

Golden Sun Game Script

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Golden Sun Game Script

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<http://www.gamefaqs.com/features/recognition/56771.html>

Note 1: Please be aware that this document contains massive spoilers for this game in potentially every section. If you do not want to risk ruining any surprises this game may offer, then stop reading now.

Note 2: To skip to a particular section, bring up the search function in the program being used to view this file, and enter the code associated with the desired segment (including the brackets).
A list of search codes can be found in the Table of Contents below.

Note 3: Bilibin would typically be visited after Vault, since it's at the immediate end of the Goma Cave. However, the events in Bilibin are connected to the events in Kolima, and the latter cannot be completed until finishing with Mercury Lighthouse and acquiring Hermes' Water. Therefore, Bilibin/Kolima are transcribed after the lighthouse.

If Bilibin/Kolima were visited first, the only difference would be the omission of a new character's lines who joins Isaac's group in the lighthouse. Everyone else's lines would stay the same.

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\$#####
#####

[00'A1] --- Characters --- [00'A1] ##

#####

\$# Isaac #
#####

A Venus (earth elemental) Adept (user of Psynergy), who lives in Vale.
During the boulder incident three years ago, he lost his father, Kyle,
leaving his mother Dora as his only living relative.

\$# Garet #
#####

A Mars (fire) Adept, who lives in Vale with Isaac.

\$# Ivan #
#####

A Jupiter (wind) Adept, who was taken in and raised by Hammet of Kalay.
He appears to have some connection to Hama of Lama Temple, but that's
not expounded upon until the sequel.

\$# Mia #
#####

A Mercury (water) Adept, who used her curative powers to tend to the sick in
Imil during the epidemic they experienced. Alex was her apprentice.

\$# Saturos and Menardi #
#####

Mars Adepts from the far north who seek to light the four lighthouses' beacons.
Three years ago, they attempted to gain access to the Elemental Stars in Sol
Sanctum, but triggered a trap which not only killed the other members of their
group, but that also unleashed the boulder upon Vale.

\$# Alex #
#####

A Mercury Adept, and previously Mia's apprentice. He, like Saturos and Menardi
who he travels with, seeks to activate the beacons of the lighthouses.

#####

\$# Jenna #
#####

A Mars Adept, who lives in Vale. When Saturos and Menardi were unable to take the Mars Star from Isaac due to Mt. Aleph's sudden eruption, they kidnapped Jenna so that Isaac would follow them and they could acquire the star at a later date.

\$# Felix #
#####

A Venus Adept, and Jenna's brother. He fell into the river in Vale during the boulder incident, and was presumed dead when the boulder crashed into the water.

However, Saturos and Menardi found him, and took him to their town to the far north. He assists them with their endeavor to ignite the beacons as repayment for saving his life, as well as for one other reason.

\$# Kraden #
#####

An elderly scholar who came to Vale from Tolbi to further his study of Psynergy. He was kidnapped along with Jenna.

\$# Babi #
#####

The ruler of Tolbi. Thanks to a mystical draught crafted in Lemuria that slows the aging process, Babi has been able to live for one-hundred and fifty years. However, that draught is running out.

He ordered several scholars, including Kraden, to research Psynergy - the means by which the draught was created - in the hopes of being able to produce more.

Also to the end of acquiring more draught, he ordered the construction of a lighthouse near Lalivero, with which he intended to look for Lemuria. Although he went there once before, he had been unable to find it again due to a thick fog that surrounds the Sea of Time in which Lemuria resides.

As a third move toward locating Lemuria, Babi relinquished control of the Lemurian ship (which he had used when returning from there) to Isaac's group, asking them to search for the civilization.

\$# Sheba #
#####

A Jupiter Adept who was taken in by Faran and his family in Lalivero. According to Faran and some of Lalivero's residents, Sheba literally fell from the sky, "creating a massive depression in the [Venus] ruins" - but miraculously, she wasn't harmed at all. Some consider her the "holy child of Lalivero," while others find themselves skeptical of the tale of her arrival, as well as her power (Psynergy) being real.

Babi ordered that Sheba be held hostage in Tolbi, so as to force Lalivero's citizens to work on his "Babi Lighthouse" being constructed near them. Saturos and Menardi then abducted her from Babi's palace so that they could use her to gain access to Jupiter Lighthouse (each lighthouse requires an Adept of its alignment in order to reach the beacon).

\$# The Wise One #
#####

A floating stone with one eye that possesses enormous Psynergetic power. It previously protected the Elemental Stars in Sol Sanctum.

[00'A2] --- Notes --- [00'A2] ##

#####

\$# Key: Scenes #
#####

" * - Text "
Descriptions of character actions, etcetera.

\$# Multiple choice situations #
#####

-(Text)

Following the above would be the events prompted by a particular option. The number of hyphens corresponds to the choice layer--i.e., the first set of options will have one hyphen, the second set will have two, and so on. One equal sign accounts for two hyphens.

- * "<see below>" is used when a given option MUST be selected to proceed.
- * "<no script>" is used when any option can be chosen, but the one in question has no responses associated with it (i.e., it skips to the set of script that is triggered regardless of one's choice/s).

\$# "Social Script" #
#####

Optional conversations with various characters; for example, townspeople. If a conversation remains the same as when one was last in a given area, then it may be omitted from subsequent visits.

"{S}" = Spoken
"{M}" = Mental (using "Mind Read" Psynergy, which requires a Jupiter Adept)
"{O}" = Object (for example, the game provides a description of the

\$# Speaker identification #
#####

[Item] = Item vendor
[Weapon] = Weapon vendor
[Armor] = Armor vendor

Abbreviations:

Dau = Daughter
G. = Great (i.e., Great Healer)
X's = Xyz's (father, sister, etc)

[01'00] --- Script --- [01'00] ###

#####

[01'01] --- Prologue --- [01'01] ##

#####

J's = Jenna's
G's = Gareth's

In the village of Vale--

\$# Isaac's Residence #
#####

Dora : Isaac, wake up! Please, dear, wake up!

* - Isaac awakens, having been sleeping in bed.

Dora : The Mt. Aleph Boulder is going to fall! Come on, Isaac.
We have to go--now!

* - Isaac gets out of the bed.

Dora : Isaac! You forgot something!

* - Dora uses the "Catch" Psynergy to bring Isaac's tunic to him.

Dora : It's pouring outside. Don't go out without your tunic!

* - They go to the staircase leading to the first floor.

Dora : Have you got everything you need?

- (Yes)

Dora : Good for you, Isaac. A lost possession can be replaced; a lost life can't.

- (No)
Dora : I'm sorry, but we don't have time... You'll have to leave it behind.

* - They both head to the first floor, where Kyle meets them.

Kyle : Isaac, Dora, hurry! The Boulder could fall at any second!

* - They all exit the house.

Dora : Kyle... Will they be able to stop the Boulder?

Kyle : I don't think so... Not for long, anyway... You two go on ahead and take refuge in the plaza.

Dora : Aren't you coming?

Kyle : I need to help evacuate the other villagers.

Dora : Let me help you, Kyle!

Kyle : It's too dangerous, Dora. Please, just take good care of Isaac!

Dora : Isaac is old enough to get to the plaza on his own. You can find your way, can't you, Isaac?

- (Yes)
Dora : You know the way--just go south, to get to the plaza. Be careful!

- (No)
Dora : You're a big boy now, Isaac. Why don't you go on your own?

* - The player is again prompted to choose.

\$# Social Script \$#
#####

[Outside]
[001] :{S} * - The man bumps into Isaac when exiting his house.
Huh? Isaac? Did you come to get me?

- (Yes)
Oh... Sorry to shove you like that.

- (No)
This isn't the time for games! Foolish boy!

Well... we'd better get to the plaza before the Boulder hits.

[Buildings]

Bookcase 1:{0} There's a book entitled "Being an Adept." "Hone your Psynergy.
Do not use it for evil..."

Bookcase 2:{0} There's a book entitled "Legend of Mt. Aleph." It says the
mountain's name refers to the origin of all things...

Bookcase 3:{0} There's a book entitled "Making a Great Village."

\$# Gareth #
#####

[If the player speaks to Gareth]

* - Gareth struggles to pull the chest containing his belongings, but its weight
makes it difficult for him to move.

Gareth : Ugh... Hrrnghhh... Isaac, what do you want? I'm trying to save
my things! What, you want me to just dump my stuff?

- (Yes)

Gareth : You think I should forget these things and save my own life?
You know, you're right. OK! Let's get out of here!

- (No)

Gareth : Hmmm... If a rock hits me now, I'll lose both my chest and my life.
You're right--I should just ditch my stuff. Let's get out of here.

<game> : Gareth joined your party.

[If the player continues without speaking to Gareth]

Gareth : Hey! Isaac!

* - Gareth chases him.

Gareth : *Hah* *Hah* Are you trapped, too?

- (Yes)

Garet : Hmph! It's not like you to be caught unprepared, Isaac.

- (No)

Garet : Oh, you got held up seeing off the elders who went to help the others!

Garet : You came just in time... We can go together. Everyone's gathering down south, in the town plaza.

<game> : Garet joined your party.

\$# Northern bridge #
#####

[Upon heading north]

Garet : We shouldn't go north... That's take us toward Mt. Aleph.
The plaza is over that way. We need to head south.

[Upon crossing the bridge]

Man 1 : Ahhh! The Boulder! It's falling!

* - The Boulder falls just north of the bridge. Four men there use their Psynergy to hold it back.

Healer 1 : Ugh... Ughnnn... It's too heavy! We can't hold it for long!

Healer 2 : If our Psynergy runs out, Vale will be destroyed.

Man 2 : We have to hold on until the villagers are safe!

* - Man 1 notices Isaac and Garet.

Man 1 : Hurry, boys! Run!!! It's just a little farther!

Garet : Come on, Isaac, run! The Boulder is coming!

[South of the east side of the bridge]

Garet : We can't get around this rock! We'll have to find another way.

\$# Social Script #
#####

[Man by fence]

Man :{S} Rockslide... destroyed fence... Monsters everywhere...
I'm hurt pretty badly... Do you think I'll die?

- (Yes)
I knew it... This is it for me. Save yourselves...

- (No)
This is awful. I'm left here for the monsters to...

* - He stands up.

Wait... That's strange... I'm not hurt at all! But I'm serious
about the monsters, to be careful on your way to the plaza!

\$# South of the central bridge #
#####

Jenna : Oh no! My brother!

* - Felix has fallen into the river, and is holding onto a wooden post.

J's Father: Hang on, Felix!

Dora : Felix will be all right. We'll find a way to save him...

* - He loses his grip and sinks below the water.

Jenna : Nooooo! Felix!

* - He manages to grab onto the post again, despite the force of the river.

Kyle : The rope won't reach...We should use Psynergy. Do you have any left?

J's Father: I've used all mine up. How about you, Kyle?

Kyle : I'm drained from helping the other villagers...

Dora : We have to get help.

Kyle : Can Felix hang on long enough for us to find help?

Dora : There's nothing else we can do for him here, is there?

Kyle : Then go get help, but be as quick as possible!

J's Mother: Jenna, can you go too? You'll find help, right?

Dora : Your brother's counting on you, Jenna.

* - Jenna nods.

Dora : All right, let's get going! I'll look up north... You head for the

plaza, all right?

Jenna : Yes, ma'am. We're looking for anyone with any Psynergy left, right?

* - Dora nods. They both head their ways. Dora runs into Isaac and Garet.

Dora : Isaac! You saw what happened?

-(Yes)

Dora : I'm looking for someone who can help Felix. He's fallen into the river.

-(No)

Dora : I have to go get help before Felix drowns!

Dora : I don't suppose... Could the two of you help me?

-(Yes)

Dora : Jenna has gone to the plaza to get help. Go join her.

-(No)

Dora : You don't have to if you don't want to... Just get yourselves to the plaza.

\$# Social Script \$#
#####

[Felix's locale]

Kyle :{S} Oh, Isaac... You two don't have enough Psynergy to save Felix.
Go find help.

J's Father:{S} Hang on, Felix! Help is on the way!

J's Mother:{S} Don't let go, Felix!

[Plaza]

[001] :{S} Jenna went off that way!

[002] :{S} You expect an old woman like me to use Psynergy? Don't ask the impossible!

[003] :{S} Huh? Are you... asking me if I can use Psynergy, Isaac?

-(Yes)

If I were ten years younger, I'd have plenty to offer, but I'm

too old...

- (No)

I thought not... You have to be young and strong to use
Psynergy...

[004] :{S} Oh! Little Felix has fallen into the river? That must be why
Jenna looked so upset.

[005] :{S} I have some Psynergy left.
* - He uses Psynergy to lift up a rock.
See? Isn't that impressive!?

[006] :{S} Ohhh... I'm exhausted... I used up all my Psynergy deflecting
falling rocks...

[Buildings]

Bookcase 1:{O} There's a book entitled "The Laws of Vale," which describes
Vale's customs. "Get permission to leave the village. Never show
Psynergy to outsiders..."

Bookcase 2:{O} There is a book entitled "The Might Power of Nature." "The power
beyond human understanding can be seen in volcanic eruptions and
great floods..."

Bookcase 3:{O} There's a book entitled "The Psynergy Stone."
"Psynergy replenished by touching a Psynergy stone..."

Bookcase 4:{O} There's a book entitled "Etiquette for Travelers." "It is rude
not to introduce yourself to the town's mayor."

\$# Plaza #
#####

* - Jenna is standing near three men, one of whom is the town's mayor.

Mayor : Go aid the elders! The Boulder is too heavy for them to hold much
longer.

Man 1 : We can't let the Mt. Aleph Boulder destroy our village.

Man 2 : Let's go help the elders.

Mayor : We're counting on you.

* - Man 1 and 2 depart.

Garet : Grandpa! Jenna!

Jenna : Garet, Isaac... You came to help me?

Mayor : Jenna told me about Felix. Is that why you're here?

- (Yes)

Mayor : Good boys! Jenna could use a hand.

- (No)

Mayor : Well, regardless, I want you two to help Jenna.

* - The man replenishing his Psynergy with the nearby Psynergy Stone speaks.

Man : Great! I'm all charged up!

Mayor : How are you? Have you recovered your Psynergy?

Man : Enough to save Felix, thanks to the Psynergy Stone.

Mayor : OK, Jenna, you heard him. Now hurry back! The path may be blocked by fallen rocks. You two can show them the way!

* - Isaac and Garet nod.

Jenna : ...Thank you, Isaac.

Mayor : We're in a race against time! You must hurry!

\$# Southern bridge #
#####

* - Jenna shouts to the others who are upstream.

Jenna : Mom! Dad! We're back!

Dora : Is that you, Jenna!

Jenna : Yes, ma'am...

Dora : I couldn't find anyone who could help... How did you do?

* - She sees the man.

Dora : You're just in time.

Jenna : Then my brother is still...

Dora : Felix is all right. He's hanging in there. Come down here, so we can save Felix!

* - Isaac and the others go down below the bridge and approach Felix.

Just at that moment, the boulder comes crashing down. With its passing, not only does it hit Felix, but Kyle and Jenna's parents as well. The latter three are thrown into the river.

Dora : {S} No... It can't be. Kyle... It must be a dream...

Jenna : {S} Mom, Dad... Felix... Please... Don't leave me all alone...

Garet : {S} Isaac... The Boulder... We need to get help, or everyone will drown...

Man : {S} Oh, ohhh... I... I'll go!

* - He tries to stand up, but his leg has been injured.
It's no use. I can't move... Isaac, please get help!

* - Isaac runs back toward the plaza.

Garet : Isaac... I can't let him go alone... It's times like these that we men have to stand together!

* - Garet follows Isaac.

\$# Plaza #
#####

* - Saturos and Menardi speak from atop a cliff, ignorant of Isaac's presence below them.

Saturos : Only the two of us survived...

Menardi : How could we have anticipated Sol Sanctum would unleash such fury?

Saturos : It's a miracle that even the two of us were spared...

Menardi : That switch... It must have been a trap...

Saturos : But to think it could conjure up a storm this powerful!

Menardi : ...Another demonstration of the awesome powers of Alchemy.

Saturos : Regardless, we must not fail the next time we challenge Sol Sanctum.

Menardi : Next time, we shall certainly...

* - Garet catches up to Isaac.

Garet : Isaac! Wait!

* - Saturos and Menardi are now alerted of Isaac's presence.

Saturos : You were eavesdropping on us just now... weren't you?

* - Regardless of whether Isaac says yes or no:

Garet : Isaac... Isaac, they look scary... Are you sure we should be talking to them?

Menardi : You must forget everything you heard.

Saturos : Don't worry... We'll help you forget!

* - Saturos and Menardi jump down and engage Isaac and Garet in battle.
They win effortlessly, and flee the area.

Three years later...

