



contact the author with information.

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## Programmers Door Preliminary Run Through(Prologue)

For those just starting the video game Chrono Cross, one of the multiple endings you can obtain when in New Game + mode is a developers ending of sorts. However the strange thing about this ending is there are no actual programmers anywhere to be seen, only developers and story writers who did things for the battle mechanics. When you walk through, you basically have a choice of talking to everyone in the ending, and doing various little funny intricate sidequests. Many of these sidequests were pointless little advents of wasting time, that is until recently when the truth was discovered. As you enter the development ending take two flights of stairs up to the top, there you will see a mysterious "door". Yet if you attempt to check it with the cursor, it will exclaim it is "Completely Locked". This door is known as the Locked Programmers Door, the biggest secret and oddity in the developers ending and now you have seen it with your own eyes, and most likely have memorized how to get to it. This door has been the main focus for over a period of many months, as no one, especially not the developers of the game, would release any real information regarding it. It was a secret that most likely was meant to remain one. Only the help and info lines would regard the developers ending and the programmers door, and even then they all said it was "because they couldn't change the scenery" making the entire reason the door was left. In this FAQ you will discover the truth, what the programmers were intentionally hiding, and what really was behind the Development Ending and mysterious Programmers Door which sat with no place to go. In addition, this guide will give all information and retrospect regarding the Programmers Door, and every secret and chronological gimmick that comes with it. One could say this is the definitive Chrono Cross Programmers door on the internet, and in this respect, you'd be right. While it was never really shown, the Programmers Door quest is an intricately woven pattern of intrigue and mystery, tightly bound together in one single package. Information in this FAQ comes from "The Locked Programmers Door(the FINAL installment)" and other heralding topics which have carried this infamous trilogy through, and are saved to the authors hard drive on disk. If any data is damaged/altered by any other users or hackers in any way which has been permanently ingrained to hard disk, there will be legal and other wise harmful acts investigated accordingly under state and federal law. Mainly the contents and purpose of this FAQ is to:

- Provide a walk through of all the various insightful side quests which were hidden in the Development ending, including all add ons and additions pertaining to
- Provide sets of codes created by the gameshark which can be used by everyone, to unlock and unfold the mysteries of the Developers ending right before their very eyes
- To give insight into the minds of the programmers, who created this mysterious ending and set it up the way they did on purpose with regard to keeping of their secret
- Give a detailed on site map of the Development ending, including how to get where you need to and where to go to accomplish which task or event in any given order
- Show the truth once and for all behind the Chrono Cross Programmers door, and why it was locked away for so long

After reading and understanding everything, continue on

\*\*\*\*\*Walkthrough to the Programmers Door and Development Ending\*\*\*\*\*

The hardest thing to understand about the CC Development ending is it is totally sporadically random, and events you accomplish, never occur the same way again

twice. And since every time you go through the game you take a different path or branch, it can have strange and abnormal effects on the way the ending is setup itself.

For instance once you get to the ending, the man in front of the door will say something to the tune of: "There are many different people in the world. Find yourself and then you may be able to discover whats inside. .... is for specification."

However, if you are to travel through the ending while completing certain parts of the story which deal with Serges identity you advance the plot in a totally different way.

If you decide to complete the game in such a way where Serge has issues ever completely agreeing with people or discovering his dark side, it effects how things go. The idea of

and purpose of the way this game is played in these circumstances, is to see that Serge finds himself. For instance, using Harle to obtain the Black Relic will skip an entire important

story segment. Now go back to the man who stands in front of the door. He will be saying "....." with nothing else coming from his mouth. Thus since "....." is for specification, what

you have done believe it or not, is changed the outcome of the game where Serge has found himself and taken on a new "him". The strange thing is Serge is not the only person it

applies to. When you go to the music room, you may recognize a mysterious shadowy figure standing near the door. Approach it and it tells you to leave but it is Kid. You learn in the game

that Kid is actually Schala, and she likes certain kind of music, the kind that brings up the past for her. The analogy behind these avenues is simple:

Story A1: Serge treats others in a way which he himself usually lives as during the game, Harle takes the black Relic, Serge recognizes his purpose before entering the Sea of Eden.

Man in front of door changes his speech to ".....". You may wonder what or how it occurred.

Well in story A1, Serge acted differently between Story B where you actually have to fight the time devourer to get to the developer ending(during new game +)and meet the man at the door.

