

As with all game OSTs, Square does not have plans to release this amazing soundtrack overseas. Therefore, only import versions are available at a reasonable price. You can get them at the following sites:

- Gamemusic.com
- Animation.net
- ebay.com

There may be more, but searching for it is up to you. Personally, I wouldn't get my copy from the internet, and I would never do so. I went to a nearby Japanese store to get my copy. Anyway, it costs about 3,364¥, which is about 34 US dollars, I believe. Remember! If it doesn't say Digicube, Yasunori ain't making a penny!

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~~~~~ 2. SOUNDTRACK LIST ~~~~~  
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Due to some minor disagreements in song translations, I have decided to make another list. Ok, I admit the names of the songs are a bit goofed up I guess. So what I'll do to clarify this mishap is to make different versions of the song names. It may confuse some of you, but I will label the new list, "Alternate Song List". This list was specifically made for one's convenience. So if you'll be so kind as to excuse a few errors here and there, please feel free to browse through the list. Same applies for the lyric translations.

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CHRONO CROSS ORIGINAL SOUNDTRACK  
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Composed, arranged, and produced by Yasunori Mitsuda  
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Disc One - CAUSE

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Running Time: 69:54

1. Chrono Cross~Time's Scar (Opening Theme)
2. Edge of Death
3. Home Arni Village
4. Plains of Time (Home World)
5. Dancing the Tokage
6. Reminiscence ~Thoughts not Extinguished~
7. Dreams of the Shore Near Another World
8. Another Arni
9. Singing Emotions
10. Lost Pieces
11. Drowning Valley
12. Another Termina
13. Quitting the Body
14. Forest of Cutting Shadows
15. Snake Remains Chamber
16. Triumph ~Gift of Spring~
17. Lost Child of Time
18. Another Galdove
19. Swamp of Hidora
20. Dream Fragments

21. Voyage (Another World)
22. Ghost Ship
23. Death Volcano
24. Ancient Dragon's Stronghold
25. Pathetic

Disc Two - UNVEILING

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Running Time: 60:03

1. Beginning of a Dream
2. Dimension Breach
3. Home Termina
4. Dragon Knight
5. Voyage (Home world)
6. Home Galdove
7. Home Mabuure (Marbule)
8. Zerubess (Zelbess)
9. The Big Splendid Astonishing Magic Group
10. Doze
11. Chronomantique
12. Dilemma
13. Optimism
14. Island of the Dead
15. Dead Sea (Ruined Tower)
16. People Imprisoned by Destiny
17. Lost Before Light
18. Earth Dragon's Island
19. Navel of the World
20. Hurricane
21. Victory ~Call of Summer~
22. Another Mabuure
23. Fairies Yield Magic
24. Etude 1
25. Etude 2
26. Magical Dreamers ~The Wind, the Stars, and the Sea~

Disc Three - CHANGE

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Running Time: 53:25

1. Garden of God
2. Chronopolis
3. FATES ~God's Destiny~
4. Jellyfish Sea
5. Orphanage of Flame
6. Star-Stealing Girl
7. Dreamwatch of Time
8. Dragon's Wish
9. Star Tower
10. Frozen Flame
11. Dragon God
12. In the Time of Disorder
13. Life ~Faraway Promises~
14. Reminiscence ~Thoughts not Extinguished~
15. Radical Dreamers ~The Unstolen Jewel~
16. Dream Fragments

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Here's the soundtrack list with slightly different translations. Thanks to my  
buddy, David Xu for giving me these bastardized translations.

Disc One - AWAKENING

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Running Time: 69:54

1. Chrono Cross~Wounds of Time~
2. Deadline
3. Aruni~Home
4. Fields of Time~Home World
5. Lizard Dance
6. Reminiscing~Forgotten Memories
7. On the Beach of Dreams~Another World
8. Aruni~Another
9. Thinking Back
10. Missing Piece
11. Drowned Valley
12. Termina~Another
13. Departed Souls
14. Forest of Illusion
15. Shakotsu Mansion
16. Victory~Gift of Spring~
17. Lost in Time
18. Galdolf~Another
19. Hydra Swamp
20. Pieces of Dreams
21. Sailing~Another World
22. Ghost Ship
23. Extinct Volcanoe
24. Cliffs of Ancient Dragons
25. Grief