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#####  
#####  
## [01'02] --- Vale --- [01'02] ##  
#####  
#####
```

J's = Jenna's
G's = Garet's

* - Jenna walks near Isaac's house, greeting another villager on her way.
There, she finds Isaac patching the roof.

Dora : Isaac! Haven't you finished mending the roof yet? You're almost
done? OK! Keep at it!

* - Jenna continues walking, looking for Garet. She finds him practicing his
usage of Psynergy, trying to push a wooden log with "Move".

Garet : Hyaa!

Jenna : Hee hee... Still training, Garet?

* - He hasn't noticed her quite yet, and continues.

Garet : Hyaaaa!

* - He manages to move the log.

Jenna : You sure do put your heart into it, Garet!

Garet : Oh, I'm just finishing up.

Jenna : That's good. It's time to go, and I was about to leave you behind.
Say, what exactly happened to you two? The accident three years
ago... Is that why you've been studying Psynergy?

* - Garet seems worried about discussing the event.

Jenna : I appreciate your concern, but... my family's never coming back,
and neither is Isaac's father... I just want to forget that day...
I wish everyone would...

* - Garet pauses. He starts to speak at the same time that Jenna does.

Jenna : Well, let's get Isaac and go to Kraden's...
Garet : That awful day... We went to get help, but they found us

unconscious...

* - Jenna pauses.

Jenna : What, Gareth?

* - He doesn't say anything.

Jenna : Huh? You were about to say something, weren't you?

* - He shakes his head.

Jenna : Don't be weird, Gareth!

* - She turns around.

Jenna : Whatever...

Garet : Jenna, are you mad at me?

Jenna : I don't want to talk about it.

* - She pauses.

Jenna : Come on!!!

Garet : Huh?

Jenna : Isaac's waiting for us.

* - Jenna starts to leave.

Garet : But, Jenna...!

Jenna : I'll leave you behind if you're too slow.

Garet : Jenna...

* - They both head to Isaac's residence, where he's just now finishing with the roof. Dora climbs up to examine his work.

Dora : Good job, Isaac. You patched it nicely. All right. You're all done. You're very reliable, Isaac... just like your father was. What is it, Isaac? Do you still think about the accident?

- (Yes)

Dora : I thought so... Isaac...

- (No)

Dora : I don't believe you...

Dora : You and Gareth have been working yourselves to the bone studying Psynergy... Do you think things would be any different if you'd had strong abilities?

-(Yes)

Dora : That's what I thought.

-(No)

Dora : Hmm... I wonder...

Dora : I was devastated when Kyle died... I felt all alone... It's taken some time, but I'm better now. I still have you, Isaac. You're almost seventeen. You're so much like Kyle was when he was young. I'm looking forward to seeing where life takes you.

* - Jenna climbs up to the roof.

Jenna : MA'AAAAM!!!

Dora : Hello, Jenna.

Jenna : Good morning.

Dora : Yes, yes... Good morning.

* - Garet follows Jenna.

Dora : Well, if it isn't Garet, too! Where do you all plan to go today?

Garet : We're going to Mt. Aleph with Kraden.

Dora : Mountain climbing with Kraden, eh? Kids and their games...

Jenna : No! It's part of our studies...

Dora : Ah, yes... Alchemy. Alchemy is the foundation of all Psynergy... And you all know Mt. Aleph is the greatest source of Alchemy. They say Kraden is the best teacher around. Alchemy... I wonder what use it all is? Your mother would rather see you grow up to be a happy, ordinary man. But I suppose you still want to go...

-(Yes)

Dora : Well, if that won't persuade you, I guess nothing will!

-(No)

Dora : It's nice of you to humor me, but I know you don't mean it.

Dora : You're just as stubborn as your father!

* - Dora loses her balance.

Garet : Be careful, ma'am!

Dora : Ahhh!

* - She falls off the roof, though she manages to catch the edge. Garet starts to run to her.

Jenna : Gareth, don't!

* - He falls through one of the patches on the roof. Dora climbs up on her own.

Dora : Oh! That was exciting! I'm sorry I scared you like that.

* - She notices Gareth.

Dora : Well!

Garet : I... I'm sorry, ma'am. I'll get out of your way right away!

* - He moves.

Jenna : Wait! Not there!

Garet : Huh? What's wrong with--

* - And there goes another patch.

Dora : Oh, never mind... But you'd better get going... This old house will fall apart if you stay much longer. I'll get this fixed up. You don't have to hang around here.

Jenna : Thank you, ma'am.

Dora : Please, call me Dora.

Garet : We'll get going right away!

Dora : Wait, Gareth... Just watch your step.

<game> : Gareth and Jenna joined your party.

* - Everyone climbs down from the roof.

\$# Social Script \$#
#####

[Isaac's Residence]

Dora :{S} I told that clumsy Gareth it would be all right... But what am I going to do about this hole?

[Gareth's Residence]

G's Mother:{S} You and Gareth are older now, and you can't waste your time fooling around.

G's Father:{S} Gareth has grown quite strong in the past three years. Please watch over him.

G'sGrandma:{S} I hear Kraden has guests against. He's pretty popular for a sage.

G'sGrandpa:{S} At the very least, visitors should introduce themselves to the

mayor. There seems to be an appalling group in town that won't even do that... What's the world coming to?

* Note: He's the mayor.

[House east of Isaac's]

[001] :{S} So Kraden came to Vale to study Mt. Aleph, right?

- (Yes)

He said he was studying Mt. Aleph and Alchemy and the like... Mt. Aleph... Alchemy... Are they related somehow?

- (No)

But I thought... Well, whatever. If he furthers the wisdom of the sages, it will be quite a feat.

[002] :{S} If there are visitors in town, we can't use our Psynergy. The ancient laws say the secret of Psynergy can never be revealed.

[Outside]

G's Sister:{S} Garet, you make me so mad sometimes! Your training stone crushed my flowers! You're in for it tonight... Just wait and see!

G'sBrother:{S} You're in trouble now, Garet... Your sister's really mad!

[001] :{S} I'm jealous of you, Garet, because your grandpa's the mayor. Do you feel the same, Isaac?

- (Yes)

Yeah... When travelers come, you get to hear all about the outside world.

- (No)

Hmph... I can't believe you're not jealous, Isaac. I sure wish I could hear the stories of travelers.

[002] :{S} Vale stays pristine because of Mt. Aleph's purity. Taint that purity, and you risk terrible retribution.

[003] :{S} Do you need to go past here?

- (Yes)

You must be going to Kraden's cottage...

- (No)

You mustn't go beyond Kraden's cottage. There are monsters everywhere out there.

[004] :{S} Mt. Aleph looks beautiful today. It's so peaceful.

[005] :{S} This place looks just like it did three years ago... after the storm...

* Note: He's specifically referring to the area where Felix was, not the whole village.

[006] :{S} Vale must remain hidden. Psynergy's secrets mustn't fall into the wrong hands. It's one of the laws of our village, handed down from long ago.

[007] :{S} Isaac, watch out! Don't get too close to the river!

[House by the river]

[001] :{S} Do you ever dream of seeing the world outside the village? Someday, I'm definitely gonna leave Vale!

Bookcase 1:{O} There are books entitled "Journey to the Northern Continent of Angara" and "All About the Southern Continent of Gondwan." Isaac learned that Mt. Aleph is on the western edge of Angara.

[Jenna's Residence]

Jenna'sGrM:{S} I hope you two won't be taking Jenna outside the village with you.

Jenna'sGrF:{S} My granddaughter, Jenna, is finally happy again... I have you and Garet to thank for that, Isaac.

Jenna Aunt:{S} Jenna is the spitting image of her mother, whom we lost that day... I just want Jenna to be happy.

Bookcase 1:{O} There's a notebook belonging to Jenna's aunt... It contains sketches Jenna's aunt and mother drew as children.

[Great Healer's Shrine]

G. Healer :{S} Wielders of Psynergy are called Adepts. Adepts are messengers of good... Never forget that.

Healer 1 :{S} Our Psynergy was given to us by the sacred power of Mt. Aleph. Psynergy is what grants the wishes of the chosen people.

Healer 2 :{S} Psynergy is a power that should only be used for good...
Never for evil!

* - Outside, when Isaac tries to head to Mt. Aleph, a man stops him.

Healer 3 :{S} You're not planning on sneaking up to Mt. Aleph, are you?

- (Yes)
Mt. Aleph is a sacred peak. No one can climb it without
permission.

- (No)
Well, I'll overlook it this time... But I've got my eyes on you,
Isaac.

* - If Isaac sneaks past the man, Jenna stops him from going much further.

Jenna : Kraden is waiting for us. We should go to his house.

[Plaza - Outside]

[001] :{S} If your Psynergy runs out, just walk around. You'll recover it
slowly.

[002] :{S} With Psynergy, the more you practice, the more you learn.

[003] :{S} Did the travelers that stopped by today go to meet the mayor?

- (Yes)
I told them where Kraden lives, and they didn't even thank me.
But I suppose they must have some manners...

- (No)
It's very polite to visit the mayor when coming to a new town.
It's just shameful not to do that.

[004] :{S} Long ago, my grandfather was a powerful Adept...I'm so proud
of him.

[005] :{S} Kraden had visitors when I dropped by his place this morning.
I wonder what became of them...

[006] :{S} Well, if it isn't Isaac. It's just another quiet day in Vale.

[007] :{S} Isaac! Have you remembered to meditate on Mt. Aleph daily?

- (Yes)
That's very good of you! Meditating helps keep the peace in the

village. If everyone were like you, things would have gone better three years ago!

- (No)

For shame, Isaac! Mt. Aleph keeps watch over Vale. Meditate each and every day to help keep us safe.

[008] :{S} Hey, Isaac, have I shown you my new ability!

- (Yes)

It takes hard work to reach this level of mastery, Isaac.

- (No)

Really? Well, here's a little sample for you!

* - He demonstrates his ability, which makes the area tremble. Behold, the power of Psynergy! Hahh! Impressive, isn't it?

[009] :{S} The Valeans are a chosen people. Our powers of Psynergy are proof of that.

[010] :{S} You had a very difficult time three years ago, didn't you?

- (Yes)

You lost your father... Jenna lost her whole family... It was awful. At least Jenna's grandparents have been able to care for her...

- (No)

You're a strong lad, Isaac, so you were able to deal with it all... But I just couldn't bear seeing Jenna like that.

[Plaza - Buildings]

[001] :{S} Few people outside of Vale possess the power of Psynergy... That's why we need permission to leave the village... ...To protect the secret of Psynergy.

[002] :{S} I hear old man Kraden's got some visitors. Let's go use our Psynergy to scare 'em!

- (Yes)

You're more of a prankster than I thought, Isaac. I like that.

- (No)

What? You're too serious, Isaac... Only someone who has Psynergy would figure it out...

[Item] :{S} A wise man knows to flee from battle when he's injured.

[Weapon] :{S} Good weapons aren't just sharp. They also draw out the strength of the user. ...So said my father. Do you know what he meant, Isaac? I do...

[Armor] :{S} Good armor isn't just sturdy. They also draw out the strength of the user. ...That's what they say, but I don't know what it means.

[006] :{S} My father also died in that storm three years ago. I'm going to hone my skills... That way, I'll be ready for anything.

[007] :{S} My son is still young, so I don't make him work too long. But he takes after his father, so I'm sure he'll grow to be a fine man.

Innkeeper :{S} Those three travelers staying here may not be thieves, but there's something strange about them.

[009] :{S} One of the men from that group staying here wore a mask over his face. I guess he was trying to cover up some scars or something...

Employee 1:{S} Two of those three guests staying with us have gone out.

Masked Man:{S} Hey... Boy... Do you have business with me?

- (Yes)

That's too bad, because I have no business with you. Be off!

- (No)

Then I suggest you stop wasting my time.

[North of the central bridge]

Dog 1 : Rrruff! Rrruff!

Dog 2 : Woof! Woof!

<game> : There are some puppies playing over there. We should let them be.

[Kraden's Cottage - Outside]

[001] :{S} Did you hear those awful growls coming from the other side of this fence?

- (Yes)
You do, don't you? I... I'm scared...

- (No)
Really? You mean I'm the only one that hears them?

[Kraden's Cottage - Inside]

Bookcase 1:{O} There's a book entitled "Encyclopedia of Alchemy." "All things are composed of four elements: earth, water, fire, and wind..."

Bookcase 2:{O} There's a book entitled "The Fountain of Tolbi." "The fountain of Tolbi will test your luck..."

Bookcase 3:{O} There's a book entitled "In Search of the Ancient Lemurians."

Bookcase 4:{O} There's a notebook called "Study of Alchemy." "To understand Alchemy, one must understand the Elemental Powers..."
That's where the script ends...

\$# Outside Kraden's cottage #
#####

Saturos : They seem to know little of Sol Sanctum's mysteries. The elders of Vale must not permit anyone to enter it, not even Kraden.

Menardi : Kraden... Can we use him?

Saturos : Hmmm... His knowledge is no meager thing. ...We can use him.

Menardi : But he's more stubborn than we expected...

Saturos : And cunning, too... Cunning beyond measure.

Menardi : If we won't go willingly, then we can always...

* - Saturos notices the presence of Isaac and the others nearby.

Saturos : You there! What are you doing?

Garet : What are we doing?

Menardi : Were you eavesdropping on our conversation?

-(Yes)

Menardi : Oh ho! Well... I can't permit you to continue your spying.

-(No)

Menardi : Hmph! I guess that I should take you at your word...

Garet : Hey, you're the ones who were sneaking around!

Saturos : Sneaking... Who are you, to accuse me!

Menardi : So Kraden's engagement was with you...

Jenna : Yeah, we're off to meet him right now.

Saturos : And this appointment is important enough to drive us away?

-(Yes)

Saturos : Pfeh! If your errand is more important than our own, then...

-(No)

Saturos : Nevertheless, Kraden sent us away. He awaits you.

Saturos : Go...

Jenna : You're letting us go?

Menardi : Are you sure, Saturos?

Saturos : Menardi, we have no reason to delay these children any further.

Garet : Let's... Let's go, Isaac.

* - Before going to the cottage, Saturos and Menardi can be spoken to again.

Saturos : Go, children. You mustn't keep Kraden waiting.

Menardi : You'd better leave, before we change our minds.

* - Upon going closer to the cottage:

Kraden : Just who were they? They already know too much about Sol Sanctum...
...things that even the elders of Vale don't know. And what were they saying about the elements? The elements of Alchemy: earth, water, fire, and wind... They plan to set them into motion? And the four Elemental Stars are the key? These are things even I, a trained Alchemy sage, do not know.

* - Isaac and the others approach Kraden.

Kraden : Oh! Isaac...

Jenna : You look like something's bothering you.

Kraden : Me? Ah, well...

Garet : It's those two, isn't it? Saturos and Menardi were their names, right?

Kraden : Are they still out there? They're very persistent...

Jenna : Did they want something from you, Kraden?

Kraden : That seems to be the case...

Jenna : Seems to be?

Kraden : Mt. Aleph and Sol Sanctum... They spoke as if they'd seen them with their own eyes... Isn't that strange?

-(Yes)

Kraden : Yes. You can't enter Mt. Aleph without a very good reason.

-(No)

Kraden : Why, I had to wait many years before I was allowed into the sanctum. Of course it's strange.

Jenna : And if they entered secretly, then they might be thieves!

Garet : We have to go and tell the high elders and the villagers!

Kraden : Wait, everyone! I still don't know how accurate the things they said were... We can do nothing until we confirm what they told me.

Jenna : Then what should we do?

Kraden : Well, we go confirm it.

Garet : ...Do you mean we should go into Sol Sanctum ourselves?

Jenna : Isn't that impossible?

Kraden : Why would it be? Just because climbing Mt. Aleph is forbidden?

-(Yes)

Kraden : We're just going to see whether they've been to the mountain. Surely, that would be acceptable!

-(No)

Kraden : That's right. We're just going to see if they've been to Mt. Aleph.

Garet : We'll be fine if they don't see us, right?

-(Yes)

Garet : Right. We won't be doing anything bad up there.

-(No)

Garet : Sure, you say no, but you know you want to!

Jenna : This will just be our secret, OK?

-(Yes)

<no script>

-(No)

Jenna : No, Isaac! You can't even tell your mother!

Kraden : Then it's decided! We'll make you the leader, OK, Isaac?

-(Yes)

Garet : There are some dangerous places between Mt. Aleph and Sol Sanctum, but you can handle it, right, Isaac?

Jenna : You're more cautious than Garet is, Isaac, so you'll be fine!

Garet : You don't have to be so blunt...

-(No)

Garet : There are some dangerous places between Mt. Aleph and Sol Sanctum, so I'll take over if you get nervous.

Jenna : If Garet is our leader, we'll be the ones who are nervous. Don't you agree, Kraden?

Garet : You don't have to be mean...

* - Kraden, suddenly remembering something, goes inside his house and takes four small bags made of Mythrill. He returns outside.

Kraden : This is our best bet. All right! Let's go!

[01'03] --- Sol Sanctum --- [01'03] ##

#####

\$# Entrance #
#####

Kraden : This is the entrance to Sol Sanctum. This is your first time here,
right?

- (Yes)

Kraden : It's an important relic of our past. Take a good look at it.

- (No)

Kraden : I doubt that... Few ever get the chance to see this sanctum
firsthand.

\$# Screen 05 #
#####

* - Kraden looks around the room.

Garet : What's wrong, Kraden?

Kraden : Hmm... Those two said there was a hidden passage leading deeper
into the sanctum. I've come here many times, and I've always
thought it looked... strange. I had always imagined Sol Sanctum
would look different, somehow.

Jenna : What do you mean?

Kraden : Sol Sanctum was built in honor of the sun. There ought to be some-
thing here to reflect that. I was always puzzled why there wasn't.
If there is a hidden passage, then maybe it leads to... Well!
Let's see if we can find it!

Garet : I think he's serious! Should we help him, Isaac?

- (Yes)

Garet : But it's too dangerous for us to split up. We should stay together.

- (No)

Jenna : You can't seriously want to turn back after we've come this far.

Garet : Let's help Kraden. We should stick together, after all.

* - Statues can be moved aside at the west and east edges of the room, revealing
hidden paths. The west is a single room with nothing of interest contained
within. The east path, however, continues Isaac's and the other's advance.

\$# Room with six statues across water #

#####

Kraden : More statues... Hmm... It doesn't look like we can reach them from here. Perhaps Psynergy is the key... Isaac, try to use your Psynergy!

* - The leftmost statue, when moved aside, reveals a relief of a minotaur, with a hole where its left eye should be. Inserting the Small Jewel found in the previous room will open up the wall behind the rightmost statue.

#####

\$# Sol Room - 1F #

#####

Kraden : This is it! We've found it! Clearly, this is the mark of the sun... the heart of Sol Sanctum. It's just as I'd imagined... which means those two were telling the truth!

Jenna : But if what they said was true, then that means they must have been...

Garet : They were thieves! They came to rob the sanctum!

Jenna : Let's hurry back to the village and tell everybody!

Garet : Kraden? What's the matter?

Kraden : We're so close...

Jenna : Close? Close to what?

Kraden : We've come all the way to the heart of Sol Sanctum. To turn our backs on it and leave...

Garet : There's something wrong with that?

Kraden : Sol Sanctum holds the origins of Alchemy. It would be a waste to... What do you think? Shall we go a little farther?

- (Yes)

Jenna : Thank you!

- (No)

Jenna : Then you can all go back to the village without me.

Jenna : If you put it that way, we don't have much choice.

Garet : I'm with Kraden. I want to look inside...

Kraden : Really? We'll just go a little bit further!

* - The others nod.

Kraden : Good! It's decided. Let's move ahead!

* - The only path leads right, into...

\$# Luna Room - 1F #
#####

Kraden : Wh-What is this room? There's a moon in the center.. A picture of
Luna. This must symbolize night... These rooms must be connected
somehow, don't you think?

-(Yes)

Kraden : Luna and Sol... These rooms must hide some secret.
What could it be?

-(No)

Kraden : But a room for Luna and one for Sol? It can't be a mere
coincidence.

Kraden : What does it all mean? Isaac, would you look farther up the passage?

-(Yes)

Kraden : Let me know what you find.

-(No)

Kraden : Then just wait there.

\$# Luna Room - 2F #
#####

* - Four statues surrounding the symbol of Luna on the floor. When Isaac moves
one of the statues (onto a clearly designated stand), light shines from the
mirror which the statue holds. The light changes part of the Luna symbol
into Sol.

Downstairs, a golden light briefly overtakes the azure aura.

Kraden : Wha-What's... What's happening?

* - The Luna symbol on this floor changes with the one above.

Kraden : Isaac must have found something!

* - Suddenly, the symbol reverts to its prior form, coupled with bursts of
lightning throughout the room.

Kraden : Isaac! Stop!!! You're about to make a big mistake!

* - Kraden runs to the second floor.

Kraden : Wait, Isaac!

Jenna : What's wrong, Kraden?

* - Kraden looks over at the Sol Room 2F, and then examines the Luna symbol in the current location.

Kraden : This is a most interesting mechanism you've found, Isaac.
But this is clearly... some kind of trap.

Garet : This is... a trap?

Kraden : Go look in the Luna room, and you'll understand.

* - Kraden goes over to Sol Room 2F to take a closer look, and then returns.

Kraden : You've done well. Finding this means you're looking in the right place. But if you just move one statue, you'll be caught in the sanctum's trap.

Jenna : But why would anyone put a trap here, anyway?

Kraden : I don't know who did it... but they've hidden something very important. Perhaps... they've hidden the key to Alchemy itself. Should I tell you more?

- (Yes)

Kraden : Hmm... Honestly, I doubt you could understand it if I explained now.

- (No)

Kraden : Hmph. Well, even if I told you now, you probably wouldn't understand.

Kraden : We must try to find a solution to this mystery.

Garet : Sheesh... Another mystery?

Kraden : I'll keep checking the Luna room. You continue exploring the sanctum. My intuition tells me... that light must be the key to this secret. ...We should test it.

* - Kraden departs for the Luna room (1F).

Jenna : Isaac, let's see if we can't figure this out ourselves.

\$# Sol Room - 2F #
#####

* - The top-right and top-left statues can be moved. Light shines from the mirrors they hold, revealing a hole in front of another statue. By using the Psynergy "Move," this statue can be dropped into the hole.

Isaac tries moving one of the statues in the Luna room (2F) again.

Downstairs, a golden light briefly overtakes the azure aura.

Kraden : Wha-What's... What's happening?

* - The Luna symbol on this floor changes with the one above.

Kraden : Isaac must have found something!

* - Unlike before, the symbol does not revert, nor is the trap triggered.

Kraden runs up to the second floor.

Kraden : You found it, Isaac!

Jenna : Kraden!

Kraden : Excellent work, Isaac!

* - He looks over at the Sol Room (2F). Part of the Sol symbol there has changed into Luna, though what Kraden immediately notices is the hole.

Kraden : Where did that hole come from?

Garet : When Isaac moved those statues, two beams of light shot out from them... and then this hole appeared in the floor.

Jenna : And Isaac dropped the statue into it after that.

Kraden : Hmm... Good work, everyone! So the statue puzzle was the trap... and that other statue was here to... disarm the trap. And now that you've disarmed it, we should be all right. I'll observe from the Luna room, where it's sage. You handle the rest!

* - Kraden departs.

\$# "Luna" Room - 1F #
#####

* - Isaac and the others return after having moved all the statues in the Luna room (2F). This has changed the Luna room (1F) into the Sol Room (1F).

Kraden : Look, Isaac! The picture of Luna changed to Sol! But other than that, nothing looks different... That's strange... They went to the trouble of putting a trap here... And this is all that happens? Somewhere, something else must have changed. We must find it.

\$# "Sol" Room - 1F #
#####

* - The sol room has undergone a similar transformation, and is now Luna. A beam of light is now radiating from the floor symbol, extending to the wall.

Kraden : Look! The symbol on the floor! It changed from Sol to Luna! Surely... there must be something in this room.

* - The light creates a portal.

Kraden : Ah ha! This has to be it. Let's go, Isaac!

* - Isaac enters.

Kraden : Wait for me, Isaac... I'm on my way!

* - Kraden follows.

\$# Resting place of the Elemental Stars #
#####

* - Dozens of stone pillars populate the waters in the cavern.

Kraden : Wha-Where are we? Is that... the ocean? No, it couldn't be...
The ocean has waves.

Garet : The ocean... What's that?

Kraden : The ocean is a thing of endless water at the end of the world.
You would not understand... Someday, I'll show it to you myself.

* - Kraden looks around the room. He sees the Elemental Stars at the northwest,
northeast, southeast and southwest corners of the area.

Kraden : The Elemental Stars...They really exist...The Elemental Stars exist!

Jenna : You taught us about those... Elements are the foundation of all
matter.

Garet : Stones, wood, even us... All things are made from those four
elements. Did I get it right, Isaac?

- (Yes)

Kraden : Exactly...

- (No)
Kraden : No, Isaac... Garet is quite correct.

Kraden : As I have told you many times, the elements are the source of all
matter. Earth, water, fire, and wind--these are the four elements.
Legend holds that the four Elemental Stars contain the purified
essence of each element. And now, those legendary stones are before
us!

The Venus Star... the elemental stone of earth!
Mercury Star, possessing the power of water's many forms!
There is the Mars Star, glowing red with the fire contained within!
And Jupiter Star, bound with the wind's fury!!!

Jenna : Kraden... Why are you getting so excited?

Kraden : How can you be so calm in the face of such wonders!? You're looking
at the very source of all Alchemy! ...Haven't I told you all this

before?

- (Yes)

Garet : What? I must have fallen asleep, then, because I don't have a clue what he's talking about!

- (No)

Garet : Then this must be a lot for you to take in.

Kraden : The Wisdom Stone... the Stone of Sages. This stone dominates everything... It can transmute crude matter into gold, even thwart death itself! You understand now, don't you?

- (Yes)

Kraden : The study of Alchemy began with the search for this very stone.

- (No)

Kraden : You still do not understand? Alchemy exists because of the Elemental Stars.

Jenna : I don't really get how it works, but they have enormous power, right?

Kraden : Beyond enormous... With a single gem, one could conquer the world! Now, perhaps, you begin to understand.

Garet : Don't scare us like that, Kraden. I totally thought you were serious. Heh... Conquering the world...

Kraden : Who can say what the truth is? That's why I've been searching for the Elemental Stars. I seek to learn the truth about these stones.

* - Kraden jumps onto one of the stone pillars, making his way to a Star.

Kraden : Now they lie before me...

* - He moves along the pillar, but loses his balance.

Kraden : Whoa...

* - He returns to the others.

Jenna : Be careful, Kraden! It looks slippery.

Kraden : But I must examine the Elemental Stones...

Jenna : Make the boys do it!

Kraden : Oh, I couldn't ask... Would you mind?

Jenna : He'd be glad to get the stones for you, right, Isaac?

- (Yes)

Jenna : Thank you!

- (No)

Jenna : Don't make me ask you again! Won't you please do it?

* - She repeats the question.

Kraden : You'll need this, Isaac.

* - Kraden takes out the Mythril bags that he took from his cottage.

Jenna : You brought those from your cottage, right, Kraden?

Garet : What are those bags?

Kraden : They're made of woven threads of Mythril. I prepared them for just such an occasion. Now, go fetch the Elemental Stars and put them in those bags.

<game> : Isaac got four Mythril Bags.

Jenna : Be careful, both of you.

* - Isaac makes his way to the Venus Star.

Kraden : Good, good! Now, go fetch the others!

* - Kraden says the same as the Mercury Star is collecting. However, the repetition is broken as the Jupiter Star is attained...

Saturos and Menardi appear.

Saturos : It looks like they've spotted us.

Menardi : I thought we'd be safe until they'd gotten all the Elemental Stars.

Kraden : You! You mean to steal the Elemental Stars!

Saturos : Master Kraden... Are you calling us thieves?

Menardi : As I recall, aren't you the one who stole our information?

Jenna : What will you do with us once you've got the Elemental Stars?

Kraden : I'm sure they'll do us in once they no longer need us!

Masked Man: Relax... You will not be hurt.

* - Another of Saturos and Menardi's companions appears.

Masked Man: That was our agreement, was it not?

Saturos : That all depends on how well they cooperate.

Menardi : They'll be safe, as long as they hand over the Elemental Stars.

Isn't that enough?

Saturos : You heard us... If you wish to save your friends, then give us the Elemental Stars!

Menardi : Do you accept our terms?

- (Yes)

Kraden : No, Isaac! You must not give them the Elemental Stars!

- (No)

Kraden : Very good, Isaac! You must not give them the Elemental Stars!

Saturos : Why would you deny us? Don't you want your friends to be safe?

Kraden : What guarantee do we have once we've given you the Elemental Stars?

Menardi : Guarantee... Ah. I have one.

* - She turns to the masked man.

Menardi : You will have to remove your mask.

Masked Man: Th-That means...

Saturos : Ah, of course. A fine idea... He will be our guarantee. Under the circumstances, we have little choice.

Felix! Remove your mask!

Garet : What? What did he say, Isaac? He called that guy Felix... That's what he said, isn't it?

- (Yes)

Garet : You heard it too? Felix? It can't be...

- (No)

Garet : But that's what I heard. Felix? It can't be...

Garet : That day... The Boulder... We saw him die, didn't we?

- (Yes)

Garet : You remember it, too, Isaac? Then... what kind of guarantee are they giving us?

- (No)

Garet : We searched for weeks, but we still couldn't find him.

Menardi : What's wrong, Felix... Don't you want them to feel safe?

Kraden : Felix... Wasn't that the name of your brother?

Jenna : But that accident... My brother, he...

Felix : I'll do it. I'll... take of my mask.

* - He does so.

Jenna : I-It's not possible...

Kraden : Is he...

Felix : I know I've caused you much grief, Jenna. It was a miracle that I survived that day...

Saturos : We are the ones who saved him.

Menardi : We saw him floating unconscious in the river as we passed.

Felix : I've been with them ever since... I've experienced a lot.

Jenna : But why? Why did you leave me all alone...

Felix : Jenna...

Jenna : My own brother... I thought you were dead!

Saturos : Save this teary reunion for later.

Menardi : That's right. The Elemental Stars come first.

Saturos : Is this acceptable? Felix would never allow us to harm you... or his sister.

Menardi : Felix will be our guarantee. Now, give us the Elemental Stars!

Garet : We don't have any choice. Should we give them the Elemental Stars?

-(Yes)

Garet : I guess I should take the Elemental Stars too them.

<game> : Isaac handed over the Elemental Stars.

-(No)

Garet : If you don't have them over, they won't let Jenna go!

<game> : Garet took the Elemental Stars.

* - Garet starts heading back to the others. On his way, Alex appears.

Alex : Will you permit me to relive you of those Elemental Stars?

Saturos : Oh, Alex... You're late! Alex is another of our companions. Hand the stones to him.

Garet : Oh, great. After we did all that work...

<game> : Garet gave him the Elemental Stars.

Alex : I'm afraid I must apologize in advance... For you will be bringing us the remaining Elemental Stars, as well.

* - Alex starts to head back.

Garet : Wait a second! You want us to grab the other one for you, too?

Alex : Oh, did you not understand me?

Garet : You said you'd set Jenna free once we gave you the Elemental Stars. You promised...

Saturos : No, my friend... We want you to bring us ALL the Elemental Stars!

Menardi : Stop grumbling and bring us the last Star!

-(Yes)

Alex : Thank you for your cooperation. We'll be waiting for the rest.

-(No)

Alex : You don't want anything to happen to your friends, do you?

--(Yes)

Alex : I doubt that's how you really feel. I'll ask you once again.

* - He repeats his question.

--(No)

Alex : Thank you for your cooperation. We'll be waiting for the rest.

* - Garet returns to Isaac. Before heading to the Mars Star, they have an opportunity to speak to the others.

Alex : There is only one left. You're almost done.

Saturos : If you want to save them, you'll bring us the final Elemental Star.

Menardi : What are you doing? Bring us the final gem!

Felix : ...

Jenna : My brother is alive... but... why didn't he tell me sooner?

Kraden : I am sorry, everyone... I am responsible for all of this.

* - They head to and take the Mars Star. The area begins to tremble violently. The water disappears as the ground cracks, under which is lava.

Menardi : What's the matter? What happened?

Saturos : No! Not again!

Jenna : The water's gone!

Alex : Without the energy of the Elemental Stars, the chamber is collapsing!

Kraden : Is this the "terrible retribution" the villagers spoke of? No, this must be more of Alchemy's power!

* - The trembling ceases.

Menardi : Whew! It's over... But what was it?

Jenna : What is that?!?

Saturos : No!

* - A stone with an eye appears, floating in the air.

Garet : That rock... It's floating... Do you know what it is, Isaac?

- (Yes)

Garet : Yeah, I know it's a rock, stupid!

- (No)

Garet : Me neither. It looks like someone is using Psynergy to lift it...

Kraden : Could that be... the Wise One?!?

Alex : Such power... Incredible!

Garet : !!!

Jenna : Wow...

Saturos : It must be the guardian of the Elemental Stars!

Felix : This doesn't look good... Maybe we should just escape while we can.

Menardi : But we need the Mars Star. We can't leave it behind!

Alex : I agree with Felix. We're no match for the guardian.

Saturos : The Mars Star will have to wait for another day.

Jenna : What about Isaac and Garet? You can't just leave them here!

Saturos : Forget about them. They won't make it out alive.

Menardi : But, Saturos, there's still a chance they might survive.

Saturos : Anything is possible... So what do you suggest we do?

Alex : We take this "Jenna" with us... If they survive, they will want her back. And if they want her back, they will bring us the Star. Regardless, Kraden must come with us. He is connected to all of

this.

Felix : Alex... Are you breaking our promise?

Alex : Conditions have changed since we made that promise.

Felix : Jenna's not any part of this. I won't let you hurt her!

Kraden : Do what you will with me. Just let Jenna go!

Saturos : Your bravery speaks well of you, old man, but you cannot help Jenna now.

Menardi : If we leave Jenna, she will surely die. Is that what you want, Felix?

Felix : Perhaps we ought to continue this elsewhere, Felix.

Jenna : Felix...

Alex : Please... can we go now?

Menardi : Let's make haste!

* - Menardi pushes Jenna toward the portal.

Felix : Hey, don't push my sister!

Menardi : Who do you think you're talking to? You owe us your life!

Saturos : Menardi!

* - Saturos turns to Kraden.

Saturos : Master Kraden, you will be joining us, of course!

* - Saturos, Kraden and Menardi exit through the portal.

Jenna : Isaac, Gareth! Don't die!

* - Jenna and Felix exit.

Alex : The Mars Star... It's a pity that we have to leave it, but perhaps we'll be seeing it soon...

* - Alex also leaves.

Garet : Well, this turned out badly, wouldn't you say?

- (Yes)

Garet : It's a miracle that we survived.

- (No)

Garet : How can you be so calm at a time like this?

Garet : Jenna and Kraden are gone! You don't think they'll hurt Jenna and

Kraden, do you?

- (Yes)

Garet : Thanks a lot... But seriously, Jenna and Kraden should be fine.
Felix is with them...

- (No)

Garet : Yeah, they'll be safe. Felix is there...

Garet : This really is terrible... We've got a long way to go if we're gonna
make it out of here. We're in big trouble...

- (Yes)

Garet : Let's get out of here...

- (No)

Garet : Quit acting so tough! Let's get out of here!

* - Garet starts to leave. The Wise One appears behind him. Seeing that Isaac
isn't following, yet still unaware of the Wise One, Garet says:

Garet : Hey, Isaac... Isaac, I'm over here. Come on, we've gotta go.