Therefore, the story which effected the change was not in the story leading up to getting into the development ending, but the one from the preceding. Thus as many different ways as it's

possible to complete Chrono Cross, as many different strange odd and unexplainable events occur inside the development ending. This is the strange thing about it.

Story C2: Kid takes on the role of Serge and throughout the game completely pays attention to others, ignoring the duties of herself, Kid is saved by the Hydra Humor from Norris, is rejected by Serge

when trying to join in Termina. Walking into the music room and playing her 3 favorite tracks, 21, 64, and 15, Kid suddenly does not appear in her shadow form, but instead presents herself in a red thief costume, you see first at Cape Howl. Again the way it happened is puzzling.

Well once again in story C2, Kid was primarily giving orders rather than taking them,

she was making the role of Serge be her domain, something that is not normal to the CC flow. But particularly when her thieves outfit came up, it represents her own pride and gleam as a thief, giving out the orders rather than taking them. But according to the songs she heard, it caused her to want to take on this role so to speak. It's very interesting because almost all secrets the programmers have left in the developers ending are like this.

After experimenting with the criss crossing of storylines, it's time to pay visit to the main center: The music room. Here you can do a number of things but they must be in order and in no way should you not follow the instructions.

Enter with Serge's Spectra Swallow Equipped and enter in and out of your menu, checking the Status. Once you get back out, Kid will be in her orphanage costume wearing it from the top down.

The reason this occurs is Serge's identity is taking on a color or station of passage which Kid remembers, causing her to immediately come out of the shadows in that particular orphanage outfit.

It's very interesting how the programmers have outlined this and when looked at closely you can only guess how well it was done:

Regular swallow: No effect, kid stays shadow

Mastermune: Same as previous

Copper swallow: Same as previous

Stone swallow: Same as previous

Silver swallow: Same as previous

Spectra swallow: Causes kid to appear in original Orphanage costume

After this event occurs, Kid will now appear off screen to be nodding her head up and down to the music as if a beat was going on in the room. At this point you should take the time to play the musical tracks carefully:

21- Kid will usually like, nodding her head sporradically. Keep on it for as long as possible when she's not nodding particularly if you have met the requirements previously for her thieves outfit

15- This track Kid really likes, she will nod her head a lot and very often to the beat of the music, but there is no way to tell when she'll stop or start saying no again so carefully pay attention too

65- This track which is basically the fire burning theme of her Orphanage, will get her very distraught. Do not play it unless necessary

09- She seems to like this track regardless of what time you play it at

However it is important to note one thing: Regardless of your preset actions, anytime Kid nods yes more times, the track is good, and must be kept for the effect, any time she shakes her head no more times,

on any given musical piece it means the track is bad, and must be changed as soon as possible. What the programmers were doing here is hard to follow, but with the right details you can stay on track.

Most likely after the required have been completed, Kid will next change to her Thieve's Outfit, which is red.

It's at this point you need to continually play the crystal theme(52) which reminds herself of Schala and the entire fiasco with Lavos, in order to cause her to sporadically change into her white gown.

This part gives you access to a new state of Kids character, and it's integral for the planned patterns

If Kid has successfully turned into her white gown, you now have the chance to give

her leeway enough to pickpocket the guy next door. You may have noticed how she constantly talks about nonchalantly, that she is not trying to steal from the guy in the corner. In reality she is, but without getting this far it is impossible to make her steal successful. The point of continually playing the tracks, until you feel Kid has found herself (her schala self that is) is because it makes it possible for Kid to pickpocket the man in the corner, giving an item which does not appear on any menu, just like the key of the ghost ship. The trade is obtained in almost the same way, but without the exact timing, and knowledge of preset events it can be extremely difficult triggering it. That is why this FAQ is here to help in any way possible.

Remember that as you enter or exit the menu, Kid will have the chance to then change her outfits and get closer to pickpocketing the man. Keep on continually entering in and out of your menu, as it is one of the fastest ways to speed along all changes.

If you exit the programmers music room, at any time, and do not take time to equip that weapon you will be started over and Kid will have reverted back to shadow next time you enter. This frustrating setback is what sets apart it from the rest of the quest.

The key has no use, talking to various people they will not say anything about it. We now believe the key to have some other form of a use, but that is in the theories speculations in the next section. Read below now to get the barebones on the FAQ surrounding the programmers door:

Using the Gameshark tool enhancer, we were able to create codes to open every single door in Chrono Cross. These codes can be used on any gameshark as long as not 2.1 or below.

