

CHRONO TRIGGER[®]

A TIMELESS MASTERPIECE

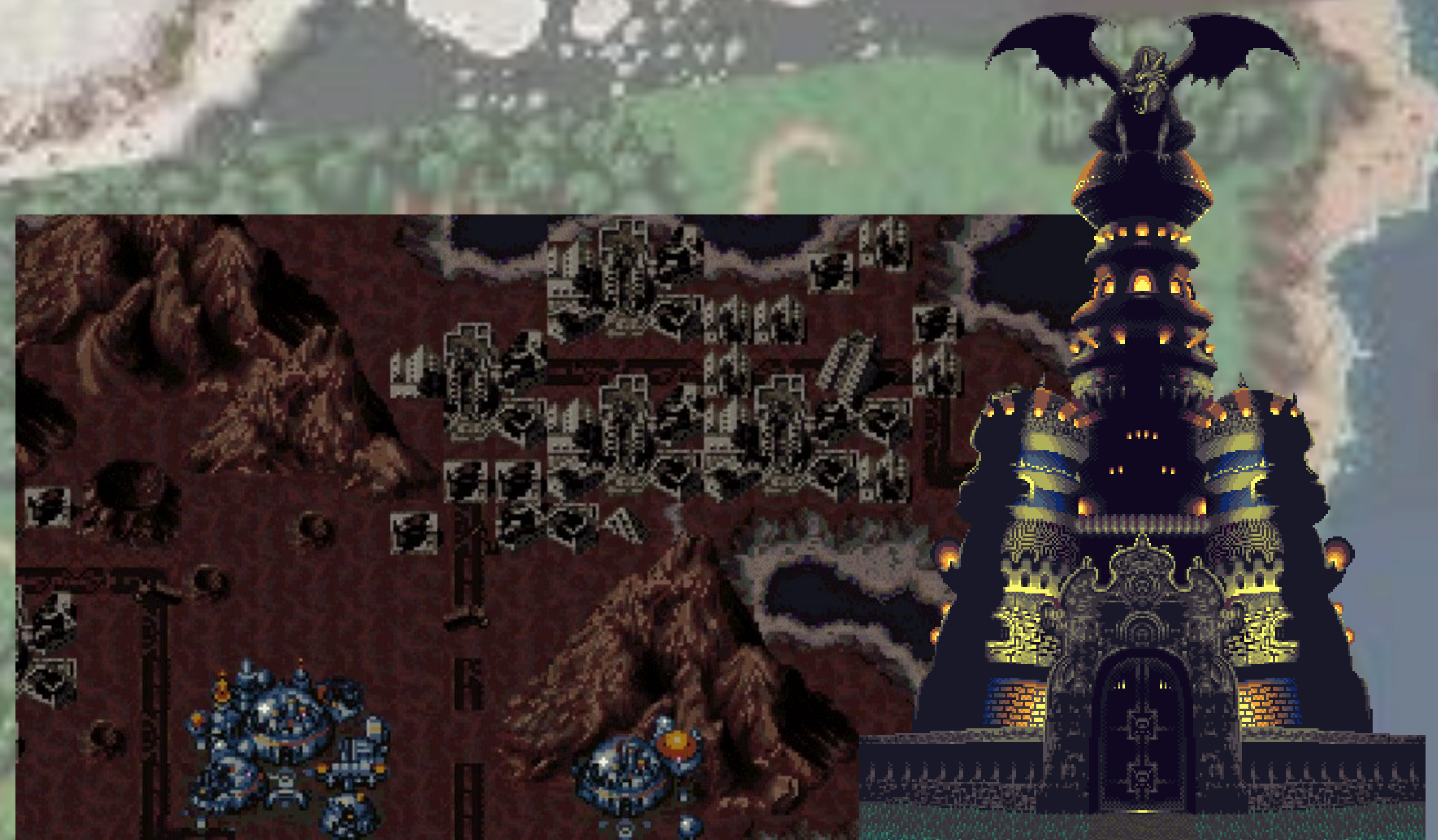
Game & Story

From the first Millennial Fair, to the very last fight of the game, every choice made by the player makes tangible ripples in the timeline. This intertwines the game and story, causing the tale to feel much more real. Within the first few acts, *Chrono Trigger* demonstrates its ability to remember the player's seemingly insignificant choices; teaching the player that even something trivial like picking up an item will come back to haunt them – or reward them – in the future.



Environment & Ambiance

Though dialogue is usually used to portray emotion in a video game, the music and art of *Chrono Trigger* work in tandem to evoke the desired emotion. For example, the dull brown-gray palette and total silence with an occasional gust of wind perfectly demonstrates the despair of the desolate landscape of 2300 AD. Additionally, the transgression into Magus' castle is perfectly accompanied by a shrill, hovering note paired with maniacal laughter. Details like this create a holistic experience that bundles gameplay with narrative and feeling.



Power of a Journey

One of *Chrono Trigger*'s most powerful moments is the 400-year reunion by the campfire. On this long, enduring adventure, you are always fighting some *thing*, rescuing some *one*. So, when everyone finally gathers, free of worries, saying that it made me feel fuzzy would be a gross understatement. Friends that you've never met, in a land you've never been to; you begin to miss them. It is a bittersweet but warm moment, recognizing all wonderful journeys must eventually come to an end.



Friends & Comrades

Every playable character can be renamed in *Chrono Trigger*; this is nothing new. Yet, there is something special about the way *Chrono Trigger* nurtures the friendships the player forms with these fictional characters. Their names, even if jokes at first, become endearing memories, guaranteed to brand themselves into the player's mind for years to come – never to be forgotten. Ostensibly proving Robo's hypothesis at the campfire, these memories manifest a form of time travel. A game about time travel builds those same, impossible time gates in real life by telling a life-altering story. A story that, when looked back on, feels like it really happened. A story, rich with characters – comrades – that helped you on the journey to save the world.

