

This, the *Chrono Trigger* Novel Project, is a project designed to expand horizons. It is a project created for the shear joy of creation and the expansion of a rich, enthralling, and captivating plotline into a story told through the vivid imagery of descriptive text. This is the story of *Chrono Trigger*. This is the *Chrono Trigger* Novel Project.

How would you like your children to read more? How would you like the experience of participating in a literary work through a game with the ability to enjoy that story in its fullest descriptive detail? Our aim is to expand this and, through it, potentially other games by making them into novels. Those companies which own the rights to these games, such as Square-Enix, do not currently develop their stories into books, but we are asking them to make an exception to their copyright policies by allowing the publication of this novel for *Chrono Trigger*.

This opens up a whole new avenue for video games. Through books, more people can enjoy these spectacular storylines and feel with the characters unlike ever before. A novel such as the *Chrono Trigger* novel represents an expansion and a building upon of the story which could only be previously experienced as a game, limited by aspects such as graphics, brevity in dialogue, and a degree of linearity. Through text interpreted by the mind, a story can be made much richer through descriptive narration, deep character conversations, feelings, and interactions, expanded settings that a person can feel themselves in, and previously unexplained plot holes.

If you wish to support this by signing the petition, there is no limit to the things we could do. You would not only be supporting the expansion of RPG stories into the world of literature but also the broadening of the entertainment experience from just gaming to also reading for those who currently prefer the former. Whether or not you currently know the story of *Chrono Trigger*, your support of this project will take us one step further to forming a mutual link between the worlds of gaming and literature and in a way much more enriched and matured than ever before.