Open Programmers Door:

80106B5E 0000

Open Door Below Programmers Door:

80106FA2 0000

Open Door Second Time In Viper Manor:

80107562 0000

Open Right Gate Second Time In Viper Manor:

8010756E 0000

Open Main Door Second Time In Viper Manor:

80107572 0000

Open All Other Side Doors (second visit):

80106E82 0000

Open All Side Doors (first visit):

80107102 0000

Open Main Door First Time in Viper Manor:

80107222 0000

Open Right Gate Which Drops:

80107226 0000

Open Right Gate:

8010722E 0000

Open Left Gate(first visit):  
80107232 0000

The following credits are strictly mentioned in the project:

Door Project: Founder/Author and Creator of the Chrono Cross Programmers

Zelda Dude- jays\_29@hotmail.com

Main Gameshark PRO and Game Hackers for the Project:

Silent- saracoth@mailandnews.com

CardinalSinn- cardinalsinn@aol.com

Ben Simmons- jess134@msn.com

Honorable Mentions:

M52- Nomalla@aol.com for keeping it real and all  
his support throughtout

This section of the FAQ will be the main part consistently updated, look for more information in the not distant future.

\*\*\*\*\*UPDATE\*\*\*\*\* It seems hacking in the developers room using Gameshark PROs has become more of a chore then we anticipated, with constant PSX freezing up glitches which make it impossible to consistently hack. Before the week is out, we will most likely all be using PSX Mod chips just like me so that hacking in the development ending is no longer a pain or struggle, and everything can be done with much ease and restful breath.

\*\*\*\*\*Theories regarding the development ending\*\*\*\*\*

In all accordances of what we found, it seems that the key was likely going to be originally a part of a trading game, this as far as people could speculate to its actual use or purpose, after all a dummied out item like that found in the development ending made little or no sense, even though all of the development ending made little to no sense. Still though a key not on the menu was the strangest thing so far, and if indeed meant to go somewhere, where coul't it actually go???? What speculation had run rampant for ages, for how the key could be used or possibly replaced. Maybe traded away??? It seems like a key never really in your inventory would not go anywhere. But then again perhaps not???

The "costumes kid wore" were actually based upon what equipment you had on in every instance. Well after checking this several times we verified it is not true. Specific equipment limited to the "Spectra Swallow" is the only change that can be physically effected. Otherwise, playing the music tracks, and how you play the games are one hundred percent in back of the effects and strange events that go in the development ending.

Crono could be gotten by talking to certain characters in order in the development ending. Though many suggestions illude to this, the corny and often pointless discussions which changed the accent of characters, lighting in the rooms, and speech patterns of the individuals had little or nothing to do with anything else other then jest. One could speculate on forever there was a connection, but as far as hackers have dug through this CD it can't amount to more then that at this time.

You could \*never\* open the Programmers door in Chrono Cross and nothing was around that area, because Walk Through Walls regardless of how many times it crashed/glitched up proved it. This was proven not to be true, we hacked and completed all the codes including the ones to open the programmers door. Granted the animation for any of the doors is not in it, that's a graphic modification we're still in beta stages of testing with.

At one point in the game Marle was found here. This is definitely not true, after scouring every inch of the second CD, no NPC data whatsoever could be discovered on the infamous Marle. While surely a great imagination and thought of glee to have this possible, it most likely was not, with no mentions of it anywhere whatsoever.

The programmers ending originally had programmers. Not true. No one in the developers ending was ever a programmer, only a developer strangely. At one point there was never any sign of the programmers. For one reason or another they were never intended to be a part of this game, or were they hiding out???

\*\*\*\*\*The truth exposed regarding the Development Ending\*\*\*\*\*

The truth is aside from all the theories, the Development Ending was originally the Debug room for Chrono Cross. This room was locked away and dummied out on purpose, by and for the programmers so they could run their pre beta testing systems, and debug the game without any nosy gamers messing with their controls. They locked away the rest of the Debug Room behind the Programmers Door itself, making an insane twist of plots and sequences leading up to it which no gamer could figure out, only a programmer. The inside of the Programmers Room looks like this:

Inside it is completely black, walls are front to back and you can walk around the room just like any, the stairs will stop in that part of the room however, not allowing you to continue. We found a way finally around this however, with an existing Room Modifier code we hacked. With it we were able to scour every Room ever in there of CC, including any removed and otherwise still beta type rooms. Unfortunately, none of Crono's NPCs were found inside, but many are still a wonder to behold, and leave many intricate memories of what the Debug Room was like. But just for the record, I am posting Divine Dragon Lloyd's rare Sprigg Doppelgang NPC codes here anyway, along with his authorization on the project which he made. Even though Crono wasn't found, it doesn't mean it isn't possible we'll get him in the future and update this FAQ, as well as the others with information and all codes pertaining to it.

