

Chrono Cross-eyed (and Painful)

A duckument by Shell Game

Chrono Cross was a strange sequel to the immensely popular Chrono Trigger. Not a *bad* game, just strange. Part of that strangeness, however, is the inscrutable battle and levelling mechanics. Honest to god, it's perhaps one of the least intuitive system I've ever encountered in an RPG, and I've played SaGa games, which generate stat boost and skills RANDOMLY.

<https://gamefaqs.gamespot.com>

[i don't understand the battle system](#)

rigaremu 2 years ago#1

i don't understand the battle system of this game..

how does it work?

i've used to play chrono trigger just fine, but the battle system of this one is kinda tricky.

So, there are 3 type of attacks? + percentage
and how do you use magic? do you just buy items to cast them?

thanks

Gurthawoe 2 years ago#2

During battle you have a stamina bar that starts at 7.

A weak attack uses 1, medium 2 and fierce 3 points of the stamina bar. The % is the hit chance for each attack to land, and it goes up the more attacks you land.

You can use the 7 points of stamina anyway you want, you can do 1 1 1 1 1 1 1, 1 3 3, 3 3 1, 2 2 3, whatever, just remember you have 7 points to use.

There are items called elements, they can be consumable or not. They are the magic in the game, to use it you need to allocate them in the grid before fighting.

Consumable elements can be stacked in one slot, the others don't. A consumable element has a symbol next to their name to differentiate from the others. The consumables have fixed effect, the healing doesn't change with higher magic.

About the element grid, you start with 3 slots. Every time you defeat a boss and get a new star level your character will gain a new grid slot, the location of the slot in the grid changes with the character. The slots have levels, starting at 1 up to 8 from left to right. Elements also have levels. Every element will tell you where they can be allocated. For example, Fireball has lv 1 +- 7, meaning it's a level 1 element that can be allocated 7 levels lower or higher.

Normally, a higher level element allocated in a lower level slot will do more damage than a lower level one. Example: Aquaball a level 3 element allocated in a level 2 slot will do more damage than Icelance (level 2 element) on the same slot.

To use the elements you have allocated you need to build your grid power using physical hits and when you built enough to reach the desired slot you can use the element. A fierce attack will give you 3 points in the grid power, allowing you to use up to level 3 slots, if you have 3 points and use an element in a level 1 slot you save the other 2 points for later.

I think this is the basic.

Razig 2 years ago#3

Chief Radius gives a pretty good tutorial, but here's a quick crash course:

Each character starts battle with 7 points of stamina. A weak attack consumes 1 point, a strong attack consumes 2 points, and a fierce attack consumes 3 points. You can only perform an attack if you have the necessary amount of stamina remaining, so when stamina falls under 1 point, that character can no longer act.

The percentages are the attacks' chances of hitting; weak is more accurate than strong, and strong is more accurate than fierce. Each successful hit increases the accuracy of the following attacks. This accuracy is reset when another character acts.

Each successful hit also raises the level of the attacker's Element Grid by the amount of stamina spent. The attacker can then cast Elements of that level or lower. This consumes 7 stamina, and the Element Grid decreases by the level of the Element used. You must have at least 1 point of stamina to cast Elements, but unlike physical attacks, you can spend more stamina than you have remaining. So if you cast while at 1 stamina, you will be left with -6 stamina.

Whenever a character takes an action, the inactive characters recover some stamina. The amount recovered depends on the action being taken by the active character, and the inactive character's Stamina Recovery stat. With physical attacks, the other characters regain their Stamina Recovery divided by 10 for each point of stamina spent. So Serge (Stamina Recovery 10) regains 1 point per weak attack, 2 points per strong attack, and 3 points per fierce attack, while Kid (Stamina Recovery 12) regains 1.2 points, 2.4 points, and 3.6 points respectively. Stamina is recovered whether the attack is successful or not.

Casting an Element works a little differently. The inactive characters recover stamina as if the attacker had used a weak attack, despite 7 points of stamina being spent.

Stamina Recovery is roughly equivalent to the Speed stat in *Chrono Trigger*: a higher number means a character gets more turns.