* - He finally notices the Wise One.

Wise One : Why are you standing there? This place has become dangerous...

Garet : You're the dangerous one!

* - Contrary to Garet's statement, as lava starts to rise from the cracks in
the ground, the Wise One uses its Psynergy to hold the lava back.

Wise One : The volcano will soon erupt... I cannot hold it long. You must leave
this place.

* - Several balls of light shoot out of the Mars statue.

Wise One : The Elemental Djinn... They have returned... Take out the Elemental
Star.

- (Yes)

* - Isaac does so.

- (No)

<game> : Isaac cannot resist.

Wise One : Return it to its bag. The Elemental Stars are... moving away from
here...

* - The Djinn of Jupiter depart.

Wise One : Without the power of the Elemental Stars to contain it, the magma flows freely once again, and this chamber is collapsing.

* - The Djinn of Mercury depart.

Wise One : There will be no chamber for the Elemental Stars to return to...

* - The Djinn of Venus depart.

Wise One : The world will be exposed to the threat of Alchemy.

Garet : Alchemy? A threat?

Wise One : It can be a dangerous power if it is misused... If the Elemental Stars ignite the flames of the four lighthouses, that power will be released. As long as the four lighthouses remain unlit...

* - The magma begins to rise again. Even with its power, the Wise One is unable to halt the flow.

Wise One : The volcano... It's erupting... Flee, now!

Garet : But how...

Wise One : Ah. I see. I will help you...

* - The Wise One teleports Isaac and Garet back to the "Luna" room (1F).

Garet : Did that floating eye thing save us?

* - Regardless of whether Isaac says yes or no:

Garet : Yeah, right! Let's get out of here...

* - They flee Sol Sanctum.

[01'04] --- Vale --- [01'04] ##

#####

J's = Jenna's
G's = Garet's

\$# North #
#####

* - Many of Vale's residents have gathered near the Great Healer's shrine, which is at the base of the path leading to Mt. Aleph.

G. Healer : I thought Mt. Aleph was inactive...

Mayor : Ooo, my grandson! Will Garet be safe in this eruption?!?

G's Sister: Grandpa, we don't even know if he's up there!

G'sBrother: But, Sis, someone saw him and his friends climbing Mt. Aleph.

Healer : They were hanging around here while I was on guard duty.

Dora : Isaac and Gareth went to Mr. Kraden's house.

Mayor : Didn't they say they were studying Alchemy?

Dora : Yes, they did... but... what does that have to do with the eruption?

* - Isaac and Gareth arrive from Sol Sanctum.

Garet : Uh-oh. It's Grandpa and the others. What should we do, Isaac?
Should we go back up?

* - Regardless of Isaac's decision:

G'sBrother: Gareth!

Dora : Isaac!

G. Healer : You're safe!

Mayor : Come over here, both of you!

* - They do so.

Mayor : Where have you been?

G. Healer : What happened?

Dora : Weren't Jenna and Kraden with you?

-(Yes)

Mayor : They were taken away? By whom?

-(No)

Mayor : What do you mean, they were taken away?

G. Healer : This is all very complicated. We'll need you to tell us exactly
what happened on the mountain. Come into the sanctum, both of you.

* - The Great Healer, mayor, Dora, Isaac and Gareth enter the Healer's shrine.

\$# Great Healer's Shrine \$#
#####

* - Isaac and Gareth explain the prior events, though the player is not made
aware of what they say.

Mayor : We had no idea... The true sanctum...

Dora : And Jenna and Kraden... They're prisoners?

-(Yes)

Dora : They've been taken against their will... How awful!

-(No)

Dora : Well... we can only hope they're all right.

Healer : Do you think they can be saved?

-(Yes)

Healer : Jenna's brother, Felix, will protect them, won't he?

-(No)

Healer : Then our hopes must lie with Felix.

Mayor : What is it, Great Healer? You have been very quiet.

Dora : It's like you're a thousand miles away.

G. Healer : That hovering stone, the one that appeared before Isaac...

Mayor : What about it?

G. Healer : I have seen it before in my dreams. In my mind's eye, it appeared again just now and spoke to me.

Garet : You saw it just now?

G. Healer : It must be the Wise One, guardian of the Elemental Stars. It told me what happened to you in Sol Sanctum.

Mayor : So, what does the Wise One say about the eruption?

Dora : Will the volcano destroy Vale?

* - The Great Healer receives a message from the Wise One.

G. Healer : It is impossible to stop the eruption now.

Healer : Will Vale be...

G. Healer : Vale will be safe. The Wise One will prevent the lava from reaching us.

* - He receives another message.

Mayor : What's the matter, Great Healer?

Dora : ...The village will be destroyed, won't it?

G. Healer : Something even more dreadful than Vale's destruction looms ahead.

Garet : What could be worse than the destruction of Vale?

G. Healer : A terrible power. The Elemental Star gems house incredible power.

Mayor : ...And Vale has been guarding those gems?

G. Healer : The elemental lighthouses will loose that power upon the world.
Once the power of the gems has been released, the whole world will..

Dora : The Wise One wants us to get the gems back, doesn't he?

* - The Great Healer shakes his head.

G. Healer : The world is ours, to save or to destroy. Our inaction may bring
about its destruction.

Mayor : What a pity...

G. Healer : We cannot hope for salvation. We must save ourselves...

Dora : Then what can we do?

* - The Great Healer walks to Isaac and Garet.

G. Healer : Acquiring the Elemental Stars is their fate alone.

Dora : Are you suggesting we place the fate of the world... in the hands of
Isaac and Garet?

Mayor : Garet is only a child. You can't expect him to bear such a burden...

G. Healer : The Wise One has spoken. Each of you shares responsibility for this.
Now, each of you must make your own decision!

Garet : I don't know what to do. Isaac, you decide.

G. Healer : Isaac, will you accept responsibility for the fate of the land?

-(Yes)
<see below>

-(No)
Mayor : I can't blame you... I couldn't do it if I were in your shoes.

* - If the player refuses, the others can be spoken to.

Garet : It is a terrible burden, to be responsible for the fate of the
world.

Dora : Mother would never doubt your courage just because you declined.

Mayor : I don't blame you... I couldn't do it if I were in your shoes.

Healer 1 : Was it right to refuse when the world is in jeopardy?

Healer 2 : It's clear that the Great Healer really wants you to say yes.

G. Healer : Are you sure?

- (Yes)

* - He says nothing.

- (No)

Would you like to think it over?

- (Yes)

Isaac, will you take the fate of the world in your hands?

* - Saying yes or no has the same effect as when the Great Healer initially asked, save for the mayor's remark being omitted.

- (No)

* - He says nothing.

* - If you try to leave the building without changing your decision...

G. Healer : Once you step outside the village, you cannot take back your decision. Think about that before you leave the Sanctum, Isaac.

* - If the player accepts:

Garet : You accept? Oh, Isaac... You can't mean it...

Mayor : You chose to leave your decision to Isaac. There shall be no further discussion.

G. Healer : O, Wise One, these two have accepted your quest. Give us your next command!

* - The Wise One contacts the Great Healer telepathically. Its image appears in the room.

Wise One : You two are quite brave to take on this quest. I shall be watching you. Choose your destiny wisely, young ones.

Dora : That was the Wise One...

Mayor : What did the Wise One say?

G. Healer : Felix must unlock the power. Find the lighthouses... You'll have the guidance of the Elemental Star...

Garet : Um... Then what?

Dora : What should they do there?

Mayor : Surely, that cannot be all the advice you can offer them, Great Healer...

G. Healer : Seek the elementals... the Djinn... They will prove useful.

Garet : Isn't there anything else?

G. Healer : That is all.

Mayor : That's it!? Isn't there anything else you can tell them?

G. Healer : That is all, Mayor. I leave it up to you, Isaac... Garet.

* - The Great Healer departs. No one says anything for a while.

Healer 1 : H-Hey, isn't it almost... time to meditate?

Healer 2 : Oh yeah! Meditation! Let's go!

* - They depart.

Mayor : Well, what good are those guys!? Sending children off with no help or direction...

Dora : I agree, but... They didn't give us any other choice.

Mayor : Then, when should they go?

Dora : It doesn't sound like we can afford to wait.

Mayor : Tomorrow, then?

Dora : Tomorrow? Yes.

\$# Plaza #
#####

* - The next day, the town's residents have gathered by the gate to see Isaac and Garet off. A young boy and girl are nearby in the plaza.

Girl : Why's everyone hanging around the town gate?

Boy : What, didn't you hear? Isaac and Garet are leaving Vale on a journey.

Girl : I wish I could go!

Boy : I hear it's going to be really dangerous!

Girl : Oh, yeah? So everyone's down there to say good-bye?

* - The girl pauses as she looks over at the crowd by the gate.

Boy : Hey, what's the matter?

Girl : Weird. Isaac's mother isn't there to see him off!

Boy : You're right. She's not there.

Girl : Hey, should we go say good-bye, too?

Boy : Sure! Let's go!

* - They head over to the gate.

G. Healer : We are counting on you, Isaac. Oh, and you, too, Garet.

G's Sister: Don't drink the water if it smells funny. And... take this with you, too.

<game> : Isaac got an Herb.

Garet : I know not to drink stagnant water, Sis!

G'sBrother: Don't listen to him, Isaac! He's a pig! He'll eat anything that's not tied down!

Healer : Hmm... Dora is very late...

G'sBrother: Oh! That's right! Aunty Dora asked me to give this to you, Isaac.

<game> : Isaac got the Catch Beads.

Garet : I guess we're all set to go, huh, Isaac?

G's Sister: Think again, Garet! It must be very difficult for Dora...

G's Mother: As Garet's mother, I know how Dora must be feeling. But I still have Garet's father, while Dora has only Isaac. She doesn't want you to go, Isaac, but she knows you have to, and it hurts to see you leave.

Mayor : They can't keep standing around here like this, or they'll never leave. So, one final farewell!

CROWD : Farewell!

* - Isaac and Garet depart.

\$# Social Script \$#
#####

{S} = Spoken

{M} = Mental (using "Mind Read," which is acquired later on)

[Isaac's Residence]

Dora :{S} * - Dora speaks to Isaac from inside the house.
Who are you? You can't be... You're not Isaac, are you?

-(Yes)

Isaac... That's a lie! He promised not to return until he fulfills his mission. My Isaac would keep his promise.

...Go away.

- (No)

I don't know who you are. I'm sorry, but I don't want to see anyone today.

[Gareth's Residence]

G's Mother:{S} As mothers, Dora and I will always worry about you. It doesn't matter how old you get--you will always be our babies.

{M} I am concerned for Gareth, but he is my son, so I am sure he will be all right. I can't wait until he returns to Vale as a strong man.

G's Father:{S} I'm proud of you, Gareth. My own son...on such an important quest!

{M} Once Gareth leaves, I won't be able to rest until he returns. It's a good thing we have two children.

G'sGrandma:{S} Receiving a quest directly from the Wise One must be quite an honor.

{M} The Wise One chose Gareth himself, so I am so proud of my boy.

G'sGrandpa:{S} Isaac, please take care of my grandson, Gareth.

{M} It's hard letting my precious Gareth go... But no! I have to be strong for everyone.

[House east of Isaac's]

[001] :{S} It's because Kraden was studying Alchemy... That's why the mountain erupted, isn't it?

{M} We almost lost the town over something as silly as the study of Alchemy.

[002] :{S} They say the people who caused this whole mess had strange powers. ...Is that true?

- (Yes)

If they were using Psynergy... That means there are towns other than Vale with Psynergy.

- (No)

If that's the case, then I don't need to worry. It means Psynergy really is a special power, found only in Vale...

{M} I'd like to believe that only the people of Vale can use Psynergy.

[Outside]

G's Sister:{S} You guys are so lucky, Garet. I wish I could go with you...

{M} Gee, I wish I could see new lands, too.

G'sBrother:{S} Please take care of my brother, Isaac.

{M} My brother's strength is his best asset, so he'll be a big help to you!

[003] :{S} The ground still shakes sometimes, but everyone says the danger is gone.

{M} I just don't feel safe, knowing Mt. Aleph could still erupt!

[004] :{S} Ever since the tremors started, Mt. Aleph has been impossible to climb.

{M} I can't believe anyone would climb the mountain after such an eruption!

[005] :{S} I guess Kraden still hasn't come back.

{M} Poor Kraden was taken to some faraway place. I liked that old coot..

[006] :{S} Vale is saved thanks to the Wise One!

{M} Vale was saved because people like this old woman worked hard... to protect those who couldn't protect themselves.

[007] :{S} Sigh... No longer will I see Jenna standing there looking lonely.

{M} I'm glad that Felix is alive. I was so worried about Jenna.

[008] :{S} The mayor was too kind to those strangers... None of this would have happened if he'd kicked those travelers out.

{M} The people of Vale will never trust travelers again. Of course, I never trusted them in the first place.

[009] :{S} I don't blame Felix. If only we'd been able to save him on that fateful day.

{M} Felix was a good person. I still believe in him.

[House by the river]

[001] :{S} I'm so jealous of you! Being able to leave town... Tch!

{M} If only I'd gone to Sol Sanctum with Isaac and the others... It should have been me going on this quest.

[Jenna's Residence]

Jenna'sGrM:{S} Please return my precious granddaughter, Jenna, to me. I will be waiting.

{M} Jenna, anytime you face danger, just use your Psynergy to overcome it. The fire Psynergy you inherited from your mother will help you.

Jenna'sGrF:{S} I heard that Jenna's brother Felix is alive... But why is he caught up with that bunch that raided Sol Sanctum?
{M} Felix inherited his father's skill with Psynergy. Open your eyes, Felix, and use that Psynergy for good, not evil.

Jenna Aunt:{S} After Jenna was taken, Grandmother grew sick with despair...
{M} Why would Felix take his sister, Jenna, away?

[Great Healer's Shrine]

G. Healer :{S} My control over Psynergy has grown since yesterday evening...
It must be because I met the Wise One.
{M} The power of my Psynergy has dramatically increased, but I don't know why. I'd really like to try this Psynergy out on something.

Healer 1 :{S} The power of Mt. Aleph stems from the Psynergy Stones. If the eruption cast the Psynergy Stones across the land... then perhaps new Adepts will...
{M} The Angaran continent will certainly see trouble from these Psynergy Stones... It makes leaving Vale all the more dangerous.

Healer 2 :{S} Do you feel any change in your Psynergy?

- (Yes)
Oh, I wish the Wise One would come to me and give me power.

- (No)
The Great Healer said my Psynergy powers grew when I met the Wise One.

{M} My Psynergy... hasn't changed at all. It's not fair.

* - The man who was guarding the path to Mt. Aleph now guard the actual entrance to Sol Sanctum.

Healer 3 :{S} It is very dangerous to go beyond here when Mt. Aleph is active!
Leave immediately!
{M} I am all alone in this dangerous place. How can the Great Healer treat me like this...?

[Plaza - Outside]

[001] :{S} Replenish your Psynergy before entering a dungeon. Sharp warriors know to do that.
{M} I wouldn't worry if my Psynergy ran low in a dungeon, because I know that I can recover Psynergy by just walking around.

[002] :{S} If your Psynergy runs low, touch a Psynergy Stone to replenish it. Unfortunately, the eruption blasted all the Stones helter-skelter.
{M} You'll be very lucky if you find any Psynergy Stones in your

travels.

- [003] :{S} Isaac, your mother, Dora, has been crying ever since you two left.
{M} No matter how hard she tries to hide her feelings, Isaac's mother must be lonely...
- [004] :{S} Long ago, Lunpa, the righteous thief, founded a town in the north.
{M} Even the righteous thieves seem to have changed over the generations. Nowadays, the thieves of Lunpa are said to even attack travelers.
- [005] :{S} If you don't know where to go, why don't you try Vault? If you head east a little and then head south, you should find it.
{M} Vault? Isn't that the town with the underground path?
- [006] :{S} Hey, you're Isaac, right? The tremors on Mt. Aleph have settled down a bit. Thank goodness.
{M} The eruptions subsided, but it may erupt again. I'm still worried.
- [007] :{S} If you follow the road east and then head north, you'll hit the Goma Range.
{M} Once winter comes, the lands beyond the Goma Range get very cold. I'm glad I don't have to go there at this time of year.
- [008] :{S} Aren't you worried about crossing the land with just the two of you?

-(Yes)
Don't wander too deep into unknown lands. It's not brave to fight against hopeless odds.

-(No)
There is a different between being courageous and being reckless. True courage requires caution. Sometimes, it may seem cowardly.

{M} I'm worried about you, Isaac. You guys are like brothers to me. Promise me you won't do anything foolish. And come back alive!
- [009] :{S} You saw the Wise One? The same Wise One from the healers' tales?

-(Yes)
That is a blessing... A blessing, indeed.

-(No)
It was the Wise One who saved the town when Mt. Aleph erupted.

{M} I believed with all my heart that the Wise One really existed... I'm so grateful that we finally have some proof!
- [010] :{S} The air is sparkling because of the eruption of Mt. Aleph. Do you think the falling powder is crushed Psynergy Stones?

{M} If these sparkles truly are all that remain of the Psynergy Stones... then Mt. Aleph must indeed be in trouble. I've heard the Psynergy Stones are the source of all of Mt. Aleph's power.

[Plaza - Buildings]

[001] :{S} Once you leave town, take care not to use Psynergy in front of others.

{M} Vale's laws state that you cannot use Psynergy in front of outsiders. But you know that, don't you, Isaac?

[002] :{S} I had no idea that such a secret hid within Sol Sanctum. If only we'd known, we could have stopped this whole thing.

{M} I wish I were the one who solved the mystery of Sol Sanctum.

[Item] :{S} This is my farewell gift.

* - She gives Isaac two Herbs.

{M} So if that was Felix who kidnapped Jenna... Then why do you have to go save her?

[Weapon] :{S} Vale has felt so empty and quiet since you two left.

{M} Isaac, you're going on a difficult journey, so be sure to do your best.

[Armor] :{S} Sniff! I... I'm not sad at all... Go. Just go!

{M} If you face any hardship in your quest, do not hesitate to come home.

[006] :{S} Come back as a strong warrior, Isaac. By then, I'll surely be a fine smith.

{M} I will think of Jenna as I do my work... We're all counting on you, Isaac!

[007] :{S} I wanted Jenna to be my daughter-in-law... Now she's gone. This is terrible...

{M} Now that Jenna is gone, we need another girl to replace her.

Innkeeper :{S} Those visitors caused the eruption and kidnapped Jenna. I knew there was something strange about them.

{M} Who could have known that masked man was Felix!? I guess he hid his face from us because he was ashamed.

[009] :{S} That masked man... He was Felix, right?

- (Yes)

It's hard to believe, but... what if Jenna was involved in all this?

- (No)
What? But didn't Jenna see his face?

-- (Yes)
If it was her brother, maybe we shouldn't trust Jenna too much.

-- (No)
What? But that's not what you told the elders.

{M} I wonder if Felix changed much. He was such a good boy... Do you suppose Jenna could change like that?

Employee 1: {S} We're a small hotel, and we get few guests... But we still keep this place clean, just in case!

{M} Felix and his gang must have left in a hurry. I found his wallet when I was cleaning the room...

[Outside Kraden's cottage]

[001] : {S} Once I'm as old as you, Isaac, I'm going to climb that fence... and journey to the lands beyond!

{M} Why is it that no one else is curious about what lies beyond this fence?

\$# Outside the village #
#####

* - Isaac encounters Flint (a Venus Djinni) flying around.

Flint : Oh! A traveling warrior! And I see you're an Adept, too! You are just the kind of fighter that I've been looking for. Won't you please take me along with you? I am a Venus Djinni. My name is Flint. I must find my comrades. We were separated from each other when the volcano erupted. ...Maybe you can help gather my friends together as you travel. If you let me join you, I'll prove to be very beneficial to you Adepts! Your Psynergy will grow stronger, and your Adept skills will also improve. You can call on us in battle or just use our power to boost your own! If you call on many of us at once, our powers will work together! What do you think? Will you take me with you?

* - Flint responds the same to "Yes" regardless of when it is chosen.

- (Yes)
Flint : Oh, you'll see! You won't regret it!

- (No)

Flint : Come on! I promise you won't regret it! Please take me with you!

-- (No)

Flint : Pleeeeease! I'll never let you down. Can't I go with you?

--- (No)

Flint : No, I'm serious! I'll never, ever disappoint you. Please!!!

---- (No)

Flint : PLEASE take me with you! Please! I'm begging!

----- (No)

Flint : Please!

----- (No)

Flint : Take me with you!

-----= (No)

Flint : Meanie! I don't care what you say! I'm coming along with you!

<game> : Flint, the Venus Djinni, is now Isaac's ally!

Flint : Now, I'll briefly teach you how to use Djinn. After bringing a Djinn into your party, you must set it to somebody.

* - Flint opens up the Djinn menu to demonstrate some things.

Flint : To give your Djinni to someone else, move it like this. After choosing who will take the Djinni, you can set it. Setting a Djinni changes your attributions and maybe even your class. When your class changes, the Psynergy you can use may also change.

Next, I'll show you how you can use us in battle. Each Djinni has different powers. Once we are set, you can unleash us to use our powers. So, let me demonstrate the power of my attack, Isaac.

* - They automatically engage an enemy in battle.

Flint : Choose this command to unleash me in battle, OK? That's all you have to do to unleash a set Djinni!

* - Isaac uses Flint's ability.

Flint : See! When you unleashed me, I attacked with my mighty stone-cleaver! After being unleashed, we Djinn will then stand by to be summoned... If you have standby Djinn, you can summon even greater powers!

* - With one Venus Djinni (Flint) on standby, Isaac summons Venus.

Flint : See! We Djinn can be very useful, can't we? And one more thing... After a Djinni has been used to summon, it must spend time in recovery. And after we recover, we will set ourselves again and be ready to attack. So, we go from set to standby to recovery, then back to set. This is the simplest way to use us.

Did you get all that?

- (Yes)
Flint : Oh, yeah! If you want to learn more about Djinn, refer to the help,
OK?

- (No)
Flint : Hmmmm, shall I explain it all to you again?

-- (Yes)
Flint : Well, then, I guess I'll start from the beginning, OK?

* - Flint repeats the explanation.

-- (No)
Flint : Oh, yeah! If you want to learn more about Djinn, refer to the help,
OK?

Flint : Okay, I'll join you now. Thank you very much! Please, use us Djinn
wisely.

<game> : The Venus Djinni Flint joined Isaac.

[01'05] --- Vault --- [01'05] ##

#####

\$# Outside the town borders #
#####

* - As Isaac and Garet approach, four horse-drawn wagons exit the town.

Hammet : We can't stay another minute in a dangerous place like this.
We return to Kalay immediately!

* - The wagons continue, coming to a broken bridge.

Man : Master Hammet! This is terrible! The bridge has been destroyed...
We cannot continue southward!

Hammet : What...? The bridge? This is awful... How are we going to get to
Kalay now?

Man : ...Master Hammet, I'm worried about leaving Ivan behind...

Hammet : As fond as I am of Ivan, it is his fault my rod was stolen...
And his strange powers will aid him in search of the rod.

Man : Ivan has strange powers?

* - Suddenly, a large Psynergy Stone fragment falls from the sky. It is one of
the many expelled from Mt. Aleph during the eruption.

Hammet : We must leave this treacherous place immediately!

Man : But to where? Where can we go?

Hammet : We have no choice. We're heading north.

Man : We'll wind up in Lunpa if we go north...

Hammet : Well it's better than being smashed by falling rocks here, isn't it?

* - The wagons pursue their new course. Isaac and Garet enter the town of Vault.

\$# Mayor's Residence #
#####

* - Isaac and Garet approach Ivan, who uses his "Mind Read" Psynergy on Isaac.

Ivan : Yes. I...I do possess strange powers. You have them, too, don't you?
What? My power... It's called Psynergy? I had no idea! We have so
much in common... I feel I can trust you with this.

I am quite troubled--Master Hammet's rod was stolen. Would you
please help me get my master's rod back?

-(Yes)

Ivan : Thank you. With your help, I believe we can recover the rod.

-(No)

Ivan : I see. I suppose it's a lot to ask of a total stranger...

* - When speaking to him again:

Ivan : Would you really? Would you help me find the rod?

--(Yes)

Ivan : Thank you. With your help, I believe we can recover the rod.

--(No)

Ivan : I'm sorry. I shouldn't impose on your kindness.

* - Once Isaac agrees to assist:

Ivan : Your names are... Isaac and Garet. I am Ivan. Pleased to meet you.
My ability to read people's minds frightens you, doesn't it?
Am I really... Is my Mind Read so frightening?

* - Regardless of Ivan's answer:

<game> : Ivan and Isaac clasped their hands together.

* - Ivan uses Mind Read on Garet.

Garet : Ahh! My mind... Stop reading my mind, Ivan!!!

Ivan : So, Isaac... Could you read Gareth's mind?

* - Isaac nods.

Isaac : Just as I thought.

Garet : What? You read my mind, too, Isaac?

Ivan : I guessed that I could help you read minds if we shared our
Psynergy.

Garet : Hey, that's not fair! Why do you get to read my mind?

Ivan : You're right... It's not fair to read one-way.

<game> : Ivan and Gareth clasped their hands together.

* - Ivan uses Mind Read on Isaac.

Garet : Whoa! I did it! I read your mind, Isaac!

Ivan : Let's use Mind Reach to find the thieves!

Garet : Wait a second... Won't people know that we're using Mind Read?

Ivan : Oh, I see... You two can tell when I am using Psynergy? Isaac,
both you and Gareth are Adepts... Maybe that's why you can tell
when I'm reading your minds. Ordinary people can't see anything.
There's nothing to worry about.

Don't worry... I will not read your minds again.

<game> : Ivan joined your party.

Ivan : Let me read the minds of the townspeople to find the rod.

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#####  
$# Social Script #  
#####
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[Leaving Vault before finding the thieves]

* - Exiting:

Ivan : Are you leaving? I'm still worried about the rod, so I'll just wait
here until you two return.

* - Returning:

Ivan : Welcome back, you two! Let's go find the rod!

[Outside]

[001] :{S} Welcome to Vault, the town at the heart of Angara.
{M} I suppose these children can't go anywhere since Mt. Aleph
erupted?

[002] :{S} Wasn't the eruption of Mt. Aleph incredible?

- (Yes)

I was so stricken with terror that I couldn't sleep for days!

- (No)

Aren't you courageous! Not even an erupting volcano scares you!

{M} Mt. Aleph's eruption was beyond description. It was so frightening... We're lucky we survived.

[003] :{S} Those travelers left in a big hurry. They looked like they were on the run. Did you see them coming in?

- (Yes)

No, not Master Hammet... It was a group of two women and four men. They were quite strange. The young girl and the old man didn't look too happy to be there.

- (No)

Oh, maybe they left earlier than I thought.

{M} That group of travelers was a strange bunch, weren't they? They seemed to be heading to the northeastern parts of the Goma Range...

[004] :{S} A fiery rock burnt a hole through the roof. Sheesh! It's always me who has to take care of these things!

{M} Fix the roof...? Why pay for a carpenter when I can just hammer it a bit myself?

[005] :{S} That poor guy, Ivan. They left him at the mayor's to look for the stolen rod.

{M} I bet it was those three creeps at the inn who stole the rod.

[006] :{S} Master Hammet's caravan left town as soon as the eruption stopped... I guess that volcano really shook him up!

{M} I suppose it doesn't matter how rich you are... if it can't save you from an erupting volcano.

[007] :{S} Hmm, off on an adventure, are you?

- (Yes)

It's impressive to see youngsters like you going on a dangerous journey.

- (No)

Oh, well. Stop in and see our Sanctum while you're here.

{M} I was just about to leave this town behind me when the volcano

erupted.

- [008] :{S} Master Hammet's servant can't return to Kalay until he recovers the rod.
{M} Poor Ivan... But the rod may never turn up. In that case, he can stay here forever.
- [009] :{S} I guess some folks got robbed during the chaos of the volcanic eruption.
{M} No man should steal from another during the panic of an eruption. It's unforgivable!
- [010] :{S} Nobody's stealing anything on my watch! We know the thieves must be from out of town. They must be! No one living here would break the law!
{M} Everyone knows those three at the inn stole the rod. Tch! It's just so... so frustrating!!!
- [011] :{S} Master Hammet, a wealthy landowner and merchant from Kalay, had his precious rod stolen from him. He was quite upset.
{M} Why does a wealthy man like Hammet make such a fuss over losing one rod? He has more than enough money. He could just buy a replacement.
- Dog :{S} Ruff! Rrruff!!
{M} Stealing in the midst of a volcanic eruption... Humans value money more than they value their own lives.

[Buildings]

- [001] :{S} This rock was blown here all the way from the volcano! It looks odd, doesn't it? It sparkles so much, it looks like a gem.
{M} The other sparkling rocks all crumbled to bits... But this one I found on the roof is perfect. I must be lucky!
- [002] :{S} If only these rocks were gems. We'd be wealthy!
{M} OK, mister... Let me see that rock!
- Bookcase 1:{O} There's a book entitled "History of Vault, Vol 1." The book says the name comes from being "cooped up in tiny place."
- Bookcase 2:{O} There's a book entitled "Gems of Angara." It says nothing about the rock on the table.
-
- [003] :{S} My neighbor creeps me out. He always has that smug smirk on his face.
{M} Hey... Maybe my neighbor is the thief... Yeah...
- [004] :{S} Hey, mister! Is it fun to see strange new places?

- (Yes)
When I grow up, I wanna be an adventurer and sleep in a tent...

- (No)

Oh... If it's not fun, then why bother?

{M} I wonder what the outside world is like...

Innkeeper1:{S} Everyone thinks our guests are the thieves, but I think it's unfair to accuse them without any evidence. Sure, they look suspicious, but they've been quite polite. And they paid cash!

{M} That volcano cost us a lot of business, and now this robbery! Those three are paying us a lot of money. I'll stick up for them if there's any trouble.

Innkeeper2:{S} The guests upstairs weren't in their room during the eruption. We searched the room afterwards, but we couldn't find anything.

{M} It would be awful if our guests turned out to be the thieves!

Employee :{S} Those three strangers sure have fooled the innkeeper and his wife. They're the type of people who think they can get away with anything.

{M} The master and his wife are blinded by money. They'll be in trouble if they don't help search for the thieves.

[Item] :{S} Did you just arrive in town today?

- (Yes)

Then I suppose you're not the thieves.

- (No)

Hmm... Something's fishy... You thieves...

{M} Hahh... We're sure to see a drop in business after this eruption.

[009] :{S} Is it just me, or am I missing something?

{M} Could they be thieves! This is no good! I don't know who I can trust anymore!

[010] :{S} Ever since the eruption, grandpa keeps wondering if anything was stolen. He doesn't realize we don't even have anything worth stealing!

{M} You never bought me anything worth stealing!

[Weapon] :{S} Master Hammet isn't the only one who had things stolen. We lost a lot of expensive goods.

{M} All our best weapons were stolen... I'm sorry I've only got these cheap weapons to sell right now.

[Armor] :{S} The thieves didn't hit our house during the eruption, but I'm still angry. Once we find those thieves, we're going to make them pay.

{M} I wonder if they left us alone because we don't carry any

valuable armor?

Healer :{S} We will help you anytime, as long as you are pure of heart.
{M} Go on... if that eases the anxiety in your mind...

[014] :{S} The healer must be worried about... Oh, never mind. It's not your
problem.
{M} I wonder if we'll ever see our stolen gold statue again...

Mayor :{S} Could someone please help Ivan?

* - After Ivan joins Isaac's group:

Oh? You're going to help Ivan? Thank you.

{M} Hey! That tickles... Being tickled by a boy isn't so fun.

[016] :{S} My husband, the mayor, can't believe anyone from Vault could be
the thief. But unless we find who stole the rod, Ivan can't
return home to Kalay.

* - After Ivan joins Isaac's group:

Really? You're going to help Ivan in his search for the rod?
I'm so relieved to hear that.

{M} Maybe they'll find our stolen family heirloom while they're look-
ing. I miss that old urn.

[017] :{S} Ivan has great powers. Wouldn't you like to know what they are?

-(Yes)

No way! It's our secret!

-(No)
Don't say it if you don't mean it, 'cause Ivan can tell in
an instant.

* - After Ivan joins Isaac's group:

Since you're helping Ivan, I'll tell you a secret... Ivan has
the power to talk with animals! ...Isn't that neat?

{M} I wonder what sort of thing an animal would say. I wish I had
that power!

[018] :{S} I could help Ivan if I were just a little older.

* - After Ivan joins Isaac's group:

You're helping Ivan? You don't look very reliable, but at least
he won't be alone.

{M} These guys look reliable, I guess. Ivan's pretty lucky!

\$# Social Script - Thieves #
#####

[Outside]

Thief 1 :{S} Are you accusing us of stealing Hammet's treasured Shaman's Rod?

- (Yes)

Hey, just because we're new in town doesn't mean we're a bunch of thieves! Besides, you can't prove anything!

- (No)

Ha! Sure! I knew you were too smart to listen to rumors. But, it wasn't us. Heck, we don't even know what was stolen!

{M} Hmph! It looks like they're onto us. We'd better leave town as soon as possible.

[Inn - 2F]

* - Before Ivan joins:

Thief 2 :{S} We haven't done anything. You're a terrible person if you start accusing people for no good reason.

Thief Head:{S} That kid Ivan... He creeps me out... He just came and grabbed my arm... I shook him off because he made me uncomfortable.

\$# Inn - 2F #
#####

* - After Ivan joins:

Thief Head: What do you want?

Thief 2 : It looks like that weird kid is with them!

Thief Head: I can't stand him. Don't let him near me!

* - They evade Ivan and the others when approached. Isaac, Gareth and Ivan move away to speak.

Ivan : They're acting suspicious. Something's not right...

Gareth : But you can't use Mind Read if they keep running away, can you?

- (Yes)

Gareth : Isn't there any way I can catch them?

- (No)

Garet : There should be a way to read them, but how?

Ivan : Maybe the three of us can surround one of them. Don't worry!
This is going to work!

Garet : Isaac, you take the lead.

* - Isaac and the others approach.

Thief Head: Hey, they're back!

Thief 2 : Uh-oh! They're comin' for us one-on-one!

Thief Head: Do whatever it takes... Just keep away from them, like before!

* - If Thief 2 is cornered...

Thief 2 : Uh-oh! I'm surrounded!

* - Or, if Thief Head is cornered...

Thief Head: There's nowhere to run!

* - Either way...

Garet : Now, Ivan!

Ivan : A-All right!

Thief : Wha-What is this? What is he doing?! He shut his eyes...
What's he doin'?

Garet : Are you done, Ivan?

* - They move away to speak.

Garet : What did you learn, Ivan?

Ivan : It's them, all right. I think they took a lot of other things, too.
It looks like they're hiding it all somewhere in this inn...
But they won't let me near them again.

Garet : Then, I guess we have no other choice--we have to search the inn...

- (Yes)

Garet : Leave it to us! Isaac always comes through! I trust your
sense of duty! Well, it's decided. Let's go, Ivan.

- (No)

Garet : It's a lot to cover, but we're the only ones who can do it, right?

-- (Yes)

Garet : Leave it to us! Isaac always comes through! I trust your sense
of duty! Well, it's decided. Let's go, Ivan.

--(No)

Ivan : Please, Isaac... I beg you...

---(Yes)

Garet : Leave it to us! Isaac always comes through! I trust your sense of duty! Well, it's decided. Let's go, Ivan.

---(No)

Ivan : It cannot be done...?

Garet : Don't worry, Ivan. He's just saying no because he doesn't feel confident... But when it really comes down to it, he'll help. It's just the way he is. I trust your sense of duty! Well, if it's the case, then let's go, Ivan.