Codes work for all sharks, except 2.1 and below.

Room Location Modifier for Chrono Cross:

8007E6E8 ????

Room Location Quantity Digits:

CC90 Start to just before leave for VM w/Guile

CC89 Very bottom of ViperM bluffs to after raid w/Macha/Glenn/Greco/Luccia recruited and ready to explore Shadow Forest

CC88 Done w/Shadow Forest and ready for Another's Hydra Marsh to first return to Home

CC87 Inside Hydra Marsh (home) to first 4 crystals in Fort Dragonia (another) activated

CC86 Defeated white crystal guardian to on SSZelbess, having already talked to the Sage (goto Nikki)

CC85 Ready to convince Fargo to help w/Marbule to just after home Marbule cleaned out

CC84 In Another, outside Guldove (get Steena/Tear from Home) to end of Disk 1 (go into a fate gate to progress)

CC83\* Disk 2 (Home World, outside Marbule, preparing to go back and enter Chronopolis), Save 2 = Bend of Time after picking up Full Revival from Marbule entrance; through=

\*stopped on this save

Disk2:

Home

258 Overworld map of Dead Sea, post time-crash (empty, w/Fate distortions)

250 Overworld map, large

Neither/Both

531 Bend of Time

Another

255 Overworld map of Chronopolis (center shielded by triangular water barrier)

476 "Past" isle (to open Chronopolis)

474 "Present" isle (to open Chronopolis)

475 "Future" isle (to open Chronopolis)

259 Overworld map of Chronopolis (access granted)

Another

477 Chronopolis Entrance

479 Area2

478 Below area2

488 Bottom floor, elevator area

489 W of 488

480 Stairs

483 Floor 2 right door/stair access

487 Floor 2 main

486 F2 left

494 F3 main

482 F3 right

485 F3 left

495 F4 main

481 F4 right

484 F4 left

490 B1 entrance

491 B1 flame area

492 B1 flame area view 2

291 Blue dragon lair

308 Red

456 Green

418 Yellow

399 Black

438 White

274 Fargo's ship (Another), mess hall

Another

251 Overworld map, large, w/tower

Disk1:

8 None (also the "room" used from new game until Serge and friends come up the elevator)



Unknown

- 22 Fort Dragonia (new game, going up elevator)
- 23 Large room w/teleporter at center
- 24 Outer curving area
- 25 Black crystal room
- 26 Top of teleport

Home

- 31 Serge's Bedroom
- 29 Serge's home
- 27 Arni village main
- 33 Arni village left area
- 35 Arni village chief's hut
- 37 Arni village docks
- 39 Arni bar
- 41 Arni bar back
- 43 Arni fisherman's home basement
- 45 Arni Leena's? house (overlooking docks)
- 47 Arni fisherman's home

Home

- 252 Overworld w/Arni, Termina, etc.
- 256 Dragon falls inside
- 260 Dragon falls outside

Home

- 58 Cape Howl start
- 60 Cape Howl ledge
- 63 Cape Howl ledge tip

Home

- 66 Fossil valley main

Home

- 230 Hydra Marshes first area

Home

- 50 Lizard Rock N (includes upper area reached by third area [52])
- 52 Lizard Rock third area
- 54 Lizard Rock S
- 56 Opassa Beach

Both

- 57 Opassa Beach (another, and home from now on [to end?])

Another

- 253 Overworld w/Arni, Termina, etc.

Another

- 55 Lizard Rock S
- 53 Lizard Rock third area
- 51 Lizard Rock N (includes upper area reached by third area [53])

Another

- 261 Divine Dragon Falls outside

Another

- 231 Hydra Marshes Entrance
- 237 HM reached by exiting Entrance from top of screen (left side)
- 239 HM left of Entrance
- 241 HM left of 239