Disc Two - ACCEPTANCE

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Running Time: 60:03

1. The Dream Starts
2. End of Dimension (End of Time)
3. Termina ~Home~
4. Dragon Knights
5. Sailing ~Home World~
6. Galdove ~Home~
7. Marbule ~Home~
8. Zelbess
9. The Great Sneff's Troupe
10. Bed Time
11. Chronomantique
12. Predicament
13. Optimism
14. Island of Departed Souls
15. Dead Sea/Tower of Extinction
16. Prisoners of Fate
17. Previously Lost Hopes

18. Island of Earth Dragons
19. Navel of the World
20. Gale
21. Victory ~Shouts of Summer~
22. Marbule ~Another~
23. A Touch of Magic From the Fairy
24. Etude 1
25. Etude 2
26. Magical Dreamers ~The Wind, the Stars, and the Waves~

Disc Three - RETURN

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Running Time: 53:25

1. Garden of Gods
2. Chronopolis
3. FATES ~God of Destiny~
4. Jellyfish Sea
5. Orphanage Fire
6. The Girl Who Stole the Star
7. Time of Revealing Dreams
8. Hope of the Dragon
9. Star Tower
10. Frozen Flame
11. Time Dragon
12. Dark Realms of Time
13. Life ~Faraway Promise~
14. Reminiscing ~Forgotten Memory~
15. Radical Dreamers~Unstolen Gem~
16. Piece of Dream

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 ~::~~ 3. "RADICAL DREAMERS" LYRICS ~::~~  
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Radical Dreamers- "The Unstolen Jewel"

Performed by Noriko Mitose

Music by Yasunori Mitsuda

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JAPANESE	ENGLISH
Itokenai te ni tsutsunda	Held in young hands,
Furueteru sono hikari o	That light is shivering
Koko made tadotte kita	I've come all this way
Jidai no fuchi o samayoi	Wandering the edge of time
Sagashitsuzukete kita yo	I came still searching
Namae sae shiranai keredo	I don't even know your name, but
Tada hitotsu no omoi o	One little feeling
Anata ni tewatashitakute	I just wanted to hand over to you
Toki wa ai mo itami mo	Sometimes I catch and hold
Fuku dakitome	Love and pain, tightly in my arms
Keshite yuku kedo	It will fade away, but
Watashi wa oboete iru	I'll remember

Zutto...	Forever...
Watashi no mune no oku ni	It'd been echoing in my chest
Itsukara ka hibiite ita...	For who knows how long...
Yotsuyu no shizuku yori mo	Though it's a whisper tinier
Kasukana sasayaki dakedo	Than a drop of evening fog
Itetsuku hoshi no yami e	Toward the darkness of frozen stars
Tsumugu inori ga	A spinning prayer
Tô anata no sora ni	May it reach to your distant skies...
Todoku yô ni...	

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To wrap the young hands,  
 Around the light that shines down.  
 Pursue to this point,  
 Then wandering around border at this hour.

Continuing in the search,  
 For the name I never knew.  
 But there's one thought in my mind,  
 When you offer your hand to me.

History can be love and pain,  
 Hugging deep within.  
 Until death, I will be remembering  
 Always...

Inside my heart,  
 For how long it has been echoing.  
 Ever since the drop of night,  
 However there's a faint whisper

The cold settles in the darkness of the stars,  
 Spinning hopes  
 Reaching out into your faraway sky.

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 ~~~~ 4. SONG MEANINGS ~~~~  
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NOTE: Song meanings are not originally worded by me. This was taken from the booklet that was included with the soundtrack.

 EXPLANATION: by Yasunori Mitsuda

D I S C O N E

1. Chrono Cross~Time's Scar
 The opening track for Chrono Cross! Somehow or other, I felt that the level of the musicians are very high! During recording, time and again new ideas and inspiration sprouted, but they can still easily adapt to the changes! The foundation of this piece is mainly the percussions, the sounds of MIX and the GRAN CASSA beating to the brass sticks is absolutely

wonderful.

2. Edge of Death

I think there are two versions of this in the game: one with vocal and one without. The one in this OST is the vocal version. I didn't like the way the ordinary orchestra would play it, so I emphasized on the percussions. But I forgot where I fiddled around with it (laughs).

3. Home Arni Village

As the theme for the very first town in the game, I injected the feeling of sunshine and brightness to it, something with a good atmosphere. I felt that the Fado guitar would do an excellent choice to bring out that feeling, even though traditionally the image of the Fado is one of sadness and sorrow. But I realized it can bring out the cheeriness of a song...maybe what they say about Fado is wrong...(laughs)

4. Plains of Time~Home World

Hey! Recognize that melody?! Yup, I had re-arranged the main theme for Chrono Trigger. I started by converting the boring C-melo because I didn't have time to compose another piece with the same passion of Chrono Trigger. Hmm...why did I deliberately use the Sitar on a Chrono piece?

