

Chrono Cross Extratemporal Locations FAQ

by Leebot

Updated to v1.0 on Nov 23, 2004

```
*****
*
*           Chrono Trigger/Cross           *
*
*           Extratemporal Locations FAQ     *
*
*           Version 1.0                     *
*
*-----*
*
*           Written by Leebot (Bryan Gillis) *
*           Dr.Leebot@comcast.net           *
*
*****
```

Table of Contents

- A. Introduction
- B. Locations
 - I. The End of Time
 - II. Lavos' Pocket Dimension
 - III. The Black Omen
 - IV. The Temporal Vortex
 - V. The Bend of Time
 - VI. The Dead Sea
 - VII. The Darkness Beyond Time
- C. Appendix 1: Important terms
 - I. Time-Error
 - II. QC-Like
- D. Appendix 2: Reference Material
 - I. Lavos Article
 - II. Links
- E. Credits
- F. Disclaimer

A. Introduction

In the world of Chrono Trigger and Chrono Cross, the normal timelines are the mere tip of the proverbial iceberg. This FAQ aims to detail all other locations outside the normal timeline, providing analysis on their nature and residents. I highly recommend you read Appendix 1 before the Locations section, as knowledge of the terms there is important for understanding many arguments.

Note: Certain quotes have been edited for spelling and grammar and truncated from their original versions. This is done to facilitate the reading of this FAQ, and it is not my intention to misrepresent the quotes in any way.

B. Locations

I. The End of Time

1. Mechanics - TE
2. Nature - Spacetime point of least resistance; connects to all time portals. Probably QC-like.
3. Residents
 - a. Gaspar - Guru of Zeal; sent here after Lavos encounter. Holds Time Egg (Chrono Trigger). [Name Gaspar derived from one of three wise men in Christian Bible]
 - b. Spekkio - Calls self God of War; teaches magic. Strength proportional to that of opponents. Possibly Nu, natural phenomenon, or embodiment of magic. [Name Spekkio derived from Latin "Specchio" for "Mirror"]

II. Lavos' Pocket Dimension

1. Mechanics - TE
2. Nature - Area of space outside the timeline created by Lavos, allowing him access to all time periods.
3. Residents
 - a. Lavos

III. The Black Omen

1. Mechanics - M (Certain creatures and the structure progress through time normally, other creatures progress through Time-Error instead)
2. Nature - Formerly the Ocean Palace, empowered by contact with Lavos via the Mammon Machine. Contact with Lavos has caused miscellaneous temporal disruptions.
3. Residents
 - a. Queen Zeal - Queen of the Kingdom of Zeal who used the Mammon Machine to try to drain Lavos' energy, resulting in Zeal's destruction.
 - b. The Mammon Machine - Machine created by Queen Zeal to drain Lavos' energy.
 - c. Nu - Two Nu mysteriously exist here. They were possibly in the Ocean Palace when it rose.

IV. The Temporal Vortex

1. Mechanics - ST
2. Nature - Appears to be two-dimensional, either an impressionist painting or a drawing of M.C. Escher. Referred to as "The place where lost souls wander." Probably QC-like. Possibly the gap between Home and Another.
3. Residents
 - a. Sprigg - Mysterious woman capable of morphing into monsters.

V. The Bend of Time

1. Mechanics - ST
2. Nature - Architecture and design similar to EoT, minus Spekkio's room; contains gates allowing battle with various monsters; possibly decommissioned EoT or dimensional equivalent of EoT. Possibly QC-like.
3. Residents
 - a. Octopus - Next to nothing known; mentions "God of War"
 - b. Ozzie, Slash, and Flea - Famous villains from CT; possibly arrived after events in 600 AD. in CT due to some teleporting error; possibly replicas (created by Octopus?)

VI. The Dead Sea

1. Mechanics - ST
2. Nature
3. Residents
 - a. Miguel

b. Ghosts of Crono, Marle, and Lucca

VII. The Darkness Beyond Time

1. Mechanics - TE

2. Nature - Repository for discarded time strands.

3. Residents

a. Time Devourer/Schala - Evolved being created by merger of Schala and Lavos; intends to devour all timestreams.

I. The End of Time

Mechanics: Time-Error (When a traveler enters the End of Time, the Time-Error of the gate or vehicle that brought them there determines the time* at which they arrive. When they leave, the time* determines the appropriate Time-Error of their destination gate.)

Nature: As Gaspar explains, the End of Time is at the space-time coordinates of least resistance. It contains light pillars connecting to all gates, and a bucket that connects to a gate at the Day of the Lavos. The gothic architecture gives the place a solemn feeling.

Analysis: The nature of the end of our universe depends primarily on the curvature of its space.

If the curvature of the universe is positive, the gravity of the bodies in the universe will eventually cause them to pull everything back together in a "Big Crunch" which would collapse the entirety of the universe into a singularity (a black hole).

If the curvature of the universe is negative, bodies will keep accelerating away from each other, and the ever-increasing force of entropy will take over, resulting in a "heat-death" of the universe, followed by a gradual cooling as it fades away, leaving only black holes behind.

If the curvature of the universe is flat, the universe will approach an equilibrium size as time approaches infinity. As this approaches, it is most likely that all the mass in the universe will fall into the black holes scattered throughout.

Einstein originally predicted that the universe was positively curved, but recent measurements have shown that this is unlikely. One recent measurement showed that the universe is extremely close to being flat, within a small margin of error. Other recent observations have shown distance stellar phenomena accelerating away from us, which is consistent with negative curvature.

The one notable constant in all these endings is the presence of singularities (black holes). In a singularity, all known physics breaks down, as it is incapable of handling a 0-dimensional universe. If Chrono Trigger's End of Time exists in a singularity, we may be lead to believe that it is a place consisting of pure thought, being QC-like. This is supported by the observation that when Gaspar first arrives, it is empty, but the party reaches an End of Time that apparently consists of a few rooms with gothic-style architecture.

Leebot wrote:

"From a quasi-philosophical standpoint, one can look at them as more of "states of existence" than physical places. As such, only the spirit would truly exist there. The body, air, and structure are all created

to provide a metaphorical structure to this space to provide travelers an image they could comprehend (like how the Q Continuum is shown in Star Trek: Voyager)."

Epsilon wrote:

"The problem with that is (going by the idea that the minds of characters "create" the EoT/BoT using things they're familiar with..) is that there is no other area in CT that looks like the EoT (I havent replayed CC inawhile, so I'm not sure abot that...), so how could it be made out of things they are familiar with?"

Leebot wrote:

"If we accept my theory as true, we can take it a bit further. We don't know that all characters see the same thing, or even that we see the same thing as the characters. If not, the End of Time would be a representation that is supposed to evoke a certain image for the players (I get the impression of a 50's (or so) metropolis at night, evoking a sense of loneliness and isolation).

If all who are there see the same thing, then it's likely that Gaspar created that image. It's possible he saw something like that peering through a time-portal, or heard it described from some other traveler.

The only other place in either game that resembles the End of Time is (not surprisingly), the Bend of Time from CC."

Residents:

Gaspar - Guru of Time from the Kingdom of Zeal. In the Ocean Palace disaster, he was caught in a gate and sent to the End of Time, where he watches over the timeline.

Name Origin: Gaspar was the name of one of the three wisemen who brought gifts to the baby Christ in Christian lore.