243 HM reached by upper-right exit of 239

245 Under 243

Another

28 Arni village main

30 Arni village "Serge's" house

32 Arni village "Serge's" bedroom

34 Arni village left area w/chief hut entrance

36 Arni village Chief's hut

38 AV docks

40 AV resteraunt

42 AV resteraunt back

44 AV "fisherman's" basement

46 AV Leena's? house

48 AV "fisherman's" house

Another

59 Cape Howl entrance

62 Cape Howl outcropping

65 Cape Howl outcropping tip

Another

67 Fossil Valley main

69 Fossil Valley upper

Another

142 Viper Manner Front Gate

Another

123 Shadow Forest Entrance

Another

72 Termina outside shrine w/Greco funeral

74 Termina east after Macha

76 Termina outside smithy (NE)

78 Termina Entrance

80 Termina West (docks)

82 Termina Lisa's

84 Termina Lisa's back

86 Termina Bar main

90 Termina top-left home

92 Termina top-right home (Skelly's grandma's house)

94 Termina smithy main

96 Termina smithy back room

98 Termina wooden building by smithy

100 Termina Shrine inside

102 Termina inn entrance

104 Termina inn back left

106 Termina inn back right

108 Termina Lord Van's home 2nd floor room

110 Termina Lord Van's home 1st floor room

111 Termina Lord Van's home entrance

112 Termina East

113 Termina Shrine area (SE)

114 Termina Docks (when arrive w/Macha?)

115 Termina Nikki's ship outside

117 Termina Nikki's ship inside lower

121 Termina outside smithy when leaving w/Korcha and Guile

Another

144 Viper Manor bluffs very bottom

146 VM Bluffs middle

148 VM Bluffs very top

Another

150 VM outside front

151 VM outside by stables

152 VM Stables

153 VM entrance

154 VM Karsh's room

155 VM Zoah's room

157 VM far left door in entrance

158 VM throne room

159 VM bridge to library day after

160 VM bridge to library night raid

161 VM library

162 VM balcony

163 VM hall reached from throne room elevator

164 VM balcony after raid

165 VM General Viper's office

166 VM Riddel's room

167 VM room fall into (area below main hall)

168 VM 3rd door on left from 167

169 VM 1st and 2nd doors on left from 167

170 VM treasure room w/flipping wall \*and\* Luccia's lab

171 VM treasure room w/traps

173 VM Stairs down from 167

185 VM when Prophet of Time starts explaining about multiple dimensions in library

186 VM balcony tip cutscene (Kid falls, Lynx rants, Serge jumps)

194 VM front gate after intrusion over

199 VM Viper's office after raid

200 VM Epoch room

201 VM Kid walking out of Viper's office w/Riddel

183 Bridge to right of throne room

184 Room w/chest w/letter to Karsh

Another

204 Guldove docks

206 G w/bar and shop

208 G outside Korcha's

210 Guldove outside chief's hut/shrine/whatever

212 G clinic entrance

214 Guldove clinic right

216 Guldove shop

218 Guldove bar

220 Guldove, Korcha's home middle/top, including "secret" room accessed from behind the middle of the tower

222 G Korcha's home bottom

224 G Inside chief's hut/shrine/whatever

227 G, outside Korcha's, Kid falling down cutscene

Another

251 Outer overworld map

Another

123 Shadow Forest entrance

125 SF area 2

131 Shadow forest tree leading to cave leading to well

132 SF bushes and boss area

134 SF inside tree/cave leading to well

136 place w/unlimited supply of bug things

138 place w/well  
Another  
231 HM entrance  
233 HM lower E exit from 237 (w/Skelly's backbone)  
235 HM NW exit from 233  
237 HM N of entrance  
247 HM W from 235  
249 HM NW from 235

Another  
286 Water Dragon Isle entrance  
288 Water Dragon Isle back

Another  
397 Marbule entrance  
399 Marbule dragon's lair  
401 Marbule Sage's hut  
403 Marbule SW hut  
408 Marbule SE hut

Another  
434 Sky Dragon Isle entrance  
436 SDI stairs  
438 SDI top

Another  
413 Earth Dragon Isle entrance  
415 EDI inside  
417 EDI S of 415

Another  
431 Forbidden Island outside  
432 Forbidden Island inside hut

Another  
421 Isle of the Damned entrance  
423 Isle of the Damned area 2  
425 IotD area 3  
427 IotD plateau  
119 Termina outside smithy, cutscene only? (young)  
120 Termina outside smithy, cutscene only? (adult)  
428 IotD plateau, cutscene only?