After a battle, you're given the option to spend any remaining Element Grid levels on healing. Whether you choose to do this or not, the Element Grids are then reset to zero.

Elements can be found as treasure or battle spoils, stolen from enemies with traps, or bought in shops.

Gurthawoe 2 years ago#4

Oh yeah, I forgot about elements and stamina usage. Every element you use will deplete your stamina bar in 7 points. This way you can go in the negatives with stamina. Say we have 7, and then use two fierce attacks, so we used 6 points of stamina and have 1 left, now you use an element and it used another 7, now you have -6.

To recover lost stamina you need to attack using other characters and it will recover stamina according to your stamina stat. Serve has 10 points, so for every 1 point of stamina used by other characters he recovers 1. Some characters have up to 13, recovering 1.3 for every 1 point used, and others go Lee up to 8, recovering 0.8 for every 1 used.

If you defend all characters will receive a small amount of stamina back, if all characters defend enemies will attack automatically. If all your characters are in the red, enemies will automatically attack and you will recover a lot of stamina.

zz1000zz 2 years ago#5

Razig posted...

After a battle, you're given the option to spend any remaining Element Grid levels on healing. Whether you choose to do this or not, the Element Grids are then reset to zero.

To clarify, healing after battle doesn't consume elemental grid levels in the sense you see in combat, where your elemental level decreases with each element spent. If your elemental level is three, you will cast as many healing elements slotted at three or lower (until no more are needed). This means you can slot multiple healing elements at level one, and as long as you make at least one successful attack, use them all.

SergeHimself 2 years ago#6

I love how the system for fighting works in this game. So much more in depth than most other turn based RPGS.

We're here. It's now. We live forever.

Hardcore love of the Never Dead.

lucthelad 2 years ago#7

I think a big part of what makes Chrono Cross's battle system so enjoyable is the constant engagement (Vanguard Bandits has this going for it too). Instead of entering your command(s) and then waiting for all the animations to go, you keep entering commands as they are carried out. Essentially, contrast Chrono Cross vs. Legend of Legaia, and you'll see that while their combo systems are similar, in Legend of Legaia you enter the commands and then wait for a whole 2-4 minutes while all the animations for all the characters and all the enemies in that battle play out.

The best game ever is getting a sequel!!!!!!!!!!

Brigandine: Legend of Runersia coming to the Nintendo Switch in Spring 2020!!!!!!!

zz1000zz 2 years ago#8

The two biggest things holding the Chrono Cross combat system back are 1) The enemies are too easy; 2) The devs didn't have time to design as much variety for elements/equipment. I think a lot of people on this board know once you get to know the game, combat becomes really easy and you have little reason to worry about doing things "efficiently."

What's less obvious is the wasted potential of elements/equipment. The majority of offensive elements are basically clones of others, with Red/Blue typically having a slight power boost while White/Black have a larger one (and Black typically larger than White). There's some unique things like MagmaBomb being AoE, HellSoul/HellHellBound being instant-death and MeteorShower being AoE, but the unique ones make up ~15% of the element pool.

It's even worse with equipment. There are all these different weapon types, but practically speaking, they're almost the same save for the ones with AoE attacks. Daggers have slightly lower power but less variance, Axes have a little less accuracy, and a few weapon types auto-crit against flying enemies. Other than that, weapons are basically all the same until you get to unique ones like Einlanzer/Mastermune.

As for armor? The Vests are useless. They're universally weaker versions of Mails that give +3 evasion. Evasion isn't very good in this game because it can't dodge elements/techs, which are the main threats, but even if it were good, that's +3 evasion no matter which Vest you use. An Iron Vest gives you the same evasion bonus as a Prism Vest. Even worse, Vests have more variance, creating another way in which they are less effective.

Chrono Cross was rushed, something the developers have acknowledged as being why they cut planned content. I think it's reasonable to believe if they had more time, they would have fleshed out equipment and elements more. That would have been cool because there are some really interesting ideas in the game. For instance, you can get level five elements as soon as you leave Viper Manor (if you have Mel). Most people will never realize that. Little stuff like that is peppered throughout the game. I think it'd have been cool to see what else the developers would have come up with if they had had more time.