Spekkio - A mysterious creature who teaches the party magic. His appearance corresponds to the power level of those who see him, if they're weak, he appears weak. If they're strong, he appears strong. His forms are (in order of increasing power):

Croaker

Kilwala

Blue Goblin

Red Omnicrone

Masa & Mune (combined form)

Red Nu

Name Origin: Spekkio is derived from the Latin "Specchio," which means "Mirror."

Analysis: There are many theories regarding the true nature of Spekkio. They include:

1) Spekkio is a Nu.

Faulce wrote:

"He takes the form of a redish-pinkish Nu as his final form. And has attacks such as Luminaire and Dark Matter. Why a Nu???"

Faulce wrote:

"Well, Spekkio says, "If you're strong, I look strong. If you're weak, I look weak." Which implies that the Nu must be strong... However, he also says right after that "You are strong of will, thats why the old one let you through." So not all people who accidentally entered the EoT saw Spekkio. In fact, we don't see anyone else in the game outside of 12000 B.C. who can use magic as far as I can remember. And perhaps the "strong of will" statement refers to how the Nu may work for the planet and diligently watch the workings of mankind to make sure things are going in such a way as to eventually work out for the Entity's best interests.

I don't know if he wants Lavos dead or not, he never seems to acknowledge his existence."

Daggart wrote:

"The problem with Spekkio being a Nu to me has always been that he acts nothing like the other Nu."

Faulce wrote:

"Thats true, he does act nothing like the other Nu.

(1) He has a name. (2) He fights using more than a headbutt. (3) He can shapeshift. (4) He's red. (5) He has way more HP. [His final form has 20,000, I think. The normal Nu has 1234HP]. (6) His personality is more developed than the other Nu we see."

2) Spekkio is a force of nature, or the embodiment of magic itself.

V_Translanka wrote:

"Plus, he has almost all the strongest magic attacks (Luminaire, Flare, Dark Matter), Hallation, & Salt (although some times he uses Salt on a party member). I think his having magical ability far outclasses him from being a lowly Nu. Nu only have two attacks really; Headbutt (1HP) & Headbutt (all but 1HP). Spekkio, along with not having either ability, has a hoard of magical ability. Plus, he somehow manages to avoid all physical attacks.

Only magic harms him and he has lots of magic himself. So, I believe Spekkio to be some kind of magical entity (not to be confused with the actual Entity). His power is simply a reflection of the power the party may have at any given time. If not just a reflection, then an enhancement of some kind. I've heard that spekkio means "mirror" in some other language...Although I might have heard that was debunked too...Whatever, it fits either way."

XchrononetX wrote:

"Perhaps Spekkio represents the very balance in the elements, the force that the people of Zeal forgot after finding Lavos as a potential for of energy. After all, it seems that he has all the most powerful representations of the Magic elements in his array of attacks, and it would only seem fit that he would be the pure representation of magic itself. This would make sense in that physical attacks cannot harm him, as magic is a force beyond a fist, so to speak. Magic can only harm magic... Yep, I think that's it. Spekkio is "Magic", or at least that's what I think."

Faulce wrote:

"I think that is a possibility. Even though 'magic' did not originally exist, the four elements (Lightning, Fire, Water, and Shadow) did exist and their balance was important. Maybe that is what the Nu are for: to

preserve the balance of the elements (hence why there are so many of them in 12,000B.C. and almost none in any other era (and only one when magic ceases to be used in 12,000B.C.!!!!))."

3Fangs 3Petals 3Feathers wrote:

"It is my personal belief that Spekkio is the Anti-Lavos. As Lavos was created (and to some belief, magic was created) the 'balance of power' created Spekkio. As when Spekkio leaves in the ending of the return to EoT, I believe that as Lavos is 'defeated' (temporarily at least), Spekkio is called back to wherever they both came from, and balance is given back to the world."

Faulce wrote:

"Its all starting to make sense now. I'm starting to think though that Spekkio was created to balance the elements after Lavos fell and during the height of Zealian magic use. The Nu were simply not enough (in terms of my new idea for their purpose) to keep the balance physically, so a true and complete magical balance had to be created to fulfill the 'hole' in the balance. (I really hope I'm not way off on this.)"

3) Spekkio is an alien being, possibly like Lavos.

Epsilon wrote:

"That gave me an idea for a theory... What if Spekkio is another member of Lavos' race who achieved "perfect evolution," and for whatever reason decided to go to the End of Time (Or it existed, gathering DNA up until the End of Time...)?"

4) Spekkio is a creation of Gaspar.

V_Translanka wrote:

"I assume that even when the so-called "Enlightened" ones were in Zeal, they did not automatically know Magic. For one, it's said how Schala and Janus seem to have their Magics (or lack of Magics) tested just to see if they have any ability. It makes sense that someone would teach them, if not exactly, then somewhat like how Spekkio teaches Crono & Co.

I immediately thought: The Gurus! But I also thought: Which of them would teach Magic? Did any of them even seem to know any Magic? Belthasar seems like he'd be too busy with the Epoch and the like... Melchior with his weapons... So, then, Gaspar? Was there a Zealian council? Perhaps Dalton (he was a Magic user and even a Summoner)? Probably not... Or maybe it was just some of the scientists of Kajar or something? Maybe Q. Zeal herself taught Schala?"

Leebot wrote:

"I just thought of something: What if Spekkio is an extension or creation of Gaspar? If so, it stands to reason that Gaspar could be able to teach magic to the people of Zeal."

Leebot wrote:

"Here's a wierd theory: Gaspar created Spekkio to appear in forms that each appeared more powerful than the previous one, but (for some reason) he wanted it to look like a Nu to him, so he made its most powerful form look like a Nu. He would see the most powerful form, as in order to create something with a certain level of magic, he would have to possess at least that level of magic himself (at least, in

theory)."

Chrono'99 wrote:

"I've just thought about something. Masa and Mune claim to be Melchior's dream embodied, and Belthasar put his mind into his Nu, who is sleeping (either physically or "outside the flow of time", after you turn him off). Apparently, two of the Gurus are linked to some kind of avatars who have something to do with dreams.

Now what about Gaspar? There was nothing in the End of Time when he came, but eventually a ground and Spekkio appeared, while Gaspar is sleeping. Perhaps Spekkio is Gaspar's "dream avatar"? That God of War seems quite eccentric and out of place, so perhaps he is just a fancy dream Gaspar is having?"

II. Lavos' Pocket Dimension

Mechanics: Time-Error (Any time the pocket dimension comes into contact with the timeline, the time* of the pocket dimension that appears is determined by the time-error of an existing gate in the timeline.)

Nature:

Analysis: Lavos displays some strange behavior. If the travelers defeat the shell and warp into the past, the shell is still defeated. A strange blue aura surrounds Lavos during the Ocean Palace disaster and the final battle. Lavos Core is able to open time warps to different eras. Lavos also appears to have knowledge of the future; during the final battle it emulate the fighting techniques of Guardian, which exists in 2300 AD. A possible explanation is that Lavos exists within a pocket dimension, or "time bubble," which transcends time.

When Lavos arrived on earth in 65 million BC, it created a pocket dimension separate from normal space time, existing on the time-error axis. A wormhole connects the pocket dimension to every time period.

Lavos is not actually physically present within the earth. The wormhole aperture is located at the earth's core, giving Lavos access to the planet's energy and lifeforms. During the Day of Lavos or the Ocean Palace disaster, the wormhole ascends to the surface, causing a dimensional disturbance. The wormhole offers an uninterrupted view of the pocket dimension, creating the illusion of Lavos' presence.