Another  
280 Hermit's (Radius's) Island outside  
283 Inside lower hut

Another  
444 El Nido Triangle surface

SS Invincible before and after ghost attack

Another  
269 Entering Fargo's ship (through fog at first)  
262 Deck of Fargo's ship before and after ghost attack  
273 Main hallway (upper)  
266 1st/2nd door on right of ladder in 273  
275 Lower door on left of ladder in 273  
278 Fargo's quarters  
264 Main hallway (lower)  
276 Left AND 1st right of ladder in 264  
270 2nd right of ladder in 264

277 3rd right of ladder in 264  
268 Arsenal room (far right from 264, 3 ways in from 265 [lower openings])  
265 Outside on side of ship  
271 Closeup of deck near helm (Lynx after meeting Kid and Dark Serge at Hermit's)  
Ghost Ship Attack Home 122  
  Shadow Forest entrance 124  
SF 2nd area 126  
SF 3rd area 128  
SF beneath waterfall in 3rd area 130  
SF outside tree 141  
VM front "gate" 149  
VM outside main 137  
Down the well 135 S of 137 133  
Inside tree in Shadow Forest 139  
N exit of 137 (top of waterfall)  
181 First main basement area of VM  
172 Outside jail area  
175 Back room where first meet Norris  
143 VM bluffs bottom 145 VM bluffs middle  
147 VM bluffs top 177 Up stairs on W of  
181 (also accessed from hole in rubble in 149)  
179 E of 177 Neither/Both?  
531 Bend of Time Home  
297 Mount Prye E entrance  
299 N of 297 303 E of 299 309 E of 299, frozen  
301 N of 299 307 Mount Pyre W entrance Home  
311 Fort Dragonia Entrance  
313 Bridge to main  
323 Main 315 Bridge to Yellow  
341 Yellow crystal room main  
347 Yellow head/body/tail scan room  
343 Room where it shows dragons lighting up after crystals activated  
321 Bridge to red 349 Outside red crystal building  
351 Inside red crystal building, upper  
353 Inside red crystal building, lower  
317 Bridge to blue  
333 Blue crystal room main  
335 E room  
337 W room  
339 Blue crystal room w/crystal  
319 Bridge to green  
325 Green entrance  
329 E of entrance  
327 N of entrance  
331 Green crystal room w/crystal  
355 Inside elevator room  
369 Elevator down  
357 Up elevator  
359 Teleporter Room  
361 Outside on side  
363 Black crystal room  
365 Top of teleport  
367 Version of 343 that you can actually enter Home  
279 Hermits Hideaway outside  
281 Hut entrance Home  
396 Marbule main  
398 Marbule "dragon's lair"  
402 Marbule W hut Home  
203 Termina entrance

211 Clinic entrance  
205 Outside bar/shop  
217 Bar 215 Shop  
207 Outside residential tower  
219 Inside residential: middle, top, and "hidden" back  
221 Inside residential: bottom Home  
433 Sky Dragon Isle entrance  
435 SDI stairs  
437 SDI top Home  
443 El Nido Triangle surface  
445 ELT below surface  
447 ELT lower below Home  
382 SS Zelbess entrance  
375 SS Zelbess deck  
376 Belowdecks (upper)  
379 1st/2nd door on right of ladder in 376  
386 Casino room, lower door on left of ladder in 376  
385 Fargo's room 377 Belowdecks (lower) 378 Inn, door on left of ladder in  
377 380 3rd door on right of ladder in 377  
384 1st door on right of ladder in 377  
283 2nd door on right of ladder in 377  
388 Magical Dreamer's ship outside  
389 MD ship upper room 390 MD ship lower room  
395 Casino cheat room  
381 Heading towards Grand Slam (formerly the armory)  
391 Grand Slam Home  
279 Hermit's Hut outside  
284 Same, but cutscene w/Radius and Garai training  
256 Radius and Garai in Divine Dragon Falls for the Masamune Home  
420 Isle of the Damned entrance  
422 W exit from entrance  
424 3rd area 426 Plateau (sp?)  
260 Water Dragon Falls outside, cutscene w/Radius and Garai w/Masamune  
Home  
410 Dead Sea entrance (Death's Door)  
470 Entered the Dead Sea (small cutscene where party members comment on the  
surroundings)  
254 Overworld map of dead sea  
458 Highway Ruins S entrance  
459 Highway Ruins N entrance  
460 City Ruins  
461 Building w/computer talking about Lavos  
462 Tower of Geddon entrance (small cutscene where party members comment on the  
surroundings)  
463 Tower of Geddon main  
464 Station  
465 Theatre area  
466 W of theatre  
467 NE exit from 466 (also NW from train station)  
468 Other end of warp  
469 Nadia's Bell  
477 Cutscene w/Serge, his father (Wazuki), and Miguel  
473 Cutscene w/Miguel dying  
538 Serge (as Lynx) and friends running for their lives and being saved by a  
dragon  
472 After dead sea destruction movie; in area near Marbule w/Sky Dragon

Opassa Beach restored to 57 w/portal restored

Another

261 Divine Dragon Falls outside  
257 inside

Another

70 Fossil Valley main  
69 FV upper

Another

118 Termina entrance  
88 Secret room in Bar  
346 Fort Dragonia very top room w/Karsh/Zoah/Marcy entering (cutscene only?)