[Complete Explanation of STAT GAINS and MINI-LEVELS](#)

by slartifer

August 30, 2009

Questions about mini-levels appear every week or two, and the answers are not well understood, so I thought I would post a robust explanation of it. Note that we do not understand how everything related to stat gains in Chrono Cross works. However, the theories listed here fit

all available data and have yet to be contradicted, so it's pretty safe to assume they're accurate. If you DO have corrections or questions, please post them!

STAR LEVELS

CC does not have experience points. Instead, you gain a star level at predetermined points in the storyline, after defeating certain bosses. **When you gain a star level, all 43 characters gain stats** regardless of whether they are in your active party, recruited but inactive, not yet recruited, never recruited, recruited but not in your roster due to game events or NG+ status, etc., etc. Star level ups result in varied increases. More often than not, most stats get a boost.

There is one, and only one, exception: if a character is in your active party and is DEAD when the battle ends, they miss out on the stat gain and CANNOT "make it up" later. This does not mean they are "locked out" of maxing out any stats, it just means they missed that particular chance to gain stats.

MINI-LEVELS and MINOR GAINS

Each character has his own mini-level counter. When you begin a new game at 0 stars, and any time you reach a new star level, those counters are reset to zero. At the end of every regular (non-star) battle, every surviving PC has his counter increased by one. (Actually, I'm not sure what happens to your counter if you're dead. It may be possible to miss out on mini-level ups that way, too.)

At each star level there is a given "magic" counter number. I believe this number must be between 1 and 7, but am not sure -- I have seen guides say it can take up to 8, 10, or even 12 battles, though I've never observed it that high personally. Anyway, when a given PC's mini-level counter reaches this magic number, he gains a "**mini-level.**" Mini-levels typically involve multiple stat gains, though they sometimes result in one, or even zero gains.

When the PC's counter reaches any other number, he may receive **minor gains**. Minor gains are almost always to HP, and usually just +1 HP at that, but on very rare occasions you may see a gain to another stat (especially among PCs who are lagging behind -- see below). Sometimes there is no actual bonus from a minor gain. The counter numbers that will result in minor gains are also predetermined. The most common pattern looks something like {star level, minor gain, minor gain, minor gain, nothing, mini-level, nothing, ...} but minor gains may appear after the mini-level, after nothing battles, or there may be no minor gains at all. I believe minor gains have the same restriction as mini-levels (between 1 and 7 battles after the star level) but I'm not sure.

When you gain another star level, any unused mini-levels (and minor gains) are wiped away. Again, this will not "lock you out" of maxing out stats, it just means you missed out on that particular chance to gain stats.

Characters who are not in your active party, will never gain mini-levels or minor gains. This includes characters you haven't been able to recruit yet!

Q: What determines the "magic number" and the counter numbers associated with minor gains?

A: Good question.

(2nd part coming, please wait to post)

slartifer (Topic Creator) 12 years ago#2

QUANTITY OF STAT GAINS and STAT CAPS

The amount each stat goes up is not fixed in advance. (Well, actually, it's fixed a bit in advance as you can discover with an emulator, but it isn't fixed at the start of the game.) Instead, it depends on four things:

- 1) The character's current stat
- 2) The character's cap for that stat, at the level he is reaching
- 3) A random element
- 4) The "stat gain power" for that level (this is fixed and is the same in all CC games)

What this means: whenever you gain a star level (or get a mini-level), each of your stats may stay the same, it may go up one point, or it may go up more than one point. The chance it goes up is higher, the further you are below the current cap for that stat. The maximum number of points it can go up is also higher, the further you are far below the current cap.

At some star levels (and some mini-levels) you are more likely to gain more points, and at some you are unlikely to gain any. This is most noticeable in the 70s and 80s (few gains) and the late 90s (mega gains).

What this really means, in practice: **PCs you never get mini-levels for will not lag behind as much as you'd expect.** They WILL lag behind, but not typically beyond recovery, if you start getting their mini-levels.

Also note that the random element is moderately significant without mini-levels. This is why there can be somewhat significant variation in the starting stats of PCs in the second half of the game. If you do get mini-levels, the random element tends to be quickly corrected for.

WHAT ARE THE STAT CAPS?

