

Chrono Trigger Omake Mode

by Red Scarlet

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Chrono Trigger (PSX Import)

Omake Mode---version 1.5 05/28/00
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Version 1.0 12/19/99-FAQ created
Version 1.1 12/19/99-Edited and made FAQ easier to read
Version 1.2 12/20/99-Movie List/BGM List
Version 1.3 12/23/99-Added instructions on how to use New Game+
Version 1.4 05/28/00-Named BGM's Correctly (To best of my knowledge)
Version 1.5 05/28/00-Named the extra BGM (To the best of my knowledge)

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Hey everyone, Chrono Trigger was recently rereleased for the Sony Playstation, and at this time no plans that I know of are for its domestic release, so I bought the import version and found an extra mode Square added, called the Omake (extra) mode.

To get different options in the Omake mode opened, you have to get one of the 12 different endings (2 in normal mode; 10 in New Game + mode).

Now with that out of the way, here's the options, their translations (to the best of my effort), and how to get each different ending and what they unlock.

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!      Movie      !      Artwork      !  
!-----!  
BGM Test          !      Techs Guide  !  
!-----!  
! Monster Data  !      Boss Data    !  
!-----!  
!Ending Reviews !      Maps & Items  !  
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Movie Mode-Lets you view the 12 different animated sequences.

Artwork-Lets you view some drawings of characters/animated scenes.

BGM Test-Allows you to listen to the 69 music tracks (some are new or were removed from the original cartridge version).

Techs Guide-Shows you who can learn what Techs and what is needed to use them, and has Double and Triple Techs as well.

Monster Data-Has info like HP/weaknesses/dropped items/steal item, etc. for monsters in each time period.

Boss Data-Same as Monster Data, but for the bosses in the game.

Ending Reviews-Gives you a little quip about each ending you have received during the game.

Maps & Items-Allows you to go anywhere in a time period and see where all items are and what is in each treasure chest. Hit the O button to go through the complete item list.

Endings

There are 4 ways to go and battle Lavos. 1-Enter the bucket at the End of Time to travel to 1999 A.D., use the Silverado (Epoch) and fly to 1999 A.D., battle Lavos at the end of the Black Omen, or use the secret Timegate in Leene Square in the New Game + mode.

<Ending 1> Beat the game after reviving Crono with the Chrono Trigger and defeat Lavos anytime after the Black Omen arises in 12,000 B.C. You can get this ending in the regular game mode.

Unlocks: Tsuyokute nyu-ge-mu (New Game +) mode, Ending Reviews, and all Movies, except 3,11, and 12.

<Ending 2> Beat the game without reviving Crono and defeat Lavos after the Black Omen arises in 12,000 B.C. You can get this ending in the regular game mode.

Unlocks: Tsuyokute nyu-ge-mu (New Game +) mode, Artwork, 1000 A.D. Monster Data

<Ending 3> Go through the hidden Time Gate in Leene Square in New Game + before going to 600 A.D. the first time OR beat Lavos at the end of the Ocean Palace. This opens the 'Dream Project' ending where you meet all the people who made the game.

Unlocks: All movies, 600 A.D. Monster Data, Triple Techs in Techs Guide.

<<Note>> Endings 4-12 you can only get in Tsuyokute nyu-ge-mu (New Game +) mode.

<Ending 4> Go through the hidden Time Gate in Leene Square after returning from 600 A. D. the first time and before Crono gets sent to court. This opens the ending where Frog marries Queen Leene.

Unlocks: 2300 A.D. Monster Data, Single Techs in Techs Guide.

<Ending 5> Go into the bucket at the End of Time when you first reach that area and defeat Lavos. This opens the ending with that frog and Nu running around.

Unlocks: 12,000 B.C./Blackbird/End of Time Maps & Items, BGM 11-20.

<Ending 6> Fight Lavos after fighting Gran and Rion (Masa and Mune). DO NOT get the Hero Badge from Tata. This opens the ending where Tata remains the Hero and goes to Magus' Castle to fight Crono, Marle, and Lucca.

Unlocks: BGM 21-30, 12,000 B.C. Monster Data.

<Ending 7> Beat Lavos after receiving the Hero Badge from Tata. This opens the 'random happy stuff' ending where it just shows Reptites chasing Kino and other people around.

Unlocks: BGM 31-40, 1000 A.D. Maps & Items.

<Ending 8> Beat Lavos after getting the Gate Key from Azala and returning from 65,000,000 B.C. the first time. This opens the ending where it just shows sprites of different characters.