Another

195 In front of VM  
202 Kitchen (1st/2nd doors on left of cage in 167) (starting w/cutscene where  
soldier turns Orcha into hell cook)  
188 Throne room  
193 Treasury/Lab  
178 Sewer area entrance (single valve area)  
180 Sewer area secondary (w/ladders to jail cells)  
182 Sewer area w/barrels  
140 Corridor to 182  
187 Middle cell  
174 Right cell (Fargo's)  
176 Area where Riddel is held  
189 Main hall cutscene after Hell Cook defeated (cutscene only?)  
196 Library when chased by duosword bot  
190 Outside stables...dragon stampede

Another

150 VM outside front  
151 VM outside by stables  
152 VM Stables  
153 VM entrance  
154 VM Karsh's room  
155 VM Zoah's room  
157 VM far left door in entrance  
158 VM throne room  
159 VM bridge to library day after  
160 VM bridge to library night raid  
161 VM library  
162 VM balcony  
163 VM hall reached from throne room elevator  
164 VM balcony after raid  
165 VM General Viper's office  
166 VM Riddel's room  
167 VM room fall into (area below main hall)  
168 VM 3rd door on left from 167  
169 VM 1st and 2nd doors on left from 167  
170 VM treasure room w/flipping wall \*and\* Luccia's lab  
171 VM treasure room w/traps  
173 VM Stairs down from 167  
185 VM when Prophet of Time starts explaining about multiple dimensions in  
library  
186 VM balcony tip cutscene (Kid falls, Lynx rants, Serge jumps)  
194 VM front gate after intrusion over  
199 VM Viper's office after raid  
200 VM Epoch room  
201 VM Kid walking out of Viper's office w/Riddel

Another  
411 Dead sea entrance

Home  
393 SS Zelbess setting sail!  
388 Nikki's ship, outside, Sage (and demi-humans w/instruments)  
394 deck of Zelbess  
387 Concert starts  
394 deck of Zelbess again  
385 Fargo's cabin  
382 Side of Zelbess/Invincible before going to Marbule  
396 Marbule w/monster's physical  
402 Lower left hut  
398 Inside dragon cave (no dragon, of course; other world)

Another  
229 Guldove during Porre attack (w/Orlha defending)

Home  
223 Guldove chief's hut

Home  
429 Forbidden Isle outside  
430 Forbidden Isle inside  
428 Isle of the Damned plateau, cutscene

Home  
292 WDI outside entrance to dragon  
293 WDI upper inside  
294 WDI lower inside

Home  
305 Mount Pyre, leading to lower part of W entrance  
307 Lower part of W entrance

Another  
306 Mount Pyre, leading to lower part of W entrance  
308 Lower part of W entrance

Home  
197 Viper Manor being rebuilt by Dario; gate  
198 Main

Home  
412 EarthDI upper  
414 EDI lower 1st  
416 EDI lower 2nd  
418 Yellow Dragon's Lair

Home  
450 G's Navel entrance  
454 Left of entrance  
452 Right of entrance  
456 To Green Dragon (w/ and w/out steam)  
451 Entrance when Tyrano ready to attack

Home  
87 Secret room in Termina bar

Home



409 Marbule entrance after repopulation  
408 Lower middle hut  
406 Lower right home  
402 Lower left hut  
404 Store  
400 Sage's home  
398 Dragon's former lair

Home

213 Clinic side area, Orlha meets Tia

Home

258 Overworld map of Sea of Eden, post time-crash (eg, empty, except for fate gates)

Home

471 Fate distortion

Beach Bum  
SandSquirt  
Komodo Pup  
Opah Fish  
Tzetze Fly  
Mama Dingo  
Bubba Dingo  
Dodo  
Wraith  
Bulb  
Cassowary  
Cuscus  
Gerridae  
Gloop  
Gobledygook  
Potty  
Dwarf  
DaggyDwarf  
DaffyDwarf  
SnobGoblin  
SnibGoblin  
Crossbones  
HotDoggity  
CatBurglar  
Googhoul  
Cybot  
Alphabat  
TotalChaos  
Witchetty  
Tragidienne  
Gremlin  
Lagoonate  
Sidesteppa  
Taurinator