We know the 99 star stat caps. They were published in the Ultimania guide. Scans from that guide are on the Chrono Compendium web site, and the numbers have also been transcribed into several FAQs available here.

If you gain a reasonable number of mini-levels, especially later on, you are likely to reach the level 99 caps. If you don't gain any mini-levels with a PC, you are unlikely to reach them. But, you will probably not be terrifically far off.

We do not have specific data on the caps at other levels, but we can get an idea of the relative difference between different PC's caps by comparing average stats at the same star level (and same mini-levels gained). In particular, *The n00b Avenger* was kind enough to provide average stats for every single character at 48 stars, with no mini-levels whatsoever, across 6 playthroughs:

<http://www.gamefaqs.com/boards/genmessage.php?board=196917&topic=47916352>

In general, these averages are pretty consistent with the 99 star caps. This is probably the most relevant data to use, if you want to figure out who will have the "best" stats in your playthrough. You can combine it with this list of the maximum mini-levels available to each PC in a regular game:

48 Serge
32 Poshul
30 Leena, Mojo, Pip
29 Nikki, Guile
28 Pierre, Sprigg
27 Radius, Funguy, Zappa, Van, Norris, Draggy, Starky, Janice
26 Sneff, Irenes
25 Kid
24 Korcha, Greco, Luccia, NeoFio, Skelly, Razzly
23 Macha, Glenn, Zoah, Karsh
22 Mel
21 Doc, Orcha
20 Grobyc, Riddel, Viper, Fargo, Marcy, Miki, Leah
13 Steena
12 Orlha, Turnip
9 Harle

FIN

how does leveling work?

mjc3151 13 years ago#1

every battle my hp goes up by 1. but i just beat mma komodo dragon and it says my growth rate went up and my hp went up by 14. i odnt get this, it doesnt tell me if i gained any exp. points after battles, how do i kow how many battles till my growth rate goes up and how come my hp is going up even b4 my growth rate went up? it doesnt make snese. im used to Final fantasy where u need exp. points.

WoW: Deathdealerv, frost DK, Kel'thuzad (Alliance)

Fav. Games: All FF, All MGS, Legend of Dragoon, All SOCOM, BoF III, WoW

Prometheusx303 13 years ago#2

Every boss fight yields a star level. Star levels accompany large stat boosts. For a number of fights after each boss, you'll receive smaller stat boosts. I don't think I've seen any more than 10 stat boosts after any particular boss.

mjc3151 (Topic Creator)13 years ago#3

ok. so u cant grind in this game? no powerlevelling? there is a limit? that sucks

WoW: Deathdealerv, frost DK, Kel'thuzad (Alliance)

Prometheusx303 13 years ago#4

Oh yeah, I forgot to mention that the smaller boosts are only given to characters in battle while the big boosts are given to the whole party. If you want to "max" everybody's stats, there is some grind because you have to keep switching all your characters in and out of battle in between each boss fight. You shouldn't attempt that on your first cycle IMO.

donutbandit0 13 years ago#5

No grinding, no powerleveling DOESN'T suck. What a welcome change from Final Fantasy. A game you can actually enjoy playing without getting into a random battle every couple of steps.

Don't worry, the boss battles give you more than enough leveling to finish the game.

McI01 13 years ago#6

Thing is, it means no matter where you are in the game, you won't be underpowered. You know you're at exactly the right level to defeat the boss. Any extra stat-boosts you get outside boss battles do stack up over time though, making you much more powerful than if you hadn't. Basically, each star level you fight for your bonuses, you're likely to get 1 or more points into a few stats. Over 99 star levels max, that really builds up.

<http://uffsite.net/>

[Chrono Cross](#) » Battle System

Chrono Cross's battle system is as unique and detailed as any of the other titles that Square-Enix has been able to churn out over the years. Here, we give you information concerning Chrono Cross's battle system.

Battle System



Orha steps in
to kick some
ass. Literally.

