

Overview and Philosophy

This is an open world randomizer for Chrono Trigger. This randomizer is heavily influenced by previous open world randomizers for Chrono Trigger, both Jets of Time and Wings of Time before it. While those randomizers take liberties with the gameplay to provide a tight racing experience, this randomizer's goal is to preserve as much of the vanilla gameplay experience as possible.

Winning the Game

The goal of the randomizer is to defeat Lavos. You wish to fight Lavos, correct? Many paths lay open to you.

- **You may use that bucket.** The bucket in the End of Time is the primary way to access Lavos.
- **Or fly the Wings of Time to “The Day of Lavos”...**
- **Or there's the Black Omen, which floats in the sky above your world. Lavos is somehow connected with it.**

It's up to you to decide when and where to fight Lavos. By now you must realize you are the only ones who stand a chance against him...

Lavos can be accessed by completing objectives. In the default settings, players are assigned eight objectives. The number of objectives needed for an unlock can be changed in the settings file. They can be checked by visiting your items menu.

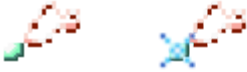
- At four objectives completed, the door to the Zeal fight in Black Omen (Requires Flight and Last Village access) will open.
- At five objectives completed, the bucket at the End of Time will be opened.
- At six objectives completed, the flying Epoch gains the ability to travel to 1999 AD.

In addition, a harder version of Lavos can be accessed via the Ocean Palace, which requires only the ability to open the Zeal Throne room door (Magus or Charged Pendant) and the Ruby Knife.

Key Items



- Gate Key: When the party has 4+ members, traveling through a gate with the gate key will send the party to the End of Time.
 - If Lucca is at Leene Square, she can be recruited with the Gate Key



- Pendant -> Charged Pedant: These are progressive key items.
 - If Marle is at Leene Square in the Millennial Fair she can be recruited with the pendant.
 - If Magus is at Leene Square in the Millennial Fair, he can be recruited with the charged pendant.
 - The pendant can be shown to the Mammon Machine in Zeal Palace to obtain an item.
 - The charged pendant allows sealed chests and doors to be unlocked. The most important sealed doors are:
 - The sealed door in the Keeper's Dome can be unlocked. The Nu inside will put the Dark Ages and the Future on the Epoch's time gauge.
 - The sealed door in Zeal Palace can be unlocked. This provides access to the Ocean Palace. To complete the dungeon, the player must have the Ruby Knife.



- Seed: The seed can be given to Doan for a key item after the boss has been defeated. If Robo is at Leene Square, the Seed can be used to recruit him.



- Bike Key: With the Bike Key, Johnny will allow the party to travel by foot over Lab 32. If Crono is in the party, the party can also ride the bike.
 - If Crono is in Leene Square, the Bike Key can be used to recruit him.



- Rainbow Shell-> PrismShard. These are progressive key items. The Rainbow Shell will always be obtained prior to the PrismShard.
 - Rainbow Shell is used to trigger the King's Trial check. This will open the basement in 1,000 AD's castle.
 - PrismShard is used to complete the King's Trial and fight the boss. This is needed to turn in the sun stone.



- C. Trigger -> Clone: These are progressive items. The C Trigger will always be found before the Clone.
 - When the player has the C.Trigger, they can win a key item from Norstein Bekkler's Tent of Horrors. This item can alternatively be won by winning the 40 silver point game with Crono in the lead.
 - Clone: The Clone grants access to Death Peak, which leads to a character check. Death Peak will have 3 copies of whatever boss is present. The second boss is runnable, as in vanilla.
 - Note that the C.Trigger is not consumed even though it shatters in the cutscene so that the player can still do the Tent of Horrors after Death Peak.
 - There is no need to visit Keeper's Dome to trigger access to the dolls.