* - When speaking to (or attempting to use Mind Read on) the thieves...

Thief 2 : No! Leave me alone!

Thief Head: Ow! Stop it!

\$# Inn - Loft #
#####

* - Outside the inn, a woman is standing where [O-004] was previously.

Woman :{S} He should be fixing the roof now, but I can't find him anywhere..
He's probably in back, slacking off again.
{M} That sneak... He's just wasting time instead of fixing the roof!

* - Entering the hole in the roof leads to the loft. There lie three treasure chests, as well as [O-004] gagged and bound by rope.

[O-004] : Uhhh... Uhhh...

<game> : Isaac cut him free from the ropes.

[O-004] : I came into this loft while I was fixing the roof... But I found I couldn't get all the way to the back of the loft... So I was looking into it when WHAM! Someone whacked me in the head from behind! When I came to, I was all tied up. Strange... I don't remember all these crates being up here before!

Ivan : Maybe all that stolen stuff is in these crates...

Thief Head: Looks like we've been found out!

* - The three thieves enter the room.

Thief Head: You're pretty persistent for one of Hammet's whelps, kid!

Thief 2 : Why are you working so hard for Hammet? What's it to you?

Thief 1 : Anyway, Hammet's already been caught by a worse bunch of thieves than us!

Thief Head: I hear Hammet fled to Lunpa after the eruption.

[O-004] : Did you say Lunpa!? A man with Master Hammet's money shouldn't go anywhere NEAR Lunpa!

Garet : What kind of place is Lunpa?

[O-004] : The town was named after its founder, Lunpa, the noble thief...

Thief Head: That family of thieves remained noble, even when his son, Donpa, took over.

Thief 2 : But Donpa's son, Dodonpa, is an evil thief.

Thief 1 : The man has no morals. I've heard he's truly vicious.

Thief Head: See, we're not so bad. How about it? Will you let us go?

- (Yes)

Thief Head: Seriously? If we return all the stolen goods and repent, you'll let us go?

- (No)

Thief Head: What? You mean, even if we return everything we stole and apologize, it's still a crime?

Thief 2 : You must be joking! We stole this stuff fair and square!

Thief 1 : We'll just have to keep you quiet!

Thief Head: And there's only one way to do that. Get 'em!!!

* - They engage Isaac and the others in combat. Afterwards:

Thief Head: They... They got us...

[O-004] : Actually, for a second there, I thought we were goners... Wow! We won! I... I'll get the mayor!

* - [O-004] departs.

Thief Head: After all the trouble we went to, stealing all this stuff...

Garet : Haven't you heard? Stealing from others is wrong!

Thief 2 : Sheesh! I told you... I told you we should have skipped this town...

Garet : Evil never prevails!

Ivan : If you'll give me Master Hammet's rod, I'll head to Lunpa now. What will you two be doing, Isaac?

Garet : I suppose we have to go after Felix and the others...

* - Ivan looks confused, and uses Mind Read on Isaac.

Garet : He's reading our minds again! Shouldn't we stop him?

- (Yes)

Garet : It's too late, Isaac. He's already done.

- (No)

Garet : If you say so, Isaac...

Ivan : I see... So that's what happened...

* - [O-004] returns with the mayor and two other men.

[O-004] : These are the thieves, Mayor...

Mayor : What you did was horrid. Stealing? In the middle of a disaster!?!

Thief Head: Hey, you're the one who left all your doors open!
You were practically begging us to--OUCH!

Mayor : Sorry... I couldn't help myself...

Man 1 : What should we do with them?

Mayor : We're going to lock them up for a long, long time.

Man 2 : Hey, wake up! Let's go--get up! Get up! Hey, can you help me tie
them up?

* - Isaac and the others nod. Some time later, the thieves have been bound.

Thief Head: Hey, you! Isaac, right? I won't forget this!

Mayor : Take them away!

* - The thieves are taken away by one of the men and [O-004].

Mayor : Thank you for catching the thieves! You have our sincerest
gratitude.

Man 2 : Really, you were a big help!

Mayor : Let's take a look at what they stole.

* - The first chest:

<game> : Found the mayor's precious urn.

Man 2 : Mayor... Isn't that your family's urn?

Mayor : My precious urn has been returned.

* - The second chest:

<game> : Found a gold statue.

Man 2 : Hey, that belongs in the... They stole from the Sanctum?
Those monsters!

Mayor : The town's treasures... They're back at last.

* - The third chest:

Man 2 : Mayor, we found another chest over here, you see?

Mayor : Ivan, isn't this what you were looking for? Now, you can return to Master Hammet! That's right! I heard that Master Hammet was seen heading toward Lunpa!

Ivan : Oh no... Dodonpa wouldn't miss an opportunity like that...

Mayor : I'm certain that your master has been kidnapped.

Ivan : How can I rescue Master Hammet?

Mayor : No one can enter once the gates are closed.

Ivan : What will happen to Master Hammet?

Mayor : Calm down, Ivan. Master Hammet is probably still alive and unharmed. Dodonpa knows that he can use Hammet to extort a ransom from Kalay. We can't do much until Dodonpa makes his move, but at least we know Hammet's safe... for now.

* - The mayor approaches Isaac.

Mayor : Your name is Isaac, right? And you are...

Garet : It's Garet.

Mayor : Thank you both. You have my deepest gratitude.

* - The mayor turns to Man 2.

Mayor : Well. Let's go then.

* - The mayor stops before exiting.

Mayor : Before you leave town, please come see me. I have something for you.

* - The mayor and the man depart.

Garet : What a mess... We finally get the rod back, and now this. I wish I could cheer you up... You look so depressed...

Ivan : I just want to rescue Master Hammet... That's all... But I couldn't ask you two to help me. You have a very... important mission, right? That's right. I saw it in your minds. I had no idea that the volcano's eruption held such a secret!

Garet : Yes, we have to find Felix and his gang, or we'll all be in trouble.

Ivan : Then, I suppose this is good-bye, then.

- (Yes)

<no script>

- (No)

Garet : Isaac said he would help you, Ivan...

Ivan : No, you've already done so much for me. I couldn't impose on you any further.

* - Isaac goes to the third chest.

<game> : Ivan got the Shaman's Rod.

Ivan : I shall never forget this town's hospitality... I wish you all the best.

* - Ivan departs.

Garet : Well, I guess we'd better get moving, too.

\$# <author's note> \$#
#####

See: Section 01'06.

\$# Social Script \$#
#####

[Outside]

[001] :{S} So, you're hitting the road again?

- (Yes)
Well, you'll always be welcome here in Vault!

- (No)
Ha! You say that now, but you'll leave anyway, right?

{M} You've made our town peaceful at last... I wish you could stay here forever.

[002] :{S} Smoke is still rising from Mt. Aleph... I think it might erupt again.

{M} Now Mt. Aleph has calmed down a little, I'm going to climb up into the crater!

[003] :{S} The eruption devastated roads throughout Angara... When the southern bridge is repaired, you can head toward Kalay...

{M} With the road out, the only way out is through the cave in Goma Range.

[004] :{S} Thank you for the other day. Are you leaving town already?
I'll be praying for your safety.

{M} Sniff... Ah... The smell of cooking meat... No one will notice

if I take a little bite!

[005] :{S} Ivan didn't go to Lunpa all alone, did he?

* - After Ivan rejoins Isaac's group:

Heh heh... I shouldn't have worried about Ivan... When did he join up with you, Isaac?

{M} But when did they join Ivan?

[006] :{S} Everyone is very grateful that you captured the thieves!

{M} You must be stronger than you look to have captured those thieves.

[007] :{S} Are you the ones who captured the thieves?

- (Yes)

I just wish more young people had your sense of honor.

- (No)

So brave, and yet so humble! I wish all young people would learn from your humility.

{M} There is always a fight when capturing thieves. I don't really care for danger like that...

[008] :{S} Are you talking about Hammet's servant, Ivan? He went out to Lunpa.

* - After Ivan rejoins Isaac's group:

I see, Ivan... I guess it was impossible to rescue Master Hammet.

{M} Nobody gets into Lunpa except for thieves and their victims. You should just give up on rescuing Hammet.

[009] :{S} It's great that you caught those thieves!

{M} How should we punish our prisoners? Public humiliation? Or perhaps a beating!

[010] :{S} Those men you captured... They're in jail now?

- (Yes)

It's been a long time since we had to use our prison.

- (No)

They're just upset, saying all kinds of nasty things. It's sad, really... Maybe you should go see them.

{M} I feel much better now that those thieves are behind bars!

[011] :{S} Master Hammet, the wealthy merchant... I hear he never reached Kalay.

{M} Of all the places... Why would Master Hammet go to a town like Lunpa? I can't understand how rich people think...

Dog :{S} Ruff! Rrruff!
{M} If you bring me a bone, I'll tell you something useful.

* - After giving him a bone:

A careful search will reveal a passage leading underground nearby. You might just find some treasure inside!

[Buildings]

[001] :{S} I can sleep well, now that the thieves have been locked up.
I kept worrying that they would take my gem.

{M} Everybody's after my rock! They want it for themselves!
I can't let my guard down for a second!

[002] :{S} Thank goodness those thieves were captured before they stole
our gem.

{M} What if that rock is worthless! Maybe that's why they didn't
steal it.

[003] :{S} Did those thieves come from Lunpa?

- (Yes)

The town's master is Dodonpa, the grandson of Lunpa himself!
He's an awful man, and capturing his thieves can only mean
trouble.

- (No)

The Lunpans were noble thieves under the rule of Lunpa's son,
Donpa. It's all Dodonpa's fault that they turned bad!

{M} The reason Lunpa turned bad is because Donpa spoiled his son,
Dodonpa.

[004] :{S} My father is so worried about those prisoners from Lunpa. You'll
protect us if Dodonpa and his men come to attack us, right?

{M} Father looks so sad, worrying like that.

Innkeeper1:{S} They hid all those stolen goods in our loft? Well, at least we
nabbed the thieves and the town's peaceful again.

{M} Of course, I always suspected they were up to no good.

Innkeeper2:{S} I'm shocked! Those guests of ours turned out to be thieves!?

{M} Who could have known they were thieves? Well, at least we got
some business. That's not too bad, right?

Employee :{S} I have a lot of leftover bones from dinner. Here, do you want
some?

- (Yes)
Really? Take as many as you want.
* - <game>: Isaac got a Bone.

Speaking to her again:

What? You want more bones?

-- (Yes)
Go ahead... Take as many as you want.
* - <game>: Isaac got a Bone.

-- (No)
I don't blame you. Only a dog would be happy eating nothing
but bones.

- (No)
Well, I don't blame you. A growing boy can't live on bones alone.

{M} He really likes bones. Hmm... I wonder if he's got a calcium
deficiency.

[Item] :{S} With the bridge out, it will be quite a while 'til we can go to
Kalay again.
{M} Why are these people so anxious to leave?

[009] :{S} The thieves hid the stolen treasure in the hotel's loft...
and they hid other stolen goods in the cemetery.
{M} I guess nothing in our house was valuable enough to steal.
I have mixed feelings about that...

[010] :{S} Just as I thought, nothing was stolen from our house.
{M} I wish I had something worth stealing!

[Weapon] :{S} We found our stolen weapons in the cemetery, but they were all
rusted. We have to sharpen them before we can sell them to
anyone.
{M} My weapons were found in the cemetery. Hey, what's that supposed
to mean? Is someone trying to tell us our weapons are too old?

[Armor] :{S} If you're gonna head into the cave in Goma Range, you should be
prepared.
{M} It must be snowing up in Imil, north of the Goma Range.

G. Healer :{S} It was the hand of fate that returned the gold statue to our
Sanctum.
{M} Go on... if that eases the anxiety in your mind...

Healer :{S} When you stray from your worldly path, fate will guide you on
your course.
{M} This child has awakened to our teachings! Guide him well.

Mayor :{S} You were such a great help, Isaac. Allow us to show you our gratitude, like we promised.

* - He gives Isaac "Water of Life".
Are you heading out beyond Goma Range, by any chance?

- (Yes)
Look for a cave in the mountains of the Goma Range, northeast of us. Once you've passed it, you'll reach Bilibin.

- (No)
Hmm... There's no other way to get out of here right now.

{M} The cave in the Goma Range is a dangerous place, but you'll be okay.

[016] :{S} You're the person who got our urn back, aren't you? Thank you so much.
{M} I'm so relieved now that we have our family urn back, safe and sound.

[017] :{S} Ivan learned a lot by talking with animals...
{M} ...I wish I had wings like a bird... I want to be free... to fly to the furthest reaches of the sky.

[018] :{S} I heard you defeated those thieves!

- (Yes)
I suppose you really can't judge people by their looks...

- (No)
Really? My father said you were the ones who captured the thieves...

{M} When I grow up, I want to be just as strong as you!

Thief 1 :{S} If only we had escaped to the cave northeast of Goma Range.
{M} Sigh... Will I ever run free again?

Thief 2 :{S} Blast! I knew we should have skipped town sooner.
{M} I wonder if this is because we stole Hammet's Shaman Rod.

Thief Head:{S} Shut yer yaps! They got us this time, but next time...
Oh, they'll pay for this!
{M} I'll be out of this jail before you know it. You'll see!

#####

\$# Exterior #
#####

* - Isaac tries to use Move on a vine-entangled tree stump that obstructs the entrance into the cave, but it won't budge.

Garet : It's no use. Our Psynergy isn't strong enough to free that stump.

* - Ivan appears.

Ivan : You want to move that stump, right? It looks like it's trapped in ivy. Isn't there anything we can do?

* - He thinks for a moment.

Ivan : I know! I have a great idea. Leave it to me!

* - Ivan uses Whirlwind to blow the ivy away.

Garet : All right, Ivan!

Ivan : I did it!

Garet : ...Thanks for the help. But why are you here, Ivan?

Ivan : I couldn't get into Lunpa... Don't get me wrong! I didn't come here to ask for your help. Your quest has been on my mind ever since I left Vault. Remember? I read everything that happened in your minds. I couldn't just leave, not with all these terrible things happening. If I can't rescue Master Hammet, then I want to help you... Please, allow me to join your quest.

<game> : Ivan joined your party.

Ivan : Are you trying to get to Bilibin through this cave? Then let's go!

\$# Interior #
#####

* - Forge (a Mars Djinni) sits atop a ledge in one of the areas within the cave. A man stands below it.

Man : Did you see something strange over there? I fought it, but it fled. When I returned, I saw it again... I wonder if it likes this place.

* - After acquiring Forge:

Man : You got it? Wow, that's pretty impressive! Keep your eyes peeled for others like it.

* - The man leaves the cave.

#####

[01'07] --- Imil --- [01'07] ##

#####

\$# Social Script \$#
#####

[Outside]
[001] :{S} Hi! Are you new in Imil?

- (Yes)
I should warn you, there's a bad cold going around right now.
Try not to catch it.

- (No)
You don't look familiar. Are you sure you're not... fibbing?

{M} We've had a lot of strangers lately. I wonder if they're going to
Mercury Lighthouse, too...

[002] :{S} One, two, three, four!
* - The man is exercising.
I tend to stay indoors a lot when the weather turns cold.
It's not good for your health, though, so I try to work out.
{M} People get sick because they stay indoors all day, hiding from
the cold. You have to keep in shape if you don't want to get
sick!

[003] :{S} Brrrrr... Ah-choo!!! I'm freezing! Is Mia here yet?
{M} Mia should be here by now! Where is she?

[Buildings]
* - Mia's (M's) Residence:

M'sGrandpa: Oooh... Help me...

M'sGrandma: Grandpa! Grandpa! Hold on!

* - She runs to the him.

M'sGrandma: Oh, no! This is terrible!

* - She turns to Isaac.

M'sGrandma: Get Mia... Please, get Mia!

M'sGrandpa:{S} It hurts...
{M} Oooh... I don't feel so good... Am I going to die?

M'sGrandma:{S} There's been an epidemic going around in Imil. You should leave right away if you don't want to catch it.

* - After Mia's grandfather takes a turn for the worse:

Get Mia... Hurry!

{M} Mia is running around town, caring for the sick.
I just don't want to be any more trouble to her.

* - After Mia's grandfather takes a turn for the worse:

He's always exaggerating things, but I don't think he's exaggerating now.

Innkeeper1:{S} Why have two groups of travelers come through such heavy snows to Imil? The first group has already gone off somewhere.

{M} So many customers! It just goes to show you, good things happen if you work hard!

Innkeeper2:{S} We're the only inn that stays open in winter, since guests are so few. We'll wait on you hand and foot, so please stay a while!

{M} Winters are tough here, so I'm glad to have guests to talk to. I'm going to give them the best service I can!

Employee :{S} Do you want to see the restaurant menu?

-(Yes)

Here you go. We're a small town, mind you, so the selection isn't great.

-(No)

Tonight's dinner is stew and rye bread. Sounds like quite a feast, huh?

{M} We don't get to eat many fancy meals in the winter. A tasty stew would be a real treat!

* - The actual shopkeeper has taken ill, and thus is resting in bed.
Her daughter is tending the store.

[Item Dau]:{S} My dad is a lumberjack. He's down south working in Kolima.

{M} I wonder if they are headed to Mercury Lighthouse, too.
They'll never make it without Mia.

[Item] :{S} If you want to buy anything, please talk to my daughter.

{M} If only we had some of that mythical springwater [sic].
That'd fix us right up!

[Weapon] :{S} Do you want weapons?

-(Yes)

I can't sell weapons until I am cured. Ohh... I'm getting chills... Cough!

- (No)

It's the travelers from down south who brought disease to our village... Are you from down south, too? If you have no business here, then begone... Cough!

{M} Who are these people? They must be strong folk to come to Imil in winter.

[Armor] :{S} We're closed!!! Sorry... I get a little cranky when I'm sick... I'll open up the shop when I get better.

{M} Why do they always come when I'm sick?

[010] :{S} Cough... The epidemic has hit almost everyone in Imil. I'm sick, too. Cough! What would happen to us if we didn't have Mia? Cough!

{M} Her palms shine with a blue light... Could she be an angel?

Megan :{S} Have you visited the old couple who live near the entrance of town?

- (Yes)

Oh. That's too bad. That's where Mia was headed. You probably just missed her if you didn't see her along the way.

- (No)

Mia went to their house. You might have seen her if you stopped there...

{M} Mia was saying she has a bad feeling about something. Could she have meant these people?

Justin :{S} Are you looking for Mia?

- (Yes)

Mia just left. An epidemic is sweeping the village, so Mia is very busy.

- (No)

Mia is a very kind healer. I am just her apprentice. I'm learning the arts of healing from her.

{M} These folk are okay! They don't seem like bad people.

#####

* - Upon entering the house after speaking to Megan, Mia is tending to her grandfather, who lies in bed.

Mia : How are you feeling?

M'sGrandpa: Cough... Cough...

M'sGrandma: He's been coughing for quite a while, now...

Mia : You'll feel better soon.

* - She uses the Psynergy "Ply". Her grandfather's coughing gradually slows.

M'sGrandpa: Cough cough... Cough... Cough... Cough...

Mia : How do you feel now?

M'sGrandpa: Much better...

* - He starts to sit up.

Mia : No, Grandpa. You mustn't push yourself too hard!

* - He lies back down.

M'sGrandma: Thank you, Mia... I can't imagine how this village would ever manage without you... Cough...

Mia : Don't mention it... You should rest in bed, too, ma'am.

* - Mia heads to the house's front door. She notices Isaac's group.

Mia : Who are you? Can I help you?

* - A light suddenly shines outside. Mia goes to a window.

Mia : Was that the lighthouse? It can't be...Only I can...Oh, no...Alex!!!

* - She takes off running for Mercury Lighthouse.

Social Script:

M'sGrandma:{S} What happened in the lighthouse to the northeast?
{M} Mia's clan once lived here and guarded the lighthouse to the east. Now, she's all alone.

M'sGrandpa:{S} I feel much better, thanks to Mia. I should be fine now.
{M} Mia is a good girl. I wish I had a daughter like her.
It's a shame her last apprentice, Alex, disappeared...
leaving her all alone.

[01'08] --- Mercury Lighthouse --- [01'08] ##

#####

[Inscription on stone outside lighthouse]

Stone : Fountain of Healing
Water of Hermes: It brings rejuvenation to all that lives.

* - The fountain is currently empty.

\$# Outside \$#
#####

* - Mia is kept from progressing by a statue in front of the tower's entrance.

Mia : Somebody... is here. Someone is here... Can you hear it, too?

-(Yes)

Mia : Alex is the only one other than I who can enter Mercury Lighthouse.

-(No)

Mia : You can't hear it? Well, I can. Alex is the only one other than I
who can enter Mercury Lighthouse.

Mia : But this statue is blocking my way...

* - Mind Read:

Mia : Someone doesn't want me to get inside.

* - Isaac uses Move to clear the path to the door. However, a barrier still
keeps anyone from entering.

Mia : Did you do that?

-(Yes)

Mia : I knew it... I saw a ghostly force pushing it!

-(No)

Mia : No, I saw it! I'm certain that flow of force came from you.

Garet : You... You could see our Psynergy?

Mia : Psynergy... Is that what you call this power?

Ivan : We had thought you were using Psynergy when you healed that old man,
Mia.

Mia : That's a special power, handed down to members of the Mercury Clan
from generation to generation. It is called Ply, a power generated
through meditation. It was once much stronger...

* - Garet turns to Isaac.

Garet : This Mercury Clan sounds a little like people of Vale, don't you think?

-(Yes)

Garet : Sure... They're the sworn protectors of a special power, just like us!

-(No)

Garet : Oh, come on! Both of them are protectors of special powers! It's just the names that are different!

Mia : I have to go... I have to find whoever entered the lighthouse.

* - Mia casts Ply on the barrier in the doorway, causing it to disappear. She enters the lighthouse, as do Isaac and the others.

\$# First room #
#####

* - A Lizard Man blocks Mia's path.

Mia :{S} A monster inside Mercury Lighthouse? How could this be!?
{M} I have to get past him!

* - Isaac's group engages the Lizard Man in battle. After defeating it, Mia continues further into the lighthouse.

\$# Room with goddess statue #
#####

* - Words are inscribed on a stone near the entrance.

Stone : He who honors the heart of the goddess shall stand at the center of all, like a swan in the center of a rippling pond.

* - Later on, Isaac's group will be able to drop down from a higher floor, landing on the platform in the center of the pool of water in the room. From there, they can jump to the goddess statue. By using Ply on it, the central platform will glow, and by stepping on it, Isaac and the others will be able to jump atop the water (a limited number of times). The same happens to other such platforms throughout the lighthouse.

\$# Room with second small statue #
#####

* - Mia has, again, encountered a statue which she cannot move.

Mia :{S} The path is blocked again. What am I going to do?
{M} This statue wasn't here before. I wonder if Alex...
No, Alex wouldn't do that... but what if he's not alone?

* - Isaac uses Move on the statue.

Mia : You've saved me again, haven't you! Do you have business in the lighthouse, too?

* - Mia responds the same to "Yes" regardless of when it is said.

-(Yes)

Mia : I thought so...

-(No)

Mia : Please tell me the truth! I can't believe you'd go so far to help someone you just met. You have some errand in this lighthouse, don't you?

--(No)

Mia : Please tell me the truth!

---(No)

Mia : Please, don't hide anything. Just tell me the truth!

* - She continues asking until Isaac says yes.

Mia : I am sure there will be more places ahead that I cannot pass. Only those of the Mercury Clan are permitted to enter this place. However, I sense something special about you. I feel that I can trust you!

<game> : Mia joined your party.

\$# Room with rainbow #
#####

??? : He who honors the goddess of rainbows shall be guided to the heavens upon wings of fluid grace.

* - Casting Ply on the statue causes the nearby waterfall to flow upward, taking Isaac's group to the aerie. Whilst they travel up the lighthouse, the camera shifts outside to show light bursting forth from its apex.

\$# Lighthouse Aerie #
#####

* - A blue sphere floats above a hole in the center of the aerie.

Garet : It's too late! The lighthouse has already been lit!

Mia : It... It can't be! The beacon cannot be lit without the Mercury Star...

Ivan : ...The Elemental Stars were stolen from Sol Sanctum, on Mt. Aleph.

Mia : Mt. Aleph... Sol Sanctum... Are you healers from Sol Sanctum?

-(Yes)

Garet : We came from a village called Vale to recover the three Elemental Stars. But, unlike you, we are not healers.

-(No)

Garet : We came from Mt. Aleph, but we're not healers. We came from a village called Vale to recover the three Elemental Stars.

Mia : Did you say Vale?

Garet : Our village was there to protect Sol Sanctum, but the Star were stolen.

Mia : That sounds just like my clan... I have failed in the one duty placed upon me... This is terrible.

* - Jenna shouts from elsewhere in the aerie. She, Felix, Kraden and Menardi are present, but Saturos and Alex are not.

Jenna : Isaac! Garet!

Felix : So it's you, Isaac!

Menardi : Heh heh! Those kids are still alive? You came all this way to save Jenna and Kraden?

Garet : That's not all... We're after the Elemental Stars!

Menardi : In other words, they've come to stop us. Then we have no choice... Let's take care of them now, before they can do any harm!

Saturos : Menardi... Wait!

* - Saturos appears.

Menardi : Oh, Saturos... They want to...

Saturos : I heard everything.

* - He approaches Isaac's group.

Saturos : They were lucky to survive the eruption of Mt. Aleph. You have endured so much, and now you want to throw your lives away? Fine. If that is your wish, prepare to have it granted.

Menardi : Saturos... Are you going to fight them alone?

Saturos : Menardi, I can't expect you to leave our hostages alone and help me, can I?

Menardi : Umm... That's true...

Saturos : Besides, I want to see how much their powers have developed.

Menardi : Are you sure about this, Saturos?

Saturos : Leave me be! Head for the next lighthouse--now!

* - Menardi looks at Jenna.

Menardi : Come here, child...

* - Jenna refuses.

Menardi : Do you mean to defy me? I should teach you a lesson, child, but...
Felix, I'd get your sister to obey me, if you hope to keep her
from harm.

Felix : Jenna, please... Just do as she says for now.

Jenna : Felix...

Kraden : It's all right, Jenna.

Felix : Isaac and Garet shouldn't have come after us...

Jenna : I'm sorry, Isaac, Garet...

* - Menardi shouts to Saturos.

Menardi : I'm counting on you!

* - The elevator that they're standing on begins to descend.

Kraden : Isaac! Garet! Don't die!

Garet : Jenna... Kraden!

Saturos : If you want to save them, you'll have to beat me, first!

* - Garet approaches Saturos.

Mia : No! Get back!

Saturos : What's the matter!

Garet : Saturos is extremely powerful. I could sense it when I faced him.

Ivan : You have to be very careful when fighting him... We have to match
his strength...

Saturos : Match me? Pah! You think you can match the great Saturos?

- (Yes)

Saturos : You overestimate your chances.

- (No)

Saturos : And yet you still want to fight? Ship of fools...

Saturos : Fine then... I'll just teach you all a lesson!

* - Saturos runs towards Isaac's group, but suddenly stops and looks at the floating sphere.

Mia : What happened? Saturos is moving strangely.

Saturos : What's this!? The light of Mercury... It's weakening my Psynergy!
I must finish this quickly... Come on, fools!

* - He engages them in battle. After defeating him:

Garet : Isaac, we got him!

Saturos : Who would have thought that Mercury Lighthouse held such great power? If only my Psynergy had been at its full power...

Ivan : Saturos... You said you were weakened. What did you mean?

Saturos : I... I meant nothing...

Alex : I shall tell you what he means...

Mia : That voice! Could it be?

* - Alex appears.

Mia : Alex!

Alex : It's been a while, Mia.

Mia : Alex, do you realize what you've done?

Alex : Ha! Of course... I have freed a great power that has long been sealed away. Mercury, the lighthouse of Water... What a might force.

Mia : Alex, you... Are you mad!?

Alex : No, Mia... Don't you understand? The lighthouse granted you great power during your battle with Saturos.

Mia : It's true... I could use my power without ever depleting it.

Alex : Don't you see? The Mercury Lighthouse supplied you with limitless Psynergy.

Mia : Psynergy? Are you telling me my powers come from Psynergy?

Alex : You and I are both members of Mercury Clan... Masters of Water Psynergy.

Garet : Mia is an Adept too, isn't she?

- (Yes)

Garet : Geez, Isaac, you knew all along, and you didn't tell us?

- (No)

Garet : I know it's hard to believe, but it looks like Mia's one of us.

Ivan : Tell me, Alex... Why wasn't Saturos able to use his full power?

Alex : Ah, yes... I shall explain it all. Saturos is aligned with Mars, the clan of fire. Fire and waters are opposing elements... His full power was bound by the Water Psynergy of the lighthouse.

Mia : Didn't Saturos know that?

Alex : Of course he knew. However, he failed to appreciate the power of this lighthouse. As did I...

Garet : Is that why we were able to defeat Saturos?

Alex : No... There is more to it. I stood by, watching your battle from afar...

Ivan : You were watching us?

Alex : Yes. I did not help Saturos, because I was certain he would win. But I was wrong... You have become such great fighters in a short time.

* - Saturos stands up.

Ivan : Saturos is up again!? But we beat him!

Saturos : Me? Beaten? Never! I lost to this lighthouse, not to you!

Alex : I was merely stalling you until Saturos regained his strength.

Mia : You were just buying time! That's not fair, Alex!

* - Alex supports Saturos.

Garet : I won't let Saturos escape!

Alex : And just what are you going to do? Will you finish him off?

- (Yes)

Alex : If that's the case, you will have to fight me, as well. I've seen how you fight. You cannot hope to win.

- (No)

Alex : Yes, Isaac. You seem like a smart warrior. You can't beat our combined might, now that we've seen how you fight.

Alex : And I doubt you are the type to 'finish' anyone off!

Saturos : Of course, you are welcome to believe whatever you want.

* - Alex teleports himself and Saturos a bit to the west.

Garet : He warped again!

Mia : Again? He's done that before?

Garet : Yeah, in Sol Sanctum...

Ivan : That Psynergy... the warp. Does that mean Mia can use it?

Mia : No, it's impossible. Even Alex didn't have this kind of power before.

Alex : Ah, well... I can't stay the same Alex you knew forever...

* - The leftmost elevator returns.

Alex : Well, it seems that my ride has returned while we were speaking. And so, I bid you adieu.

Ivan : Isaac, Saturos still has the Elemental Stars!

Garet : That's right! We can't let them leave now!

Alex : Oh? And you want to take the Elemental Stars from Saturos?

-(Yes)

Saturos : Ha! Too bad! Menardi has them. You'll have to ask her!

-(No)

Saturos : Ha! You're right... Menardi has the Elemental Stars!

Alex : That reminds me... Do you still have the Mars Star?

-(Yes)

Alex : I appreciate your honesty.

-(No)

Alex : Are you telling the truth? Well, I shall believe you for now.

* - Alex teleports himself and Saturos to the elevator.

Alex : I suppose you'll be willing to pursue us for the Elemental Stars?

-(Yes)

Alex : I look forward to it. I shall see you soon, then.

-(No)

Alex : That's too bad... I shall look forward to seeing you again.

Alex : Good-bye.

Saturos : I look forward to our next battle!

* - The elevator descends.

Ivan : They're gone...

Garet : Shoot... We couldn't even save Jenna...

Mia : I don't deserve to be a healer... We couldn't stop them from lighting the beacon. I've failed my clan, failed in my duty...

Ivan : That's not true! We can still beat them, right, Isaac?

- (Yes)

Ivan : That's right, Isaac! All we have to do is stop them from lighting all the lighthouses!

- (No)

Ivan : You're not helping here! We're fine as long as the lighthouses aren't all lit!

Ivan : The beacon of Mercury Lighthouse has been lit, but we'll stop them next time.

Garet : That's right. We can save Jenna at the next lighthouse.

Mia : Yes. We won't let Alex get away with this...Let's go after them now!

* - Mia heads for the leftmost elevator. The others pause.

Mia : What's the matter? We should hurry!

Garet : We? Mia, are you coming along with us?

* - She nods.

Ivan : But the people of Imil need you, Mia.

Mia : It's okay. "The fountain shall be filled as long as light fills the lighthouse." That's an old saying. The fountain will run over with healing waters now. I have mixed feelings about leaving, but Imil will be fine as long as the fountain continues to flow with the Water of Hermes.

We should hurry if we're going to follow them.

\$# Outside the lighthouse entrance #
#####

* - Four people have come to the fountain of healing.

[001] : {S} Our fountain is back! They say these waters can heal all that lives.

{M} All that lives...That means it must work on plants and animals, too.

[002] :{S} The legends said that if the lighthouse was lit, the fountain would fill again! It looks like the legends were true.

{M} How did the fountain know that the beacon was lit?

[003] :{S} We don't have to fear any epidemic as long as we have our fountain.

{M} I never believed those stories, but there's the proof!

[004] :{S} I drank the healing water, and now I feel great! I should get a bottle so I can take some home with me.

{M} I knew it would work, but I never knew it would work this well! I feel ten years younger!

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#####  
#####  
#$# [01'09] --- Imil --- [01'09] ##  
#####  
#####
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#####  
$# Healer's Shrine #  
#####
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Justin : Mia...

Megan : We were worried that you wouldn't come back!

Mia : I'm sorry, you two...

Justin : Mia, we have a problem! The Mercury Lighthouse... It's been lit!

Megan : Mia, you already knew?

Justin : What's the matter? You look strange today, Mia.

Mia : I... How should I tell you?

Megan : You have something to say? What is it?

Mia : Well, I... Uh... I... I'll be joining Isaac on his quest. It's very hard for me to leave you, but it's the lighthouse.

Justin : You said the world would be in danger if the lighthouse was lit, right?

Megan : Is that why you're leaving? To protect the world?

Mia : Yes. That's right...

Justin : Then there's nothing we can do...

Megan : We won't try to stop you, then. After all, you are trying to protect the Mercury Clan.

Mia : Yes. I am...

Justin : As members of the Mercury Clan... we will protect Imil ourselves.
So don't worry, OK?

Megan : I will try hard and learn to heal as well as you, Mia!

Mia : OK, I'll leave the village in your hands, Megan, Justin...

* - Mia turns to Isaac.

Mia : We can leave without any worries, now.

\$# Social Script #
#####

[Outside]

[001] :{S} Imil will be fine. Disease is nothing to the Water of Hermes.
{M} Don't worry about us, Mia. We'll protect the village now!

[002] :{S} One, two, three, four!
* - The man is exercising.
I was training hard so that I could withstand any disease...
And now the lighthouse fountain is back?

- (Yes)
What did I train so hard for all this time?

- (No)
No, it can't be! Everyone is in perfect health!

{M} Now that I've let my guard down, I'm getting cold chills.
Maybe I should go and drink some of that fountain water.

[003] :{S} The Mercury Lighthouse is shining. Mia will be leaving us soon,
won't she?
{M} Mia was only in Imil to guard the lighthouse. Now that it's
been lit, she'll probably leave us.

[Buildings]

* - Mia's (M's) Residence:

M'sGrandpa:{S} Did I really say I was going to die from that disease?

- (Yes)
Ha ha ha! I must have really felt sick to say that! I'm good for
another 30 years! ...Let me get back to work!

- (No)
That's right! The strong old man of Imil, that's me!

{M} Now, Mia can leave the village without any worries.

M'sGrandma:{S} That fountain water really made Grandpa healthy.

{M} Grandpa's all better now, thanks to that fountain water.

Innkeeper1:{S} It's almost time for you to leave, isn't it?

- (Yes)

Just like the legend said, the fountain began flowing when the light was lit. That means that Imil needs never fear disease again!

- (No)

Oh! I'll cook a feast for you tonight!

{M} Mia will be leaving with you all... I wish you could stay a little longer...

Innkeeper2:{S} Thank goodness the town is back to normal again.