Chrono Cross uses a totally new battle system, which has some touches of Xenogears. Unlike Chrono Trigger, Chrono Cross does not use the Active Time Battle system. At the start of battle, everyone has 7.0 Stamina points. These points will be used for attacking, defending and using magic. Like Xenogears, you have three types of attacks; hard, medium and light. Each attack costs 3.0, 2.0 and 1.0 points respectively. Defending costs 1.0 point and casting magic takes up 7.0 points. You can combine all three actions in different ways. You can do a hard attack twice and then defend, or you can hold back and do some light attacks to save your Stamina points. Also, you can combine attacking and casting magic, but this will take your Stamina points to negative. Whilst your Stamina bar is negative or zero, you cannot do anything.

So how to restore Stamina points? Everytime one character attacks, the other characters will regain that many Stamina points. Say, Serge does a hard attack, which costs 3.0 points. The other two characters will regain 3.0 points. An exception to this is the casting of magic, where as you spend 7.0 points, the others will only regain 1.0 points. Note that no matter how much Stamina points you regain, the limit is always 7.0 points.

So when do the monsters attack? The monsters will attack after a certain amount of Stamina points have been spent. Should all characters be unable to do any action at all (i.e. their Stamina points are zero or negative), then the Stamina points will be restored up to the amount that will enable the opponent to attack, and you certainly don't want that. Strategy is the game here, where you must balance using up and regaining Stamina points. If done properly, you'll be able to damage the opponent heavily before he retaliates, if not you'll only give him a little damage before he swats you down like a fly. The death of a character not only makes it one less source of damage to your opponent, but will also disrupt your balancing Stamina points act. Usually, if you have only two characters, magic should rarely be used as should one character have negative points, everything will depend on the other character whilst the other recovers, giving time for the opponent to attack.



Green and Serge's X-attack in action

How about dual techs, or triple techs? Sadly, both aren't given much emphasis in Chrono Cross. Although Chrono Cross features about 44 playable characters, there are few techs known out there. Basically, it is better that you leave dual techs alone for some reasons. First of all, the damage done is not incredible, just a lot. Those points are better spent for the characters to cast a powerful spell each. Second, it is not easy to coordinate the dual attack. Both characters need to have at least 1.0 Stamina points, both should not have already used the required special technique, and both must reach the required magic level (explained in the magic section). Only then, can you use it. Thirdly, it takes up a lot of Stamina points. Since dual attacks are considered magic attacks and involves two characters, it is likely both will end up with negative points. This will leave the whole party vulnerable, as only one character will be able to do anything. The same goes with triple techs. Granted, these attacks look impressive, but they should only be utilised as a finishing move, when Stamina points don't matter much and the opponent is almost dead.

[Chrono Cross](#) » Magic System



Magic in Chrono Cross are generally divided into six different categories, according to color. The colors are red (fire), blue (water), green (earth), yellow (wind), white (holy) and black (evil, I guess). Each character, monster and opponent is of one element, i.e. one of the six colors. This means that if a spell of opposing color (e.g. black on white) to the character is used on him, it will do maximum damage. For example, Serge is of white element, and so black spells will be highly effective on him. If a spell of the same element is used on the other hand, it will do minimal damage.

In order to use a spell, you need to equip it in your magic slots. Spells can be obtained by buying them at shops, finding them in treasure chests or defeating enemies. There are two types of spells, one use only and re-usable spells. One use spells have a 1X symbol next to the name of the spell, and can only be used once. These spells are usually recover spells. Re-usable spells, on the other hand, will not disappear after use. However, these spells can only be used once per battle, unless you equip more than one of the spell. You can equip five one use spells in one slot, where as you can only equip one re-usable spell per slot.



Each spell has a number, which is usually something like 1 plus or minus 7 or 4 plus and minus 4. Each vertical bar represents one level of magic, the most left hand vertical bar being Level 1. The number before the plus and minus sign is the preferred level for the spell to be equipped, and also the level that spell will be equipped if you use auto-equip. The number after the plus and minus sign is the range that spell can be equipped. For example, if a spell has 6 plus or minus 2, it can be equipped anywhere between Levels 4 to 8, but it is preferred you equip it at Level 4. If you equip the spell higher than the preferred Level, that spell will be more effective, and vice versa. A character can equip any color spell, even though the character is mainly of one element. This only means that spells of the same color as the character will be more effective, and vice versa.