If one approaches Lavos, and passes through the wormhole, the interior of the pocket dimension has appearance of the blue aura which surrounds Lavos. During the Ocean Palace Disaster, Queen Zeal, Magus and the others warp into the pocket dimension. During the final battle, Crono battles Lavos in the pocket dimension.

Lavos' core is able to open time warps to different times, because it is connected to those eras through the wormhole. The aperture of the wormhole gives a distorted view of the time period being accessed. Lavos is also able to survey the entire timeline and would have knowledge of, for example, Guardian's fighting style.

After* Lavos dies, the pocket dimension no longer connects to space-time, but the past* Lavos still exists, and would be theoretically accessible if a time traveler accessed it from an earlier* time-error than that at which Lavos was defeated, but it is generally not possible

to travel to a lower time-error.

This then raises the question of why Lavos chose to ascend in 1999 AD. if it had the ability to ascend at any time. The reason for this can be inferred from Lavos' original purpose.

Lucca wrote:

"Now I understand...

It lives on a planet for as long as possible, stealing away the most vital resources...

It combined the DNA it found here with its own, and gave birth to those creatures up on Death Peak."

Robo wrote:

"This was Lavos's goal...!

Using the DNA of every organism...

And achieving the ultimate in evolution!"

It is likely that Lavos determined that 1999 AD. was the best balance of collecting as much DNA as possible and having as low a chance as possible of the inhabitants defeating him.

It's worth noting how the timeline would appear to Lavos. When he's in the core of the planet at first, he would see a timeline in which Zeal taps into his energy and uses it for their own purposes. He then decided to stop this, so interfered and destroyed Zeal. When he went back into the planet, he saw the timeline progressing from that point, with Zeal being destroyed and the populace eventually advancing beyond where they were in 1999 AD. (he sees a regular future rather than the ruined one). He then decides that 1999 AD. is the best time to arise, so he does so. In the "Lavos Timeline" he rains destruction on the world, exits his pocket dimension, and starts producing offspring. The short period between when Lavos rises and when he exits his pocket dimension--when Crono's party takes him on--is the only time when the wormhole can connect to the ruined future.

Residents:

Lavos - Lavos is a being of godly power who crashed into earth in 65,000,000 BC. and laid waste to it in 1999 AD. His purpose was to harvest the DNA of all lifeforms on earth in order to create even more powerful offspring. In order to improve this process, he artificially accelerated the evolution of humans.

Analysis: The origin of Lavos is unknown. He may be unique, or one of many. Theories include:

1) Lavos is the result of a lot of natural evolution which resulted in this "monster."

2) Lavos (or one of his ancestors) was a biological superweapon gone wrong (think Deus from Xenogears).

III: The Black Omen

Mechanics: Mixed (Certain creatures within the Black Omen exist on the standard time axis; if they're defeated at one point in time, they won't exist in the future, but will exist in the past. Other creatures exist on the Time-Error axis; if the party defeats them once, they cannot encounter them again, as the party has no way to travel to a point at lower Time-Error.)

Analysis:

Faulce wrote:

"Why wouldn't the lasers in the front be there even if you only defeat them in the present, and why does Queen Zeal only confront the party the first time she sees them or (if you start that the present) the "third" time she sees them? (I'm talking about the whole Black Omen 'age' thing)"

V_Translanka wrote:

"As for the lasers...No idea...I guess my old theory about the Mammon Machine is powered by temporal energy...Perhaps the Mammon Machine's energy source is inside of a pocket dimension...Wait, doesn't that make sense? Because the Mammon Machine is in a pocket dimension, right? And it's like the powerstation isn't it? Drawing power from Lavos (also in a pocket dimension). So then, the energy of the Black Omen could simply be limited in that regard to one surge or something."

Faulce wrote:

"So wait, are you saying that the lasers are not there because of the pocket dimension? In other words, you destroy the lasers once in any time period, and they are gone for good? Okay... but then why does the Black Omen exist in past eras even when you destroy it in present? If you destroy the lasers in the present, they are gone for good, but the Black Omen itself.... or maybe I took what you said completely differently from what I should have gotten from it, I have a tendency to do that."

V_Translanka wrote:

"No, I was saying that the Black Omen's energy source for certain things was in a pocket dimension, like how the--if not because the--Mammon Machine is. That is, if they're knocked out of commission in one timeline, they can't have the power to function for the other timelines."

V_Translanka wrote:

"*argues with own theory*

Then why aren't the laser guards still there? If it's just an energy source, they should still be there in physical form, right? Unlike the bosses, they aren't summoned to their position. So, then why are they destroyed when you travel back?

goes back and argues for the theory

Well...Because...The...Energy...It...Since...Oh! I know! Because the energy source is depleted, the past occurrences needn't have them in the first place!"

Leebot wrote:

"My theory on the whole Black Omen problem is that different parts of

the Omen are attached to the timeline in different ways. Some, like the laser guards, exist like the End of Time, and defeating them once defeats them in all eras. Other parts, like Queen Zeal, exist in the normal timeline, and if the defeated in the present can be fought again in the past."

Faulce wrote:

"Yay Leebot, good ideas. However, if some things operate with the "destroy it once and its gone for good" idea, then when the Omen is destroyed by Lavos in the Present, wouldn't parts of it just "not exist" in the past? Unless the entire Omen exists in the Normal timeline and only certain beings and weapons inside of it exist like the EoT, wouldn't parts of the Omen be missing? Well I guess not, since the parts are all there, except the lasers and the panels."

Leebot wrote:

"Good point. I'd guess it's just certain animated beings that can fall into the "destroy it once and for all" category (animated beings including organic creatures as well as automated defense systems). The structural elements of the Black Omen would all have to be part of the normal timeline."

V_Translanka wrote:

"Wait, what about the EoT makes anything seem like defeating it once defeats them in all eras? I don't understand his comparison...If I'm reading you, then you're basically saying you believe them to be in pocket dimensions? I'm not sure if that's what you're saying here..."

Leebot wrote:

"Well, I'm saying that maybe they behave like pocket dimensions in how they act across various time periods. You can access them from any time period, but it's the actions that you took in your relative perspective that matter, not whether you defeated them in a time period before or after the current one."

Nature: After the disaster in the Ocean Palace, Queen Zeal used the energy she had absorbed from Lavos to empower both herself and the Ocean Palace. This caused the Ocean Palace to rise into the air and become the Black Omen.

Analysis:

Excalibur wrote:

"Why doesn't the Black Omen appear in the original timeline? Realistically, the only thing Crono and gang accomplished was getting Crono vaporized, so it can't be due to their meddling. Ditto Magus. Also, since the Masamune already exists (in AD 600) before you create it (in 12,000 BC)*, somebody ELSE must have done the same (in 12,000 BC) BEFORE the timeline was altered. And wow, typing that sentence almost made my head explode.

The fact remains that the Mammon Machine HAD to have been tampered with (thus creating the Masamune), getting Lavos' attention who then appeared in the Ocean Palace and destroyed Zeal. Now that Lavos has connected to the Palace, Queen Zeal should have joined with it, and raised the Black Omen.

The party's presence should have had no effect on this."