5. Dancing the Tokage

The theme for the first dungeon in the game. The faint sound of the Angklung (an Indonesian instrument) was steadily introduced into the theme. It did create the feeling of a cheery dungeon of good weather, doesn't it? Feels good though...(laughs)

6. Reminiscence ~Thoughts Not Extinguished~

The feeling of love...I didn't know that the piano could bring it out so well. Because I'm not very good at the piano, I didn't edit much of it due to the feedback on the Playstation. Even so, the message of love is eminent in this simple song.

7. Dreams of the Shore Near Another World

Those who know will recognize immediately, that this is the main theme of Radical Dreamers. The use of both themes Chrono Trigger and Radical Dreamers in Home and Another World themes was actually the idea of our director Mr. Kato. I thought it was not a bad idea after all.

8. Another Arni

I had the inspiration of emptiness and not existing in another dimension when I tried composing for this piece. The raw sound of the piano and guitar used in the arranged versions of the Home Arni Village was surprisingly good.

9. Singing Emotions

Again I used the electric piano and the clarinet for this piece, which is heard when Leena and Serge were exchanging thoughts. Though there aren't any conflicts of love in this game, but in real life, it's quite rare to find couple nowadays actually sit down and exchange thoughts.

10. Lost Pieces

The guitar and cello version of the Chrono Cross opening theme. Mr. Kira was excellent on the guitar, and I have constant fear that there will be a change in tempo when I mix in my part. I was very worried that I might screw it up. (laughs)

11. Drowning Valley

I failed twice in using the recorder to create a melody with a medieval

atmosphere. All along I was using 5/8 beat rhythm (laughs). I had no choice but to alter the beat and to my surprise, I can gradually hear the melody I had in mind.

12. Another Termina

Come on out everyone! This is my 18th festive song with 6/8 beat. This time I gave it a Scottish beat in arrangement. I don't know why...but it reminded me of the festive air of the Guardia Millennial Fair in Chrono Trigger (laughs)...it actually wasn't suppose to be of that type.

13. Quitting the Body

I did not regret, to decide to show the bravery of the Dragon Knights in the second part of the song. The Heihachi and Shinobue (Japanese flutes) harmonized well with each other and gave it a peaceful sound to it. I wanted to have it til the end but I thought it's best to drop the idea completely.

14. Forest of Cutting Shadows

This is my favorite genre of music: Minimal Music! What differentiates it from the other music is to repeat the motive of the theme again and again, in moderation. Don't know how many times I have dozed off during the making of this song...everyone! Did you guys fall asleep listening to this during the game??

15. Snake Remains Chamber

With surplus memory, I had a discussion with Synthesizer Programmer, Mr. Yamazaki, as to how we could make this theme sound more interesting. Well, we did alter it...and to this day, every time we hear this laughable song, we'll exclaim "This is STUPID!"

16. Triumph~Gift of Spring~

This is the orchestral arrangement of the Fanfare song in Chrono Trigger. In my opinion, the inclusion of a fanfare gives a sense of the old school RPGs, giving a majestic feel to the game.

17. Lost Child of Time

For the most part, the cello built up the emotion of this song, and then the pizzicato takes up the second-half. Do you think I managed to display the sense of insecurity of being lost in an unfamiliar dimension? However I felt this track was laughable and stupid...(laughs)

18. Another Galdove

In this game, when you visit towns in the parallel dimension, you'll hear the second arranged version of the Home World ones. Sometimes I don't know which parts to differentiate from the original version and ended up arranging it wrongly. This game is in my opinion, pretty interesting to be capable of putting me in such a predicament.

19. Swamp of Hidora

The inspiration came from the dancing movements of the dwarves. Maybe the choreography of the dwarven dance had good timing. It gives both the sense of pop music and mystery to it. But it was tough combining both the elements into the same song.

20. Dream Fragments

Well, Mr. Kato's project was to make sure that the music for the Musicbox made an appearance in the game. Even though the Musicbox song was simple, yet it can dig out the deepest emotions to those who listen. I think the musicbox is a very fascinating instrument (machine?), isn't it?

21. Voyage (Another World)

Heard when you ride around on the boat. It has a TWO-FOUR progression, then rapidly return back to the original beat, making it quite a self-contradicting piece.