{M} They came to our village and now the fountain is flowing. They must truly be our lucky charms.

Employee :{S} I'm glad the beacon has been lit and the fountain is flowing again. But it's a shame that Mia is leaving the village...

{M} I never told Mia that I liked her... But I guess it's for the best.

[Item Dau]:{S} I'm so happy that Mommy is well again!

{M} My daddy's still in Kolima. I'll be really happy if he comes home soon!

[Item] :{S} I'm fully recovered, thanks to the fountain! I can get back to work!

{M} Mia said it wouldn't be good to leave the lighthouse lit... But it turned out to be the best thing for Imil.

[Weapon] :{S} I have to catch up on lost opportunity! It's time for business!

{M} Customers are hard to come by, and I can't afford to lose even one!

[Armor] :{S} It's a shame the store was closed for something as minor as a cold.

{M} The customers are back! I thought I'd lost my business for good!

[010] :{S} It's nice that the fountain can heal us, but Mia had something... special.

{M} That blue light from her hands... Could she really be an angel?

Megan :{S} I will be a kind girl, like Mia. Come back sometime and see me all grown up. I want you to.
{M} I'm sorry, Mia, but I can't stand to see you go.

Justin :{S} Mia's going on a journey with you, right? Sniff... It makes me sad, but I'll try to be a good healer.
{M} Mia's going to defend the honor of the Mercury Clan.

[01'10] --- Bilibin --- [01'10] ##

#####

* - There is a tree at the entrance.

<game> : It's a tree, but it almost looks like... a man?

* - Mind Read:

[001] : Help me... Somebody...

\$# Social Script \$#
#####

[Outside]

[002] :{S} Something changed in the eruption. Now, all sorts of strange creatures lurk in every forest and mountain!
{M} That explosion must have been a sign of some big disaster. I'm scared!

[003] :{S} Welcome to Bilibin! Pleasure, just ignore that strange tree out front! Many brave warriors have been sent to Kolima. Travelers needn't worry.
{M} You guys are so unlucky, arriving in Bilibin at such a scary time.

[004] :{S} There's a tower at the tip of Imil that people say was built by the gods! Everyone there calls it the lighthouse.
{M} Only great Adepts can enter the Lighthouse of Imil.

[005] :{S} Did you see the tree at the entrance?

- (Yes)
That tree was once a man... He came to our village under a curse. His last words were that he had offended the sacred tree...

- (No)
I can't believe you missed it...You should look around some more.

{M} We ended up like this because of Lady McCoy's foolishness. If only she hadn't wanted to live like a queen...

[006] :{S} Lord McCoy has been quite frightened since the incident.
{M} Everyone gets worried when town leaders get scared.
I wonder if we can still rely on Lord McCoy.

[007] :{M} Is it true that a mountain exploded on the other side of Goma?
The sky was brilliant red that day. It was a beautiful sight.
{M} I want to see that pretty sky again...

[008] :{S} Ever since that man turned into a tree, everyone has been too
scared to go near the town's entrance.
{M} He begged for help as he turned into a tree, but no one would
help him. Is that how all grown-ups are?

[009] :{S} I hear a large group crossed over Goma Range, heading toward
Imil.
{M} You must be mad! It's almost winter, and you're going to Imil?

[010] :{S} Have you tried heading southeast from here?

-(Yes)

That barricade was built because there's been trouble in Kolima.

-(No)

The road is blocked, so you might as well not even bother.
I heard they put a massive barricade up...

{M} Where did these kids come from?

[011] :{S} The road to Kolima is blocked now, as per Lord McCoy's orders.
{M} No one would dare go after what happened last time.

[Buildings]

Innkeeper1:{S} A curse on Kolima? What a scary development!
{M} I don't believe in curses from ancient trees.

Innkeeper2:{S} You can't reach Kolima, no matter how you try.
{M} Any travelers heading east are stuck here until the road
opens up. Until then, I'm gonna make lots of money!

[003] :{S} Grrr... Did you hear a sound? You heard it, right?

-(Yes)

I can't hear anything over the growling of my stomach!
I'm dizzy with hunger.

-(No)

Oooh... It's been so long since I ordered... My stomach's
rumbling. Where's my dinner!?

{M} Arghhh! That's it... I just want to scream with hunger!
But I still have to smile... Boy, it's tough being a businessman.

[004] :{S} We came here because Lord McCoy was building his wife a palace.
I wonder if they stopped because of the curse?

{M} I came to Bilibin hoping to sell furniture. Instead, all I get
is... a palace nobody's building and a restaurant that won't
serve me my food.

[005] :{S} I think that big tree deep in the forest looks suspicious!

{M} I see why they call that big tree in Kolima Forest the sacred
tree.

[006] :{S} Do you believe a tree spirit can curse a man?

- (Yes)

It's hard not to believe after you've seen that tree out front!

- (No)

Really? Then go see Lord McCoy and listen to his story!

{M} I don't care who does it. Just undo that curse, now!

[007] :{S} I can't wait to see today's special! Yippee!

{M} Yippee! Is it ready yet? My mouth is watering just thinking
about it.

Head Chef :{S} I'm really worried about Kolima. I was born there, you know?
I can't even focus on my cooking.

{M} Father, Mother... I hope they're all right. I wish I could
go home and see them right away.

Waitress :{S} Start cooking already!

{M} I've had all the customer complaints I want!

Chef 2 :{S} Hey, Mister Head Chef! Are you going to cook or not? Customers
are waiting!

{M} Should I just forget that I'm a newcomer and just start cooking?

[011] :{S} I went to Lord McCoy looking for work... I'm too scared to accept
the job alone, though...

{M} I'm getting a little scared hearing all these stories from the
villagers.

[012] :{S} I've heard songs that tell of ancient trees developing strange
powers. Maybe that power is what caused the curse.

{M} It has been said that a fairy named Tret lives inside the holy
tree.

[013] :{S} McCoy had the trees cut down so he could build his wife a grand
palace.

{M} Ah, Lady McCoy... I would just love to be her. Will I ever live
in a lovely palace?

[014] :{S} That tree at the entrance is really a man cursed by the sacred

tree! It's all because McCoy, the lord of this town, cut down all those trees.

{M} This is all Lord McCoy's fault, but we can't say anything... He is our leader, after all.

[015] :{S} The snow is already piling up in Imil, and the weather is freezing. If I were you, I'd wait until spring to go there.

{M} When spring comes, I want to go see that angelic Mia again.

[016] :{S} We rarely see any snow around Bilibin.

{M} It must be difficult to live in a snowy town. I think I'll just stay here.

[017] :{S} You must be used to all types of danger, being travelers and all. Lord McCoy could use someone like you.

{M} Only someone really brave would go somewhere so scary.

[018] :{S} Long ago, the lighthouse near Imil held the Water of Hermes, a magical liquid that could heal all injuries.

{M} Could the Water of Hermes save a man who had turned into a tree?

[019] :{S} But even the legendary Water of Hermes cannot turn back time. If only there were a potion that could restore youth.

{M} The Water of Hermes vanished long ago. After all, nothing lasts forever.

[020] :{S} I know that guy who turned into the tree... I remember his clothes.

{M} He seemed so happy, and then he turned into a tree! What if that happened to me?

[021] :{S} How are people doing in Kolima? I've been worried...

{M} I can't imagine that everyone in Kolima turned into a tree, but...

[022] :{S} There was an able healer in a village called Vale, but he is gone now.

{M} The world will never see such a great healer again.

[023] :{S} Have you ever heard of the 'ocean'?

-(Yes)

If you travel over the ocean to far, far away, you'll find another world. They say the world of misty darkness begins there.

-(No)

The ocean is immense... You would want to sing if you ever saw the ocean.

{M} I wish I could see another world! If I were a little younger...

G. Healer :{S} I am starting to feel that this is only a beginning.
{M} Will I turn into a tree someday, too? How terrible...

Healer :{S} Please, give me strength at times like these...
{M} Someone will save us! Just keep the faith!

[McCoy's Palace - Outside]

Guard 1 :{S} Lord McCoy is so upset about this curse that he can't even eat.
{M} No one believed they would turn into trees, and yet they all did!

Guard 2 :{S} * - After Guard 1 enters the palace:

Lord McCoy is a very difficult man. Be careful how you act around him.

{M} Is there no one who can aid us now?

* - After Guard 1 enters the palace:

Lord McCoy would never hire anyone so puny as these kids...

Lady McCoy:{S} Are you telling me that I am responsible for this?

-(Yes)

Sure, I had them cut the tree down so I could build my palace!
But if anyone is a victim, it's me! I've been waiting for my palace for months!

-(No)

That curse of the tree spirit is a foolish old superstition!
I just want to live in a big palace!

{M} If all this trouble was caused by the sacred tree, then all we have to do is cut the tree down!

Worker 1 :{S} The lumber I ordered from Kolima disappeared after the incident.
{M} If things like this are going to keep happening, maybe we should stop building that palace.

Worker 2 :{S} Have you seen the barricade we built on the road to Kolima?

-(Yes)

It's pretty shabby, because it was built on short notice...
I had no idea it was meant to block the road to Kolima.

-(No)

It's off to the east, if you want to see it. It was a rush job,

so I had to take some shortcuts.

[M] I am glad I didn't know Kolima was involved in that incident...
If I had, I wouldn't have done it, no matter what.

[McCoy's Palace - Inside]

[001] :{S} If you want to see Lord McCoy, follow the red carpet.

{M} How many times do I have to tell them? Why won't they leave
me alone?

[002] :{S} I always believed that the old tree in Kolima Forest should be
protected!

{M} I shouldn't have said anything when they were planning the new
palace. I think I might have caused them to cut down the holy
tree...

[003] :{S} Oh, are you willing to go to Kolima Forest?

-(Yes)

I forget how many people Lord McCoy has hired to end the curse.
And yet not a single warrior has returned...

-(No)

You don't look too strong, but that may be for the best.

{M} Sending these children to Kolima Forest? Do they want more people
to suffer the curse?

[004] :{S} Make sure you don't offend Lord McCoy!

{M} They should never have let such young children into the palace!
I'll be the one to get yelled at if they break an urn or
something!

[005] :{S} This is Lady McCoy's room, so don't touch anything.

{M} Of all the nerve! Coming into the palace unescorted!?

[006] :{S} Milady was renowned far and wide for her beauty! That's why
milord is anxious to please her, regardless of cost.

{M} Will I ever find someone to make my dreams come true, like
milady did?

[007] :{S} Oh, someday, I want to sleep in a silk nightgown like this.

{M} Oh, no! This nightgown has a hole... Milady will be furious!

Wardrobe :{O} Isaac peeked into the wardrobe... There's a silk negligee.
Isaac! Put that back!

[008] :{S} What do you think? These are Bilibin's great treasures.
Whoever ends the curse can claim these as his own.

{M} What good is treasure if you get turned into a tree?

[009] :{S} Hmm. It seems the curse of the tree has not yet come to Bilibin.

{M} Kolima Forest used to be so green. Once the holy tree was cut

down, everything began to turn brown. Is Kolima Forest dying...?

[010] :{S} You can see Kolima pretty well from here. On sunny days,
Lord McCoy comes here to admire the view.
{M} Lord McCoy hasn't come here for some time... It's because of the
curse, no doubt.

Bookcase 1:{O} There's a sheet of paper titled "Sweetie's Gifts." It's the list
of gifts Lord McCoy has bought his wife. It's pretty long.

\$# McCoy's Palace #
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[Outside]

Guard 2 : The lord will only meet with brave and mighty warriors. You don't
seem the type. Think you're up to it?

-(Yes)

Guard 2 : Hmmm, I see... You seem pretty confident...

Guard 1 : What do you say? They look a little young to get involved in this
ugly mess.

Guard 2 : Nobody else seems up to the challenge, though. What do we have
to lose?

Guard 1 : All right. I shall let you pass. Follow me!

* - Guard 1 enters the palace.

-(No)

Guard 2 : Your honesty is good. But I can't send such inexperienced children
to see my lord.

[Lord McCoy's chamber]

* - Guard 1 approaches McCoy.

Lord McCoy: What's the matter, then?

Guard 1 : Sir! Some new warriors have just arrived in the palace!

Lord McCoy: New warriors, yeh say? We've sent many a man intae Kolima Forest,
but not a once has returned. These warriors... Did yeh get a good
look at 'em?

* - Isaac and the others enter.

Lord McCoy: Come closer, laddy.

* - He examines them.

Lord McCoy: Hey... Are these the ones yeh were talking about? They're but children! And yeh expect me tae believe yeh can save Kolima?

- (Yes)

Lord McCoy: Hmmm. Well, I'll grant yeh're a brave lot.

- (No)

Lord McCoy: Bah! Yeh're too young. Yeh cannae handle the job. Yeh can leave now...

* - They automatically leave the room. When returning:

Lord McCoy: What is it? Yeh've had a change of heart? Yeh want tae help Kolima?

-- (Yes)

Lord McCoy: Hmmm. Well, I'll grant yeh're a brave lot.

-- (No)

Lord McCoy: Bah! Yeh're too young. Yeh cannae handle the job. Yeh can leave now...

* - After saying yes, McCoy places a key on the table in the room.

Lord McCoy: Here. This key'll get yeh past the barricades tae the east...
Even with the key, such wee lads as yerselves'll never reach Kolima.

Garet : He's making fun of us! Calling us children! That's just irritating, don't you think, Isaac?

- (Yes)

Garet : Well, don't let him get to you. We'll just have to prove we can handle this job, whatever it is!

- (No)

Garet : Are you serious, Isaac? It doesn't bother you?

-- (Yes)

* - He continues asking until Isaac says "No."

-- (No)

Garet : Well, don't let him get to you. We'll just have to prove we can handle this job, whatever it is!

Lord McCoy: So, yeh've decided to accept our little job?

Garet : Hey, Ivan! You... You don't look too enthusiastic.

Ivan : That curse can turn a man into a tree! You think we stand a chance?

Garet : What? Yeah, of course we do! You know we do, right, Isaac?

-(Yes)

Ivan : Well, if Isaac's going, I guess I'm in, too.

-(No)

Garet : Come on, Isaac! You said you'd do it! We're still going,
right?

--(Yes)

Ivan : Well, if Isaac's going, I guess I'm in, too.

--(No)

* - He continues asking until Isaac says yes.

Lord McCoy: At least we all agree on something!

* - McCoy pauses.

Guard 1 : What troubles you, Milord? They seem willing enough...

Lord McCoy: They call themselves warriors...but they're naught but wee children!
Aye, these are desperate times, but I cannae send such wee lads tae
their doom!

* - McCoy takes the key back.

Guard 1 : Then what will happen to Kolima Forest?

Lord McCoy: We cannae give up hope on our other champions!

Ivan : But... But what about us?

Lord McCoy: We cannae send yeh intae certain doom.

Garet : What if we said that we were going east anyway?

Lord McCoy: Yeh can go once things have settled down.

Ivan : But that means... you're not going to let us go?

Lord McCoy: Ach, it's fer yer own good, lad. I dinnae want tae talk about it
anymore. Captain?

* - Guard 1 approaches Isaac and the others.

Guard 1 : I'm sorry, but you should leave now.

* - They exit the room.

Guard 1 : Your name was... Isaac? I'm sorry you were rejected. I never, ever,
expected anything like this to happen to Bilibin. Will you promise
me you won't go to Kolima?

-(Yes)

Guard 1 : That's good.

- (No)

Guard 1 : You are persistent, aren't you?

Guard 1 : That barricade... You may not need a key. Oops... I shouldn't have said anything. Well, I'm going to go now.

* - He returns to his post outside.

\$# Social Script #
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[McCoy's Palace - Inside]

Lord McCoy:{S} Sorry, lads, but Kolima's future is best left to more experienced men.
{M} There is nothing more to talk about! Tell them to go.
I don't care how often they return!

[McCoy's palace - Outside]

Guard 1 :{S} I can't tell you anything else. So don't even ask!
{M} That barricade is pretty shabby... It was rushed, you see? The hinges on the barricade are quite noisy. They might break easily.

Guard 2 :{S} What a shame, huh? I guess you need to be a little older.
{M} I didn't think they'd let you go... You're too young!

[01'11] --- Bilibin Barricade --- [01'11] ##

#####

\$# Before Mercury Lighthouse #
#####

Signpost : This area is off-limits to all those without a permit.
--Lord McCoy

Tree 1 :{O} There is a tree that looks like a person.
{M} They're... so heavy...
* - Two other trees are stacked on top of this one.

\$# After Mercury Lighthouse #
#####

* - One of the trees on top of Tree 1 is lying on the ground on its side.
The third tree is in the nearby waters.

Tree 1 :{M} They crossed the river after pushing us down. This is terrible!
How could anyone do that?

Tree 2 :{M} She'll be swept downstream if she isn't pulled to shore!

* - After saving Tree 3:

Oh, it looks like she is okay.

Tree 3 :{M} AHHH! Please! Anyone! Please help!

* - After using Move to save the tree:

Thank you! You saved me from being washed downstream!

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## [01'12] --- Kolima --- [01'12] ##  
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* - Note: This scene does not occur if the forest was entered first.

Garet : It's so quiet...

* - Ivan uses Mind Read on a tree. He appears surprised.

Garet : What is the matter, Ivan?

Ivan : This tree... was a person.

Garet : Everyone in Kolima has been turned into a tree.

Mia : It's horrible! All these trees with clothes are really Kolima's
villagers!

* - Garet turns to Isaac.

Garet : Why? Do you know why this happened?

- (Yes)
Garet : I see... It was because they hurt the holy tree?

- (No)
Garet : I see... Who could have known?

* - Ivan looks around.

Garet : What is it now, Ivan?

Ivan : That sparkly stuff on the ground... What is it?

* - Everyone looks around. Suddenly, an odd energy surrounds them.

Garet : Aaah! What's happening!?

Ivan : My mind!!! Someone is attacking my--

Mia : I... I can't... I can't even stand up...

* - They fall to the ground, having been struck with paralysis. A light shower of the "sparkly stuff" drops from the sky, spreading across the village.

Garet : What is that? Something's falling from the sky!

Ivan : It's sparkling! Could this be what turned those people into...
We've got to get out of here!

Garet : I can't! I can't move!!

Mia : Oh, no... If it touches us, we'll turn into trees!

* - Psynergy barriers suddenly encase them, offering protection. The "sparkly stuff" ceases to fall, and the barriers disappear.

Garet : Isaac... What just happened to us? That barrier... Did it save us?

-(Yes)

Ivan : I think so, too, Isaac.

-(No)

Ivan : No, I think Garet is right.

Ivan : I think I know what those domes were...

Mia : You know what those fields were?

Ivan : It was our Psynergy.

* - Garet stands up.

Garet : What are you, crazy? I didn't use any Psynergy!

* - Garet realizes that the paralysis has worn off.

Garet : Hey... I can stand... I can move again!

Mia : You're right. I can stand, too...

Garet : Ivan, it's okay! Go ahead! Stand up!

* - Ivan and Isaac also stand up.

Ivan : Those barriers... We thought that Psynergy was only used when we concentrate, right?

-(Yes)

Garet : When I was training, I'd focus so hard, I thought my head would burst.

- (No)

Garet : You're such a liar, Isaac! When I was training, I'd focus so hard, I thought my head would burst.

Ivan : Well, maybe it's just easier for you, but when I use Psynergy...

Mia : But what? The only way you can use Psynergy is by concentrating!

Ivan : Anyway, I'm certain that was Psynergy we were projecting. That must mean that some Psynergy acts only when it's needed.

Garet : You mean, like when we're in danger?

* - Ivan nods.

Garet : I think it's like when we strike critical hits in battle. We can't control it, but it's there when we need it.

Ivan : I can agree with what Garet is saying. It is definitely possible...

Garet : Wouldn't it be something if we could use this power at any time, Isaac?

- (Yes)

Garet : Yeah! Let's start trying to master this power!

- (No)

Garet : You... You're not really into this, are you?

* - The "sparkly stuff" starts to fall from the sky again.

Ivan : Watch out! It's happening again!

* - The Psynergy barriers also reappear. Tret and Laurel, the spirits of the holy trees, speak from within the forest.

Tret : Hroom! Why? Why don't they turn into trees...?

Laurel : Who are they? What people are these, who are immune to Tret's glamour? Have they come to save that village with their strange powers? It will not be enough to save the people of Kolima.

Tret : They have earned their fate... Kolima took their axes to me, and now I shall take mine to them!

Laurel : You children may not know this... but we are dying. And Kolima Forest will wither and die when we are gone.

Tret : We are not the only ones who will die, Laurel. Once we are gone, they, too, will go!

Laurel : Tret was once a kindly forest king. But he is slowly dying, and his heart has torn in two... His wrathful side turned the people of Kolima into trees. The kind Tret speaks no more.

Tret : Hroom! The kindly heart invites destruction... I need no kindness!

Laurel : If you wish to save those whom Tret turned into trees, you must reawaken his gentle side. But... if you cannot stop Tret from withering, we all will...

Look for Tret deep within the forest.

Tret : It's no use, Laurel. Humans cannot be trusted! I shall die... and the rest of the forest will die with me!

* - The "sparkly stuff" once again ceases to fall, and the barriers disappear.

Ivan : Isaac... Isn't there anything we can do?

-(Yes)

Garet : What can we do? Do you have any idea?

--(Yes)

Garet : It looks like Isaac has something in mind.

Ivan : We'll leave it up to you, Isaac. Let's go save everyone.

--(No)

Garet : He's as stumped as we are, but he says he'll help...

Ivan : I trust Isaac... He'll come up with an idea.

-(No)

Garet : You're right, Isaac... There isn't much we can do now.

Ivan : So the people of Kolima will just remain trees until they wither and die?

--(Yes)

Ivan : I'm disappointed in you, Isaac... How can you give up so easily?

Mia : That's right... We can't just leave them to rot!

Garet : But how can we bring back the nice Tret and save the village?

Ivan : I guess I really don't know what to do.

Mia : Ivan, you can't give up! Please, convince him to help!

* - Ivan turns to Isaac.

Ivan : Just promise me this one thing... Promise you will do everything in your power to save Kolima.

--(No)

Ivan : That's a relief, Isaac. I thought you'd given up on Kolima altogether.

Mia : I was beginning to lose faith in you, Isaac.

Garet : But what can we do? How can we bring back the good Tret and save

Kolima?

Ivan : I really don't have any idea right now...

Mia : I'm not sure... What should we do?

Ivan : I don't know just yet... But I'm sure we'll think of something.
Well, let's get on with it!

\$# Social Script #
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[Outside]

[001] :{M} How could anyone turn a girl as beautiful as me into a tree?
Actually, I'm pretty cute for a tree.

[002] :{M} If I could speak, I'd tell them this is Kolima, village of
lumberjacks!

[003] :{M} This is a dream... It has to be a dream...

[004] :{M} I am old; I've lived a full life. I don't even mind being a tree.
I just feel bad for all those kids who were turned into trees.

[005] :{M} The water at my feet... Huh? Hey! It's delicious!

[006] :{M} If I can't move, then Mom can't make me go to bed!

[007] :{M} It's the sacred tree's curse! Why did they try to cut down Tret?

G. Healer :{M} Maybe if I meditate harder, I'll turn back into a man...
Ngg Ung!! Ugagaga!!!

[009] :{M} Being unable to move is so inconvenient.

[Buildings]

Innkeeper1:{M} Who caused all this? Someone must have tried to cut down Tret!

Innkeeper2:{M} How am I supposed to charge people for their rooms if I'm
a tree!?

[003] :{M} The villagers were right. I never should have tried to cut that
tree down. Now I'll never see my family in Imil again...

[004] :{M} If only I'd left down a day earlier. But this room was so comfy!

[Item] :{M} No! I don't want to be stuck as a tree forever!

[Weapon] :{M} I used to carve weapons out of wood. Now I am wood. Life's funny

like that.

[Armor] :{M} Man... I'm stuck inside. This means I can't even become a tall tree.

[008] :{M} What are they staring at? They seem awfully young... They don't stand a chance against Tret.

[009] :{M} I dreamt that a might warrior with a thick beard ended this curse. I dream about him a lot, actually...

[010] :{M} At least my father wasn't the one who tried to cut down the holy tree.

[011] :{M} The holy tree of Kolima has great powers, just like Father said.

[012] :{M} Maybe we turned into trees because of all the trees we've cut down. We were only doing our jobs, though.

Bookcase 1:{O} There's a book entitled "The Holy Tree of Kolima Forest."
"Tret and Laurel are the spirits of the holy trees protecting Kolima Forest."

Bookcase 2:{O} There's a book entitled "The Art of Logging." "One must study trees and train one's body well before logging."

[013] :{M} Soon, all of Kolima will be nothing but forest...

[014] :{M} What will happen to my treasure if I'm stuck as a tree forever?

[015] :{M} I wonder what Father's secret is...

Bookcase 3:{O} There's a book entitled "Dictionary of Trees and Flowers."
The book describes every species of tree and flower in Angara.

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## [01'13] --- Kolima Forest --- [01'13] ##  
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* - Note: This scene does not occur if the village was entered first.

Garet : What is the matter, Ivan?

Ivan : That sparkly stuff on the ground... What is it?

* - Everyone looks around. Suddenly, an odd energy surrounds them.

Garet : Aaah! What's happening!?

Ivan : My mind!!! Someoen is attacking my--

Mia : I... I can't... I can't even stand up!

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-(Yes)

Ivan : I think so, too, Isaac.

-(No)

Ivan : No, I think Gareth is right.

Ivan : I think I know what those domes were...

Mia : You know what those fields were?

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Garet : What are you, crazy? I didn't use any Psynergy!

* - Gareth realizes that the paralysis has worn off.

Garet : Hey... I can stand... I can move again!

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Garet : Yeah! Let's start trying to master this power!

-(No)

Garet : You... You're not really into this, are you?

* - The "sparkly stuff" starts to fall from the sky again.

Ivan : Watch out! It's happening again!

* - The Psynergy barriers also reappear. Tret and Laurel, the spirits of the holy trees, speak from deeper within the forest.

Tret : Hroom! Why? Why don't they turn into trees...?

Laurel : Who are they? What people are these, who are immune to Tret's glamour? Have they come to save that village with their strange powers? It will not be enough to save the people of Kolima.

Tret : They have earned their fate... Kolima took their axes to me, and now I shall take mine to them!

Laurel : You children may not know this... but we are dying. And Kolima Forest will wither and die when we are gone.

Tret : We are not the only ones who will die, Laurel. Once we are gone, they, too, will go!

Laurel : Tret was once a kindly forest king. But he is slowly dying, and his heart has torn in two... His wrathful side turned the people of Kolima into trees. The kind Tret speaks no more.

Tret : Hroom! The kindly heart invites destruction... I need no kindness!

Laurel : If you wish to save those whom Tret turned into trees, you must reawaken his gentle side. But... if you cannot stop Tret from withering, we all will...

Look for Tret deep within the forest.

Tret : It's no use, Laurel. Humans cannot be trusted! I shall die...
and the rest of the forest will die with me!

* - The "sparkly stuff" once again ceases to fall, and the barriers disappear.

Ivan : Isaac... Isn't there anything we can do?

-(Yes)

Garet : What can we do? Do you have any idea?

--(Yes)

Garet : It looks like Isaac has something in mind.

Ivan : We'll leave it up to you, Isaac. Let's go save everyone.

--(No)

Garet : He's as stumped as we are, but he says he'll help...

Ivan : I trust Isaac... He'll come up with an idea.

-(No)

Garet : You're right, Isaac... There isn't much we can do now.

Ivan : So the people of Kolima will just remain trees until they wither
and die?

--(Yes)

Ivan : I'm disappointed in you, Isaac... How can you give up so easily?

Mia : That's right... We can't just leave them to rot!

Garet : But how can we bring back the nice Tret and save the village?

Ivan : I guess I really don't know what to do.

Mia : Ivan, you can't give up! Please, convince him to help!

* - Ivan turns to Isaac.

Ivan : Just promise me this one thing... Promise you will do everything
in your power to save Kolima.

--(No)

Ivan : That's a relief, Isaac. I thought you'd given up on Kolima
altogether.

Mia : I was beginning to lose faith in you, Isaac.

Garet : But what can we do? How can we bring back the good Tret and save
Kolima?

Ivan : I really don't have any idea right now...

Mia : I'm not sure... What should we do?

Ivan : I don't know just yet... But I'm sure we'll think of something.
Well, let's get on with it!

\$# Laurel #
#####

Laurel :{S} Who are you...? Oh! You are the ones who resisted Tret's glamour?
I sense a great warmth within you... If you came to rescue Tret,
you are already too late. Soon, Tret will die, and we shall
wither away without him. Leave now, before this forest is
destroyed...
{M} The healing waters of Mercury Lighthouse might save Tret...
But the fountain's waters have long since dried up...

\$# Tret #
#####

* - Both when trying to speak and when trying to use Mind Read:

Tret : ...

Hrooooo! He will not speak to you, child! I control all in Tret's
realm!

* - A climbable vine extends up to a hole in Tret, which can be entered.

\$# Inside Tret #
#####

* - At the lowest "floor"...

Tret : Hm HROOOM!!! You! You hoped to find my kindly self? Fools!
You should never have come here, and now, you shall never leave!
Your powers protected you in the forest, but now you are in the
heart of my power! Here, you will all become trees, and you'll
wither with the rest of us!

* - Tret engages Isaac's group in battle. After defeating him:

Tret : Oh... Mmmmm... What has happened to me? Was I... I see... My heart
was all but lost in my rage. And you defeated the evil within me?
I thank you. I could not leave this world with so much evil in my
heart. I am free now to leave the world without regret. Good-bye,
great warriors.

Garet : Hey! Wait a minute! We can't let Tret die like this!

Ivan : That's right, Isaac. We still need his help!!

Tret : ..What? Why have you not left me to my dying? Do you need something?

- (Yes)

Tret : I turned the people of Kolima into trees?

- (No)

Garet : What are you doing, Isaac! Now's not the time to fool around!

Ivan : That's right, Isaac... We have to save everyone in Kolima!

Tret : I turned the people of Kolima into trees?

Tret : Hroom! I must release them before they die with the forest!

* - He tries to undo the curse.

Tret : I can't do it... My power no longer reaches Kolima...
People of Kolima... Forgive me...

Garet : Tret's too weak! He doesn't have the power to save Kolima.

Ivan : No! We have to heal him! We can't let the people of Kolima die
with the forest!

Garet : Every life in Kolima depends on us!

Ivan : We have to restore Tret and save the people of Kolima!

Mia : Let's go, Isaac.

\$# With Hermes' Water from Mercury Lighthouse #
#####

<game> : The Water of Hermes seeped into Tret.

* - The withering forest returns to its prior vibrant green.

Tret : I feel a great power spreading through me... Hrooom... Life flows
within me once again.

Laurel : Tret... As you have recovered, so has our forest...

Tret : I am sorry to have worried you so, Laurel. And you, young ones...
Didn't you have a favor to ask of me?

- (Yes)

Laurel : Yes, Tret... You must turn the people of Kolima into humans again.

Tret : Yes, that's right... I must hurry.

- (No)

Garet : Isaac! Did you forget? We need to save the people of Kolima!

Mia : Tret should be able to do it, now that his energy has returned.

Ivan : Ask him to save everyone he turned into a tree!

Laurel : Please, Tret... You have to save those whom you turned into trees.

Tret : That's right... I must hurry.

* - He undoes the curse.

Tret : That should do it. The people of Kolima are cursed no more.

Laurel : Tret did not always possess this horrible power.

Tret : It only started when those strange gemstones fell from the sky.

Garet : Gems from the sky... Do you think he means the Psynergy Stones?

- (Yes)

Garet : You really think Psynergy Stones caused all of this trouble?

- (No)

Garet : I know you don't want to believe it, but nothing else makes sense...

Tret : I was indeed angry that people had laid waste to my forest...
They had even taken their axes to me! Then those gems fell into
my branches.. Then all of a sudden... my fury overwhelmed me, and
I was lost in anger!

Laurel : The gem reached me when I was filled with sorrow... Our actions
spoke our hearts' desires, but we had no idea...

Tret : Those gems twisted my anger into a force beyond my control.

Laurel : Have any of the saplings been transformed by those stones, Tret?

Tret : No... Only the elder trees were affected by the falling Psynergy
Stones.

Garet : There are others that this happened to?

Ivan : So the same thing could be happening elsewhere!

Laurel : You must have fought many monsters on your way here.

Garet : Those monsters... Maybe they were just animals that were...

Tret : Once, they were pure of heart... Hroom... Those gems have brought
a great evil to the world...

* - Laurel does something that has the same appearance as Tret's breaking of
the curse, though it's actual function is different.

Ivan : Oh! Laurel, you were given powers, too?

Tret : Different from my own, but stemming from the same source.

Ivan : Laurel! What in the world are you doing?

Tret : Wait. You will soon see.

* - Laurel finishes.

Tret : What did you see, Laurel?

Laurel : It's true--even the animals have become monsters. And beyond the river...

Tret : The river that feeds our forest?

Laurel : Yes... An evil forest has risen up to the south of the river.

* - Tret speaks to Isaac's group.

Tret : Will you be heading south across the river?

-(Yes)

Tret : That area will only grow more dangerous as time passes...
If you must go, you'd better hurry.

-(No)

Tret : That's good...It would be foolish to risk your lives further.

Tret : I owe you a great debt. You have saved Kolima, the forest, and me.

Laurel : May your roots dig deep and your branches reach high.

Tret :{S} Now that I have such power, no axe shall ever touch me again.
You may depart with no worries.
{M} I know that I cannot stop you, but please be careful beyond
the river.

Laurel :{S} The forest of Kolima is alive once again, thanks to you...
We shall protect the forest from now on.
{M} It must be horrible beyond the river... I am so worried about you
and your friends, Isaac.

#\$# [01'14] --- Kolima --- [01'14] ##

#####

\$# Social Script \$#
#####

[Outside]

- [001] :{S} We rely on the forests so much, and yet we hurt the sacred tree... Maybe we can work to restore harmony in the forest now.
{M} The forest trees are alive, just as we are...
- [002] :{S} This is Kolima, village of lumberjacks! I'll shout it out loud! This is Kolima!
{M} For a while I thought I'd never be able to say this, but I have to say it! I've been waiting all of my life for this moment!
- [003] : You know, being a tree gives you a lot of time to think.
{M} I wonder if I'd live longer if I were still a tree.
- [004] :{S} Don't blame the villagers for being tempted by McCoy's money... Anyone would be tempted by such a staggering sum.
{M} I've been poor all my life. That's why it bothers me that McCoy thinks money can solve everything.
- [005] :{S} I didn't mind being a tree... Water never tasted so good!
{M} If we were all trees, there'd be no more wars. 'Cause we'd be trees.
- [006] :{S} Yawn... Trees are so... sleepy...
{M} Nobody yells at you when you're a tree... And nobody makes you go to bed early, either.
- [007] :{S} Who would try to use the holy tree to build a palace, anyway?
{M} It's not called the holy tree for nothing. We should have been more respectful.

G. Healer :{S} I am told the holy tree's rage caused this horrible incident... Do you believe that was the only cause?