Symmetry wrote:

"We're not sure exactly how the events of the Ocean Palace disaster

went down the first time, other than through Janus' claims on the North Cape. However, Crono & Co's interference means that Schala uses the last of her power to send THEM to safety instead of herself and possibly Queen Zeal - thus, no Omen in that scenario."

Residents:

Queen Zeal - The power-hungry queen of the Kingdom of Zeal. She had the Mammon Machine built to tap into the power of Lavos. When her plan was put into action in the Ocean Palace, it caused Lavos to awaken. Due in part to Crono's interference, she was able to survive this disaster. Empowered by Lavos, she caused the Ocean Palace to rise up and become the Black Omen. Lavos' power also seems to have gifted her with immortality.

The Mammon Machine - A machine created by Queen Zeal to absorb Lavos' energy. In the Lavos timeline, its use caused Lavos to awaken. Lavos then absorbed the Mammon Machine into its pocket dimension. When Crono interfered in the timeline, he caused the destruction of the Mammon Machine. It is this ruined version that the party encounters in the Black Omen. Queen Zeal then sends them into Lavos' pocket dimension, where they encounter the undamaged version from the Lavos timeline.

Nu - Two Nu exist in the Black Omen. They are most likely the same Nu who were seen in the Ocean Palace before it rose. See The Secret of Nu for more information on the Nu.

IV: The Temporal Vortex

Mechanics: Standard Time (The timeline of the Temporal Vortex exists in parallel with Home and Another.)

Nature: Serge arrives in the Temporal Vortex after acquiring Lynx's body and being cast off by Dark Serge. The scenery resembles famous painting styles, both Impressionist and M.C. Escher. The chapter subtitle refers to it as "The place where lost souls wander." Both the scenery and the enemies found there (TotalChaos) appear to be completely two-dimensional.

Analysis: The most prevalent theory about the Temporal Vortex is that it is the gap between Home and Another.

doulifee wrote:

"Could be a place between the 2 dimensions, that's why 2-dimensional foes live there and why you can gather all your characters in this place."

This raises the question of why the Temporal Vortex is 2-dimensional. If it's the space between Home and Another, one might expect it to have an additional dimensional element, rather than one fewer. One way this might occur is as follows: We know that Home and Another are connected at many points (Opassa Beach, the Dead Sea/Sea of Eden, the Bend of Time, Turnip, and possibly more). If a path is traced out around these points, it will form a polygon. Stretching this across another dimension (to bridge Home and Another) will create a two dimensional surface that bridges the gap between the two dimensions. If we extend this idea, the Escher-inspired portion of the Temporal Vortex might

represent a knot in the connections.

The fact that the Temporal Vortex is represented by artistic styles that are very recognizable to players is highly indicative that the Temporal Vortex is QC-like.

Residents:

Sprigg - Little green woman capable of morphing into monsters. She doesn't say much about her past, but we know the following tidbits:

Leebot wrote:

"Fortune Teller wrote:

'.....! It's been a long time, Lady Sprigg. Have you been well?'

Analysis: She's definitely been to Another before, even though the TV only connects to Home (at least, for us)."

GreenGannon wrote:

"You say Sprigg has been to another, yet her TV connects to home. She probably last visited El Nido before the Time Split."

Leebot wrote:

"Frozen Flame wrote:

'This is power I can't make me own...

Hah! There ain't no use telling me to do anythin', chum!

...you don't ave to tell me nothin'!

I know I might've led an easier life if I'da been kinder to otherz...'"

ZeaLity wrote:

"Sprigg, Guile, and Sneff all belong to some esoteric, magic guild. Whether we can interpret these as leftovers from the time when Magus was Guile is unknown, but it does mean these guys are in some kind of cahoots."

ZeaLity wrote:

"If you take Sneff to Guile, he begins ranting about Guile being the rising star in the guild. Sprigg is supposed to say something as well, but I'm not sure who I need to take to who. I'll try it later."

Analysis: We know so little about Sprigg that any theorizing is better left to fanfic writers. A few possibilities:

1. She might have been a treasure hunter who tried to steal the Frozen Flame.
2. She's a reclusive magician.
3. She's a demon.

V: The Bend of Time

Mechanics: Standard Time (Although the Bend of Time doesn't exist in any dimension, its timeline runs parallel to those of Home and

Another.)

Nature: The Bend of Time has similar architecture to the End of Time with ten pillars of light that allow the party to battle monsters from areas they've previously explored, a single streetlight with an octopus-like creature sitting at its base, and a door which opens in a New Game+ to allow battle with Ozzie, Slash, and Flea. The Bend of Time can be accessed from a small island chain in both Home and Another.

Analysis: There are two main theories regarding the nature of the Bend of Time.

1. The Bend of Time is the decommissioned version of the End of Time.

YbrikMetaknight wrote:

"OK, this is gonna be pretty out there, so just bear with me. Perhaps the End of Time went to the El Nido Archipelago where it became the Bend of Time. The reason it would go there is to follow the massive temporal energies of Chronopolis after the Time Crash."

Ingonyama wrote:

"As for Gaspar, I think he left with the others to live out a life in another time period. Maybe he joined Belthasar in the revamped future? Or became a royal advisor to King Guardia XXI in 600 AD? I doubt he went as far back as 65,000,000 BC, but it's possible. Most likely, though, I bet he went back to the Last Village to help them rebuild civilization after the fall of Zeal."

RabidTurtle wrote:

"Or he's still in the End of Time, and the Bend of Time are two separate areas. The Bend of Time may just be a temporal distortion created by the split in dimensions."

YbrikMetaknight wrote:

"I still believe that the End of Time and the Bend of Time are one and the same, or at least closely connected. They're too similar to not be. I, for one, support the idea that Gaspar went out into the world, or possibly retains the ability to travel through the eras even though the gates are inaccessible, while the End of Time was pulled by the Time Crash to El Nido, where monsters seemed to come towards it (and how exactly did Ozzie, Slash and Flea end up there anyway?)."

ZeaLity wrote:

"Gaspar probably envisioned the End of Time as being able to take on a separate function, and installed a simple keeper (the punching bag monster in the Bend of Time)."

See minor theory 2.

2. The Bend of Time is the dimensional equivalent of the End of Time.

Leebot wrote:

"I personally would explain it as the dimensional equivalent of The End of Time. Where TEOt is the point of least resistance on the timeline, TBoT is the point of least resistance between different dimensions. It has certain parallels to TEOt: You can access it from either dimension (although you can't travel to the other), it has portals to different places (rather than different times), not to mention the similar architecture.

The portals might be connected to the memories of the travelers, allowing them to relive (in a sense) past conflicts. Ozzie, Slash, and Flea, on the other hand, wouldn't have a portal as they hadn't previously been encountered. "Why them?" is extremely hard to answer in game terms. Possibly the octopus (or Gaspar, or whoever) has some manner of control there and brought them there on a whim."

Zeality wrote:

"I have a small note on the Bend of Time under theory 2; since the End of Time is the weakest coordinate on the timeline, would the Bend of Time be the weakest coordinate dimensionally for each world or interdimensionally? The former demands that space, like time, has a point of least resistance, or something to that effect, while the second, which I believe is more plausible, holds that among the strong differences and connections between the two dimensions (which stemmed directly from one another; see <http://www.chronocompendium.com/Forums/viewtopic.php?t=195>) , the Bend of Time exists as a coordinate of connection between the two. I would say weakest, but this is self-contradicting; how could the weakest point of connection between the two also exist and be accessible from both?"