- Tools: The tools can be given to the carpenter in 600 AD at the Choras Cafe to repair the Northern Ruins.
 - In vanilla the sealed chests do not actually require the charged pendant (normally it is impossible to reach them without having a charged pendant), but they do in the randomizer.
 - A key item can be obtained from Cyrus's grave, but this requires having Frog and the Masamune
 - Jerky: The jerky has two possible turn-ins. Each consumes the jerky.
 - The jerky can be turned in to the woman in the Porre Elder's House in 600 AD. This will unlock a key item from the Porre mayor in 1000 AD.
 - This item is peekable by talking to the mayor before turning the Jerky in.
 - The jerky can be turned in to the knight captain at Zenan Bridge in 600 AD in order to unlock the Zenan bridge battle sequence.
 - Note that this does not contain any rewards. It is currently only in use as a potential objective.



- Bent Sword, Bent Hilt: Has two uses.
 - Both are required along with the Dreamstone to get a key item from Melchior in his hut near Medina in 1000 AD.
 - This check requires either Lucca or Robo to complete the forging process.
 - If either is obtained and Tata has been met on the Denadoro Mountains, then Tata will give a key item in his house.



- Masamune -> Masamune (upgraded). These are progressive key items. The Masamune will always be obtained prior to the upgraded version.
 - With the Masamune, Frog can open the Magic Cave, allowing access to Magus's Castle.
 - The Masamune can be shown to the character in Frog's burrow to recruit them.
 - The Masamune can be shown to Cyrus's ghost in the Northern Ruins (also requires Tools and Frog to access) for a Key Item.



- Hero Medal: The Hero Medal will allow access to the chest in Frog's burrow which is blocked by the recruit there (if there is one). Recruiting the character with the Masamune will also have this effect.
 - If no character is present at the burrow, the burrow chest is freely accessible.



- Dreamstone: The Dreamstone has two uses.
 - The Dreamstone allows passage to the Dactyl Nest summit, which functions as a character check and also allows flight via the dactyl to open up all Prehistory locations. If you wish to bypass the character check, you can simply talk to the Laruba Village elder to summon the Dactyl.
 - The Dreamstone, Bent Sword, and Bent Hilt can be given to Melchior in his hut near Medina village in 1000 AD to "forge" a random key item (also requires Robo or Lucca).



- Moon Stone: Can be charged in the Sun Keep. Lucca can retrieve the charged item for a key item. Retrieving the charged item also unlocks Taban's last reward.



- Sun Stone: After the King's Trial is completed, this can be shown to Melchior in the castle basement to obtain two items.



- Ruby Knife: With the charged pendant, allows the Ocean Palace to be completed. This provides access to the Last Village (ruined Dark Ages)
 - After using the Ruby Knife on the Mammon Machine, the party will fight the more powerful version of Lavos. Defeating Lavos here is a way to win the game, but the more likely outcome is that you lose and wake up in the Last Village.



- Toma's Pop: Pour on the grave on the West Cape near Choras to unlock the Giant's Claw in 600 AD.



- Race Log: No current important use. (Found randomly in chests)

Character Locks

In addition to the key item locks described above, the following are unlocked by having a particular character/characters.



- Marle is required to take the key item from the Rainbow Shell in Guardia Treasury, and Marle is also required to turn in the Prismshard and fight Yakra XIII



- Robo is required to enter the Factory and the Geno Dome.
- Robo is required to complete the Sunken Desert Quest after fighting Retinite



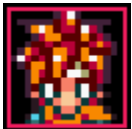
- Lucca is required to fix Robo after the Sunken Desert Quest
 - This gives access to the forest campfire and saving (or not) Lucca's Mom.
 - There is a key item given by Robo after Lucca rescues her mom
- Lucca is required to retrieve the charged moonstone
- If there is no recruit at Crono's trial, then Lucca is required for the prison break
- Either Robo or Lucca is required to help Melchior reforge the Masamune for a Key Item



- Frog (+Masamune) is required to open the Magic Cave
 - This can be bypassed by the flying Epoch
- Frog (+Masamune and Tools) is required to complete the Cyrus Grave check.



- Ayla is required to access the Forest Maze (north entrance) on foot
 - This can be bypassed by dactyls or the flying epoch (south entrance)
- Ayla is required to open the left dinosaur skull in the Tyrano Lair. She does not have to be present in the party, just recruited.