In order to cast a spell of a certain level, you'll need to gain that level first. Levels are gained by spending Stamina points for attack. Say, if you use 3.0 points, you will gain three levels of magic. Only successful attacks will gain the levels, missed attacks will gain none. This means some kind of a strategy needs to be implemented, as you can put a spell on a higher level to make it effective, but you'll need to spend more Stamina points to gain the required level.

Summons can be used in Chrono Cross, but their usage comes with some requirements. You'll need to spend a star for each summon spell you use. Stars are gained by defeating most bosses. Summons are also like spells, they need to be equipped. However, summons can only be equipped to a character who is of the same elemental color as the summon, which is an exception to the normal magic equipping. Also, if you notice, there is a field effect bar at the top left side of the screen. Every spell's color that is cast will be recorded on this bar, with the most recent color filling the inner one, and pushing the others back in the process. In order to use a summon, you'll need to have all three bars filled with the color of the summon. For example, Salamander, a red summon, requires the bar to be filled fully with red. This is easier said than done, as your opponent's spells will also be counted into this bar, and might disrupt your summoning plans. However, spells that turn the field effect into a singular color are also readily available.


<https://www.chronocompendium.com>

Level Up and Stats Bonus in Chrono Cross

By [utunnels](#)

« on: March 01, 2010, 03:27:33 am »

Well, perhaps not a big deal, but I found some ppl ask about how to max all statistics at 99th star. Such as "why my Serge's strength is 87 instead of 88, it was 88 in my last run", or "why

Riddel's magic attack is not 60".  I searched via google, some say it is all random (and it is almost true since I myself saw Guile had very poor magic attack, at least before Serge became Lynx). And someone says the bonus can't be changed by save/load trick, I tested before a boss battle, and it is true. Later I found bonus values for next star are determined after a boss battle which gives you a star and will be carried in the save file until you receive next star.

Level star bonus values are random and follow a formula like:

Code: [Select]

HP bonus = $((\text{Lv99HP} - \text{MaxHP}) / (101 - \text{Stars})) \times \text{random}(0, 2) + 2$

Other bonus = $((\text{Lv99Points} - \text{Points}) / (101 - \text{Stars})) \times \text{random}(0, 2)$

random(0, 2) is a random decimal value between 0 and 2, doesn't include 0 and 2.

The result will be rounded to get an integer value (for example, 2.4 will be 2 but 3.6 will become 4).

Minor bonus values after regular fight

I'm still not sure how exactly the formula works, but here's what I've figured out:

1. Your team receive some kind of "**exp**" after a regular fight, based on what star level you are currently at, until it reaches a certain value (**ThresholdPoint**). It will be zeroed if you gain a new star level.

For example, at level 1, you will receive 1 point per fight. But after 8 fights, it just stops increasing. But at level 50, you receives 3757 points per fight, but stop receiving any after 3 fights.

2. The "**exp**" interacts with your stats growth, but not by adding up. It is still unknown. However, it seems the rule is fixed instead of random. That means save and load trick doesn't work here.

3. Total bonus will not get past about **66%-69%** of nex star bonus.

For example, if Serge will gain 12 HP at next star level, he can receive at most 8 HP during those regular fights.

4. After each fight, points growth is based on "**exp**" and other factors. It differs among star levels.

For example, at star level 0, Serge gains HP in an order of 12%, 13%, 12%, 10%, 7%, 4%, 3%, ... in the first fight, he will gain 12% x next star leve hp bonus, and so on. But at level 50, the order is almost 20%, 20%, 14%, 7%, 4%, 2%, 1%,... percentage drops sharply after **ThresholdPoint**, which will make it almost impossible to gain any points sooner or later.

5. Small values can be added to next fight, somehow.

Though the formula is unknown, but I've noticed, if next star bonus is only 1 point(for example, strength bonus), the character can still receive the point after several fights, in my test case, it should be before **ThresholdPoint**.

6. Add a new member to your 3-person team after **ThresholdPoint**

Well, he/she will still receive bonus, and quite a lot in the first fight, but will drop sharply later. Though total bonus still can't get past 66-69% of next star bonus.

« *Last Edit: March 02, 2010, 08:58:34 pm by utunnels* »