462 Programmers main room 1  
463 Far left of room 1  
464 Other door on left of room 1  
465 Other door on right of room 1  
466 Far right of room 1  
467 Main room 2

468 Far left of room 2  
469 Other door on left of room 2  
470 Other door on right of room 2  
471 Far right of room 2

472-473 None

left to right:

pip, cat, lady in green, lady in blue, man

fat guy in chair, two guys facing back wall, guy and gal at table

radius, two animals, lady in green, guy

when use A,B,C, that's left to right (A to left B to right, etc.)

449 inside Starky's ship (going to menu seems to crash?)  
450 part of green dragon isle starting area w/out girl (land into area)  
451 part of green dragon isle starting area w/the little girl (cannot talk to)  
452 part of green dragon isle ?  
453 part of green dragon isle A  
454 part of green dragon isle ?  
455 part of green dragon isle B  
456 green dragon isle near dragon (steam gone)  
457 green dragon isle near dragon (steam present)  
458 None

459 Plateu w/dwarf, Sage, and combined "dragon god"  
461 Harle in Arni  
460 Next part (after above)  
9 Fin

253 Another World overland map (arni village, termina, etc.)

8 None (also the "room" used from new game until Serge and friends come up the elevator)

AA00 Strange odd room

BBDD Another one

CCFF Yet another one

ADFD A very odd room

A0F0 An extremely strange unknown room

Owner/Author of the Control Cronos Character in

Battle Project:

Divine Dragon Lloyd-

JonathansOnly@aol.com

Ultimate Sprigg Doppelgang code:

800712B8 FFDF

800712BA FFFF

800712BC BFFF

800712BE FBFB

800712C0 FFFF

800712C2 F4E4

800712C4 FFBF

800712C6 77FF

800712C8 E734

800712CA 537A

800712CC F0F0

800712CE 01F7  
800712D0 BCFE  
800712D2 07C0

This part of the FAQ will be updated constantly, with add ins on Cronos, Darios, Fleas, and any other once accessible NPC in the game Chrono Cross.

\*\*\*\*\*Questions and Answers Section\*\*\*\*\*

How do you get into the development ending??

Complete the game once, then on the second time using new Game + beat the time devourer with only Serge.

How do you get to the Programmers Door??

Walk straight up the stairs when you enter the room, and on the next floor lies the door.

How do you get into the Programmers Door??

Input the gameshark code provided in this FAQ, and walk straight inside.

How do you use the Room Location modifier??

Input the gameshark code provided in this FAQ, and find Serge in any room.

How do you use the various character in battle codes??

Input the gameshark code for sprigg's doppelgangs or battle animation already provided in either of these FAQs, put the relief charm

to active, and simply start the battle. You will see that character in fighting.

How come I can't activate the debug room and do whatever I want??

The debug room is deactivated, no longer working for the average gamers use. It's desolate and abandoned, it was only

during the debugging of the game that the programmers had it in action. Further updates and continuations of this FAQ or versions

will provide more information regarding our success in getting everything in fully activated again.

How do I see the insides of these rooms??

Most of the rooms will be black or not active so that isn't really a question that can be properly answered. But, regardless

walk around the area and see what you run into, it does have things. This main part of the FAQ will be updated with many Gameshark PRO hacks,

and otherwise codes that are made as we continue to progress in the development room. However, as stated above we will first need to have everyone

obtain modchips for their PSX, to eliminate all the crashing/freezing glitches which occur in hacking without one.

Are there any other FAQs being done currently??

I'm working on several, currently almost complete and fully ready to send off my Radical Dreamers FAQ and translation, and in pre beta development

of a lost Aerie Resurrection Subquest guide, but that is for the video game FF7, and has nothing whatsoever to do with what we are doing here.

\*\*\*\*\*Feedback and Mail responses\*\*\*\*\*

Will be updated next 5/01/01.

\*\*\*\*\*Future guides and other FAQs by me\*\*\*\*\*

- Chrono Cross Walkthrough and FAQ- 100 percent complete
- Radical Dreamers Storyline Guide- 56 percent complete
- Missing Aerie Resurrection Subquest FAQ- 32 percent complete
- Banjo-Tooie Unknown Secrets Guide- 4 percent complete
- Zelda Majoras Mask Time Modifier Guide- 3 percent complete

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