- Crono is required to use the Jet Bike in Lab 32.
- Crono allows you to win a key item from Bekkler without needing C. Trigger. He must be the lead and you must have 40 silver points to attempt the game in order to get the key item at Crono's house. The game must be won while doing this method.
- Crono can also receive an "allowance" from his mom, which can potentially be a high tier item or a key item if the settings allow it.



- Magus allows you to access shortcuts via the warp points in Magus' Castle. To access, you must have Magus in the party and complete the first 2 bosses of the dungeon. This allows you to skip the Ozzie gauntlet and boss fight.
- Magus can also be used to open the sealed door at Zeal Palace, bypassing the need for a charged Pendant to fight the throne room boss and the Ocean Palace.

Recruits

While you start with only one character, you can possibly recruit more from the following spots. Not all spots will have a character. There are 9 recruit spots and only 6 characters to recruit, so 3 recruit spots will be “dead”. You can use this knowledge to determine whether a more difficult to complete check like Death Peak will be worth the time investment.

- Leene Square: A random character may be wandering around Leene Square. Bumping into them will cause an item to drop. The character may be recruited with a Key Item: Bike Key (Crono), Pendant (Marle), Gate Key (Lucca), Seed (Robo), Hero Medal (Frog), Dreamstone (Ayla), or Ruby Knife (Magus)
- Manoria Cathedral: A random character may drop down from the rafters after defeating the Naga-Ettes in the sanctuary. This recruit can be bypassed by walking through the door to dungeon, which no longer requires the Naga-Ette encounter or the organ.
- Crono's Trial: At the entrance to Guardia Castle, a random character may be standing to the left of the stairs. Talking to them can initiate the Guardia Prison quest. The character will rescue you and join the party at the end of the prison (or after awaiting execution).
 - If there is no recruit in this spot, Crono's mom will be there instead. In this case, the trial requires Lucca to be in the active party (and not leading). Lucca will break the player out of prison.
- Queen's Chamber: After completing Manoria Cathedral, a random character may appear in the Queen's Chamber. This character can be scouted by visiting the room prior to clearing the cathedral.
- Dactyl Nest: A random character may be at the Dactyl Nest Summit. The Dreamstone is required to reach the summit.
 - Whether a character is there or not, the party will gain the dactyls upon reaching the summit. The dactyls can be used to fly to either Reptite Lair or Tyrano Lair.
 - Dactyl nest recruit can be bypassed by talking to the Laruba Village elder with the dreamstone. This will summon the Dactyl without the need for climbing Dactyl Nest.
- Proto Dome: A random character may be in the Proto Dome. Interacting with them will recruit the character.
- Frog's Burrow: A random character may be in Frog's Burrow. They can be recruited by showing them the Masamune.
- Death Peak: After acquiring the C Trigger and Clone, a random character may be retrieved from Death Peak's summit. A boss must be fought before the recruit joins.

- North Cape: After gaining access to the Lost Village either by completing 3 objectives or by clearing the Ocean Palace (Charged Pendant + Ruby Knife), a random character may be recruitable by interacting with the sparkle on the North Cape.

Characters that join the party will inherit the current level and tech level of the party leader, unless the recruit is a higher level than the party leader. The default level/tech level of each recruit spot are as follows:

Starter: 1/0

Fair: 1/0

Cathedral: 5/0

Castle (back of cath): 5/1

Crono Trial: 7/1

Proto Dome: 1/0

North Cape: 37/3

Burrow: 18/2

Dactyl Nest: 20/2

Death Peak: 37/8

These defaults can be changed in settings.

You can manipulate recruit power by having your highest level character as the party leader when recruiting. This is especially helpful if you find a high level recruit early in the run. As an example, if you find a dreamstone and obtain the Dactyl Nest recruit at the start, you can make them the party leader and head to Cathedral where you can gain two more recruits that will be at least level 20 with 2 techs unlocked.

Key Item Checks

Key item checks are configurable. Any spot where an item is obtained can be specified as a key item check. The following are common default key item checks.



Fair Item Drop - Bump into the recruit at the fair, if there is one. If there isn't one, an item will be on the ground in the usual spot.



