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## [Chrono Cross Glitches and Secrets \(PSX\)](#)

### *Perfect cheats for the perfect RPG*

Chrono Cross is a console role-playing game developed and published by Square Co., Ltd. (now [Square Enix](#) Co., Ltd.) for the Sony PlayStation video game console. It is the sequel to Chrono Trigger, which was released in 1995 for the Super Nintendo Entertainment System. The story of Chrono Cross focuses on a teenage boy named Serge and a theme of parallel worlds. Faced with an alternate reality in which he died as a child, Serge endeavors to discover the truth of the two worlds' divergence. The flashy thief Kid and forty-three other characters assist him in his travels around the tropical archipelago El Nido. Struggling to uncover his past and find the mysterious Frozen Flame, Serge is chiefly challenged by Lynx, a shadowy antagonist working to apprehend him. Chrono Cross features standard [RPG](#) gameplay with certain innovations. Players advance the game by controlling Serge through the game's world by foot and boat. Navigation between areas is conducted via an overworld map, depicting the landscape from a scaled down overhead view. Around the island world are villages, outdoor areas, and dungeons, through which the player moves in three dimensions. Locations such as cities and forests are represented by more realistically scaled field maps, in which players can converse with locals to procure items and services, solve puzzles and challenges, or encounter enemies. **Glitches**

**Get Kid** This must be done on a new game+. Before going to Viper Manor for the first time switch Serge for Kid using the Relief Charm and have any two other characters in your party. After Kid is poisoned you can still use her in battles. As long as you don't try to switch another character into Serge's place Kid will stay there.

**Infinite money, Dragoon's Glory's, Viper's Level 7 Tech Skill** After Serge is reborn, visit Termina (Home World) with Viper in your party. Talk to the barmaid, go into the back room, and examine the flag on the back wall. Viper will talk briefly about the flag and then take his Level 7 Tech Skill, "FlagBearer" and a Dragoon's Glory. Exit the room and re-enter. Examine the back wall with Viper still in your party. Even though there is no flag, Viper will say the same thing that he said before and will take another "FlagBearer" and Dragoon's Glory. Repeat this as many times as needed. Each Dragoon's Glory can be sold for 4,000 gold. The stats for Dragoons's Glory is Atk. +3, Hit% +3%, Mgc. +2. You can also disassemble them for 1 Denadorite, 2 Scale, 2 Fur, and 2 Fang.

**Pip's Innate-Only Element Exploit** Pip is quite the little glitch factory, but here's a tidbit that most don't know: It is possible to have innate-only Elements such as FullRevival and PhysNegate on a Pip that is of a completely different elemental! To do this, you must get Pip to evolve to the the color you desire the innate Elements of, then place them on his grid in a spot you won't be moving them from. Then, simply evolve him again! This lets you have a total of three different colors of innate-only elements, and up to six summons! Warning: Using Auto-Allocate on Pip or the entire party undoes this, removing the elements from his grid!

**Secrets**

**Change the game speed** On New Game+, you can change the speed of the game by holding in L2 (slows the game) or R2 (speeds up the game).

**Easy win Roulette Game** When the roulette pointer starts spinning and the red tip is within the west and the south edges of the wheel, pause and press Circle to resume to make it land on north and double your money.

**New Game+** Complete the game, save it and load your completed save game. You'll have your stats, elements and everything else you had after finishing the game for the first time. Many see this as the best ending FMV in an RPG ever. Check out the video below to see for yourself: