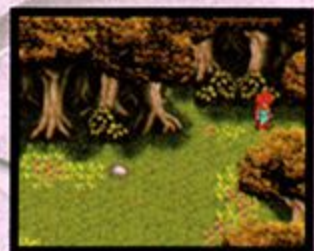
The forest is full of monsters. If you leave them alone they will not bother you. However, to build your levels you should battle them.



Run into these monsters and they're ready to fight.



Continue battling to build up your levels.



Go to the far right to find a power capsule.

## THE CASTLE OF GUARDIA

Right now you can't enter the castle. You'll need to come back later.



The guards will not let you in.

## VISIT LEENE SQUARE

Today there is a big fair in Leene Square. Go there to check things out and talk to people. Don't forget about the invention Lucca wanted to show you.



Many games are going on at the fair. Check them all out.



### MINI GAME 1 GATO

This game is with Gato the Singing Robot. If you fight him and win, you will receive 15 silver pieces.



Step right up and enter the ring.



Fight with a group to raise your levels.

## MINI GAME 2 FOOT RACING

This is a game of chance. Bet on the runner you think will win and pick up some silver points.



Go to the race tent to bet.



Ask the old man first; he'll tell you who might win.



Push A.



When you are all the way back, push A again.

## MINI GAME 3 HAMMER CHALLENGE

Hit the base and ring the bell to win.

## MINI GAME 4 GUZZLING CONTEST

How many cans of soda can you drink in the allotted time?



Push A as fast as you can.



Drink all 8 cans to win.



Enter the tent at your own risk.



Tell Mr. Bekkler which game you want to play.

## MINI GAME 5 SHOW TENT

Save your game before you go in. There are three attractions; the second will reward you with a useful item.

# CRONO MEETS MARLE

You are so impressed with the fair, you don't notice the girl in front of you and bump into her!



You bump heads.



You are given the option to change Marle's name if you wish.

Marle wants to stop and shop.



## SAVE OFTEN

It is very important that you save your game often. At this point save your game.



## MEET LUCCA

When you find Lucca, she and her father are trying to demonstrate their teleportation device. No one will try it. If you want to try, stand on the left platform. Remember to save first.



Lucca lets you in on what's going on.



You give it a try for Lucca.



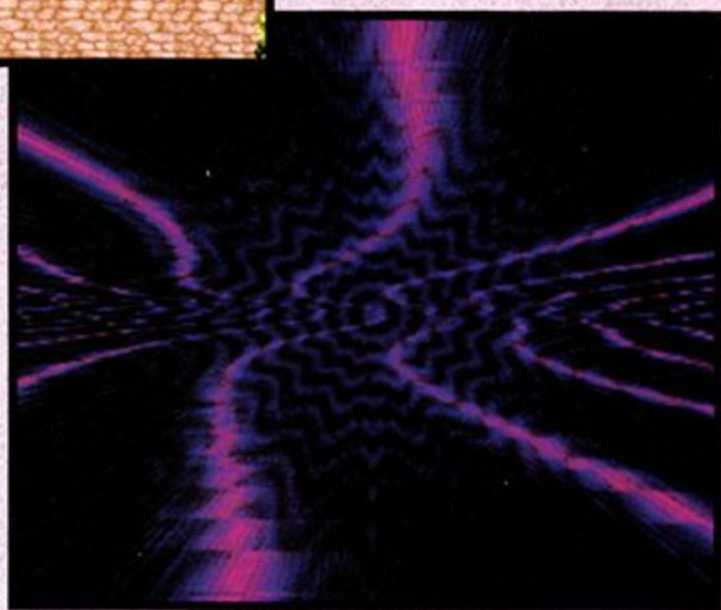
Marle also wants to give it a try.



You need to go after her!



Crono is gone  
...but where?



# T

# HE ADVENTURE CONTINUES!

Now is the time for the real adventure to begin. You are sent to the past, and although you are still in Guardia, it is different.

600  
A.D.

## THE KINGDOM OF GUARDIA



### WHERE IS THIS !?

When you arrive you have no idea what era you are in.



You land on a mountain in Guardia Kingdom.



Your first battle will most likely be with these little blue creatures.



# GET INFORMATION

The best way to find out where you are is to ask around. Just be nice and people will let you know.



When you exit the mountain, look for people to talk with.



Be careful what you say. People might think you are crazy.



Go shopping and stock up on necessary supplies.



Go to the Inn and rest.



Talk to Toma and he'll give you helpful information.



Go to the bridge and see what's happening.

## EQUIP NEW WEAPONS A.S.A.P.

Equip items as you buy them, that way you will be well protected and perform at your full potential.



## GUARDIA FOREST

To make your way to Guardia Castle, you must first go through Guardia Forest. The monsters in this area are not friendly. Be ready for battle.



Monsters may be waiting for you - be ready.



## THE CASTLE OF GUARDIA

When you get to the castle the guards won't let you in. The Queen tells them to do so.



The Queen will meet you at the stairs.



Keep your eyes open for treasure boxes throughout the castle.

The Queen's guard will take you to her.

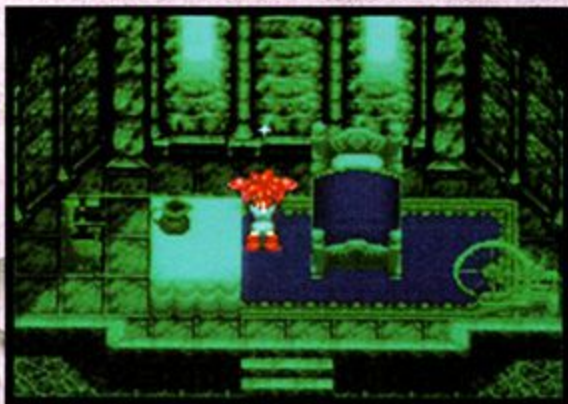


Marle (disguised as the Queen) dismisses her staff so no one becomes suspicious.



## SEARCH FOR MARLE

Out of nowhere comes a blue flash of light, and Marle disappears once again. Now what? Lucca arrives in the nick of time.



The light flashes and Marle disappears.



Just when you thought you had no friends, Lucca appears.



Walk around and talk to everyone to figure out your next move.

## SEARCHING THE CATHEDRAL



The sister near the organ is the key.

Something weird is going on in the cathedral. Talk to the sisters.



## FROG APPEARS

Frog is the Queen's guard and has come to the cathedral to save her. He will also save you from the monsters.



Frog is very proper and galant.



Play the organ and a door will open.



Go through the door and you will find the Queen.



Go to the skull switch and push it. The spikes will vanish.

## OPEN THE HIDDEN DOOR

You will soon come across a message on the wall. There is actually a door here, but you must hit the switch to open it.



Find the message. In the wall next to it is a hidden door.



Hit the skull switch and the spikes will again disappear.



After you beat the guards, play the organ.

The hidden door has now been opened.



Now you must fight the evil Chancellor.

## BEAT THE FIRST BOSS

The Chancellor is actually an evil monster posing as a human. Beat him and get the Queen back.



Make sure you save your game before you battle the Chancellor.



He will transform to his true self - an evil monster.



Use your Tech attack to fight the Chancellor.



Also use your Combo attack to fight him.



Combo attacks are very effective against him.



If your Hit Points get too low, use Tonic to refill.



LEENE: You came to rescue me!  
Thank you Frog.

After you win, you will meet the Queen.

## CAN'T BEAT THE BOSS?

If you are having a problem beating the Chancellor, your levels are too low. Go to the forest and build them up.

## CASTLE AGAIN

Go back to the castle and talk to everyone. When you've learned everything, you're ready to go back to 1000 A.D.



When you return, everyone is very grateful that you have saved the Queen.



Marle thinks maybe the group should go back to the future.



These three people think Marle looks very much like the Queen.

## BACK TO THE FUTURE

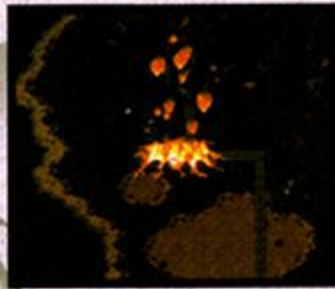
Now it's time to head back to 1000 A.D. Go back up the mountain and find the Time Tunnel. From there you will return home. This has been a very small part of your journey. Good luck with the rest.



Watch out for monsters - they are still around.

# MULTI-ENDING

Depending on where you are when you defeat the final boss, you will get a different ending. Below are some examples of what they may be.



ENJOY  
THE  
GAME!

## RUNNING AWAY FROM REPITITES? CONFUSED BY KRAWLIE? IS THE MASAMUNE MISSING?

The official *Chrono Trigger Player's Guide* from the pros at Nintendo can help.

You'll find all the winning secrets for this awesome epic, including **132 pages of maps, strategies, enemy charts and step-by-step directions.** Don't get left back in the dark ages. Call **1-800-255-3700** to order your *Chrono Trigger Player's Guide* for only \$14.95. Or ask about how you can get it **free** when you subscribe to *Nintendo Power*.

*The Chrono Trigger Player's Guide* is available October 1, 1995.

\*Canadian resident pay \$18.95 canadian funds.

# LIMITED WARRANTY

## SQUARE SOFT, INC. LIMITED WARRANTY

SQUARE SOFT, Inc. warrants to the original purchaser of this SQUARE SOFT, Inc. software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The SQUARE SOFT, Inc. software program is sold "AS IS" and without any expressed or implied warranty of any kind, and SQUARE SOFT, Inc. is not liable for any losses or damages of any kind resulting from use of this program.

If the SQUARE SOFT, Inc. software product fails to comply with this limited warranty, SQUARE SOFT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying SQUARE SOFT, Inc. software product, provided it is returned by the original purchaser, postage paid, with proof of purchase, to SQUARE SOFT, Inc.'s Factory Service Center.

### TO RECEIVE THIS REMEDY:

1. DO NOT return your defective SQUARE SOFT, Inc. software product to the retailer.
2. Send the defective product to SQUARE SOFT, Inc. Factory Service Center at  
SQUARE SOFT, INC.,  
Westpark G-1, 8351 - 154th Ave., NE, Redmond, WA 98052  
(206) 861-0303

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the SQUARE SOFT, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the SQUARE SOFT, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS, OBLIGATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SQUARE SOFT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQUARE SOFT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SQUARE SOFT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



**SQUARESOFT®**

WESTPARK G-1, 8351 - 154TH AVE. N.E.  
REDMOND, WA 98052

FOR SQUARE SOFT CUSTOMER SERVICE/GAME COUNSELING,

**CALL (206) 861-0303**

AUTOMATED: 24HRS.

LIVE SERVICE: MON-FRI, 8AM TO 5 PM PST

PRINTED IN USA