Leebot wrote:

"It works as the weakest point if you look at it this way: "between" the two dimensions is some type of force pressing everyone away from the other dimension and keeping them in their own. If the Bend of Time is the weakest point of this force, it's plausible that people could enter the gap here. The Angelus Errare point, to extend this metaphor, could be like quantum tunneling accross the barrier. Back to the Bend of Time: The reason people return to the same dimension they left could be explained by an extension of the "Missing Piece Theorem"; they left a hole in the dimension they left, so they have to first go there to fill it."

Leebot wrote:

"A supplement to my theory of the Bend of Time being the point of least resistance:

The party can only access the Bend of Time after the following events:

- 1) Serge takes on Lynx's body.
- 2) Serge (as Lynx) is sent to Sprigg's dimension.
- 3) Lynx, Sprigg, and Harle cross from Sprigg's dimension to Home.

It's possible that the Bend of Time appeared in Home due to a violation of a "Conservation of Dimensions" theorem. Lynx's party crossing to Home was the first instance of dimensional crossing that didn't involve a "Missing Piece" (unless Sprigg or Harle qualifies) so this may have caused the availability of the Bend of Time. On the other hand, it could have been Harle or Sprigg that caused this. Harle, as a dragon, may not have been intended to use this type of portal. Sprigg may not even be native to our dimension, or even compatible with it. Whichever the case, this dimensional cross may have violated the "Conservation of Dimensions" theorem. Then, when they finally went to Another, they violated it again, and the Bend of Time became available there."

There are also a couple of other theories regarding the Bend of Time which aren't inconsistent with either of the major theories.

1. The Bend of Time is another connection point between the timelines.

Zeality wrote:

"I have a small note on the Bend of Time under theory 2; since the End of Time is the weakest coordinate on the timeline, would the Bend of Time be the weakest coordinate dimensionally for each world or interdimensionally? The former demands that space, like time, has a point of least resistance, or something to that effect, while the second, which I believe is more plausible, holds that among the strong differences and connections between the two dimensions (which stemmed directly from one another; see <http://www.chronocompendium.com/Forums/viewtopic.php?t=195>) , the Bend of Time exists as a coordinate of connection between the two. I would say weakest, but this is self-contradicting; how could the weakest point of connection between the two also exist and be accessible from both?"

2. The Bend of Time is QC-like.

Leebot wrote:

"From a quasi-philosophical standpoint, one can look at them as more of "states of existence" than physical places. As such, only the spirit would truly exist there. The body, air, and structure are all created to provide a metaphorical structure to this space to provide travelers an image they could comprehend (like how the Q Continuum is shown in Star Trek: Voyager)."

Epsilon wrote:

"The problem with that is (going by the idea that the minds of characters "create" the EoT/BoT using things they're familiar with..) is that there is no other area in CT that looks like the EoT (I havent replayed CC inawhile, so I'm not sure abot that...), so how could it be made out of things they are familiar with?"

Leebot wrote:

"If we accept my theory as true, we can take it a bit further. We don't know that all characters see the same thing, or even that we see the same thing as the characters. If not, the End of Time would be a representation that is supposed to evoke a certain image for the players (I get the impression of a 50's (or so) metropolis at night, evoking a sense of loneliness and isolation).

If all who are there see the same thing, then it's likely that Gaspar created that image. It's possible he saw something like that peering through a time-portal, or heard it described from some other traveler.

The only other place in either game that resembles the End of Time is (not surprisingly), the Bend of Time from CC."

Residents:

Octopus - An octopus exists mysteriously in the Bend of Time. When approached by Janice, it mentions the "God of War."

Analysis: The "God of War" comment is potentially important given Spekkio referring to himself as the "God of War" and the similar appearance of the End of Time.

The Octopus may function as a guardian or custodian of the Bend of Time.

Zeality wrote:

"Gaspar probably envisioned the End of Time as being able to take on a separate function, and installed a simple keeper (the punching bag monster in the Bend of Time)."

Alternatively, it may simply be a creature who got lost and wandered into the Bend of Time.

Ozzie, Slash, and Flea - Recurring villains from Chrono Trigger. They were encountered in Magus' Castle and later in Ozzie's Fort.

Analysis: How they arrived at the Bend of Time is unknown. Theories include:

1. They were teleported there after the battle in Ozzie's fort.

Zeality wrote:

"As for the Ozzie Crew, all I can think of is that they were homeless after 600 A.D., and perhaps discovered a gate. Ozzie might have a few time tricks up his sleeve."

Ingonyama wrote:

"Well...we don't know what happened to Ozzie and crew after CT. Last we saw was him falling down that big hole after the cat jumped onto the switch. Maybe that hole was a time portal of some kind? And when you fight him, Flea, and Slash, they run away from you, usually before you can beat them. Though it seems unlikely that time travel is among their powers, it's conceivable that a resonance with Lavos interfered with it to throw them off course. After all, that's fairly late in the game, when things are coming to a head, and in 600 AD, the last major event that happened was Lavos creating a Gate to 12,000 BC after being summoned by Janus. I'd think after an event like that, teleportation magic of any kind would be thrown seriously off-kilter."

2. Gaspar or the Octopus brought them there.

Leebot wrote:

"The portals might be connected to the memories of the travelers, allowing them to relive (in a sense) past conflicts. Ozzie, Slash, and Flea, on the other hand, wouldn't have a portal as they hadn't previously been encountered. "Why them?" is extremely hard to answer in game terms. Possibly the octopus (or Gaspar, or whoever) has some manner of control there and brought them there on a whim."

3. They don't actually exist there. Their appearance is an extension of the QC-like theory.

VI: The Dead Sea

Note: The topic of the Dead Sea has already been covered extensively in the article, Salt for the Dead Sea, available at http://www.chronocompendium.com/Term/Salt_for_the_Dead_Sea. This

section overlaps partly with that article, but both should be read for a thorough picture of the Dead Sea.

Mechanics: Standard Time (Time in the Dead Sea flows parallel to time outside of it. However, the time in the Dead Sea is actually the time of 10,000 years in the future. The peculiar nature of this allows changes in the timeline outside the Dead Sea to affect the appearance of the Dead Sea.)

Nature:

Analysis: In the incident known as the Time Crash, Chronopolis was projected 10,000 years back in time. When the dimension, Home, split off from Keystone T-2, the Sea of Eden (where Chronopolis was located) morphed into the Dead Sea. This happened because Home lacked a past previous to 1010 AD., and thus lacked a Crono to travel to the future and defeat Lavos. When the destruction was ensured, the Time Crash was mirrored in Home by pulling in the ruined timeline, centered on where Chronopolis would have been. This caused fragments of the ruined future to coalesce into the Tower of Geddon and surrounding structures.

One peculiar feature of the Dead Sea is that time appears to be frozen: Waves are frozen in place, and books are suspended in midair. Certain automatons and pieces of technology (the display on Lavos, the elevator, etc.), on the other hand, appear to be animate. This discrepancy can possibly be explained by Serge and his party's presence in the Dead Sea. Serge's status as the arbiter allowed the Dead Sea's Frozen Flame to connect with him, and create an environment suitable for him and his party (the lack of such an environment being responsible for the loss of Home's Lynx and the Acacia Dragoons). When this environment was created, it also allowed the previously frozen machines to become animate as well.