Bekkler's Game - Accessed via the Tent of Horrors at the Millenial Fair. Requires either C Trigger or Crono + 40 Silver Points



Snail Stop: Sold in Porre 1000AD. Requires 9,900g. Scoutable.



Masamune Reforge: Speak to Melchior at his house near Medina Village after acquiring the Bent Hilt, Bent Sword, and Dreamstone. This requires either Robo or Lucca to complete.



Porre Mayor Jerky Trade: Give Jerky to the Porre Elder in 600 AD, then talk to the Porre Mayor in 1,000 AD to receive your key item. Scoutable by talking to the mayor before turning in Jerky.



Tata: After meeting Tata at the base of Denadoro Mountain, he will return to his home in Porre. Speak to him with either the Bent Sword or Bent Hilt to acquire a key item.



Gaspar: After gaining access to End of Time and Last Village (ruined zeal), Gaspar will give you a key item.

- This check is currently not enabled in the default settings.



Mammon Machine Pendant Charge: After gaining Access to 12,000 BC and the Pendant, interact with the Mammon Machine in Zeal Palace for a key item.



Burrow Left Chest: Can be accessed by speaking to the burrow recruit with either Hero Medal or Masamune. If there is no burrow recruit, the chest is freely accessible.



Cyrus Grave: After obtaining the Masamune, Tools, and Frog, speak to the carpenter in 600 AD Choras at the Cafe. Speak to him again at his house, then pay him 4,000G to repair the ruins. Interact with Cyrus' Grave with Frog in the party to gain a key item.



Arris Dome: Defeat the boss in Arris Dome and interact with the corpse in the food storage cooler to obtain a key item.



Doan Seed Check: After completing Arris Dome, if you have the Seed you can speak to Doan for a key item.



Rainbow Shell: After Acquiring the Rainbow Shell and Marle, speak to the King in 600 AD to begin the King's Trial quest. In 1,000 AD, interact with the Rainbow Shell in the castle basement with Marle to obtain a key item.



Cathedral last chest: After completing the Cathedral, open the last chest on the right side for a key item.



Mt Woe: After gaining access to 12,000 BC, Climb Mt Woe and defeat the boss to obtain a key item.



Giant's Claw: After gaining flight and Toma's Pop, interact with Toma's grave in the cape near 1,000 AD Choras to gain access to the Giant's Claw in 600 AD. Defeat the boss of Giant's Claw and interact with the Rainbow Shell to obtain a key item.



Denadoro Mountain: Defeat the boss of Denadoro Mountain and interact with the sword to obtain a key item.



Moon Stone Charge: After gaining flight and the Moon Stone, place the stone in the Sun Keep in 65,000,000 BC. Pick up the charged Moon Stone in 2,300 AD to obtain a key item.



Fiona's Forest: After recruiting Robo and Lucca and 12,000 BC access, speak to the plant lady in Zeal Palace or last village. Tell her not to burn the plant and the Desert will open up in 600

AD. Defeat the boss in the desert and interact with Fiona with Robo in the party. Return to Fiona's Shrine in 1,000 AD with Lucca leading the party to repair Robo and trigger the forest scene. Enter the portal and complete the Lucca event. After finishing, Robo will award a key item.



Reptite Lair: After gaining Dactyl flight via the dreamstone, Epoch flight, or Ayla recruit (forest maze path), defeat the boss of Reptite Lair to obtain a key item.



Geno Dome: After gaining flight and recruiting Robo, defeat the boss of Geno Dome to obtain a key item.



Heckran Cave: Defeat the boss of Heckran Cave and then talk to Taban at Lucca's house to obtain a key item.



Death Peak: After obtaining the Clone and Chrono Trigger, climb to the top of Death Peak and loot the chest after climbing the shell for a key item.



Sun Palace: After gaining flight, defeat the boss in the Sun Palace for a key item.

12,000 BC and Last Village

12,000 BC can be accessed by the following:

- Acquire a charged Pendant and visit the Keeper's Dome in 2,300 AD to have 12,000 BC and 2,300 AD added to the Epoch's time gauge.
- Defeat the Black Tyrano and enter the gate in the newly formed crater.
- Defeat Magus in his castle.