- (Yes)

You may not have noticed, but something changed when those gems landed.

- (No)

I agree. Something did change when the gems fell.

{M} If the holy tree alone caused all this, then I've failed in my duty. I should have stopped them from cutting down the tree.

- [009] :{S} I turned into a tree right when the sparkles fell from the sky.
{M} If those sparkles start falling again, I'm heading for the hills.

[Buildings]

Innkeeper1:{S} They say that McCoy halted construction of the palace. With no more work, all the lumberjacks that came to make money will leave.
{M} Remaining a quiet village means remaining poor. I was hoping Kolima would flourish with all the construction.

Innkeeper2:{S} With no more work here, Kolima can go back to being a quiet little village.
{M} The village was really booming with all that work... But what good is it if you get turned into a tree.

[003] :{S} I've been a lumberjack for years, but I've never seen anything like this. I think I'll go home to my family in Imil.
{M} I'm a lumberjack, and I'm okay with that.

[004] :{S} I'm only a merchant, but I got turned into a tree just for staying here. I think I'll head to Xian, south of the river, now that I'm a man again.
{M} I wish I'd grabbed some of those gems that fell from the sky. They must be worth a fortune!

[Item] :{S} When I was a tree, I learned to appreciate the sun.
{M} It felt so good when my leaves were bathed in sunlight.

[Weapon] :{S} Fuchin Temple is on the other side of the river. It's quite famous. You should visit it if you have any spare time.
{M} Fuchin Temple's Master Nyunpa is said to be a strange one...

[Armor] :{S} The grand bridge across the river is the pride of Kolima.
{M} It's a shame we had to cut down so many trees to build that bridge.

[008] :{S} I heard that traveling warriors from the Goma Range saved the village. The warriors are said to be enormously huge and very strong. They supposedly defeated Tret to remove the curse.
{M} I don't really know, but you should be able to tell travelers.

[009] :{S} Big, strong warriors with great beards freed Kolima from the curse. If you see them, please thank them for me.
{M} All warriors are big, and all warriors have huge beards.

[010] :{S} Dad, will you please go back to being a lumberjack?
{M} Knowing my Dad, he'll start working again once he gets hungry.

[011] :{S} Dad! How are we going to eat if you don't work?
{M} How am I supposed to grow up if I don't eat? If he's not gonna feed me, I'm not gonna obey him!

[012] :{S} I'm never going to use an axe again.
{M} People turned into trees because of my axe. I will never use an axe again.

[013] :{S} My husband seems to be keeping a secret from me.
{M} I think he found something valuable, but where could he be hiding it?

[014] :{S} You saved Kolima? Wow! That makes me want to tell you a secret! But I'm not gonna. It's too good to give away!
{M} It's hidden deep in the forest, but I can't tell him that!

[015] :{S} Daddy told me his secret.
{M} Still, telling me it's outside the village doesn't help much...

\$#####
[01'15] --- Bilibin Barricade --- [01'15] ##
\$#####
#####

\$# If Tree 3 was not saved #
#####

Man 1 : I heard we were once called the Gang of Three. But now that she's gone, we're just the Gang of Two... The poor girl...

* - Mind Read:

We worked so hard... If only we had been a little faster...

Man 2 : If only we hadn't tried getting those persimmons, she'd still be... We'll never climb on each other's shoulder's again...

* - Mind Read:

What a cruel world! We just wanted to climb on one another's shoulders!

\$# If Tree 3 was saved #
#####

Man 1 : Hey! You're that guy!

Man 2 : Jill, are these the people who saved you?

Jill : Remember me? I was that tree! I would have been swept down the river if it wasn't for you. Please, take this. It is a small token of my appreciation.

<game> : Jill gave Isaac a special gift.
Isaac got a Hard Nut

Jill : I will never forget what you've done for me. Thank you so much!

Man 1 :{S} It was awful luck, being turned into trees just then. We just wanted to pick persimmons. Who knew what would happen?
{M} Whose idea was it to pick persimmons, anyway?

Man 2 :{S} I really like this spot by the riverbank... My heart feels at peace.
{M} Well, it wasn't my idea to go pick persimmons.

Jill :{S} I will think of you whenever I eat persimmons.
{M} These persimmons are just like my memories... So bitter...

[01'16] --- Bilibin --- [01'16] ##

#####

\$# McCoy's Palace #
#####

* - Outside:

Guard 1 : Oh! It's...

Guard 2 : Oh! Sir!

Guard 1 : We've been looking everywhere for you!

Guard 2 : The curse of the holy tree... You're the ones who broke it, right?

-(Yes)
<see below>

-(No)
Guard 2 : That's not true. We have witnesses who say they saw you in
the forest! It was you, wasn't it?

* - He continues asking until Isaac says yes.

* - Upon saying yes...

Guard 1 : You're under arrest! Let's go. Lord McCoy is waiting.

* - Guard 1 takes Isaac's group to McCoy's chamber.

* - If Lord McCoy was previously met with:

Guard 1 : We've brought the warriors, milord.

Lord McCoy: So, yeh're the we--I mean, brave--lads I met before! What were yer
names, again?

Garet : He's Isaac, sir, and I'm Garet...

Ivan : I am called Ivan.

Mia : And I am Mia, from the village of Imil.

Lord McCoy: Isaac and company...

* - Garet appears upset about not being singled out like Isaac.

Lord McCoy: And did I not decline yer offer when we first met?

- (Yes)

Lord McCoy: I did nae give it enough consideration back then.

- (No)

Lord McCoy: Are yeh no' just sayin' that tae appease me?

Lord McCoy: And yet yeh went oan tae break the curse despite my words,
did yeh not?

* - If Lord McCoy was not previously met with:

Guard 1 : We've brought the warriors, as you ordered, milord.

Lord McCoy: So, yeh're the wee--I mean, brave--lads who saved Kolima?
What are yer names, then?

Garet : He's Isaac, sir, and I'm Garet...

Ivan : I am called Ivan.

Mia : And I am Mia, from the village of Imil.

Lord McCoy: Isaac and company...

* - Garet appears upset about not being singled out like Isaac.

Lord McCoy: Are yeh no' the ones who ended the curse of the holy tree?

* - Regardless:

- (Yes)

Lord McCoy: I humbly thank you.

- (No)

Lord McCoy: Nae, yeh dinnae need tae hide it. My men told me aught yeh did.

Lord McCoy: I was but worried yeh might nae stop here on yer way back. I want
tae show my appreciation for yer help... I relied oan my money,
but I forgot about my people's needs. Yeh reminded me of my duties.
As lord of these lands, I will do my best for everyone's behalf.

Isaac, it would honor me greatly if yeh'd accept a wee token of my gratitude. I could give it tae yeh here, but would yeh no' rather choose it yerself?

- (Yes)

Lord McCoy: Very well. Yeh can choose somethin' that'll help yeh along yer way.

- (No)

Lord McCoy: Words are nae enough tae express my regret in doubting you.
Please, choose a token in thanks for yer service.

Guard 1 : I will show Isaac and his friends the way, milord.

Lord McCoy: Many thanks tae yeh, and tae yer companions, as well!! Visit me anytime! Yeh'll alaws find a warm hearth here!

Guard 1 : Follow me, and I'll take you to the treasure room.

* - Treasure room:

Guard 1 : Lord McCoy ordered that Isaac and his companions be brought here.
Please show them their reward!

Guard 3 : You may select a single item from among these four chests.

* - Before choosing a chest, the guards can be spoken to:

Guard 1 :{S} You may select a single item from among these four chests.
{M} These courageous warriors deserve to receive milord's treasure.

Guard 3 :{S} You may choose only one item, but I trust that all of them will prove useful.
{M} Nonetheless... if your luck is sour, you may end up an item [sic] you do not need.

* - If you try to leave before picking a chest:

Guard 1 : Please take your reward before you depart!

* - After selecting a chest:

Guard 1 : You are always welcome in the palace of Lord McCoy.

* - The guard leaves.

\$# Social Script \$#
#####

[Outside]

[001] :{S} I was turned into a tree for a while... Can you believe it?

- (Yes)

I think I now know what it means to sink your roots in one place. But I wouldn't recommend it to anyone else.

- (No)

Yeah, I can't even believe it myself.

{M} I never want to be turned into a tree again. It was terrible.

[002] :{S} The eruption on the other side of the mountains seems to have stopped. Things are finally peaceful again.

{M} As long as I'm okay, I really don't care what happens to anyone else.

[003] :{S} Welcome to Bilibin. We'll forget that whole curse business in no time!

{M} Not many lumberjacks are willing to cut trees in Kolima forest anymore.

[004] :{S} Have you ever been to the village of Imil, up north?

- (Yes)

Did you see the great lighthouse over there? I bet it was amazing!

- (No)

If you ever go there, be sure to visit their famous lighthouse.

{M} I want to share with you this sense of joy that I feel!

[005] :{S} You're wondering about the tree near the village entrance?

It turned back into a person. Thank goodness!

{M} That guy might turn into a tree again if you go near him...

[006] :{S} I saw Lord McCoy, the chief of Bilibin, walking through town, for the first time in a long while... He must be relieved to see that the curse has been broken.

{M} Lord McCoy seems to be having a spat with his wife. I wonder who'll win?

[007] :{S} Lord McCoy's men said they saw the ones who saved the village.

{M} They must be reporting your deeds to Lord McCoy right now!

[008] :{S} The curse was broken all thanks to the efforts of three young warriors. Say... You're not the young warriors, are you?

- (Yes)

That's amazing! You broke the so-called curse!

- (No)

I didn't think so. You don't look very tough at all.

{M} I'm sure Lord McCoy will give you a great reward! I wonder what it will be!

[009] :{S} If you're talking about the travelers from Imil, they crossed the river.

{M} One of the two people that came later was apparently injured...

[010] :{S} Those three kids vanished during all that trouble with the curse.

{M} "The Gang of Three"--HA! They're probably just dozing somewhere.

[011] :{S} I hear the barricade gate that blocked the road to Kolima is open again.

{M} Apparently, just about anyone could just waltz right through that barricade.

[Buildings]

Innkeeper1:{S} Wasn't that curse in Kolima horrifying?

- (Yes)

Even heroes like you can feel fear. Just imagine how scary it was for us poor townsfolk.

- (No)

You an say that now, because it's all over. At the time, we were all scared out of our pants.

{M} Well, I was only acting scared so that I'd fit in. I wasn't really scared.

Innkeeper2:{S} There will be fewer guests now that the fuss is over.

Whoever ended the curse sure didn't do us any favors.

{M} It'd be better for business if the curse had not been broken so fast.

[003] :{S} I'm a little surprised that the head chef is working so hard.

{M} It used to take them so long to serve your order, but not anymore!

[004] :{S} There's no business here, so I'm heading south of the river to Xian. Perhaps I'll take Silk Road as far as Tolbi.

{M} When they stopped building the palace, I lost all my business. Maybe I'll buy some silk in Xian and sell it in Tolbi.

[005] :{S} They served so much food today! If they do that every day, they won't make any money!

{M} I wish I could eat like this all the time!

[006] :{S} That was some meal! Don't you just love the food here?

-(Yes)

I now how you feel. Go find a table and pig out!

-(No)

What!? Why am I even talking to you, when I could be eating!?

{M} I'd better eat a lot; that chef's gonna burn out in no time at this rate!

[007] :{S} Ooooh... That's it... I tried my best, but I couldn't eat another bite...

{M} The food is such a good value at this price!

Head Chef :{S} Head Chef: Two specials! One dinner! One sandwich! One dessert!
Hurry up! Hey, you! Are you done yet?

Chef 2 : Almost...

Head Chef: If you want a meal, speak to the waitress.

{M} I'll go to Kolima when the customers are gone. But in the meantime, I'll cook like there's no tomorrow!

Waitress :{S} Let's see, serve them water... then get the silverware. The head chef will yell if you slow down...

{M} The head chef was so lazy until just the other day, but all of a sudden, I'm having trouble keeping up with how much he's changed.

Chef 2 :{S} I really think the head chef has changed. It's too much! I can't keep up with his energy!

{M} Let's see... Soup... salad... and... I forgot the dressing.

[011] :{S} The incident was resolved before I knew it... Maybe I'll head south of the river to find another job.

{M} If a kid like this could end the curse, maybe I could have done the job.

[012] :{S} I wonder what that eerie howling coming from south of the river was... It really gave me the heebie-jeebies.

{M} It looks like scary things are happening all over the world.

[013] :{S} Thank goodness they stopped construction of the palace. Lady McCoy seemed very disappointed, though.

{M} Sometimes, I wish I could see what the palace would have been like.

[014] :{S} Do you know if the holy tree survived?

-(Yes)

That makes sense. Those who were turned into trees are back to normal. I am sure the holy tree of Kolima Forest survived, too!

-(No)

Then how did the people who became trees get returned to normal? Did we just imagine the whole thing?

{M} It takes many years for a tree to grow so old that it becomes holy. No human should ever kill a tree as precious as that.

[015] :{S} I always miss Altin in the winter. I used to work there in the mines, and the winters were always so warm.

{M} I wonder if there are still beautiful gems in Altin Mine...

[016] :{S} My father says that it's warm all year long on the other side of the river.

{M} My father has traveled all over the world.

[Item] :{S} It turned out that all the warriors hired by Lord McCoy were useless! Except for those cute warriors who removed the curse, that is.

{M} They call themselves warriors... but you can't count on any of them in real emergencies.

[018] :{S} I thought I saw lights in the sky over Imil last night. Could the legendary lighthouse have been...?

{M} There's no doubt about it! It's the light from the lighthouse near Imil.

[019] :{S} His eyes are red because he stayed up late last night.

{M} What's the big deal? Why are you making a fuss about a lighthouse?

[020] :{S} Do you know what silk is?

- (Yes)

That's what they make in Xian village on the other side of the river. The long road that runs from there is called Silk Road.

- (No)

Caterpillars are raised on mulberry leaves. When the caterpillars' cocoons are unwound, they become silk thread. The thread is then woven into cloth used to make clothing, for wealthy people like Lady McCoy.

{M} Clothes made with Silk are so smooth and shiny.

[021] :{S} The road to Kolima is open again. You can finally continue on your journey.

{M} Traveling makes young warriors stronger.

[Weapon] :{S} Our weapons are the best you can find... But you should also try the store in Altin, south of the river.

{M} Altin's got good weapons, but I still think my selection is better.

[Armor] :{S} For some reason, the ocean fills me with hope and desire...If you ever see the ocean, remember men like me, who dream about it.
{M} I wish I could go out onto the ocean! Maybe I should go on a journey... But no, I don't have that kind of courage.

Healer :{S} The curse may be over, but we can't drop our guard yet.
It's still not entirely safe wandering outside of town.
{M} The signs of danger are actually more numerous than they were before.

[025] :{S} How about that? Our wishes have come true.
{M} Peace will be kept as long as we continue our meditations.

[McCoy's Palace - Outside]

Guard 1 :{S} Do you think I can become as fine a warrior as you?

- (Yes)
Really? Then I will try my best!

- (No)
Don't be so harsh... Just say yes, even if you don't mean it.

{M} I will be a reliable warrior, like Isaac and his companions.

Guard 2 :{S} I could never have gone to the village of Kolima knowing the danger. You are truly courageous warriors.
{M} Don't leave, Isaac! Be my mentor, and teach me to be brave!

Lady McCoy:{S} Hmph! My palace is not finished! McCoy loves that holy tree more than he loves me!
{M} He said he stopped construction so that I would not be cursed... I think he's just trying to weasel out of his promise!

Worker 1 :{S} Now that the curse is broken, why don't we start construction again?
{M} We'd still be working if we hadn't tried building using the holy tree. I told them not to use it.

Worker 2 :{S} It's over! Over! Milord decided not to build the palace.
{M} That was close! Building a cursed palace looks really bad on your resume.

[McCoy's Palace - Inside]

Lord McCoy:{S} Yeh've taught me that I cannae judge a man by his age or appearance.
{M} But I cannae figger out how ye got past the barricade... when yeh

did nae e'en have the key...

- [001] :{S} The people of Bilibin will never forget your bravery.
{M} I feel sorry for the warriors Lord McCoy hired. Milord will have strong words for them if they ever come back.
- [002] :{S} Things are looking grim south of Goma Range... Black clouds are looming. If you're headed that way, be prepared for rain.
{M} They'd be guaranteed a good life if they stayed in Bilibin under the trust of Lord McCoy. I wonder why they travel on as warriors.
- [003] :{S} Lady McCoy is quite upset that the palace construction has halted. You probably won't want to approach her for a while.
{M} I wish she's just stop whining... I don't have a palace either, and you don't see me crying about it.
- [004] :{S} I heard you received a spectacular reward. I hope that it shows you how nice Lord McCoy really can be.
{M} I wonder what kind of treasure Lord McCoy gave them...
- [005] :{S} Milady was very upset when she left the room. Oh my...
{M} I can tell when she's upset--she always slams the door.
- [006] :{S} For once, milord didn't let Lady McCoy push him around! He seems much more dashing now... Hee hee!
{M} Sometimes, a man's just gotta put his foot down. And oh! What a man!
- [007] :{S} AAAAH!!! Oh! For a second, I thought you were milady. You really startled me!
{M} The hole in this nightgown is just getting bigger. Has somebody else been wearing it?
- [008] :{S} The reward you received was indeed the greatest of treasures. Courageous people have the best luck!
{M} You got a pretty nice reward, but I think you were just unlucky. I don't want you to feel bad, so I'll tell you something good.
- [009] :{S} I was watching from here. After all that fuss, you still went to Kolima?
- - (Yes)
I don't know how you removed the curse, but you're the best!
- (No)
You lie! I saw you walking through the barricade! And then I saw you again, coming back through after the forest turned green!

{M} A courageous warrior wouldn't think twice about being turned into a tree.
- [010] :{S} You are a fine warrior.
{M} Sometimes we need children to remind us of our own responsibilities.

* - Second+ time:

You looked very courageous walking toward Kolima.

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## [01'17] --- Kolima Bridge --- [01'17] ##  
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* - A man, who had previously been affected by Tret's curse, speaks from across the water.

Man : Are you going to cross the bridge?

* - Isaac nods.

Man : Oh... Right! Go right ahead!

* - He lowers the bridge.

Man :{S} For a while, I thought no one would ever cross this bridge again.
Enjoy every crossing, for it could be your last!
{M} You wouldn't understand, but it's truly a joy to cross this bridge.

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## [01'18] --- Fuchin Temple --- [01'18] ##  
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$# Social Script $#  
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[001] :{S} How did you get here? Is the bridge open again?

-(Yes)

Really?! Then I can go home to Kolima now? I thought I'd never go home, what with the cursed forest and all!

-(No)

Oh... Then you came through the forest? That's too bad.

{M} I don't feel safe going home alone... I hope a monk will escort me.

[002] :{S} Gems from the sky, blue light in the north... All omens of disaster! They match legends of destructions described in our oldest scrolls.

{M} There is no point in training if the world is to be destroyed. Maybe it is better just to live happily.

[003] :{S} Om... Om... Blue nights in the north... Terrifying!!! A rain of broken stars... A forest suddenly grows... All omens...

{M} Many stars fell from the sky, just as it says in the scrolls...

It this truly a portent of the world's destruction?

[004] :{S} Nyunpa has not eaten in days... He is going to waste away to nothing.
{M} I can't imagine fasting... It gets me depressed just thinking about it.

[005] :{S} Isn't it noble of him to try to save the world by becoming enlightened?

- (Yes)
However, I really do not want to see Nyunpa waste away.

- (No)
Do you know what you mean when you say that?

-- (Yes)
Well, one may have many different opinions in this world, but... I wish you could understand our beliefs.

-- (No)
To achieve enlightenment, one fasts to cleanse body and mind... Freed from worldly concerns, one can focus the mind's powers.

{M} I will train to become a good monk. Then, I will save the world, even if I must sacrifice myself.

G. Healer :{S} I'm traveling around the world to spread good will.
{M} Since I'm here, I'd like to learn the secrets of Fuchin Temple, but that won't happen unless I undergo intense training.

\$# Temple #
#####

* - Nyunpa, who is meditating, does not respond when spoken to. However, using Mind Read offers a different result.

Nyunpa : Mmmm... Who is that? Who speaks to my mind?

* - After the casting of the Psynergy is ceased.

Nyunpa : Young master... Was that your voice I heard in my mind just now?

- (Yes)
Nyunpa : I knew it!

- (No)
Nyunpa : Speak no lies to me!

* - He uses Mind Read on Isaac.

Nyunpa : I knew it!

Nyunpa : You follow them, do you not?

- (Yes)

Nyunpa : I knew it!

- (No)

* - He uses Mind Read on Isaac.

Nyunpa : You speak lies... You are indeed following them!

Nyunpa : But you must go through Mogall Forest, the endless woods. The forest itself is a mystery, and its paths even more so... No ordinary man can pass from one side to the other. But perhaps I could, young master. If you can endure the trials in the waterfall, I will tell you. Will you take the test?

- (Yes)

* - Nyunpa telepathically contacts [003].

Nyunpa : Do not worry. You will be permitted to enter the grotto.
Go now, Isaac!

* - Isaac appears surprised that Nyunpa knew his name.

Nyunpa : Just remember, you are not the only ones who can read minds.

- (No)

Nyunpa : Then I cannot tell you. Give up and go back from whence you came.

* - Speaking to him again:

Nyunpa : {S} Speak to the monk standing beneath the falls.
{M} You enjoy reading the minds of others, do you not?

- (Yes)

If you overdo it, you will soon learn to despise the ability.

- (No)

That is good. Enjoy reading the minds of others while you still can.

#####

* - Outside:

[003] : I have already heard of your test from Master Nyunpa. You may enter.

* - He moves aside.

[003] :{S} The test of Fuchin Falls is a difficult one. Do not enter until
you are ready.

{M} Can such young warriors endure the trial of the grotto?

* - Inside:

Stone : The dragon's flame illuminates the path of truth in the darkness.

* - Room with dragon statue:

Statue : It's a statue of an eyeless dragon. What went in the sockets?

* - When the Dragon's Eye is inserted, the room is lit by the dragon's flame.

* - Room with second stone inscription:

Stone : Rays of light give birth to shadows, revealing the way.

* - Room with chest containing the Orb of Force:

Stone : The secret of Ki shall be revealed to the disciples of truth.

* - Upon exiting the cave with the Orb of Force:

[003] : Young master, did you complete the test?

-(Yes)

[003] : Why, you have mastered the secrets of Fuchin Temple!?

-(No)

[003] : But you must have...

* - He is contacted telepathically by Nyunpa.

[003] : Master Nyunpa is waiting for you... Proceed to the temple.

* - Mind Read:

[003] : The warriors have mastered the secrets of Fuchin Temple.

\$# Temple #
#####

Nyunpa : Excellent, Isaac! I am glad to see you master the secrets of Fuchin Temple! We monks call the power you have obtained Ki. You seem confused, Isaac.

- (Yes)

Nyunpa : This is called "force" by the western world, but it is really spiritual power.

- (No)

Nyunpa : You possess great wisdom for one so young, but I feel I must explain this. It is called "force" by the western world, but it is really spiritual power.

Nyunpa : I will teach you, as I promised. Use this power to go through the forest. What would happen if you let loose this energy in the forest? Ha ha! You are curious, no?

- (Yes)

Nyunpa : Monsters that wait in hiding would show themselves.

- (No)

Nyunpa : I can read minds, you know. You are curious, aren't you?

-- (Yes)

Nyunpa : Monsters that wait in hiding would show themselves.

-- (No)

Nyunpa : You don't have to try so hard. You are curious, are you not?

* - He repeats himself until Isaac says yes.

Nyunpa : You would then try to defeat them, would you not?

- (Yes)

Nyunpa : Sometimes, you must let go of your belief that fighting solves problems...

- (No)

Nyunpa : Ha ha... That is right. There is no good in wanton destruction.

Nyunpa : Monsters are cowardly. They will run once they know you can see

them. They are creatures of the woods... So they do not get lost there.

Nyunpa :{S} Use this energy to find the monsters, then follow them. It is that simple.
{M} Now that I have passed my knowledge of Ki along... I am without worries. Farewell, Isaac. Take care of yourself...

[01'19] --- Xian --- [01'19] ##

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\$# Social Script \$#
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[001] :{S} This is Xian. Travelers are welcome here! Relax. Stay long.
{M} These children must have come to study kung fu at Master Feh's school.

[002] :{S} Disasters from the sky... Many, many thieves... But I do not worry. Xian has many kung fu masters. Master Feh is strong.
{M} Master Feh said "YAH!" and then the thieves fell.

[003] :{S} This is the mulberry orchard. When the season comes, all Xian comes to harvest.
{M} The orchard gives the village life. It is very precious to us.

[004] :{S} Hoo-whaaa... Hachaaa!
* - The man darts at a nearby log, kicking it into the air. It flips repeatedly before landing in the same position. Heh heh heh... My kung fu is strong. If you go to Master Feh's school every day, someday you will be strong too.
{M} Breaking trees with my hand hurts me very much. But it does not hurt Master Feh. He is a great master.

[005] :{S} Martial arts are very popular in Xian. All warriors should learn martial arts.
{M} Fighting with kicks and punches is effective. Everyone should remember this.

[006] :{S} My clothes are not silk. Silk is very expensive. Only the wealthy wear it.
{M} Silk is shiny and smooth. It feels goof on my skin. I'm obsessed with it.

[007] :{S} Young warriors, very gallant! You came through Mogall Forest?

-(Yes)
Incredible. I respect your deeds.

- (No)

Came from Altin? No. That is a lie. Silk Road is blocked.
No one can come that way.

{M} You young warriors look strong. But which is stronger... You, or
the kung fu taught at Master Feh's school?

[008] :{S} Xian is the village of kinu. Kinu means silk. Silk makes the best
cloth.

{M} I hope many people come to know the silk of Xian.

[009] :{S} * - At river:

Do not speak to me. I might spill my water.

* - Away from river:

What are you doing! You made me spill my water!

* - After spilling water:

Now I must get water again. This work is hard on my back.

{M} I must carry water every day. I can't stand it!

[010] :{S} You warriors should visit Master Feh's school. You will be
surprised!

{M} Master Feh's school is training. It makes us very strong.

[Buildings]

Innkeeper1:{S} Warriors should learn about the towns they visit. Just traveling
and fighting is a sad life.

{M} When you go to a new place, follow the rules in the new place.
This is an old saying in Xian.

Chef :{S} All the people who came to eat are from Xian. What happened
there?

{M} There are fewer travelers, so fewer people eat here. Where are
all the travelers?

Innkeeper2:{S} Normally, many merchants come to the village, but they have not
come yet. I think that is strange.

{M} When many merchants come, my business is good. But if no
merchants come, my business is very bad.

[004] :{S} The mulberry harvest is over. Now there is much food for the
caterpillars! The cocoon threads will become silk. Merchants
will buy a lot when they come.

{M} Soon, Master Hammet will come. He will buy much silk.

[005] :{S} Farm work is very hard. Warriors have no idea how hard it is.

{M} Farm work is hard on the shoulders. It is hard on the back, too.

G. Healer :{S} I came to Xian from very distant lands to spread good will.

{M} When you stay in Xian for a long time, you start to speak
strangely. My head gets very confused...

[Item] :{S} Xian's special armor is not suited to warriors... It is better to buy normal armor.
{M} Xian is a village of craftsmen. They never buy items. They make them.

[Weapon] :{S} Xian has martial arts, but kung fu alone is not enough. People worry. For that reason, it is not strange to sell weapons in Xian.
{M} Some say fighting with weapons is cowardly. I say not true. There are many fighters, and many ways of fighting.

[Armor] :{S} Martial artists can't use heavy armor. If they do, they can't move quickly. ...But not warriors. Using armor is good for them.
{M} In warrior battles, you fight with weapons. In kung fu, you fight by dodging.

[010] :{S} Follow Silk Road. When you see the mountain fork, go north. Then you will see Altin.
{M} Altin has many men. All scary men, too.

[011] :{S} There is a mine in Altin. There is [sic] lots of steel and lots of gems.
{M} Mining is very hard work. It takes great strength. It is difficult for women.

[012] :{S} Xian silk is sent on Silk Road to Tolbi. Tolbi is a big town in the southwest.
{M} Silk Road is full of silk merchants.

[013] :{S} Silk Road ends in Tolbi. It is a big, big town.
{M} Merchants say Tolbi is very beautiful, very wonderful...

[Feh's school of martial arts]

[001] :{S} This is Master Feh's school... You came to watch?

- (Yes)
Promise me you will be quiet.

- (No)
Warriors should learn martial arts. They will help in battles.

{M} Warriors fight with weapons. Kung fu means little to you.

[002] :{S} Just listening does not make one strong. I learn by watching.
{M} Great kick. Kick from the hip. That causes much pain when it hits.

[003] :{S} Flexibility and jumping are very important in kung fu.

{M} I move too quickly. You can't hit me with your weapon. Try it.

[004] :{S} Master Feh is very busy. He is speaking with his daughter, Feizhi. You cannot enter now.
{M} Master Feh is talking with Feizhi about something very important. You cannot disturb them.

[005] :{S} Strong kicks are very important. Kick, kick, kick! That is how you do it.
{M} Practicing kicks hurts my feet very much. But I still try hard.

[006] :{S} Everyone in Xian can do martial arts. But the Feh School of martial arts is the most elite.
{M} Warriors come to learn the Feh School's kung fu. That is how famous it is.

[007] :{S} I want to learn, so I train. Quick punches are very good. Master Feh is very good.
{M} That punch was good! You surprise me, warrior.

[008] :{S} Master Feh is very busy. Do you still wish to see him?

-(Yes)

Look there. You see that line? Stand there and use Chi.
If that tree falls, I will take you to see Master Feh.

-(No)

You will not see Master Feh? That is too bad.

{M} You are the warriors who came to study, yes? It is too much to ask to see Master Feh.

\$# Feh's school of martial arts #
#####

[008] : Master Feh is very busy. Do you still wish to see him?

-(Yes)

[008] : Look there. You see that line? Stand there and use Chi.
If that tree falls, I will take you to see Master Feh.

-(No)

[008] : You will not see Master Feh? That is too bad.

* - If Isaac knocks the wooden log down via physical contact:

[008] : You cannot push it with your hands. Attack it with Chi.

* - Isaac stands within the square marked by white lines on the ground, and uses the Psynergy "Force" to knock the wooden log down.

[008] : Ya! What happened!? The tree fell on its own! Warriors cannot use...
Wait. This is different from Chi. Do not step over the line,
warrior. Stand beyond the line. Then try your Chi.

* - Isaac stands on the lines marking the square, and uses Force.

[006] : What did you do, warrior?

[008] : The warrior used Chi! He did it from the line... and the tree fell!

[004] : He knows kung fu! Do you know kung fu?

-(Yes)

[004] : Your Chi must be strong if you can use it from afar. I must tell
Master Feh!

-(No)

[004] : It is unbelievable that someone who does not know kung fu can
use Chi.

* - [004] heads for the door to Feh's chamber. Suddenly, the door opens.

[004] : Ya! What happened!? The door opened on its own!

* - Feizhi and Feh walk out.

Feh : Feizhi! Wait! Are you worried that Hsu is late? He is only a little
late in returning from Lama Temple. Do not worry!

Feizhi : Something is wrong with Hsu... I sense it.

Feh : Ahhh, Feizhi... Is it your power again?

Feizhi : Ever since gems fell from the sky and hit me, I have sensed
bad things.

Feh : You say you sense evil ever since you received the power of
prophecy. You have told me already. I do not believe it, Feizhi.
Your visions are just coincidences.

Feizhi : My visions came true many times, no?

* - [004] nods.

Feizhi : I had a vision about Mogall Forest, and that came true...

[001] : Yes, your predictions came true, Feizhi. It was very surprising!

Feizhi : The flood in Altin... Did I not predict that, too?

* - [001] nods.

[001] : All Feizhi's predictions come true.

Feizhi : See, Father?

Feh : I have heard this all. I was surprised, too, but it is still coincidence.

Feizhi : You still don't believe it?

Feh : Hsu is late, so you worry too much. But do not think bad thoughts.

Feizhi : You sent people to find Hsu, correct?

* - Feh shakes his head.

Feizhi : Stubborn old man.

Feh : What did you say, Feizhi? You should not speak so to your elders.

Feizhi : I will not ask anyone. I will go alone, then!

Feh : It is too dangerous.

* - Feizhi runs out of the building.

[001] : Ya! Master Feh! Feizhi has gone!

[008] : Feizhi was very angry. She was frightening!

[004] : Hsu is in danger. Feizhi is going to help.

Feh : Feizhi knows kung fu. She will be all right. Feizhi is alone. She cannot go too far. She will give up soon enough. Until then, let her be.

* - Feh walks forward. He sees that the wooden log has been knocked down.

Feh : The tree... It fell. What happened?

[004] : The warrior did it. He used Chi.

Feh : Warrior, you... Can you use Chi?

-(Yes)

Feh : Do it again, warrior. Show me your Chi.

-(No)

[004] : Warrior, you speak nonsense. You used Chi. Do it again!

--(Yes)

Feh : Show me your Chi, warrior.

--(No)

Feh : I want to see your Chi, warrior.

* - Before using Psynergy...

Feh :{S} * - If "Yes" was picked on the first or second time:

Warrior, let me see your Chi now.

* - If "No" was picked twice:

Warrior, will you show me your Chi?

- (Yes)
Very good. Now show me.

- (No)
What you can do is an incredible thing. Hiding it is not good.

{M} Warrior, show me your Chi. I want to see it very badly.

[002] :{S} Feizhi is stronger than she looks. She will be okay.

{M} My kick and punch are very loud! They cause much pain when they hit.

[004] :{S} Warrior, that was great, but Master Feh's Chi is much stronger.

{M} I am shocked that this warrior can use Chi. What will Master Feh say when he sees it?

[006] :{S} Feizhi is gone! It is dangerous outside the village.
I am worried.

{M} Feizhi, I know. I know how you feel... But it is not good to ignore Master Feh.

[008] :{S} Warrior, show us your Chi, like before.

{M} Show us your Chi. Now. Do it now. I want to see it.

* - After Isaac uses Force again:

Feh : Ya! The tree fell!

????? : Master, did you see? The warrior used Chi.

[004] : The warrior's Chi is excellent! Are you surprised, Master?

* - Feh pauses.

[004] : What is wrong, Master?

Feh : Hmmm... The warrior did make the tree fall. I grant you that...

[008] : Is something wrong with the warrior's Chi?

Feh : What the warrior did... It is not Chi.

[006] : What? It is not Chi?

Feh : Hmmm... It looks very similar... but it is not Chi. Warrior...
Have you been to Fuchin Temple?

-(Yes)

Feh : Ah... I knew it.

-(No)

Feh : Hmmm... That is strange.

[004] : How are Chi and Fuchin Temple related?

Feh : I learned my Chi from Master Hama of Lama Temple.

[008] : Then it is the same as Chi, is it not?

Feh : Very similar... But still different... Chi concentrates the energy
of the body into the hand... then releases in onto a distant object.