This begs the question of why the Dead Sea was frozen in the first place. Its mirror, the Sea of Eden, is completely animate, so this would imply that the Dead Sea would be so as well. There are two possible explanations for this. One explanation is that FATE has purposely kept it frozen to prevent the future there from spreading into Home. Another possibility is that the formation of the Dead Sea was so climactic and chaotic that the fabric of time was damaged in the process, and time ceased to exist within it. This also raises the question of if we can infer that since the Dead Sea represents the future, is the future frozen and demolished as well? If time has progressed since the Sea of Eden was sent back in time, the Dead Sea should represent 11020 AD. It's quite possible that this means the formation of the Dead Sea caused time to be frozen in Home from 2400 AD.

Residents:

Miguel - Leena's father, who was trapped in the Sea of Eden after a storm threw his and Wazuki's boat off course while they were trying to bring Serge to Guldove. When the dimensions split, FATE made him the guardian of Home's Frozen Flame. He was eventually defeated by Serge's party.

Analysis: There is a theory that Miguel is actually Crono.

Vaeran wrote:

"I actually posted this back before the crash (or the crash before

that), but I like to trot this theory out every now and then and see what people think of it. Back when I played the game, this idea seemed abundantly clear to me, but then talking to other people I found I was the only one left with this impression. Specifically, that Miguel is actually Crono.

There's no evidence in the game to prove this, but there's nothing to disprove it either, and a lot of circumstantial evidence points towards it being right. For example:

- Age. Crono was about 16 years old in 1000 A.D., and Chrono Cross takes place in 1020. Miguel is clearly middle-aged, so that works out.
- Appearance. Miguel has red hair and lots of it, though he wears it in a much tamer style than Crono did.
- Game mechanics. Miguel is ludicrously powerful, far more than a simple islander should be. In addition, he's an innate White. Crono could have been a Yellow in CC's system for all his lightning attacks, but his most famous technique was Luminaire, which in CC is a White element.
- Family. Leena looks a lot like what you'd expect Marle and Crono's daughter to; she's basically Marle with Crono's coloring. In addition, her name is very similar to Leene, a name from Marle's family. It's true that we see her "grandmother" and "sister" in Arni village, but they don't look a thing like her. After Miguel never returned from his voyage with Wazuki, an old woman in the village probably took Leena in as her own, as she no longer had any family.

The scene in which you meet Miguel is also very telling. He seems to know a whole hell of a lot about the whole Lavos situation, for one thing. And if you watch carefully, the little Crono shade is always standing nearest him, and is standing directly over (behind) Miguel as he dies.

But doesn't the Crono "ghost" mean that Crono's already dead, and thus isn't Miguel? No; I don't believe the three childlike apparitions are Crono, Marle and Lucca at all. While we're not clear on Marle's fate, we know Lucca at least lived to her early 20s; that's when Lynx kidnaps her (and presumably kills her when she refuses to help). If she died at that age, her ghost wouldn't appear as a little child; ditto for the other two.

(So if they're not ghosts, what are they? I think they're projections of the Frozen Flame, which is the essence of Lavos. The game assumes that your final party to fight Lavos in CT was Crono, Marle and Lucca, and that they would therefore be the last thing it saw. While they're not actually children, that's what Lavos saw them as; weak little human children who shouldn't have been a threat.)

Anyway, so what the hell would Crono be doing all the way down in the El Nido archipelago, anyway? Remember that Porre invaded and conquered Guardia. Like I said, we don't know exactly what happened to Marle, but it's pretty easy to guess: as then-queen of Guardia, she was either killed, taken prisoner, or is in hiding somewhere, possibly organizing a rebellion. Either way, not very pleasant. Knowing that things are going to get bad real soon, she entreats Crono to escape with their child. He gets as far away from Guardia as possible with Leena, settling down to a quiet life in a fishing village and changing his

name.

So, maybe he is, maybe he isn't. Miguel could just be some simple fisherman whose life ended up sucking beyond all reason. Or he could be the hero from the previous game, imprisoned in an dead future that he helped create, and forced to fight against the only people capable of preventing it. I think it adds an extra level of emotion to think he's the latter."

Further evidence that Crono may be alive:

ZeaLity wrote:

"I wish to point out that if Lucca's burning is correctly dated at 1015 A.D., Crono may very well be alive. A child's drawing of him hangs in the back passage way. Considering the age of children, it couldn't have been done before the fall of Guardia."

Ybrik Metaknight wrote:

"Wow...good point. In fact, regardless of whether the date is correct, Crono would almost have to be alive. Consider the following: Kid, in 1020, is 16. She is able to talk to Serge coherently enough that she would have to be 6 or 7 at the youngest during the fire. Simple math dictates that the fire would have to have occurred in or after 1010. The Fall of Guardia was in 1005.

Unless those were drawn in 1005, before the Fall of Guardia and Lucca simply left them up for memory, which is unlikely, given the fact that they did not appear to be framed or in any way protected from the elements, and even the inside of a house is not away from the elements enough to preserve something so unprotected for five years or longer. (Yay for runon sentences...as I write this I'm in the newsroom for TCU's newspaper...ironic...)

Also, since Robo and Ayla (and maybe Frog too? Can't quite remember) are depicted in the pictures as well, perhaps they continued to travel through time after the events of CT. Interesting how much a closer look at such a small detail can reveal...

I think that Guardia XXXIII might have still been king (unless, of course, he died because the Guardia line seems to have short life spans), and so Crono and Marle very well could have been spared. Indeed, they may not have even been in the area, or the era, at the time of the fall.

Of course, if they were in the castle, they most likely would have been executed, whether they were the rulers or not...see the Bolshevik Revolution (and the mystery of Anastasia) for a historical parallel."

Ghosts of Crono, Marle, and Lucca: Three childlike ghosts appear, resembling Crono, Marle, and Lucca. They accuse Serge of being responsible for the destruction, and call him a murderer. Miguel explains, "It's just a distant echo from ones far gone... It's just an illusion."

Analysis: If Crono, Marle, and Lucca are dead, these may be their actual ghosts. According to certain philosophies, ghosts appear as the person appeared when they were happiest in life. This would explain why they appear as children.

Dead Horse++ wrote:

"Speaking in metaphysical terms, many people theorize that when a person dies, their spirit reverts to the form of when they were happiest in life. After all, how many people want to spend their eternity looking like a dried-up and wrinkly transparent prune?"

GreenGannon wrote:

"Naw, if they appeared when they were happiest, Crono would probably appear as he did the minute he killed Lavos.

Marle, as the minute Crono came back.

Because wouldn't you be really damn happy if you save your planet from certain destruction?"

Leebot wrote:

"Good point. I don't have firsthand knowledge of these philosophies, but it may be that they appear as they were in the happiest period of their lives, rather than at the happiest moment.

Counter-argument: But, isn't it more likely that the happiest period for Crono and Marle would be after the defeat of Lavos and up through their marriage? I can't say for Crono's childhood, but it was probably not very happy for Marle.

Eh... looks like against wins."

Alternatively, they may be illusions conjured by the Planet in order to convince Serge to save it. They may appear as Crono, Marle, and Lucca because of their key role in saving the Planet from Lavos. Presenting them as children may be to show innocence, and to further evoke Serge's pity.