12,000 BC access will open up Mt. Woe, Zeal, and Last Village.

Last Village is accessible via a gate in the village at the base of Mt. Woe. The gate will be sealed until either 3 objectives or the Ocean Palace are completed.

- The Black Omen will always be in the sky in Last Village, requiring only flight to access. The door to the Zeal boss fight will be sealed until the objective threshold for Black

Omen is completed, and there will be a teleporter at the door that takes you back to the entrance, if needed.

- In the Last Village commons, you can speak to the plant lady to open up the Desert check if you have not already done so. If you speak to the elder, you can be captured by Dalton and brought to the Blackbird. Upon completion of this dungeon, you will gain flight, regardless of your current Epoch status.
- There is a shop in the middle tent with a large item selection
- The North Cape recruit spot is freely accessible as soon as you can go there

End of Time

End of Time can be accessed by the following:

- Complete the Factory in 2,300 AD (requires Robo and a means of getting to the factory (flight or bike key)), then take the gate in the nearby Proto Dome.
- Enter any gate after obtaining the gate key and 4 characters.

End of Time is needed to access the bucket (5 objectives) and Gaspar's item (after unlocking Last Village)

Gaining Flight

Flight can be obtained in the following ways:

- Obtain the JetsOfTime key item and speak to the guards at the Blackbird in Zeal. This will trigger the Epoch boss battle. Complete it to claim your wings.
- After gaining Last Village access, speak to the village elder to get captured by Dalton and brought aboard the Blackbird. Finish the Blackbird dungeon to claim your wings.

Objectives

By default, there are 8 objectives that can be completed to unlock further progression. The current rewards are as follows:

Rewards

3 Objectives: Gain access to Last Village (portal in the village at the base of Mt. Woe)

4 Objectives: Gain access to the Zeal fight in Black Omen (requires flight and Last Village Access)

5 Objectives: Gain access to the bucket in End of Time (requires End of Time access)

6 objectives: Gain access to 1999 AD in the Epoch's time gauge

Objectives are randomized per seed and can be checked in the inventory screen. The number of objectives needed for rewards can be changed in the settings file.

Dynamic Scaling

Completing Quests, Bosses, Key Items, Objectives, and Character Recruits will increase the power level of enemies in the game. By default, the scaling increases are as follows:

- Boss defeat +2
- Quest completion +0
- Key Item acquisition +1
- Objective Completion +3
- Character Recruit +1

By default, scaling caps at level 50. By default, Lavos does not scale and should be fought by a party that is near level 50. If Lavos scaling is enabled, you should expect to have a challenging fight if you are at or near the scaling level. Other enemies will gain additional HP and damage based on the current scaling level of the game. This means that all checks can be attempted at any level as the enemy power will always match the current scaling. The XP and TP rewards from enemies will also increase to match the scaling level. The scaling level can be viewed any time from the inventory screen. It is good to keep an eye on the scaling level as pushing it too high can result in challenging enemy encounters and not pushing it high enough can result in poor XP/TP rewards. In general just playing through the game will keep you at or near the scaling level.

Defense / Elemental / Obstacle Safety

Along with dynamic scaling, enemies have some adjustments to their mechanics if they are below a certain level defined in the settings file. By default, this level is set to 30 for all of them. This is meant as a kind of softlock protection against bosses that require specific damage types that may not be available early in the run.

Defense Safety will reduce the physical defense of highly resistant enemies to a normal amount when below the Defense Safety minimum level (default 10). For example, enemies like Heckran, Giga Mutant, and Nizbel who normally resist physical attacks will be able to be damaged by them for the full damage as long as they are scaling level 10 and below. From the minimum level to the Defense Safety level (30), their defenses will increase linearly until they reach the Defense Safety level at which point they will have their full physical resistance.

Elemental Safety allows you to trigger certain elemental weakness mechanics on bosses like shock on Nizbel/Nizbel 2 or the water defense reduction for Retinite, as long as the bosses are under the Elemental Safety level (30 default). After scaling exceeds the safety level, the bosses will require the correct elemental type again.