22. Ghost Ship

I wonder why the sound of the vibraphone reminded me so much of the Enka song <Yosaku> (laughs) (Enka songs are traditional Japanese theatrical music, something the younger generation dislikes, which is why Yasunori was laughing. And so happens that Yosaku uses the same instrumentation as this song!) It was not my idea to create that image, didn't want people to listen and immediately think of Yosaku, but I just can't shake it off! Must be the huge impact of Yosaku on me...

23. Death Volcano

After the flat bass intro, gradually the African Beat fades in. After that, I switched to using Ireland's Aeolian Harp and the unique percussion of Udo. This song has an extremely wide variety of instrumentations from all around the world.

24. Ancient Dragon's Stronghold

I have to arranged this 2 to 3 times before I was satisfied with it, because it didn't fit into the ambience of the place in the game. Actually I had the inspiration to write a long 20 minute track for this, but I didn't have enough space on the score sheet (laughs).

25. Pathetic

Oh, please listen to Mitose's "Ghostly Wails" (laughs). Though the track lasts only a couple of seconds, but it was very fitting and scary when coupled with the FMV. I tripled Mitose's 6 wails to make 18 of them altogether. (In fact I wanted to create more, if not for practicality reasons.) Very nice screams...thank you Miss Mitose!

D I S C T W O

1. Beginning of a Dream

This was composed only for Square's internal presentation, and NOT used in the game itself. Not many tried their hands on the Chrono Cross Demo either, so I thought of putting its full version into this soundtrack for completeness. The first impression of the game gave me when I heard this song, was the image of the sea, don't you think so?

2. Dimension Breach

I had a sudden itch to compose this out and did it in 2 hours!! (laughs) Maybe it's the strong sense of inspiration that befall on me. If only I have this kinda power everyday, I can compose this whole soundtrack in just 10 days (laughs)!

3. Home Termina

I decided to create a totally different for Termina of another dimension. The beginning of this track is actually for an event, while the one after is the actual track. I also tone down the festive mood for this track.

4. Dragon Knight

The so-called "Pop Orchestra" (laughs). I had to have this type to present the bravery in those knights. I thought the Brass section did quite well, wondered why Mr. Yamazaki edited it.

5. Voyage (Home World)
The fine and delicate sounds from the Distortion Guitar...makes it a very fast-paced number.
6. Home Galdove
When I was composing the rhythm of this track, I had Home Arni Village as the main idea, then skillfully changing the tune into the Galdolve theme (laughs). In the midst of producing, the tremolo of the guitar started to become obvious. Looks like it's impossible to work with raw guitar sounds. *sigh* if only I had a better guitar.
7. Home Mabuure (Marbule)
This was inspired by music from the Middle Ages, so I used a lot of instruments from that era. I originally wanted to have the orchestra playing it, but somehow the results didn't turn out well. Maybe, I'll try it one more time for the Chrono Cross Arranged CD.
8. Zerubess (Zelbess)
Somehow this song just brings me back to reflect on life. All work and no play makes Jack a dull boy. You have to live a balance life...I wish I could go to the Zelbess. (laughs)
9. The Big Splendid Astonishing Magic Group
Why does the image of "Magic" and "China" come into my mind? Why? Is it only me? This track is screwing up my mind. (laughs) It wasn't intentional.
10. Doze
OK everyone, let's sleep! Altogether now....1...2...3...zZzZzZzz
11. Chronomantique
This is a rendition of the Chrono Trigger theme. It's played only for a short while in the game. The track is quite long as compared to the time-frame it is used. I tried to re-arrange it but it turned out completely different! I guess I have to perfect my skills in arranging music.
12. Dilemma
Well, similar to Lynx' mansion, we had extra memory for this track. So I decided to add in the male voice "Zon!" , but I didn't expected the result to be amazingly excellent! You could feel the ambience listening to it, huh?
13. Optimism
What an optimistic feel! Made it a little funky. I arranged the second half of the track, but even though the moods in the two parts are different, I found it funny that it still conveys the optimism. If I borrow this game, I'll be laughing a lot at this track.
14. Island of the Dead
Appeared as one of the dungeon's music. In the middle of the track, I made a weird tune out of my flute "Heeee...rururu" that made a lot of impact on the mood of the track. The percussions and Ring Rhythm (Yasunori made up the phrase himself) contributed a lot too. (laughs) Ring Rhythm is actually setting a percussion to a speaker, then position each speaker in the form of a ring, the result is the effect of the beat rotating on a spot. This is probably the first and last I combined the use of Minimal Music and Polyrhythm into my works.
15. Dead Sea (Ruined Tower)

For this track, I was very worried about the sound of the clarinet, basically due to the Playstation hardware problem. If I set its volume a little low, its reverberations will drown itself out to the main tune. If I set it a little higher, there's a gross imbalance to the volume of the other instruments. I found myself in the worst situation possible. Luckily my savior, Mr. Yamazaki skillfully solved the problem.