VII: The Darkness Beyond Time

Mechanics: Time-Error (When a traveler enters the Darkness Beyond Time, they enter at the time* corresponding to the time-error of the portal they used to access it. When an event occurs in the Darkness Beyond Time, it affects only timelines which exist at time-errors after the time* at which the event occurs)

Nature: The Darkness Beyond Time is the "garbage dump" for pieces of timelines that have been cut off due to the effects of time travel.

Residents:

Time-Devourer - The fusion of Schala and Lavos. It aims to devour all of the timeline.

Analysis: Each parent timeline most likely has its own, unique, Darkness Beyond Time, and possibly its own Time Devourer within it.

Symmetry wrote:

"I assume there is a timeline where Crono & crew failed to defeat Lavos.

Which brings up a problem, or what appears to be a problem. What

happens when the Time Devourer defeats Serge? If there is a timeline for each possibility... this would seem to lead to the Time Devourer being successful in its goal, for all it needs to do is fuse with Schala and it will consume everything, right?

Perhaps the DBT functions under another set of rules wherein the actions that take place there are "final"?"

GrayLensman wrote:

"The bad ending of Chrono Trigger addresses your first question. In every time-line that existed before Crono defeated Lavos, the Day of Lavos is not averted. 'But...the future refused to change.'

Secondly, the time-line of the Time Devourer in the DBT is completely separate from that of Serge and company. A good analogy is that the axis of the time-lines are perpendicular. Time does not pass in the DBT relative to the outside world. The timeline where the TD is completed only exists in the future of its own dimension, and the destruction of the universe will not occur in Serge's own future."

Symmetry wrote:

"I'm not exactly sure I understand what you're saying and I'm not sure I communicated properly what I wanted to say. Lemme try again.

Even if the two timelines are prependicular, at some point in the DBT the Time Devourer will face Serge, correct? At that point, whenever it happens, there is the possibility that Serge loses. If the Time Devourer is successful in any timeline, this would mean the destruction of the universe. Thus, if there exists a timeline for every possible outcome, the destruction of the universe would be inevitable - if the DBT follows the same rules as other timelines.

Does that make sense?"

Leebot wrote:

"I see what you're saying. The best explanation would be to say that the Time Devourer can only "devour" one timeline. It lacks the power to cross over to separate timelines (where Serge defeated it) and devour them."

GrayLensman wrote:

"That isn't the case, because the Time Devourer is supposed to consume all space and time.

Quote:

'Belthasar: The Devourer of Time is a new life-form... Born out of the fusion of a life-form from this planet with Lavos, who nests on the far side of the dimensional void. In the far-off future, when the fusion ecomes complete, IT will awaken... Then, the Devourer of Time will begin to consume all space-time continua... Despair and hatred... To return all things to nothingness... That is what IT desires'.

This isn't too hard to understand, but I explained it rather poorly. I'll try to be more sensible this time.

If the TD existed on the same space-time as Serge, in the time-line where Serge had not yet defeated the TD (i.e. before the time crash), the TD would have an unlimited duration of time to mature and thus result in the destruction of all existence. If the TD experienced a passage of time as time passed in normal space-time, the TD would have

appeared and destroyed all existence the moment Crono landed the death-blow to Lavos.

Thus, we conclude that time does not pass relative to the outside universe for the Time Devourer in the Darkness Beyond Time (the time axis are perpendicular). This is similar to how Lavos' pocket dimension behaves: Lavos experiences a passage of time, but not relative to the outside world. From all time periods, Lavos appears to be in the same state. This is explained in more detail in the Lavos topic.

In Chrono Trigger, Lavos is always fully mature. In the original timeline, Lavos was mature because the Day of Lavos had occurred. We can conjecture that the Reptite Dimension would exist while Lavos was maturing within the pocket dimension. After Crono Started changing the time-line, Lavos remained unchanged, regardless of the time-period.

Likewise, the Time Devourer exists within the Darkness Beyond Time, which is a completely separate dimension from Home/Another. The TD experiences time as we know it, but not relative to Serge's space-time. At every instance on the TD's time-line in the DBT, it appears frozen in time from any point on Serge's time-line. An unlimited time may pass on Serge's time-line without the TD every appearing. The instant the TD reaches the maturity on its own time-line, it will instantaneously be manifested at all points on Serge's time-line預 scenario which never comes to pass. Even in the bad ending of Chrono Cross, the TD simply returns to its (relatively) frozen existence, and Serge may live out his life in peace.

All possible time-lines may be represented by separate dimensions. We don't know whether the DBT is common to all dimensions, or if there can thus be more than one TD. It would seem that if there are multiple Time Devourers, the destruction of the universe is a possibility. This is a topic requiring further discussion."

Symmetry wrote:

"This is what I was trying to get at. If the TD wins in one, it seems to effectively win in all. As you said, this hinges on whether or not there are multiple Time Devourers."

chronotriggerfreak wrote:

"As far as I see it, all the 'Timelines' (Lavos, Keystone 1 and Keystone 2) we actually play in are contained within one 'dimension.' Home and Another are the only separate dimensions we actually see, and we hear of the Reptite dimension that Dinopolis came from. The Darkness Beyond Time exists essentially above and beyond all the other dimensions, and as such it does not have any parallel dimensions in which alternate events and results occur. Therefore, if the TD is defeated there, that's it. It's gone."

Which, I think, is exactly the same as what everyone else has been saying, but I'm just checking.

Zeality wrote:

"That is mostly correct; however, probability negates that and suggests that there is only one Darkness Beyond Time per dimension or dimensions that exist as branches of one another. Surely, if infinite dimensions exist, and one Time Devourer who could destroy them all could come about, would not the universe already be destroyed? That is why I believe there is one DBT per dimension or dimensional branch, and that timelines change and exist within a parent dimension. Crono never split

the dimensions of the Keystone, or Another dimension, but simply rewrote time. Only the act of saving Serge somehow caused the dimensions to split, whereas the Reptite Dimension and Radical Dreamers Dimension are separate possibilities completely which do not branch directly from the others as Home World does from Another.

This is why I believe the word 'dimension' in the Chrono series should be thought of as representing moreso tangible universes than just possibilities."

Leebot wrote:

"These are the possibilities that I can see to explain this:

1) Belthasar was exaggerating slightly, or we're misinterpreting him; the Time Devourer can only devour its own dimension.

2) The DBT is the same for all dimensions, and the TD only exists once within it. Serge defeated the one TD, so that's that.

3) The DBT is unique to each dimension, and multiple TD's exist. Through some quirk of fate/probability, there is a 100% chance that if the TD is created, it will be destroyed.

4) The DBT is unique to each dimension, and multiple TD's exist. One of them will eventually (along its own perpendicular time axis) devour everything. However, the timelines we see are not yet at that "time," and will exist until that "time." Since some form of "time" must flow for the TD, it can only devour timelines from a certain "time" on. We're screwed, but we'll never know it.

5) The DBT is unique to each dimension, and multiple TD's exist. One succeeded in devouring all of reality. This game is just what would have happened if it hadn't.

Aside: The idea of a second, perpendicular time axis is the basis of my Time-Error theory, which helps explain possibility 4. I explained it here: <http://www.chronocompendium.com/Forums/viewtopic.php?t=206>

To me, theory 1 seems the most likely. The possibility that a TD or similar beast could exist which would devour all dimensions and all continua coupled with infinite possibilities would seem to prevent the universe from existing at all. There must be some limit on its power."