Obstacle Safety will reduce Obstacle (AoE confuse status used by Lavos and Mutant bosses) to a single target confuse status while the bosses are below the Obstacle Safety level (default 30). It will go back to a party wide confuse past level 30.

Miniboss Shuffle

The following enemies have had their locations shuffled around:

- Gato
- Krawlie
- Atropos XR
- Dalton
- Flea Plus
- Super Slash

Defeating Atropos anywhere will grant the Ribbon buff (+3 Speed +10 Magic Defense) to Robo, even if he is not yet recruited. In Ozzie's Fort, the final trio boss will consist of whatever minibosses were in the two miniboss spots + one random single enemy boss. Ozzie's Fort trio will be present as a boss in the normal boss pool.

House Warp

While on the overworld map, you can hold Start and press Select at any time to warp back to Crono's house. This can be really helpful to mitigate backtracking. This can also be a failsafe if you find yourself in a situation where a bug causes the game to lock up or if you are sent to the wrong exit in entrance rando.

Tech Damage

By default, tech damage is shuffled. What this does is it shuffles the cost of every damaging tech. The damage of each tech is proportional to the MP cost, so if a tech costs more than in the vanilla game it will do more damage, and if it is less than the vanilla cost it will do less. Dual and triple techs also inherit the damage of their base techs, so interesting combinations will often be present. Additionally by default, healing techs will also have their costs shuffled, so you may see a 1 MP cost cure 2 or a 5 cost heal. The damage formulas for Techs will be visible in the tooltip and they will reflect the shuffled damage values.

Techs are typically learned in cost order, with damaging/healing/utility techs in the same position as they are in vanilla. As an example, Marle's first tech will always be a heal and her third tech will either be ice or ice 2. If you see that Marle's first damaging tech costs 10 MP, you will know

that her other damaging tech will cost at least 10 MP as well. This is very helpful when planning your party setup, as you can predict what your strongest techs will be and look for characters with good synergy with that tech. As an example, if we have a Crono with Confuse, Lightning, and Luminaire as starting techs and Luminaire costs 10 MP, we know that our Spincut when we do find it will be quite a bit stronger than the vanilla version. We can try to fish for a Rock Throw as Falcon Hit will do 2x spincut damage in a line, which is quite good for Lavos and certain other encounters. We can also look for a strong Fire or Ice, which also scale very well with Fire/Ice Sword.

Tech Damage and Order settings can be changed in the settings file.

Gear Rando

By default, a basic form of Gear Rando is enabled. High end weapons with good effects will have their effects shuffled. Examples include 4x crit damage, +3 speed, random damage, doom, crisis, 9999 crits. The effects will be noted in the tooltip for the weapon. Rocks and the Hero Medal also have bonus effects. Ayla is also able to equip her Bronze and Iron Fists.

Chests/Tabs/Item Pickups

By default, all item pickups are shuffled. There are no chest tiers, and any item that was obtainable in the vanilla game will be present somewhere in the seed. This can lead to situations where you find an ultimate weapon for your character in the first minute of the game, so don't sleep on looting if you aren't already fully geared out. This can also make early game loot runs quite lucrative, so think about chest density when planning your routing.

Other Info

You can hold the run button on the overworld map to move quickly.

Rolling / Playing Seeds

For a basic settings file with fairly standard settings, you can go here:

<https://github.com/Pseudoarc/ctrando/blob/main/settings/samplesettings.toml>

In the CTRando Discord, there will be settings files posted in the settings-file channel. You can grab one of these and roll it as-is, or you can open them in a text editor and change the settings to be something you like better. Make sure you have a unique or blank seed phrase when you generate the seed, as the bot will generate the exact same seed otherwise.

To generate the seed, send the settings file you've chosen in the seed-share channel with the message "!generate" and DaltonBot will burp out your file within a few seconds. If DaltonBot is not running at the time, ask Pseudoarc to roll it for you.

Once you have your seed patch, you simply put it in the same directory as a valid Chrono Trigger US ROM and give both files the same name. Ex: ctmod-chronosanity5.bps / ctmod-chronosanity5.smc and most emulators will automatically apply the patch when you load the ROM. Be sure to use a unique filename for each seed as save files from previous runs will be loaded otherwise.