16. People Imprisoned By Destiny

The scene accompanying this piece is really heart-wrenching. When this track is played during the battle, I did not have the heart to input the battle commands. Somehow, the Strings Arrangement was amazing in setting the mood. Aahh...how sad!

17. Lost Before Light

When the game was in production stages, this was the first track that I finished composing. The theme made up of guitar sounds, and I didn't bother checking the memory it would take up. Initially they said they'll use the track for events with major decisions made, but ended up with "Game Over" message...this game does have its poisons! (laughs)

18. Earth Dragon's Island

I think this theme managed to portray the sense of space and mystique very well. The feeling of vastness and transparency forming itself into a painting...just by this music itself. I don't know how I managed to compose such a thing, must have taken all the powers of me and Yamazaki combined. (laughs)

19. Navel of the World

All-out percussion for this one. A sense of a fast-paced song, but the actual scene of the game shows a very carefree mood. Otherwise, the rest of the track matches. Used the MIX to change a lot of parts to this track.

20. Hurricane

The use of Polyrhythm. Up to now, I don't think there's a battle music like this, by mixing the 9/8, 3/4, 4/4 and 5/4 beat altogether, a seemingly impossible feat.

21. Victory ~Call of Summer~

This track name was thought up by Kato himself. "Call of Summer"...what a GREAT name! Up to now, I cannot see myself thinking up such a befitting name for this jingle. Ties in the first "Gifts of Spring" version very nicely! How admirable of Mr. Kato! (laughs)

22. Another Mabuure (Marbule)

How should I arrange the Marbule track? I was thinking of a way to differentiate it from the original Marbule track because I didn't know what class the music belongs to. Well, it was simple. I reduced the emphasis of each type of instrument and came out with the result.

23. Fairies Yield Magic

The music of Miki the dancer and Slash teaching a lesson on life. It is the setting pattern for the big scene to come afterwards.

24. Etude 1

This event was thought up by Kietsu. She instructed me to create a tune to show that Slash was going through a transition of having trouble with his guitar, by omitting the "soul" of the tune. Well, it was easier said than done. Certainly it's different from understanding her.

25. Etude 2

I think this is what she meant by "putting soul" into Etude 1...How was it? I'm sorry if I didn't really understand.

26. Magical Dreamers ~The Wind, the Stars, and the Sea~

As I got the hang of Etude 2, I gave it the best "soul" I could ever thought of and then decided to use this take. In the second half, the microphone audio field gave the guitar sounds a classical feel to the melody, immersing all into a unique world altogether.

D I S C T H R E E

1. Garden of God

The singing of the boys' choir really gives a feel of being in the Garden of the Gods, and I was set to use it in the game's title screen. But I might as well put this track to the beginning of this CD "Disc 3". So let the high-tension music begin!

2. Chronopolis

The techno-rhythm of this track was inspired by the chords of Chrono Trigger and became the foundation for it. But I felt it did not deviate too far from the image of Chrono Cross.

3. FATES ~God's Destiny~

Once again, a progressive tune. In the middle, the organ and bass was inserted during the 4-beat period. This was one of the best in my final works, as was "Boss Battle 2" in Chrono Trigger soundtrack. How come both are similar in situation?...How mysterious...(laughs)

4. Jellyfish Sea

This belongs to the category of Ambient Music. The harmony of the bass and piano combine happily, to create the wonderful feeling of being under the sea. Similar to the track Forest of Illusion, I don't know how many times I had dozed off in the process! (laughs)

5. Orphanage of Flame

The gregorian-like female chorus and the opera-like male chorus was mixed in this composition. At the very last chord, just as the help was about to start, the chord suddenly twist to give it that added kick. Listening to this track makes you experience the deep hatred that Yamaneko had inside him. Yamanekooooo...!

6. Star-Stealing Girl

Kid may look intimidating, but she is actually a kind person hidden deep inside her heart. This song portrays that kindness in her. I like the way Miss Mitose's "Lan la la lan" scat, which brings out the image of Kidd perfectly. Kidd is my favorite character in the game.