You, warrior, used energy focused from the mind. Understand?

-(Yes)

Feh : This warrior is wise. The power to will something to move requires
much wisdom.

-(No)

Feh : Remember this... Wishing for something is the same as thinking
very hard.

Feh : Fuchin's Ki releases the mind's energy like Chi releases the body's.
The body's energy has limits, but mental energy has few limits.
Train your Ki. It will grow very strong. Do your best, warrior.

* - Feh turns to the others.

Feh : Practice, everyone! Chi has its limits, but anyone can use it.
Practice, practice! Until you learn the power of Chi.

* - Everyone resumes their training.

\$# Social Script \$#
#####

[Feh's school of martial arts]

Feh :{S}
{M} Can such a young warrior really do it? It is hard to believe...

[001] :{S} Warrior, you are great. You have earned my respect.
{M} Your Chi is Fuchin Temple's. How is it different from our Chi?

[002] :{S} Where did Feizhi go? I am very worried.

{M} Feizhi is not in the Feh School anymore...It is sad. Very lonely.

[003] :{S} Lama Temple is far west. It is in Lamakan Desert. Master Hsu went there to train. He will come back strong.

{M} Follow Silk Road straight. Pass through the canyon. You will see Lama Temple.

[004] :{S} I will learn Chi. I will become strong. Stronger than Master Feh...

{M} Learning Chi... is very hard. Master Feh is amazing.

[005] :{S} Everyone wants to learnt he Chi of Master Feh. I will study kung fu to learn Chi.

{M} I don't care which Chi it is. Kung fu's or Fuchin's... I must learn it.

[006] :{S} I did not think much of you, warrior. I apologize.

{M} Warrior, you use weapons and Chi. You are very dangerous.

[007] :{S} Concentrate energy into the hands and release it as Chi. This is what Master Feh teaches. But it is hard. Master Hsu went to Lama Temple. There, he learns from Master Hama.

{M} Master Hama's Chi can shatter boulders. Can Master Hsu shatter boulders with his Chi?

[008] :{S} Master Hsu is late. I can understand why Feizhi worries.

{M} Feizhi worries only about Master Hsu. It makes me a little jealous.

\$# Town entrance #
#####

* - Feizhi is standing nearby.

Feizhi :{S} You are the warriors from the school... Are you strong warriors?

-(Yes)

I am happy to see strong warriors. I hope you will go west.

-(No)
You are weak warriors? Very few warriors would call themselves weak.

{M} Going west alone is very dangerous. I must find someone to take me west.

[01'20] --- Alpine Crossing --- [01'20] ##

#####

* - If Feizhi was met in Xian, she appears here as Isaac enters.

Feizhi : Yahn! Silk Road! Boulders block the road! My vision... It came true.
Hsu, Hsu!

* - She runs to the south, but is unable to progress due to the boulders.

Feizhi : It is no good. I cannot hear Hsu's voice!

* - Social Script:

Feizhi :{S} What do I do? Warrior, should I return to Xian?

-(Yes)
Going back is no option. I must find Hsu.

-(No)
You are right, warrior. Of course not. I must find Hsu.

{M} Hsu is in danger. I can sense it. I must find him soon.

[01'21] --- Altin --- [01'21] ##

#####

* - The town has been flooded.

\$# Social Script \$#
#####

[Outside]
[001] :{S} Is this your first time to visit Altin?

-(Yes)
We must look like a coastal town, huh?

-(Yes)
Nothing gets by you... Altin never even had a well in the old days. Water-spewing monsters are what waterlogged the village.

-(No)
The day the gems fell from the sky, these water-spewing monsters appeared our of nowhere. Now the village is ruined because of them!

-(No)
Look at how much Altin has changed! You can't do much here until the waters subside.

{M} You came to Altin at a bad time. You're terribly unlucky, huh?

[Item] :{S} Oh, no! What will I do if all my merchandise is soaked?
{M} If my goods are wet, I'll have to dry them out before I can sell them.

[003] :{S} How can those creatures spit up so much water?
{M} It's almost like they're turning the air itself into water!

[004] :{S} How horrible! My house is totally coated in monster spit.
{M} I'm glad I saved my very first love letter, but what about everything else?

[005] :{S} Even the mine is submerged. No one can enter it.
{M} Even the toughest of miners can't do much about this water.

[006] :{S} Altin always used to run short on water. Now we're all flooded in. Either way, we just have bad luck when it comes to water.
{M} Water is nice, but not when it's flooding your home.

[Armor] :{S} My store is submerged...I want to sell armor, but there's no way.
{M} All my armor inventory is rusting even as we speak.

[008] :{S} If we could just destroy the monsters, all the water should drain away.
{M} If the water beasts continue to flood us... our entire village will be submerged.

[009] :{S} We can't drink the water the monsters spew! It's disgusting. Won't anyone ever slay those beasts?
{M} Ugh. The monsters spewed out all of this water. It smells foul...

[Buildings]

Innkeeper1:{S} We got a little damp, but we're doing okay. We must count our blessings.

- (Yes)

After all, a lot of good people have been hurt in this flooding.

- (No)

You have to remember, lots of people lost everything they own. It's just sad, when you think about it.

{M} We'll come through this all right, but I'm afraid the village is done for.

Innkeeper2:{S} I'd give anything for someone to return Altin to its former glory. You look pretty young, but if you are a true warrior, please help us.

{M} I know they don't look so tough, but being warriors and all, maybe they can help us.

Chef :{S} I came from Xian. I cook good food. Eat up!
{M} I became a cook after I came to Altin, but I still cook well.

[Weapon] :{S} Do you want weapons?

-(Yes)
I'll sell you anything you want once the waters have receded.
What in the world did we do to deserve this fate?

-(No)
You wouldn't say that if you saw my weapons. I wish I could
show you.

{M} Cripes... Is this how my weapon shop ends? As a sunken disaster?

[005] :{S} None of us can go home until the water subsides.
{M} Most of the village is still submerged... It will be a long time
before Altin returns to its former glory.

[006] :{S} No matter what happens, I'd never abandon Altin.
{M} Leaving Altin for Tolbi? Well, that's just crazy.

[007] :{S} Of course, our house will be ruined now. I wish I could move
away...
{M} Now I finally have an excuse to move to my favorite town--Tolbi!

[008] :{S} It's been a long time since I got a break from doing housework.
{M} I hate sitting around like this. I want to go home!

[009] :{S} Not many people come up Silk Road to Altin. You're an odd one,
you are.
{M} Of course, you can't go west of the mountains without taking
Silk Road.

Bookcase 1:{O} There is a book titled "Altin: The Mining Village." Altin mines
are famous for their beautiful gems, according to the book.

G. Healer :{S} It was after that eerie night when the gems fell from the sky.
That was when the water-spewing beasts appeared in the mine!
{M} Please save the helpless in Altin...

\$# Altin Peak #
#####

* - Outside, Isaac's group finds one of the water-spewing monsters (referred to
in battle as "Living Statue"). It heads inside the nearby cave (Altin Peak).
Defeating it lowers the water level. The same occurs upon defeating other
such creatures.

\$# Social Script # (water lowered: one level)
#####

[Outside]

* - A new man has appeared on the third level.

[010] :{S} The waters around here have subsided... I wonder if the holes in the mine allowed the water to drain.
{M} As the monsters go away, the waters recede. Maybe all of the monsters will disappear pretty soon...

[Buildings]

* - [Buildings-006] and [Buildings-007] have returned to their home.

[006] :{S} Oh no... The whole house is soaked...
{M} It's going to take a lot of work to get this house back in shape.

[007] :{S} If the monster that did this were here right now, I'd give him such a smack! I'm just kidding... I'm opposed to all this violence.
{M} One blow's not enough. Jab! Jab! Hook! Then comes the uppercut!

* - The item shopkeeper has returned to her store.

[Item] :{S} None of my goods were damaged. I'm going to sell like there's no tomorrow!
{M} A few things got damp... But it shouldn't affect the quality, so you can use them without any worries. ...Maybe I'll put up a sign to explain it all.

\$# Social Script #\$(water lowered: two levels)
#####

[Outside]

* - A new man is on the second-to-lowest level.

[011] :{S} The water beasts looked exactly like Altin's guardian statues... Could the guardian statues have turned into those monsters?
{M} Come to think of it, it looked like our guardian statue was spewing water.

[Buildings]

* - The armor shopkeeper has returned to his store.

[Armor] :{S} It's great that I can sell armor out of my shop again.
{M} We dried off all that armor and polished it up! There should be no trace of rust now.

* - [Buildings-008] and [Buildings-009] have returned to their home.

[008] :{S} Don't be too harsh on those beasts.
{M} I'm just glad to get my house back.

[009] :{S} Are you trying to find your way west through the mountains?

-(Yes)

There should be a passage that leads west at the bottom of the mine.

-(No)

I don't know what you did, but we are grateful you defeated the beasts.

{M} I thought the village was done for. I'm glad we didn't give up hope.

#####

\$# Social Script \$# (water lowered: three levels)

#####

[Outside]

* - A new man is outside at the lowest level:

[O-012] :{S} The waters have flushed out tons of rock from the mine. Maybe now we'll find gems and ore we've never even seen before.

{M} It'll be better than digging up more of those durned ancient relics.

[Buildings]

* - The weapon shopkeeper has returned to his store.

[Weapon] :{S} Thank goodness the water has receded. I can open up shop again!

{M} Only a merchant knows the joy of being open to do business again.

* - Three new individuals are in the house at the lowest level:

[013] :{S} I didn't want to leave my hometown... That's why I came back.

{M} The bottom of the mine... The end of the easternmost passage...
I won't give that up.

[014] :{S} I heard someone killed the water beasts. That's why I came back.
There's no place like home.

{M} My husband's sense for finding treasure has never failed.
Once the water recedes, we'll dig up that spot he found.

[015] :{S} You defeated those monsters, didn't you?

-(Yes)

Here, let me thank you with... a kiss! Hey, you're turning

beet-red!

- (No)

Oh, you didn't? Still, I'm happy to be back home, so here's a kiss! Hey, you're turning beet-red!

{M} Mom and Pop know something about the bottom of the mine. I wish they'd tell me what it was.

\$# Altin Peak #
#####

Signpost : Watch for falling rocks! Do not strike the wall! Rocks may fall!

* - If Force was not acquired:

Garet : Tch! We came this deep into the mine just to find a dead end!

* - Garet hits the signpost. The area starts to shake.

Garet : ...I have a bad feeling about this. Run, Isaac! Now!

* - If Force was acquired, then it is used to knock down a nearby wooden log, which hits the wall while falling.

* - Either way, a boulder drops from above. It rolls off a ledge, creating a hole in the ground which leads to a hidden chamber - visibly constructed by humans, rather than nature - wherein Isaac's group encounters the "Hydros Statue." After defeating it:

Garet : We did it, Isaac! We beat the last water beast!

Ivan : I wonder why Altin's guardian statues turned into monsters.
Isn't it strange?

- (Yes)

Ivan : And what's up with this strange, tiled room at the bottom of the mine?

- (No)

Ivan : Oh, I'm sure you get that sort of thing all the time. Still, it's strange that the bottom of the mine was made of carved stone.

Mia : The guardian statues were created long, long ago.

Garet : What are they for?

* - The Hydros Statue crumbles.

Ivan : There's a treasure chest behind the guardian statue!

Mia : It must all be related to these ruins, buried deep in the mine...

Garet : I guess so... Hey, Isaac, we should check that chest before we go!

* - The chest contains the "Lifting Gem", which grants the Psynergy "Lift."

\$# Social Script #
#####

[Outside]

[001] :{S} Thank you so much for defeating the hydros statues in the mine.
{M} We can go back to work in the mines again.

* - [Item] has returned to her shop.

[003] :{S} Did you see water gushing out when you slew those hydros creatures?

- (Yes)
I see... So the water monsters are like giant water tanks...

- (No)
Really... Then how could they have carried all that water?

{M} I was afraid more water would gush out when the monsters were slain.

[004] :{S} Once the mine opens again. we'll be able to get back on our feet.
{M} I hope Altin Mine will thrive again soon, like it once did.

[005] :{S} They already started mining the upper parts of the mountain.
But people still seem afraid to go down to the lower depths.
{M} The water seeped into the mine shafts. I bet the rock is very soft.

[006] :{S} Thank goodness the village is free from all that water.
{M} That strange chamber in the mines creeps me out.

* - [Armor] has returned to his shop.

[008] :{S} The water drained out of the mine through all the cracks, as I expected. But the remaining water will probably sit here for a while.
{M} It's so humid inside that cave. It feels awful and sticky in there!

[009] :{S} Are you the ones who defeated the water beasts?

- (Yes)

We'd be much obliged if you'd also help rebuild the village.

- (No)

I heard our rescuers were young. I'd like to meet them.

{M} You fought pretty well despite all that foul water the beasts spewed out.

[010] :{S} The village went right back to normal once the water monsters left. But it's still a mess around here.

{M} That mine is full of holes and chasms. That's why it drained so well.

[011] :{S} So those hydros creatures really were the guardian statues, huh? That sure is a surprise.

{M} The old guardian statues always creeped me out. I'm glad they're gone.

[012] :{S} Is it true you found ancient ruins in the deepest part of the mine?

- (Yes)

Really? I always thought that mine held some kind of secret.

- (No)

Hmmm, are you sure you even went down there? Someone ought to check it out.

{M} I used to find all sorts of artifacts. I wonder if they came from the ruins.

[Buildings]

Innkeeper1:{S} There is a small temple to the west of Altin Mine. They may be having trouble with the water from the mine.

{M} I think that temple was called Lama Temple. There are said to be people with strange powers there.

Innkeeper2:{S} There is an endless desert west of the mountains. Any travelers going west must prepare themselves well.

{M} You won't be able to go to the desert for a while since Silk Road is blocked.

Chef :{S} West of the mountains is very hot--very hot! It is exhausting! Eating hot food is good. It helps you endure the heat.

{M} No one can go west of the mountains now.

* - [Weapon] has returned to his shop.

[005] :{S} There are a few beasts in the mine still, but they're down deep below, right?

- (Yes)
Good. Then we can just mine the upper passages.

- (No)
If they're in the upper passages, then we can't mind like we used to.

{M} It will be some time before Altin recovers from this.

[006] :{S} I hear that Silk Road is closed... Or, at least, that's what this girl from Xian said.

{M} The merchants must be having a hard time if Silk Road is blocked. Who could clear away a landslide?

[007] :{S} A girl from Xian was asking questions about young warriors. Say, could she have meant you guys?

- (Yes)
She was searching very hard.

- (No)
Well, if not, I hope she finds whoever she was looking for.

{M} I wonder what business that girl from Xian has with warriors...

[008] :{S} If only they had left a water monster or two...

{M} How can I be truly happy if all those cute monsters are gone?

[009] :{S} Ancient ruins and treasure definitely go together... What are you going to do?

{M} They say you can still find monsters if you go deep enough in the mine. I'd go treasure hunting if it weren't for those nasty beasts.

[Item] :{S} The girl from Xian bought a lot. I wonder if she is on a journey.

{M} The girl from Xian bought all goods that had been submerged.

[Armor] :{S} How about it? Aren't you impressed by our vast armor selection?

{M} Well, if you are impressed, then make a purchase!

[Weapon] :{S} You'll have to find the passage in the mine that leads west if Silk Road is blocked.

{M} I've heard of a passage in the mine that leads west, but I've yet to meet anyone who's found it.

[013] :{S} Really? Ancient ruins at the bottom of the mine? You don't say...
{M} Cripes. Ancient ruins down in the mine... We have to go get that treasure right away.

[014] :{S} There probably isn't much treasure in the ruins beneath the mine. Why don't you forget about treasure and just resume your journey?
{M} I had no idea there were ruins beneath the mine.

[015] :{S} Something's wrong with Mom and Pop. They've been acting weird ever since the ruins were found in the mine.
{M} I wonder if Mom and Pop knew about the monument in the mine.

G. Healer :{S} You saved Altin from the monsters. Clearly this is the work of the hand of Fate.
{M} Almighty Fate must have heard me.

[01'22] --- Lama Temple --- [01'22] ##

#####

* - In the northeast, there is writing on a wall near a stone.

Writing : He who has the power to see that which cannot be seen shall see the truth... So reads the writing on the wall.

* - Using the Psynergy "Reveal" shows a chest in place of the stone, which contains a Water of Life.

\$# Social Script \$#
#####

[Outside]

[001] :{S} This is Lama Temple. Welcome, travelers. The Lamakan Desert ahead is a very hot land. Rest well before you go.
{M} They seem to be anxious. They cannot survive the desert like that.

G. Healer :{S} I am traveling around the world to spread good will.
{M} For some reason, these people give me the same feeling I got from the master of the temple, Master Hama. Yes... I feel as through my mind is being read somehow...

[003] :{S} Do you know what meditation is?

-(Yes)

It allows you to find peace by closing your eyes... and sealing your mind from the world around you.

- (No)

It is training in which you clear your mind of all thought...
and try to become as still and calm as a stone.

{M} I am hungry...

[004] :{S} You who speak to me... I sense great insecurity and anxiety
within you.

{M} I sense impure thoughts from the man beside me... His training
is weak.

[005] :{S} Young warriors, do you come from the east?

- (Yes)

Did you stop in Xian along the way?

- (Yes)

Master Feh, in Xian, is very close to our Master Hama. Students
from Feh's school often continue their kung fu training here...

- (No)

Then it is good that you have come here. Feh's kung fu is good
for warriors who seek to better themselves.

- (No)

Then you must have come across Lamakan Desert...

{M} They say a person can overcome any trail once he masters kung fu.

[006] :{S} Did you know that Master Hama is the greatest master of Chi?

- (Yes)

You do? Then you must have already met Master Feh in Xian,
haven't you? But Hama's power does not end there.

- (No)

Then today, you shall see that master Hama is truly the master
of Chi.

{M} Chi is but a fragment of Master Hama's power... She is a true
scholar.

\$# Temple #
#####

Man : Master Hama is meditating. Please be extremely quiet.

* - Hama turns around.

Hama : So, Isaac, you and your Adept companions have finally come.

Garet : Finally come? Was she expecting us?

- (Yes)

Hama : But how did she know we'd be here now?

- (No)

Hama : Then, how come she knew we were coming, Isaac?

Hama : I anticipated your arrival.

Mia : You knew we were coming, then?

Hama : I have been waiting a long while for you. You came seeking the Elemental Stars.

Ivan : You know about the Elemental Stars, too? Who... Who are you?

Hama : I am a Jupiter Adept, just like Ivan.

Ivan : I'm not a Jupiter Adept! What are you talking about?

Hama : You are, Ivan, although you may not yet know it.

Ivan : Why do you say that?

Hama : Do you not have the power to read minds? This ability is unique to the Jupiter Adepts.

Mia : You predicted our coming... Is that also Psynergy?

Hama : Ho ho! Excellent question, Miss Mia. Yes, the ability to foresee events also belongs to the Jupiter Adepts.

Garet : Then, can Ivan learn the power of prediction, too?

Hama : He already has.

Ivan : I don't think I have--

Hama : You do. You merely do not yet know that you have it.

Garet : The power of Jupiter must be great if it lets you see the future.

Hama : Oh, but Ivan can learn to use an even greater power!

Ivan : What greater power?

Hama : Reveal.

Ivan : Reveal?

Hama : Yes. I have waited long to pass the power of true sight on to you.

Mia : You waited here in Lama Temple just to teach Reveal to Ivan?

Hama : You will need Reveal if you are to achieve your goals... Jupiter

Adepts can learn Reveal on their own, over time... But that power alone will not help you find Saturos as his company moves on. It was Saturos and his companions who blocked Silk Road.

Garet : Felix and the rest of them, huh? Those cowards!

Hama : Felix bears a terrible fate, a burden I would not wish on any man.

Garet : A terrible fate? What do you mean?

Hama : I am sorry, but I can say nothing more of this matter. Now, we must focus on the power of Reveal. You will need the power of Reveal to cross the evil Lamakan Desert.

Garet : An evil desert? Is that even possible?

-(Yes)

Garet : You believe that, Isaac? Well, I just don't buy it.

-(No)

Garet : It's hard to believe, isn't it, Isaac? I feel the same way.

Ivan : Why will we need Reveal to cross the desert?

Hama : Crossing Lamakan Desert was hard enough with the extreme heat. But evil has taken hold of the desert, and its heat has become unbearable. Entering the desert now is nothing short of asking for death.

Ivan : Then how can Saturos cross such a deadly place?

Hama : Saturos and Menardi are Mars Adepts. I am merely guessing... but their powers might help them suppress the heat as they cross.

Mia : I still don't understand... How will Reveal help us in such an evil place?

Hama : Reveal will help you find oases to cool you against the heat.

Garet : Why would we need Reveal for that? Won't we be able to see the oases?

Hama : Do you know what a mirage is?

-(Yes)

Hama : The desert is filled with mirages that prevent you from seeing clearly. Without Reveal, you cannot find the oases.

-(No)

Hama : Intense heat creates a curtain of air that distorts the terrain. Mirages will deceive your eyes, preventing you from finding any oases.

Garet : Sounds like we should have Ivan learn Reveal, don't you think?

-(Yes)

Garet : Yeah! I don't want to die in any evil desert!

-(No)

Garet : Oh, come on, Isaac! If we're going to follow Felix, we'll need Reveal!

Mia : Ivan, you should let Master Hama teach you how to use Reveal.

* - Hama appears troubled.

Ivan : What's wrong, Master Hama? You can pass Reveal on to me, can't you?

Hama : I am unsure that it will work. In preparation for this day, I tried to pass a power on to a young girl, although that power was not Reveal. My student was not an Adept... But I thought anyone could hone a skill he or she already possessed... However, I saw no change in the girl.

Feizhi : No! There was a change!

* - Feizhi runs into the temple.

Hama : Feizhi... Why are you here?

Feizhi : I sensed it!

Hama : Sensed it? What did you sense?

Feizhi : Hsu is in great danger!

Hama : Hsu left this place a long time ago.

Feizhi : I know... But Hsu did not return to Xian.

Hama : ...The boulders in the mountains!

Feizhi : I sensed it. I came through the mine. I came to ask for help.

Hama : I sensed nothing, as I was focused on Isaac's arrival... But, why has the power come to you now, after all this time?

Feizhi : Gems fell from the sky. One hit me right on the head.

Hama : Gems... Psynergy Stones... Then this may work after all.

Feizhi : What about Hsu?

Hama : Let us hurry to Hsu's aid!

* - Hama and Feizhi head for the temple's exit.

Garet : Master Hama, what about us? What about Reveal?

Hama : I had completely forgotten.

* - She approaches Ivan.

Hama : It seems I succeeded in passing my power to Feizhi. You will be fine.

* - She bestows Reveal upon Ivan.

<game> : Ivan learned Reveal.

Hama : This should do it. Use Reveal to cross the desert. But your Reveal may not be that strong yet... The oases may not appear. The rest is up to Ivan's abilities. Ivan, I am very glad to see you have grown to be such a strong man.

* - Hama and Feizhi depart.

Mia : Ivan, do you and Master Hama... know each other?

Ivan : No... But she doesn't feel like a stranger...

Garet : Felix and the others must be far ahead of us by now...

- (Yes)

Garet : Then we'd better get moving! Let's go!

- (No)
Garet : The desert may have slowed them down, but we can't waste a second!

Mia : We can't just leave like this! Hama might need our help... She only has Feizhi to assist her. Shouldn't we help, too?

- (Yes)

Garet : I'm more worried about Felix and the others... But I'm not opposed to rescuing Hsu.

- (No)
Mia : I am worried about Feizhi and Master Hama... But I understand why you want to chase after Felix.

Garet : We'll go with you, Isaac, whatever you decide!

Ivan : I wonder what Master Hama was talking about... Oh, I'm sorry... Let's go.

#####

* - Entering the crossing from the west, there is a wall on which Reveal can be used, unveiling a cave entrance. On the other side, Isaac's group finds Hsu, along with Feizhi and Hama. Hsu's legs are caught between two boulders.

Hama : Hsu, are you okay?

Hsu : Master Hama, I am okay. But the boulder... I cannot move.

Hama : Hsu seems unhurt. You must be glad, Feizhi.

Feizhi : Yes. Thank you, Master. But how can we free him?

Hama : I don't know what we can do.

* - Social Script:

Hama :{S} Well, Isaac! Adepts! You came to help... Hsu is in trouble,
as you can see. What should we do?
{M} How should we move the boulders?

Feizhi :{S} Be strong, Hsu! We will help you!
{M} Hsu tires. He looks exhausted. I am worried!

Hsu :{S} I am trapped between these two boulders. At least I wasn't
crushed. I was lucky.
{M} I want to scream. But Feizhi does not like it when I do that.

* - Isaac uses Lift to remove one of the two boulders.

Hama : Isaac, did you lift the boulder?

Feizhi : Oh my! The boulder! It floats!

Hama : Quickly, Feizhi. We must pull Hsu free!

* - They get into position.

Hama : Ready yourself, Hsu. I am going to pull. One, two, three!

* - They pull.

Feizhi : He is halfway out. Just a little further.

Hama : Can you hang on just a moment longer, Isaac?

-(Yes)

Hama : Thank you, Isaac!

-(No)

Hama : You cannot back out now! You must be responsible!

Hama : Ready? I am going to pull! One, two, three!

* - They pull Hsu out.

Feizhi : We did it! Master Hama, Hsu is free!

Hama : We did it, Feizhi! Thank you, Isaac! We must contact Master Feh and ask him to tend to Hsu's injuries.

Feizhi : I will ask him to clean up the rocks, too.

Hama : Excellent. If Silk Road remains blocked, everyone will suffer.

* - Isaac's group automatically returns to Lama Temple with Hama.

Hama : Adepts, let me thank you again. I am truly grateful. I did not expect you to come and aid us.

Mia : No, Master Hama... We are the ones who should be grateful.

Ivan : Thank you for passing the power of Reveal on to me...
But what you said...

Hama : What is it, Ivan?

* - Ivan decides not to continue.

Garet : Well, really, I was the one who suggested we help you, right?

-(Yes)

Mia : What? Didn't you want us to hurry on to the desert, Garet?

Garet : Did I, Mia? Did I really? I think you must be mistaken.
Yeah, that's it!

-(No)

Mia : No, Garet... You wanted us to get moving!

Garet : Isaac, Mia... Don't make me look like a fool...

Hama : Do not worry, Garet. I do not mind. Travel well, my friends.
I hope to see you soon.

* - She returns inside the temple. Garet turns to Ivan.

Garet : Weren't you going to ask Master Hama what she meant earlier?

Mia : We do not know when we will be able to see Master Hama again.

Garet : Isaac, don't you think we should ask Master Hama what she meant?

-(Yes)

Garet : See? If it's bothering you, you should just go ahead and ask now!

-(No)

Garet : Huh? You think we should just leave it as is?

Ivan : Thank you, everyone... but it is better that we leave now.

Mia : What do you mean?

Ivan : Master Hama hasn't looked me in the eye since she said those words.

Garet : Well, that just makes me even more curious!

Ivan : Don't worry about it. I doubt she would even tell me if I asked.

Mia : Well, that's just...

Ivan : Master Hama will tell me when we have completed our mission. I have to believe that...

\$# Social Script #
#####

* - [007] from Feh's school of martial arts:

[001] :{S} We moved the rocks. Now people can pass.
{M} We cleared the way. But what about these rocks? Must we clear these?

* - [008] from Feh's school of martial arts:

[002] :{S} Many people from Xian helped move the rocks. They were very heavy!
{M} I almost hurt my back. It is because I have not been training.

[01'24] --- Xian --- [01'24] ##

#####

\$# Social Script #
#####

[Outside]

[001] :{S} Xian is a peaceful village, but we have had trouble lately. Hsu is Master Feh's apprentice. He was trapped under a boulder.
{M} Hsu was caught under a boulder, but he only broke one leg.

[002] :{S} We cleared the rocks from Silk Road. It was very hard work.
{M} It is bad for Xian if rocks stay there. Caravans cannot pass.

Silk merchants cannot come to Xian.

- [003] :{S} Many strange things happened all at once. What is going on?
{M} I was happy to see gems falling from the sky, but it was very strange. I could sense bad things coming.
- [004] :{S} Altin was flooded with water, but young warriors fixed it. Feizhi said so.
{M} This warrior saved Altin village, no?
- [005] :{S} The people who cleared the rockslide told me Lamakan Desert is red. Why is it red?
{M} Sand is the color of the camel. Red sand is very strange.
- [006] :{S} The people of Xian love their village. They almost never leave it. But everyone left town to help clear the rocks off Silk Road.
{M} Everyone stays in Xian. They do not know about the outside world.
- [007] :{S} There was a rockslide on Silk Road. It has us all in shock.
{M} The rocks there were very hard. Why did they fall? It seems strange.
- [008] :{S} I went to help move boulders... Now, my back hurts.
{M} Some people did not carry rocks. I thought we would cooperate. I was foolish.
- [009] :{S} * - At river:
Do not speak to me. I might spill my water.
* - Away from river:
What are you doing! You made me spill my water!
* - After spilling water:
Now I must get water again. This work is hard on my back.
{M} I must carry water every day. I can't stand it!
- [010] :{S} Hsu is very good at kung fu, but boulders are very hard. Kung fu is no good against boulders.
{M} Hsu is strong-headed. He would not run from falling boulders. That is what happened.

[Buildings]

- Innkeeper1:{S} We have few customers these days. Customers can't come if Silk Road is completely blocked.
{M} Caravans cannot bring merchants here when boulders block the road.
- Chef :{S} Hot food is good for crossing Lamakan Desert. Hot food brings back your appetite.
{M} Eat, warrior. I will ad many hot peppers and savory spices.
- Innkeeper2:{S} When Lamakan Desert burns, it is bad for Xian. Xian cannot sell silk. The villagers cannot survive winter.
{M} The merchants do not come, because the Lamakan Desert burns. It is bad for business.

[004] :{S} Where are the merchants? No one comes. I hope they come buy silk.
{M} Why does Master Hammet not come? We need him.

[005] :{S} Merchants bring us coins. They must bring them soon. We need them
to buy food for winter.
{M} Merchants sell silk. It is like a carnival. It will be sad to
miss it.

G. Healer :{S} I came to Xian from very distant lands to spread good will.
{M} When you stay in Xian for a long time, you start to speak
strangely. My head gets very confused...

[Item] :{S} Do you plan to cross the desert, warrior?

- (Yes)
It will take much strength. Perhaps you should buy many supplies.

- (No)
You are wise, warrior. The wise man knows to avoid danger.

{M} You lose strength in heat. Use my goods to recover your strength.

[Weapon] :{S} Hsu's injury taught a good lesson. Even kung fu is no good
against boulders.
{M} Hsu was pummeled by huge boulders. His injuries are not serious.
Kung fu helped him.

[Armor] :{S} Kung fu makes you quick, does it not? Even so, Hsu could not
outrun the falling rocks.
{M} We should sell armor to kung fu masters, as well.

[010] :{S} Did the monsters in Altin spit water?

- (Yes)
The town was flooded by monsters? That takes much water.
How strange!

- (No)
It is not true? But why would Feizhi lie?

{M} The village is flooded? Because of monsters? I am very
confused...

[011] :{S} The mine in Altin filled with water. I wanted to see it.
{M} Water monsters...How terrible for Altin. But Xian has Master Feh.
He will defeat them.

[012] :{S} Is something wrong on Silk Road? In Lamakan Desert, too?

- (Yes)

That is terrible. No one can use Silk Road!

- (No)

The desert is fine? That is good to hear.

{M} Feizhi said the desert became evil.

[013] :{S} No one can pass through Lamakan. This is very, very sad.

{M} The desert was very hot. Now it is hotter... No one can survive it.

[Feh's school of martial arts]

Feh :{S} Feizhi's prediction came true. Now, I believe she can foresee things.

{M} Feizhi's ability to sense trouble I real. I am quite surprised.

Feizhi :{S} * - If Isaac assisted in Hsu's rescue:

Oh, warrior! Welcome! Hsu was saved, thanks to you and Master Hama. You have my deepest gratitude.

* - If Isaac did not assist in Hsu's rescue:

Hsu was trapped under the rocks, but he was all right. We have Master Hama to thank for that.

{M} * - If Isaac assisted in Hsu's rescue:

Master Hama has great power. You do, too, young warrior. You are both amazing.

* - If Isaac did not assist in Hsu's rescue:

Master Hama has great power. Some was passed on to me. I am quite happy.

Hsu :{S} I was injured by rocks on my way from Lama Temple. I am sad my training could not help me.

{M} I knew help would come when I was trapped. I must thank everyone.

[001] :{S} Hsu is resting. Feizhi is watching over him. They will be glad to see you.

{M} Master Feh is very worried about those two.

[002] :{S} This is Master Feh's kung fu school. Studying martial arts keeps Xian peaceful.

{M} Peace has returned to Xian, but danger still lurks both east and west.

[003] :{S} Feizhi predicted Hsu's danger. Her prophecy came true...

That saved Hsu. Now he has returned. It is quite odd.

{M} Where did Feizhi gain the power to foresee trouble? I want it, too.

[004] :{S} Hsu did not practice jumping enough. He could have dodged boulders by jumping.
{M} When a boulder falls, jump. Repeat as needed. That is all it takes.

[005] :{S} Boulders overcame Hsu. Kung fu should never be overcome. We have to practice more.
{M} No matter how much you practice your kicks, your feet will never be harder than a boulder.

[006] :{S} Water monsters flooded Altin. Did you defeat them, warrior?

-(Yes)
You are much stronger than you look, warrior. I have much respect for you now.

-(No)
Oh... You are not the strong warrior Feizhi spoke of?

{M} The monsters are very large. Striking one would hurt your hand. Should we train with weapons, perhaps?

* - [007] and [008] are at Alpine Crossing.

[01'25] --- Lama Temple --- [01'25] ##

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\$# Social Script \$#
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[Outside]

[001] :{S} It is very dangerous to cross Lamakan Desert. Be very careful!
{M} I cannot cross the desert. It is too fearsome for me.

G. Healer :{S} I am traveling around the world to spread good will.
{M} For some reason, these people give me the same feeling I got from the master of the temple, Master Hama. Yes... I feel as though my mind is being read somehow...

[003] :{S} I believe it is possible to learn the power of prediction by meditating.
{M} How nice it would be if I could see the future.

[004] :{S} I will be most thankful once the evil desert returns to normal.
{M} Master Hama will be very sad if you are lost in the desert.

[005] :{S} The evil desert is hotter than the sun itself. Look for oases!
{M} The evil in the desert distorts all--even light. What could be the cause?

[006] :{S} When your temperature reaches its maximum, you will take tremendous damage. Go quickly, and find yourselves an oasis

when you get too hot.

{M} With Reveal, you will find oases with your mind, not with your eyes.

[Temple]

Hama :{S} The future holds many hardships, but you must not give up the fight.

{M} I cannot see your future clearly... It must be because I cannot be impartial to it... or to you.

[002] :{S} Master Hama is meditating, asking for your safety.

{M} I do not think Master Hama wants Ivan to go...

[01'26] --- Lamakan Desert --- [01'26] ##

#####

* - A meter displays the group's temperature.
Who speaks at any given time is random.

[25%]