ZealityY wrote:

"The limitation of the DBT per dimensions or directly branched dimensions is evidence by the fact that otherwise, infinite Lavoses and Schalas would be sent to the Darkness Beyond Time in conditions favorable for forming Time Devourers, meaning an infinite number would exist, and that eras from the Chrono series world float by in transparent spheres while one is at the DBT.

Lastly, dimensions simply cannot be transcended; under the word 'universe' they are the highest categories, universes in themselves which cannot be crossed or visited save by a Missing Piece responsible for the branching of a dimension off another or by an Entity/planet (the latter falls under the Time Crash, which itself is a total enigma). I believe that this effectively limits Belthasar's statement that the Time Devourer will consume all space-time; in all likelihood, it can only consume what exists in its own dimension and universe, as it seemingly has no way to access other dimensions. Additionally, it

would be consuming an infinite amount if it were to devourer every dimension."

C: Appendix 1: Important Terms

I. Time-Error

-Time-Error is essentially a secondary time axis, perpendicular to the normal time axis.

-Only time portals and locations outside the axis of time (such as the End of Time, the inside of the Black Omen, or the Darkness Beyond Time) exhibit a flow of Time-Error.

-Time portals within the standard time axis flow through time and Time-Error at equal rates.

Example: A time portal is created at time X and Time-Error 0. At time X+T, the Time-Error of the Portal is T.

-The perception of time in locations outside the time axis is actually a flow of Time-Error.

Example: A traveler enters the End of Time at Time-Error T. He spends a length of time* U at the End of Time. He exits at Time-Error T+U.

-When a traveler enters a time portal, the Time-Error of the location at which they exit is the same as the Time-Error at which they enter, and the time at which they exit is determined by the Time-Error.

Example: Two time portals exist, one at time X at Time-Error 0, one at time Y at Time-Error 0. A traveler enters the latter portal at time Y+T. Since the Time-Error of this portal is T at time Y+T, the traveler arrives at Time-Error T of the former portal. Since this Time-Error corresponds to time X+T, the traveler arrives at time X+T.

-When a traveler travels to a time portal from a point outside the axis of time, they arrive at the same Time-Error as the Time-Error from which they left, and the corresponding time.

-When a time-traveling device (such as Epoch) is used to travel through time from within the time axis, the Time-Error of one of the portals existing at the exit point is recorded. The exit location can only be a time when a portal exists. The recorded Time-Error is used to determine the exact time of arrival.

Example: Two time portals exist, one at time X at Time-Error 0, one at time Y at Time-Error 0. A time-traveling device is used to travel to the former portal's time at time Y+T. The Time-Error of T is recorded from the latter portal. The time-traveling device arrives at time X+T.

-When a time-traveling device is used to travel through time from a point outside the time axis, it can only reach a time when some portal exists. The exact time it arrives is determined by the Time-Error at which it left.

When using any relative time term as it relates to Time-Error, I follow it with an asterisk ().

II. QC-like

Refers to the Q Continuum of Star Trek. When lesser beings visit it, they are unable to comprehend its true nature, so they see it as a metaphor using something with which they're familiar (such as a way-station on an abandoned highway or a battle site of the American Civil War). The End of Time and The Bend of Time may work like this, too. The rooms and ornaments travelers see probably don't actually exist there, but are created by the travelers' minds as a metaphor for their convenience.

D. Appendix 2: Reference Material

I. Lavos Article

I received the following article on Lavos from Gray_Lensman, and have used many of the theories in in this FAQ:

Lavos displays some strange behavior. If the travelers defeat the shell and warp into the past, the shell is still defeated. A strange blue aura surrounds Lavos during the Ocean Palace disaster and the final battle. Lavos Core is able to open time warps to different eras. Lavos also appears to have knowledge of the future; during the final battle it emulate the fighting techniques of Guardian, which exists in 2300 AD. A possible explanation is that Lavos exists within a pocket dimension or "time bubble" which transcends time.

When Lavos arrived on earth in 65 million BC, it created a pocket dimension separate from normal space time. A wormhole connects the pocket dimension to every time period.

An observation made by chronotriggerfreak is that the wormhole connecting the pocket dimension to space-time would be governed by the same axiom governing Gates, namely: "Determining the Destination of Time Travel via Epoch and Time Gates". Because of this, the rate of time must be the same in the pocket dimension as the outside world.

Lavos' time axis would be perpendicular to the normal flow of time. Lavos ages within the pocket dimension at a normal rate, but it appears to be the same from any given time period. For example, if Lavos had existed within the pocket dimension for six million years, it would appear to be six million years old from every time period.

Anything done to Lavos from one time period, such as defeating the core, would be visible from all other time periods as well. Therefore, if the shell is defeated, Lavos appears to have no shell from each time period.

Lavos is not actually physically present within the earth. The wormhole aperture is located at the earth's core, giving Lavos access to the planet's energy and lifeforms. During the Day of Lavos or the Ocean Palace disaster, the wormhole ascends to the surface, causing a dimensional disturbance. The wormhole offers an uninterrupted view of the pocket dimension, creating the illusion of Lavos' presence.

If one approaches Lavos, and passes through the wormhole, the interior of the pocket dimension has appearance of the blue aura which surrounds Lavos. During the Ocean Palace Disaster, Queen Zeal, Magus and the

others warp into the pocket dimension. During the final battle, Crono battles Lavos in the pocket dimension.

Lavos core is able to open time warps to different times, because it is connected to those eras through the wormhole. The aperture of the wormhole gives a distorted view of the time period being accessed. Lavos is also able to survey the entire timeline and would have knowledge of, for example, Guardian's fighting style.

After Lavos dies, the pocket dimension no longer connects to space-time, but the past Lavos exists on a separate timeline.

As before, the only problem with the Pocket Dimension is that Lavos shell is always intact during the Ocean Palace disaster.

II. Links

The following is a list of webpages I used as resources in writing this FAQ. This is not intended to be a comprehensive listing of applicable sites.

www.chronocompendium.com

The front page of the Chrono Compendium, where almost all of the theories here were hammered out.

www.chronocompendium.com/Term/Articles

The Articles section of the Chrono Compendium. The Articles, "Salt for the Dead Sea," and "On The Axioms And Corollaries Governing Temporal Transforms" are particularly applicable to this FAQ.

www.chronocompendium.com/Forums

The Chrono Compendium forums.

boards.gamefaqs.com/gfaqs/gentopic.php?board=24058

The GameFAQs Chrono Cross message board.

E. Credits

The following people have either been quoted in this FAQ or assisted in other ways:

3Fangs 3Petals 3Feathers

Chrono'99

chronotriggerfreak

Daggart

Dead Horse++

doulifee

Epsilon

Excalibur

Faulce

Gray_Lensman

GreenGannon

Ingonyama

RabidTurtle

Ramsus

Symmetry
V_Translanka
Vaeran
XchrononetX
YbrikMetaknight
ZeaLity

F. Disclaimer

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders, excepting this guide itself, which

is Copyright 2004 Bryan Gillis. This guide may be reproduced for personal, private use, and may not be sold for profit without my expressed, written

consent. Any website may use this guide without asking me as long as they follow the following guidelines:

1. The Website must not use pop-up ads or pop-up generators.
2. This guide must be used completely unchanged.
3. Nowhere may the Website claim any form of ownership of this guide.
4. The Website must be completely free.

In addition, any published work that references material from this guide must specifically credit me, and include a link to this guide.

This document is copyright Leebot and hosted by VGM with permission.