7. Dreamwatch of Time

This track was used in the Demo Game's teaser trailer. By subtle editing of the Chrono Trigger and Radical Dreamers themes, I think this song sort of summarizes the contents of the whole game.

8. Dragon's Wish

My favorite composer, Jerry Goldsmith, made a special appearance for this track. His unique way of beginning his piece and his orchestration is something I need to "digest" and learn. I can see the various challenges ahead of me. But I'm at a loss for words. (laughs) Must learn more variety

of music...

9. Star Tower

You think that this sounds like an ordinary track, but gradually, the music fades and is taken over by the choral vocals which gave it an indescribable sense of unsettledness. This song portrays the sense of "Oh, I'm getting nearer and nearer to the end, huh?" feeling. Is everyone's heart starting to quicken? (laughs)

10. Frozen Flame

This was taken from the game Radical Dreamers. It portrays the image of the gem's search for the sorrow of mankind. This track sounds quite ordinary. I wanted to remix it but I forgot how I composed this song. (laughs)

11. Dragon God

The choral vocals, String Quartet and percussion were lavishly used in this piece. The vocals in the intro part and the brass & strings arranged in the middle part were fairly easy to create. I saw the scene of the battle before the music was added in, and thought to myself how in the world should I do to portray the sense of a last boss. Well, after this track was added in, the battle seemed to become very up-tempo.

12. In the Time of Disorder

Yasunori didn't comment on this one.

13. Life ~Faraway Promises~

Sound effects gradually forming shape into a synchronized melody and doesn't need extra explanation. When I first saw the scene accompanying this music, I had goose pimples for a very long time. If you only bought this CD without the game, I beg you to listen to this in the actual game itself.

14. Reminiscence ~Thoughts Not Extinguished~

At the end of the story, the words "forgotten memory" appeared. I wonder whether the memories Serge had were actually important. And also, whether the photo had any meaning to it.

15. Radical Dreamers ~The Unstolen Jewel~

It's unbelievable. Kira's guitar and Mitose's ethereal voice matched so well in this song. Initially, for two times I had been trying to add the strings into the song, but it just didn't sound right. Finally I decided to let the guitar be by itself. Such a simple song for the ending. The song, though low on melody, but it showed hesitation and pain in it. With such convincing melody, I think this was a big success in my opinion. Mitose's lyrics were wonderful too; certainly worth a listen to.

16. Dream Fragments

When you hear this tune, everyone should agree with me that it gives a final sense of conclusion. (laughs) I too had a great sense of accomplishment when I finally saw the ending. Close your eyes, think back to the many adventures you encountered during the game.

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~~~~~ 5. NAME THAT SONG! ~~~~~  
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Ok, here is the list of the songs and where you hear them in the game. It may

not be entirely accurate, since I wrote this based on my memory. And adding little excitement to it, I've added a little opinionated sentence (or two) with it. It'd be nice, if you'd help out ya know. It would be appreciated. I've left a lot of them blank, and I know that most of them are wildly inaccurate. The nicest thing you could do for me is help me with corrections!

## D I S C O N E

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1. Chrono Cross~Time's Scar~  
The song for the opening CG, in the very beginning of the game. Very cool. Probably one of my favorite songs.
2. Edge of Death  
Played during your first trip through the "mysterious dungeon". This is also the boss battle theme. It adds a very dramatic effect.
3. Home Arni Village  
Obviously, the mellow theme in Serge's village in the Home World. \*yawns\* Makes you kind of sleepy (meant that in a good way).
4. Plains of Time (Home World)  
World Map theme in Home World, when on foot. I like it. The various use of the instruments in this song was very well done!
5. Dancing the Tokage  
The merry little theme in your first dungeon, Lizard Rock. Awww...it's so cute!
6. Reminiscence ~Thoughts not Extinguished~  
While Serge and Leena are talking about their childhood on Opassa Beach, this song is being played in the background. Heavenly isn't it?
7. Dreams of the Shore Near Another World  
World Map theme in Another World. On land. Ohh...I really like this song.
8. Another Arni  
A very different theme from Home Arni, but it's good nonetheless. Read the title of the song to find out where you distinctively heard this song.
9. Singing Emotions  
When Leena just blurts out the horrible news to Serge on the pier in another Arni, this song adds more to the tension. Well sort of.
10. Lost Pieces  
I'm not sure about this one, but I think this song is playing when Serge goes visit his tombstone in Another World. Correct me if I'm wrong. One of my all-time favorites. It's basically a "quieter" version of Chrono Cross~Time's Scar~ You know...without the extra stimulation, kind of thing.  
  