Unlocks: BGM 41-50, 600 A.D. Maps & Items.

<Ending 9> Beat Lavos after getting Kaeru (Frog) to join your party the 2nd time, right before entering the Magic Cave. This opens the ending where Kaeru goes to battle Magus alone...but who wins?

Unlocks: BGM 51-60.

<Ending 10> Beat Lavos after defeating Magus but before going to Tyrano Castle. This unlocks the ending where everyone is a Reptite and not a human.

Unlocks: 65,000,000 B.C. Monster Data, 2300 A.D. Maps and Items.

<Ending 11> Enter the floating section of Zeal, and then defeat Lavos. This opens the ending where Magus is still the Prophet and attempts to battle Lavos himself.

Unlocks: Double Techs in Techs Guide, 65,000,000 B.C. Maps and Items.

<Ending 12> Defeat Lavos after Sara (Schala) uses her pendant the first time. This opens the 'Slideshow' ending where Marle and Lucca comment on different male characters. Crono talks!

Unlocks: Boss Data, BGM 61-69.

Movie Order

1. Intro movie
 2. Playstation Staff Credits
 3. 1005 Preview
 4. Finding Robo
 5. Supergirl Ayla
 6. Using the Grandlion (Masamune)
 7. Meeting with Magus
 8. Pterodon riding
 9. The Silverado (?) (Epoch)
 10. Death of Crono
 11. Playstation Staff Credits (NC)
 12. 1005 Preview (NC)
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BGM Order

1. A Premonition
2. Chrono Trigger Main Theme
3. Morning Sunlight
4. Peaceful Days
5. Memories of Green

6. Guardia Millennial Fair
 7. Gonzales Theme
 8. A Strange Happening
 9. Wind Scene
 10. Oyasumi (Good Night)
 11. Secret of Forest
 12. Battle
 13. Guardia Castle-Pride and Courage
 14. Huh!?
 15. Manoria Cathedral
 16. A Prayer to the Road That Leads
 17. Silent Light
 18. Boss Battle 1
 19. Kaeru's (Frog's) Theme-has a new little intro at the beginning.
 20. Fanfare 1
 21. The Trial
 22. Hidden Truth
 23. Shot of Crisis
 24. Ruined World
 25. Mystery
 26. Dome 16's Ruin
 27. People Who Threw Away Hope
 28. Lavos' Theme
 29. The Day the World Revived
 30. Robo Gang Johnny
 31. Bike Chase
 32. Robo's Theme
 33. Factory
 34. Battle Theme 2 (unreleased)
 35. Fanfare 2
 36. Brink of Time
 37. Delightful Spekkio
 38. Fanfare 3
 39. Underground Sewer
 40. Boss Battle 2
 41. Dino Mountain
 42. Ayla's Theme
 43. Wind, Sky, and Earth Rhythm
 44. Burn Bobonga!
 45. Magus' Castle
 46. Confusing Melody
 47. Magus attle
 48. Singing Mountain (unreleased)
 49. Tyrano Castle
 50. Bottom of Night
 51. Corridors of Time
 52. Zeal Palace
 53. Sara's (Schala's) Theme
 54. Sealed Door
 55. Undersea Palace
 56. Crono and Marle-A Far Off Promise
 57. Shiba-do (Epoch) ~Wings of Time~
 58. Black Omen
 59. Ketsui (Fortitude)
 60. World Revolution
 61. Last Battle
 62. Festival of Stars
 63. Epilogue ~To Good Friends~
 64. To Far Away Times (Credits)
 65. MITSUDA
 66. A Day in the Mountains (Omake save)
 67. Twinkling (Omake mode)
 68. Funky Beat (Omake mode)
 69. Peaceful Rest-End of Battles (Final Credits)
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How to Use New Game +

Ok, I've gotten a couple of emails about how to use the New Game+ mode so I will add instructions. Ok this is what you do. After you've gotten your system file saved on the mem card, choose slot 1 like you're going to continue a game.

When you go into your saved files, the cursor should be above file 1 and should have 'tsuyokunyu-ge-mu' highlighted. Pick 'tsuyokunyu-ge-mu' and then the data you want to use, and you'll get to start a New Game+. If you're still not sure about where the 'tsuyokunyu-ge-mu' words are, email me and I will email you a picture with the text that shows what the words look like.

That's it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any questions or if you just want to talk to someone about Chrono Trigger.

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