Valerie says:  
"This music is played when Serge and Kid visit Serge's grave. (I think you can get this scene if only Serge and Kid are in your party. You have to let Kid join your party at Cape Howl, and visit Serge's grave again before going to Fossil Valley.)"
11. Drowning Valley  
Fossil Valley theme in another World. Well, I hate to say it, but it was

a depressing song for me. Don't know why though...

12. Another Termina

The name gave it away, obviously. It's the cheery theme in the town of Termina in Another World! It reminds me of extreme mirth and lotsa happiness!

13. Quitting the Body

I love this song! This is played when you see Glenn and Riddel at the grave of Garai and Dario.

14. Forest of Cutting Shadows

The cute theme in Shadow Forest, or woods. Don't quite remember, but it's definitely that song. Weren't those deformed fish creatures adorable?!

15. Snake Remains Chamber

When you enter General Viper's manor, this "secret agent" kind of song plays in the background.

16. Triumph ~Gift of Spring~

The end battle music. You know...when you win a battle, it switches to your stats and what have you. That's the song that plays in the background. It's a rather boisterous rendition of Lucca's theme in Chrono Trigger.

17. Lost Child of Time

It is actually played at the top floor of Viper Manor, but only your initial visit.

18. Another Galdove

The song played in Galdove in Another World. Oh, it's so pleasant. Makes you just want to recline and sleep.

19. Swamp of Hidora

Played in the Hydra Marshes in Home World. The Home World version sounds much "happier" than the other version.

20. Dream Fragments

The very last song of the game. I'm not sure why it was listed twice because there's this one and another one in Disc 3. Maybe there are two versions of it, although they both sound the same. No, this is not the vocal song that plays during the credits.

21. Voyage (Another World)

The theme on the world map when Serge and company are on a boat to get around. If you like mellow tunes, then this suits you just fine. It's very pleasant.

22. Ghost Ship

The ghostly theme, ok not really, onboard the Ghost Ship. Duh. When I first heard the song on my soundtrack, I had mistaken it for one of those sneaky kinds of music. Like when Mel stole Kid's Elements.

23. Death Volcano

This song is the one played in Pyro Mountain (it's the name right?). I personally liked this song, it's very "secretive" and um, stuff.

24. Ancient Dragon's Stronghold

The song played in the Dragon-like castle. I forget the name. But you get the idea, right? This song is pretty cool, although I wouldn't list it

under "My All-Time Favorites."

25. Pathetic

A very haunting song, indeed. This scat was nicely coupled with the FMV showing the evil Serge...\*SPOILER\*...stabbing Kid in the gut.

D I S C T W O

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1. Beginning of a Dream

According to the linear notes, this music wasn't used in the game.

2. Dimension Breach

I think this is the song where Lynx is in that Dimension Vortex. Sprigg's home to be more specific. Sounds an awful lot like the theme where Leena and Serge are having a chat.

3. Home Termina

Obviously, the town's theme in the Home World. Need I say more?

4. Dragon Knight

This is the song when the Dragoon knights come to Serge's aid. Sounds pretty triumphant.

5. Voyage (Home World)

The sailboat theme on the world map in Home World. I'd say it would have sounded better without the use of the electric guitar. But that's just my opinion.

6. Home Galdove

The song from the village of Galdove in the Home World. It has a nice beat to it.

7. Home Marbuure

The song in Marbule in the Home World. It's very fitting isn't it? Yasunori is a genius, and I'm being biased. :)

8. Zerubess

The cheery theme only heard onboard the S.S. Zelbess! Lotsa things pop up in my mind when I hear this song.

9. The Big Splendid Astonishing Magic Group

The name's kind of long isn't it? This song plays while Sneff, the ugly guy twisted with arthiritus, displays his ability to perform magic. It's very akin to a Chinese-style music.

10. Doze

The song plays when your characters are replenishing their health, or when they're sleeping. Short and simple.

11. Chronomantique

This song plays on the world map in Another World, only on a boat, like paying the guy in Another's Arni to take you to Water Dragon Isle.

12. Dilemma

This is from the Viper Manor Bluffs. It's also used during the Grand Slam.

13. Optimism



This is the dopey-like song that played in the background when you fought with Solt and Pepper for the second time. I love this song! It's so cute!

14. Island of the Dead

This song plays when you are in the Isle of the Damned dungeon. Sounds kind of eerie. =P

15. Dead Sea (Ruined Tower)

This is the song where you are inside the Dead Sea. That one futuristic place, where mannequins attack you. =/ I like the bells in this song.

16. People Imprisoned by Destiny

The melancholy theme that plays in the background while you fight Miguel. Oh well, you know, Leena's father. That g'damn white element boss that's hard to kill.

17. Lost Before Light

When you game over, this song plays in the background.

18. Earth Dragon's Island

If you look at the title of the song, maybe you can figure it out. =P Well, for those of you who don't know, it's the song played in Earth's Dragon Isle.

19. Navel of the World

The enthusiastic melody played in Gaea's Naval.

20. Hurricane

Chrono Cross's battle theme!

21. Victory ~Call of Summer~

When the battle is over and you've won, this is the victory theme you will hear. =D

22. Another Mabuure

The theme played in Another Marbule. This song will play when you've cleared the area of the ghostly figures. See a walkthrough for details.

23. Fairies Yield Magic

In the little stage show the Magical Dreamers put on for you, the two girls will sing this short song. Well, they're kinda like wails, but whatever.

24. Etude 1

One of the two types of the Magical Dreamers guitar cords.

25. Etude 2

The second of the two types of the Magical Dreamers guitar cords.

26. Magical Dreamers ~The Wind, the Stars, and the Sea~

The full Magical Dreamers song that Nikki plays on the on-stage performance that Serge and party was invited to.

D I S C T H R E E

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1. Garden of God

This song plays when you meet any of the 6 dragons you will encounter in the game.





Style" is a smooth vocal. Well, from here, I would like to hear everyone's thoughts on the game and please wait until my next CD comes out!

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Game producer:

Hiromichi Tanaka

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World of Computers

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Anyone has a computer now. Twenty years ago, it was really rare. Now it's a toy that a kid uses. It's been 5 years since Chrono Trigger had been first released. Now the computers have changed; the hardware has changed. It is the F-1 stock car of the game world.

All the anti-Squaresoft people say, "The more money Square has, the better the game becomes!" That is, however, not true. That people that build the game need to have love for the game. Without the needed love, no one can make a good game. Every monster a character designer makes, one drop of the designers tears are mentally inserted. Same for the people that make the music.

A looong time ago, the sound was...different. Where did these sounds come from, the "pico, pico, puu." One can't put such sounds in Chrono Cross. The sounds are replaced by the noise of my guitar and the edited sounds. The power of the specialists can make this possible.

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Aku no Tesaki:

Masato Kato

=====

Hands of the Devil

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Now it's the end of the fun nightmare. Chrono Cross didn't do good in sales as I have expected it to. Since Chrono Trigger, Final Fantasy VII, Xenogears, and Radical Dreamers came out. Radical Dreamers came out right after Chrono Trigger. People might have not noticed, but Radical Dreamers was a part of Chrono Trigger. The main character, was a sub-character in Trigger.

This game as well, didn't succeed. The days without sleep ended up as a waste of time. I planned to finished what we started with Radical. The inspiring voice of "Kid" in Chrono Cross made me realize what I have done. My battle is not over yet. It all started in Trigger...It was all different. The hardware, the system, and the programs. The difficulty made it more "fun". This "new fun" made it possible to finish Chrono Trigger and go on to new things.

In my heart, Kid and Serge were there. Chrono Cross is not a Chrono Trigger2. It's a result of a pulled trigger. It's another "Chrono". See the ending of the game and you will know what I'm talking about.

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Sound Programmer:

Ryo Yamazaki

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- Yasunori Mitsuda, for creating a wonderful masterpiece.
- CJayC, for maintaining one of the best gaming websites on the net.
- Frans Alexandra, for offering a few suggestions to add to the FAQ.
- Valerie S Yoza, for filling in the blank stuff and correcting me in many places.
- Seiken, Freddie, and David for practically being the co-authors of this FAQ. I only maintain it.
- PaiFujii, for correcting errors I made in the "Name That Song" section.
- tobbethespy, for correcting an error I made.

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Shameless Plug  
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If you're interested, you can check out all of the walkthroughs and guides I've made here:

<http://www.gamefaqs.com/features/recognition/8212.html>

Thanks for reading!

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MUCHAS GRACIAS!!!  
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- The Chrono Cross Soundtrack Guide -  
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