Garet : Agh... This desert is much hotter than I ever imagined...
Ivan : Just walking around here saps every ounce of my strength.
Mia : I can't stop sweating... I wish I'd brought a change of clothes...

[50%]

Garet : I'm so thirsty... Water! I need some water!
Ivan : I can't keep my cool when it's this hot...
Mia : Ew... My clothes are drenched in sweat! This is gross!

[75%]

Garet : Aghh! I can't stand it! My feet are burning!
Ivan : I can't stand another minute of this? Where's an oasis?
Mia : If we don't find an oasis soon, I'm gonna shrivel up and blow away!

[01'27] --- Kalay --- [01'27] ##

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\$# Hammet Palace #
#####

Guard 1 : This is Lord Hammet's palace. The lord is away. Please, begone.

Guard 2 : We will happily welcome visitors once Lord Hammet has returned.

* - Ivan turns to Isaac.

Ivan : Leave this to me.

* - He turns to the guards.

Ivan : It is I... Please permit me to see Lady Layana.

* - The guards seem confused as to Ivan's identity.

Ivan : Don't you recognize me? I am Ivan, servant to Lord Hammet!

Guard 1 : Ivan...? I didn't recognize you--You're so tan! But it really is you, Ivan!

Guard 2 : Oh, it's Ivan! You've grown so much in such a short time, Ivan!

* - Ivan turns to Isaac.

Ivan : Have I really changed that much?

-(Yes)

Ivan : Really? I'm surprised... It doesn't feel like it's been that long...

-(No)

Ivan : You probably wouldn't know. You only met me after I got left in Vault.

Guard 1 : That doesn't matter... What's important is that the thieves freed you!

Guard 2 : Please tell us, will Lord Hammet be freed soon, too?

Ivan : Freed? Lord Hammet is a prisoner?

Guard 1 : ...You haven't heard? I can see we'll need to fill you in on everything. This is a private matter. Would your friends please leave?

-(Yes)

Ivan : No, Isaac! There are no secrets between us!

-(No)

Ivan : My companions and I have overcome many hardships together!

Guard 2 : Very well, then... Why were you not with Lord Hammet?

Ivan : I remained in Vault to look for his stolen rod.

Guard 1 : Stolen? Someone stole his rod?

Ivan : Yes, the Shaman's Rod. But I was able to recover it...

Guard 1 : Then Lord Hammet must still be imprisoned in Lunpa...

Guard 2 : I must report this to Lady Layana!

Guard 1 : Ivan, come see Lady Layana with me... You can explain it all to her.

Ivan : Isaac, you saw Lord Hammet heading north, didn't you?

-(Yes)

Ivan : That must have been when Lord Hammet went toward Lunpa.

-(No)

Ivan : No, I mean the day Lord Hammet went toward Lunpa...

Ivan : Lady Layana will surely be glad to hear your tale. Please, come with me, and tell her the full story.

* - Isaac's group and the guards enter the palace and head to Layana's chamber. There, they inform Layana of the past events, though the player is not made aware of their words.

Layana : When I heard that you were back, Ivan, I had dared to hope... that Lord Hammet had returned with you.

Guard 1 : We thought Lord Hammet had been released from Lunpa, too.

Guard 2 : We sent the ransom money they demanded, so he should return soon, right?

Ivan : What's been happening in Lunpa these days?

Guard 2 : The leadership in Lunpa has passed from its founder, Lunpa, the noble thief, to his son Donpa, and then to Lunpa's grandson...

Guard 1 : Dodonpa is a very evilman. His father, Donpa, is heartbroken at the state of Lunpa now.

Ivan : When did you send the ransom money?

Layana : Let's see... First, the volcano erupted...

Guard 2 : And the ransom note came right after the eruption.

Guard 1 : We rushed the money to them right away. I remember it well.

Ivan : It's been quite a while since the eruption... Is it possible they have no intention of letting Lord Hammet go?

-(Yes)

Ivan : You think so, too, Isaac?

- (No)

Ivan : I don't want to believe it either, but something seems wrong about this.

Layana : Are you saying Dodonpa won't release Hammet!?

* - Ivan nods.

Garet : I agree with Ivan. If they were going to release him, they'd have done it by now.

Mia : I am sorry, Lady Layana, but I think Ivan might be right.

Layana : What should we do? How can we rescue Hammet? What... What if something has happened to him!?

Guard 1 : Let us handle this! My lady, this is exactly what the soldiers of Kalay are here for!

Guard 2 : Yes, Lady Layana! Please let us handle this!

Guard 1 : Command us to attack, and we shall!

Layana : I cannot do that... Not without thinking it over carefully... How can we guarantee Hammet's safety if we send soldiers to attack? I cannot do it. I cannot put Hammet's life at risk...

* - Garet turns to Isaac.

Garet : Can't we do something to help?

- (Yes)

Garet : Oh! Well it's about time you started agreeing with me, Isaac!

- (No)

Garet : What!? Look, we both know Hammet's life is in danger!

Layana : What are you two talking about?

Ivan : Garet thinks that we can help.

Layana : It is too dangerous... If you fail, your lives would be in danger, too. Besides, don't you have your own quests to pursue?

- (Yes)

Layana : I thought so... I knew there had to be a reason Ivan had stayed with you, instead of returning home directly from Vault.

- (No)

Layana : I do not believe that... Ivan would not have stayed with you for so long if you did not have an important task ahead.

Mia : Then what will happen to Lord Hammet?

Layana : Hammet is a good hostage for them... They will not kill him.
We shall wait for another message from Lunpa.

Ivan : Lady Layana, I cannot leave like this...

Layana : It will be fine, Ivan. Hammet would not want to distract you from--
I apologize. I have said more than I should...

Garet : It sounds like Hammet knows about our mission... doesn't it?

Layana : I suppose I can keep it a secret no longer... Very well, I shall
tell you... He swore an oath to a Jupiter Adept.

Ivan : A Jupiter Adept!?

Layana : Have you heard of a village called Vale?

- (Yes)

Layana : You ARE from Vale? Really? Then the prophecy was true.

- (No)

Garet : Give me a break! You don't know Vale!? It's your hometown!

Layana : You are from Vale...? Really? Then the prophecy was true.

Mia : What prophecy?

Layana : Three years after the terrible storm that struck only Mt. Aleph...
Ivan must depart on a journey with warriors from Vale...
So it was foretold.

Ivan : I've heard nothing of any such prophecy.

Layana : It happened several years before Hammet founded Kalay... He was
off traveling. Hammet felt he had reached an impasse as a merchant
then. He risked his life on a journey to find a new source of
business... He was in mortal danger at the southwestern edge of
the world, when some Adepts appeared and saved his life. He had lost
consciousness. When he awoke, he found himself in their village.

Ivan : Just a moment... Am I from that village?

Layana : Yes. The Adept gave him the Shaman's Rod and you... along with
some doubloons.

Mia : Doubloons... Were they golden doubloons?

Layana : Yes... Let's see... You are... called...

Mia : I am Mia, Lady Layana.

Layana : It was a lot of gold, Mia, but he also received some business

advice.

Garet : Business advice? Hammet? The greatest merchant ever known?

Layana : Yes, Gareth. Hammet has the Adepts to thank for his success.

Guard 1 : Wow... I've never heard anything like that...

Layana : He was advised to buy silk in Xian and sell it in Tolbi. To see anything sell so well, it's like a dream come true. There's no denying that was when Hammet picked up his knack for business.

Ivan : Did he have to promise them anything in return?

Layana : Ah, yes, Ivan... It is something you will need on your journey.

Garet : Something we need on our journey...

Layana : The Adept asked Hammet to use the Shaman's Rod to obtain it. He looked for this object wherever he went... But he could never find it. Then, three years ago, a storm struck, one that hit only Mt. Aleph... Hammet was worried that time was running out... But he had managed to unearth a clue just in time. That, Ivan, is why he took you with the caravan on his last journey north.

Ivan : I had no idea... So that must be why he left the rod in my care. But then--

Mia : No, Ivan... You mustn't blame yourself...

Ivan : It was my carelessness that caused the rod to be stolen. And ultimately, that's why Lord Hammet is being held in Lunpa...

Layana : You must continue your journey and complete your quest. You can't blame yourself.

Mia : But what will happen to Hammet?

Layana : I will handle this.

Guard 1 : And don't forget the soldiers of Kalay!

Guard 2 : Continue on your journey, and do not worry about Hammet!

Layana : I am sorry I cannot tell you more about the Shaman's Rod...

Ivan : No, don't apologize...

Garet : The Shaman's Rod'll help us find that thing we need for our quest, right?

Layana : Will we look for it?

- (Yes)

Garet : If Isaac says he will, then there's nothing to worry about!

- (No)

Garet : What's wrong with you, Isaac? Did you forget why we're here?
If we need it for our quest, we'll have to find it sooner or later.

Layana : Very well... Take care of yourselves.

* - Layana turns to the guards.

Layana : Return to your posts, everyone!

* - The guards do so.

\$# Social Script \$#
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[Outside]

[001] :{S} Welcome to Kalay! You may enter, so long as you do not disrupt
the peace.

{M} Hmm... This young warrior has honest eyes and a good demeanor.
A man like that is never evil.

[002] :{S} We soldiers protect the peace in Kalay with our lives.

{M} Our job requires us to judge whether to allow a visitor into
Kalay.

[003] :{S} The bridge to the north was destroyed by lava. Thankfully, it has
been rebuilt since then.

{M} Lord Hammet's soldiers went to Vault after the bridge was
rebuilt. The palace has been very quiet ever since...

[004] :{S} I came to Kalay because I didn't like Tolbi... You want to know
why?

- (Yes)

Because Babi, the ruler of Tolbi, frightens me. He has ruled
Tolbi for more than a hundred years, they say.

- (No)

Kalay is a much better town than Tolbi. I won't go back.

{M} The different between Kalay and Tolbi is their leaders.
Lord Hammet rules with trust, while Lord Babi rules with force.

[005] :{S} Lord Hammet sells all his best weapons elsewhere. These weapons
are good, but they're not the best Kalay makes.

{M} We would be able to make more money if he left more good weapons
here.

[006] :{S} Lord Hammet, the founder of Kalay, is a great merchant.

{M} Lord Hammet's love for liberty and peace gave birth to this town.

[007] :{S} Lady Layana shared in Lord Hammet's hardships when he built
Kalay. Her love for this town is why we flourish.

{M} The aqueducts in Hammet Palace are another reason Kalay
flourished.

[008] :{S} Did you find what you needed in the Weapon Shop?

- (Yes)
Then you'll like our armor, too.

- (No)
Ah... You seek only the finest items. Kalay's weapons and armor
are without equal.

{M} Weapons and armor from Tolbi may be stronger, but ours have soul.

[009] :{S} Lord Hammet's knack for business is the reason Kalay has
flourished.

{M} Lord Hammet is a very honest man, who values trust above all.
That's probably why he's so respected.

[010] :{S} A huge mountain north of the river erupted violently. I think it
was called Mt Aleph.

{M} During the volcano's eruption, odd gems and rocks fell from
the sky.

[011] :{S} I hear Colosso is incredible. I'd love to see such a huge
carnival.

{M} Maybe when I'm older, I'll even get to go fight in Colosso!

[012] :{S} I can't put the rumors about Lord Hammet being captured by
thieves out of my head... But the lord's wife, Layana, speaks
little of it.

{M} I had no idea that Lunpa was just north of Vault. It's funny that
a city of merchants would be so close to a city of thieves.

[013] :{S} People say Lord Hammet went north from Vault after Mt. Aleph
erupted. No one knows what happened to him or his caravan after
that.

{M} There are so many rumors now, no one knows what the truth is.

[014] :{S} Kalay sits at a great crossroads. Xian lies east, and Tolbi west.
This is the perfect place to do business.

{M} Hammet chose to build Kalay here because it's in a prime trading
location. Lord Hammet truly is a smart man.

[015] :{S} The guests at the inn are tourists on their way to see Colosso.
It seems like a lot of hassle to travel to Tolbi just for a
carnival.

{M} Actually... I wish I were going to Colosso. I should have saved
my money. Then I'd be on that tour, too.

[016] :{S} I heard a rumor that there's trouble in Lamakan Desert.

{M} Strange things have been happening all across the land lately...
What is the world coming to?

[017] :{S} Lord Hammet is still out with his caravans on business. I wonder
where he could be now.

{M} Despite his appearance, Lord Hammet can be very rash. That is
why I'm worried.

[Buildings]

G. Healer :{S} You can live in peace in Kalay, as long as you practice good will.

{M} I came here to spread good will... But Lord Hammet seems to be the source of all their good will. That is not good...

[002] :{S} I'm shocked to hear the righteous thieves of Lunpa have gone bad. They say Lunpa's grandson is responsible for it.

{M} The region north of Vault was once a safe place... but nowadays it is very dangerous.

[003] :{S} Lunpa was a kind thief. His son is Donpa--he's an honorable thief, too. He stole, but he was just. Lunpa's grandson, Dodonpa, is another story. He doesn't even think twice about doing evil...

{M} Lunpa's reputation is very bad nowadays.

* - Members of a tour group headed for Tolbi's Colosso event are here.

Script associated with them is transcribed at the end of this section.

Innkeeper1:{S} Are you going to Tolbi also?

- (Yes)

Oh, so you must be taking the Colosso tour, too...

The annual Colosso festival starts in Tolbi soon.

- (No)

Merchants are always coming up with new ideas. A Colosso tour...

Ha! They're meeting in the restaurant... It must be time for them to leave.

{M} He's a shrewd merchant if he can turn travel into a business.

I'm impressed that he's got so many customers.

* - After the Colosso tour group departs:

{S} Our inn feels so empty, now that the Colosso tour group has left.

{M} I'd have gone on the Colosso Tour if I knew business would be so slow.

[005] :{S} Many of the guests here seem to be heading to Tolbi.

{M} Colosso is so... common. What's so great about it?

* - After the Colosso tour group departs:

{S} Uh-oh. He's still here, even though his group has left!

{M} I can't seem to relax, now that everyone is gone. Maybe I should go back...

Innkeeper2:{S} Everyone is going to Tolbi to see the Colosso carnival there. Kalay will feel so empty.

{M} Every year, everyone goes to Tolbi for Colosso. We can't help that...

* - After the Colosso tour group departs:

{S} Even our chef left, so we can't keep our business open. Not that it matters. We will have few customers until Colosso ends.

{M} Even if my husband wanted to go on the Colosso tour, I would never let him. There's no telling what he'd do without me watching him.

[007] :{S} We fled from Gondowan, to the south. We lived in Lalivero, which was a great village until the Tolbians came.

{M} I fled all this way. Now I won't get in trouble for speaking the truth. How wonderful it is to be free!

* - After the Colosso tour group departs:

{S} We came here to escape the southern lands, but this city is so strange. Everyone is leaving for some carnival. I've never seen anything like it!

{M} I wonder what Colosso is like. Is it really that great? Wait... I didn't flee Lalivero to go to Tolbi.

[008] :{S} Lalivero, where I'm from, is the largest village in Gondowan. Kalay is quite large, too, but it's a little too noisy around here.

{M} It looks like Colosso will soon begin in Tolbi. All this fuss just to go to a festival seems kind of ridiculous!

* - After the Colosso tour group departs:

{S} We escaped from the northeastern region of the southern continent. It is so quiet here now that everyone left... I feel relieved.

{M} I was so scared coming to Angara from Gondowan, where Lalivero is. Now I'm beginning to feel like I am truly free.

[009] :{S} My son received his knack for business from Lord Hammet.

{M} My son is very tight with money, even when it comes to me. I feel like I am living with a merchant... Actually, he is one!

[010] :{S} The most important skill for a merchant is the ability to discern quality. Anyone who can do that can be a successful merchant these days.

{M} The most important thing is not to betray your customer's trust in you. Lord Hammet's lessons are more precious to me than treasure. They will make me a lot of money!

[011] :{S} No one is allowed to go to Vault, even though the bridge has been rebuilt. But I doubt it's because of the eruption of Mt. Aleph.

{M} I'm an adult, now. I don't want my father ordering my around...

[012] :{S} I do not want my son to face any danger. I am actually grateful for Lady Layana's orders.

{M} I don't care how my son feels. I can't allow him to go north.

[013] :{S} A merchant from Vault had been saying many things about the north... Then the soldiers came and took him to Lord Hammet's Palace.
{M} They say other northern parts are dangerous too. Maybe our town is the only place that's still safe.

[014] :{S} Somehow, the north has become the center of much attention lately. Why is that?
{M} Three years ago, thieves raided Mt. Aleph...It was quite a story. Ever since, the north lost its reputation for being a safe place.

[Hammet Palace - Outside]

Guard 1 :{S} The soldiers of Kalay will handle this matter ourselves. Please, go on with your journey, as Lady Layana requested.
{M} I am worried about Lord Hammet, but Lady Layana insists her do nothing. I can only hope for Lord Hammet's safety...

Guard 2 :{S} We'll take care of this kidnapping incident just fine. You should continue on your quest.
{M} The warriors of Kalay will save Lord Hammet, no matter the toll.

[Hammet Palace - Inside]

Layana :{S} Dodonpa is a very shrewd man. He may have sent spies into Kalay. We can't risk sending our soldiers yet.
{M} Is this the right decision, Hammet? Am I making a mistake?

[001] :{S} Layana is putting up a strong front whenever people are around. It's so hard to see her like this.
{M} Lady Layana was crying again last night. I wish there were something I could do.

[002] :{S} Merchants are supposed to be protected under the laws of Angara. Dodonpa must truly be evil to break such a law!
{M} And to think... I almost went on that caravan with Hammet!

[003] :{S} Has the legacy of Lord Hammet's silk trading come to an end?

-(Yes)

How can you say that! Lady Layana would be devastated!

-(No)

You're right. I never should have said that. I feel terrible now.

{M} Lord Hammet is a legend among merchants. Kalay wouldn't survive

without him.

Bookcase 1:{O} There's a book entitled "Business and You." "Trust between two people is all-important for a successful business."

Wardrobe 1:{O} There's a turban. It's the symbol of Kalay's soldiers.

[004] :{S} The townsfolk don't know about Lord Hammet yet, do they?
{M} I'm sure the villagers would panic if they knew Hammet was a hostage... We must be sure we do not show it...

[005] :{S} Lord Hammet will be released soon. Right?

- (Yes)
I hope so. Otherwise Layana will be overwhelmed by sorrow.

- (No)
It wouldn't hurt you to lie a little, you know!

{M} Everyone's worried about Lord Hammet, but no one can talk about it openly. If he isn't freed, it will mean the end of Kalay...

Bookcase 2:{O} There's a book entitled "The Good Host." "Attention to detail is key to good hospitality..."

\$# Colosso tour group #
#####

* - The group and their two guides are at the inn.

Guide 1 :{S} Please finish eating if you are taking the tour! We'll be leaving soon!
{M} It's business, so you can't help it, but many of these folk aren't used to traveling.

Guide 2 :{S} Everyone looks forward to going to Tolbi once year. Tolbi has many spots to visit besides Colosso, like Tolbi Springs.
{M} I'm exhausted from preparing this tour. I can't wait until I'm in Tolbi and I can rest a bit...

Inn Chef :{S} I've signed on for a tour group going to Tolbi. I can't believe it's almost time for Colosso to begin!
{M} Joining a tour group is the only way to travel. Every need is cared for.

YoungWoman:{S} The Colosso gladiators are all strong, muscular men!
{M} I wonder which warrior will win Colosso this year. I can't wait!

Young Man :{S} Do you know about the continent south of Tolbi?

- (Yes)
The guest next door is dressed like he comes from Gondowan.

- (No)

That continent is called Gondowan. It is very large. They say it is the second largest continent next to Angara. I hear it is very warm in Gondowan.

{M} People from the continent south of Angara have rich, bronze skin.

Woman : {S} I better get ready! The Colosso Tour is about to leave! We're going all the way to Tolbi to see the Colosso. I hope we can visit the southern continent, too.

{M} I'm pretty excited, because this is my first time visiting Tolbi. Let's hurry up and get going!

Man : {S} Surely Lord Hammet will pop up in Tolbi. He loves Colosso.

{M} I was so excited, I couldn't sleep last night. But I have to keep cool. I don't want anyone to know this is my first time at Colosso.

Warrior : {S} Aren't you going to Colosso? You guys are warriors! All warriors dream of winning fame in Colosso!

{M} I'm going to sign up for Colosso as soon as I arrive in Tolbi. There may be more like me, though.

Sean : {S} We're so strong, making the finals will be a piece of cake! Then, Ouranos and I will fight each other for the championship.

{M} We are the toughest of all warriors. We will never lose.

Ouranos : {S} If you are entering Colosso, you don't stand a chance of winning... because this year, both of us are entering.

{M} I have power, and Sean has speed. Together, we have nothing to fear.

Old Man : {S} I would have entered Colosso if I were only a little younger. What a shame.

{M} My animal instincts start waking up as soon as I see the Colosso battles!

* - Upon going to exit Kalay, the tour group takes leave of the inn. They stop in the middle of town so that the guides can make sure that all are present.

Guide 1 : OK! Are we all listening? Let's stop right here.

Inn Chef : Why are we stopping at a place like this?

YoungWoman: Yeah! We have to hurry, or we'll be late for Colosso!

Man : Late for Colosso? We can't have that!

Warrior : That won't do at all! We paid good money to see Colosso! We can't be late!

Guide 1 : Everything will be just fine, folks! We're just checking to make sure no one is missing!

Ouranos : Well, I guess that's OK...

Sean : But if anyone is missing, we're the one's who'll miss out.
Forget about them! Let's just get a move on!

Guide 2 : Oh, dear...

Guide 1 : All right, hurry up and start counting!

* - The second guide counts, and sees that eight of the members are present.
The old man, however, is not. Guide 2 informs Guide 1 of this, and he performs his own count.

Guide 1 : Uh-oh... We're short one person... Now where could he be?

* - The guides, for no apparent reason, continue counting over and over again.

Inn Chef : What's going on? Why aren't we leaving for Tolbi yet?

YoungWoman: There are a lot of people waiting to see Colosso, here!

Man : Hey? What's up? Why are the guides pacing back and forth?

Woman : Come on! Why aren't we leaving yet?

Young Man : I hear there was a landslide on the road to Tolbi. We paid good money to take this cruise to see Colosso!

Warrior : We have to decide if we're entering Colosso once we reach Tolbi.

Ouranos : Right when we're leaving, they tell us we have to ride a boat?
I can't stand boats... If I had known, I never would have come.

Sean : It's just a shame a man like you can't ride on a boat, Ouranos.

Guide 1 : That's it... We can't wait any longer!

Guide 2 : Can't wait! What do you mean?

Guide 1 : We all knew that anyone who was late would be left behind, right?

Guide 2 : Everyone understood that.

Guide 1 : Then what's the problem? We'll miss the boat if we wait any longer!

Inn Chef : Miss the boat? We can't let that happen!

YoungWoman: We paid a lot of money... We have to arrive before the carnival starts!

Guide 2 : There's nothing we can do... Let's go!

Guide 1 : Yeah! Let's go! OK... Follow me, and stay in line!

* - They all take the east exit of town. The missing tourist finally arrives.

Old Man : Hmm... Now where did my tour group get to...? No! They wouldn't have left without me, would they? Oh, no! I'd better get moving!

* - He takes off after them.

[01'28] --- Kalay Docks --- [01'28] ##

#####

\$# Upon entering #
#####

Garet : Incredible! So this is the ocean Kraden was talking about!

[O-001] : The Karagol is surrounded by land, so technically, it's not a real ocean. A true ocean is totally open.

Garet : What? But this looks just the way Kraden described it! Someday, I want to see a real ocean, Isaac!

\$# Social Script #
#####

[Outside]

[001] :{S} Do you want to go to Tolbi?

-(Yes)

You can't go any further along Silk Road. If you're going to Tolbi, you have to cross the Karagol Sea.

-(No)

I see. Well then, how about taking a long look around the ship?

{M} With Silk Road closed, everyone will have to cross by ship. The captain stands to make a lot of money.

[002] :{S} Are you going to take the ship?

-(Yes)

When you reach Tolbi, please pass a message to my daughter. Her mother says that tickets are too expensive and she can't go there.

-(No)

Is that so? Well, then I guess I'll ask someone else then.

{M} We've spent a year planning this trip, and now this happens.

[003] :{S} You can't take Silk Road much further than this. Everyone who goes to check gives up and comes back.

{M} Well, isn't this great! We can't take Silk Road, and Colosso is starting! My daughter left Tolbi to meet us at the docks.

I'm really sad about this.

[004] : {S} We can't take Silk Road, so everyone's in a pickle. It's too expensive to get a ticket on a ship.
{M} I can't believe how expensive tickets are. We've come this far, and we can't take Silk Road. Well, it's too late for us to turn back.

[005] : * - Before the tourists arrive:

{S} The ship will be open until the tourists arrive. Feel free to look around.

{M} The captain's in a good mood. That's why he opened the ship up. Everything's going great.

* - After the tourists arrive:

{S} After handing over your ticket, you may board the ship.

{M} The replacement ship hasn't arrived, so we still can't set sail.

[006] : * - Before the tourists arrive:

{S} Today there are supposed to be lots of tourists on the ship. We're not going to check the tickets until the tour group gets here.

{M} The captain's in a good mood today because we have so many passengers.

* - After the tourists arrive:

{S} Tickets, please. Please show your tickets. You can't board the ship without a ticket. Please go and purchase a ticket.

{M} Silk Road is blocked, so the ship is pretty full today.

* - After purchasing a ticket:

{S} Tickets, please. Please show your tickets. Thank you very much. Please board the ship, and we'll set sail soon.

* - After giving the ticket, the man lets Isaac's group pass, after which he resumes blocking the plank.

{S} Do you want to go ashore?

- (Yes)

Please pass through. When you're finished out here, please board the ship.

- (No)

We'll be setting sail soon, so please board the ship.

[Ticket building]

[001] :{S} Are you looking for tickets for boarding?

-(Yes)
Let's see... there are four of you, so it will cost 600 coins.
Okay?

-(Yes)
All right then, please take your ticket.
* - <game>: Isaac got a Boat Ticket

-(No)
You're not going to do it? If you don't get onboard,
you can't get to Tolbi.

-(No)
Please buy a ticket if you're planning to travel by ship.

{M} I feel sort of bad that I have to charge so much for these
tickets.

* - After purchasing the tickets:

{S} Hand in your ticket at the ship's plank.
{M} If you've already bought your ticket, hurry up and board the
ship.

[002] :{S} Hmm, that's strange. Isn't the replacement ship here yet?
{M} The ship won't leave here till the next ship arrives. That's how
it works. I doubt that we'll set sail before the other one gets
here.

[003] :{S} Once we've crossed the Karagol, we'll reach Tolbi. Ohh, I'm
excited.
{M} Let's get going! I'm not getting any younger... Or is my husband
thinking of giving up on Colosso this year?

[01'29] --- Tolbi-bound Ship --- [01'29] ##

#####

Note: Speaker identifications in the form of colors relate to the color of the
bandanna which the speaker wears, as in this area there are many men
which look alike except for that one accessory.

\$# Social Script \$# (before the tour group arrives)
#####

[Main deck]

[001] :{S} There are a lot of passengers... I wonder if we'll be able to

set sail. Really, it makes me wonder.

{M} The replacement ship from Tolbi should have been here by now...
Do you think something happened while they were crossing the
Karagol?

[Captain's quarters]

Captain :{S} It's too late to hire mercenaries now... There's no time.
{M} This is a chance to make some money. It'd really be a waste to
pass it up.

Kaja :{S} I wonder if there are any other reliable warriors around.
{M} If we don't set sail now, you would be admitting you were afraid,
Kaja... That won't happen. I won't let that happen.

[Blue] :{S} But we can't send the ship out without hiring some warriors.
{M} Sending out a ship when it's this dangerous... It's like
setting out to die.

[Oarsmen's location]

[Green 1] :{S} We can leave as soon as we get out orders.
{M} Enough is enough! Let's set off!

[Green 2] :{S} Everyone rows in time with this drum.
{M} I love it when the oars move in rhythm to my drum.

Oarsman 1 :{S} Rowing is a man's job!
{M} Everyone down here gets to competitive.

Oarsman 2 :{S} We're the ones who make the ship move.
{M} These big muscles are a sign that we're oarsmen.

Oarsman 3 :{S} Once we cast off, you just leave the rest to us.
{M} We'll see to it that they all have a pleasant voyage!

Oarsman 4 :{S} You can only do hard work like this while you're young.
{M} You've got to save up lots of cash before you get too old
to row...

Oarsman 5 :{S} Hmmm. I wonder when we're going to launch...
{M} I don't feel like rowing all the way to the coast of Tolbi today.
I wonder if this is what a bad premonition feels like.

Oarsman 6 :{S} I can't wait until we get to Tolbi and I can stretch my wings.
{M} Spend your money while you're young enough to enjoy it!
That's the manly thing to do.

Oarsman 7 :{S} I hear there's an isle in the middle of the Karagol, but I've
never seen it.
{M} It seems like there would be buried treasure... It's that kind
of island.

Oarsman 8 :{S} From the sea, it looks like Silk Road is totally flooded.

{M} Ha hah! If you want to go to Tolbi, get on the ship!

#####

\$# Social Script # (after the tour group arrives, as will be)

(everything within this section henceforth.)

[Main deck]

Inn Chef :{S} I wonder what's going on. We've been waiting an awfully long time.

{M} Traveling by ship is faster than walking; there's no need to rush.

YoungWoman:{S} I wonder if I'm the only one here who's going to Tolbi to see Colosso...

{M} Most of the people going to see Colosso set out a long time ago.

Man :{S} The Karagol is like a humongous lake, surrounded by land. So there are no waves, but the water is salty, just like a real ocean.

{M} The Karagol Sea is pretty foggy today. Maybe that's why I'm so uneasy.

Guide 1 :{S} If we don't leave soon, Colosso will start without us! Will you accept full responsibility for being late to Colosso?

* - He is speaking to [Yellow].

{M} Hmmm. This is so frustrating... Why won't anyone tell me what's going on?

[Yellow] :{S} I told you, we're leaving soon. We'll set sail when our replacement arrives!

{M} "When are we going? When are we going?" This guy's really pushy.

#####

\$# Upon initially approaching the captain #

#####

Captain : I wonder what could have happened.

[Blue] : You mean you still intend to cross this dangerous sea?

Captain : It would be too big a loss to let so many passengers get away...

[Blue] : Say, Kaja, how are the oarsmen doing?

Kaja : They're fearless there's no problem there. It's just that...

Captain : "It's just that" ... what?

Kaja : If a whole bunch of... them appear while we're crossing the sea, I won't be able to handle them alone.

[Blue] : I'm sorry, but you'll have to. I can't let anyone else fight but you, Kaja.

Captain : Remember, the oarsmen will have their hands full rowing. They can't fight. There's nothing we can do... Let's set sail!

[Blue] : Wha-What are you talking about! If we set sail now, we'll never

make it to Tolbi.

Captain : We'll be fine... We have a protective amulet!

Kaja : Amulet... Amulet, you say... You mean that little anchor charm?

Captain : The little anchor has always protected us from danger.

[Blue] : Captain, get ahold [sic] of yourself! That's just foolish superstition!

Captain : It's okay. We'll be fine. Even if we can't find any mercenaries, that little charm will protect us. Now then, let's hurry up! Prepare to set sail! This is great... We'll be setting sail soon!

* - [Blue] thinks to himself.

[Blue] : (Not if I have anything to say about it.)

* - He heads into the captain's quarters. When approaching the quarters' door, [Blue] reemerges.

[Blue] : I didn't do anything... Really, I mean it...

* - He takes off running.

\$# Social Script #
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[Main deck]

[Blue] :{S} Oh! At the risk of sounding repetitive, I didn't do anything!
{M} I hid the anchor charm... No one would ever look on top of the mast.

Captain :{S} We apologize for any trouble that this delay has caused. Please relax and enjoy the trip. We will be setting sail very shortly.
{M} There is nothing to fear as long as we have our anchor charm. Are we still getting ready to set sail?

[Passengers' quarters]

* - Before seeing the scene with Sean, Ouranos and Guide 2:

Healer :{S} I'm spreading goodwill wherever I travel.
{M} Even though I'm opposed to violence, I'm looking forward to Colosso.

Woman :{S} There's a whole bunch of really muscular men on the floor below. Those people are rowing the oars so the ship moves, right?
{M} Muscles rippling everywhere... looks great! If we go to Colosso, there'll be more guys built like that, right?

Young Man :{S} Apparently, we can't take Silk Road like we'd planned. So I guess we're the only passengers who could afford tickets.
{M} They're just taking advantage of us, selling those tickets for so

much money.

Old Man :{S} You're going to Tolbi to see Colosso, too, right? Once you've seen Colosso, you won't want to go to a regular festival.
{M} We left the old lady back home. Now we can take our time at Colosso.

Warrior :{S} The longer we sit here, the more time we have to think. I wonder what happened... with our participation in Colosso.
{M} Maybe I should just forget about going...

\$# Passengers' quarters #
#####

* - Sean and Ouranos are speaking with Guide 2.

Ouranos : If we aren't going to set sail right away, I'm going to go ashore!

Guide 2 : Yeah, but...we're going to set sail real soon, so please be patient.

Sean : When is "real soon"?

* - The guide pauses.

Sean : I'm asking how long real soon is going to be!

Guide 2 : You're wondering when... Well...

Sean : We're planning to go see Colosso. You know, my friend Ouranos here is scared of ships.

Guide 2 : Ouranos? But he's huge!

Ouranos : It's not that I'm scared. I just can't stand water... I'd rather be bitten by poisonous spiders than sail across the sea.

Guide 2 : Hmmm. Spiders, huh?

Sean : And even Ouranos is ready to cross the sea right now. Well, if we're not going now, then when are we going to set sail?

Guide 2 : That's... not an easy question.

Sean : You mean you wouldn't know even if I asked? We're going, Ouranos.

Ouranos : Going? Where?

Sean : Where else? To the captain's quarters, of course.

Guide 2 : What do you think you're going to do in the captain's quarters?

Sean : Make him set sail.

Ouranos : And what if he refuses?

Sean : In that case, we'll just have to do our best to persuade him...
Right, Ouranos?

Guide 2 : That sounds crazy!

Ouranos : That sounds great! Count me in.

* - Sean and Ouranos head for the captain's quarters.

Guide 2 : I don't want any violence!

* - Guide 2 follows them.

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#####  
$# Social Script #  
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[Main deck]

Inn Chef :{S} Those warriors got tired of waiting, so they went to see the captain.

{M} Those thugs are too impatient... Trying to launch the ship by force.

YoungWoman:{S} I wonder if those two are planning on taking over the ship.

{M} Hee hee. If we can get moving, I don't care what it takes. I say, go for it!

Man :{S} Ha hah! Those mercenaries are going to yell at the captain for us!

{M} Those guys seem pretty sure of their fighting skills. They can do it.

Guide 1 :{S} They can't be planning a mutiny...

{M} They were just about to launch the ship when... They're awful.

[Yellow] :{S} Somebody stop them...

{M} Using force to launch the ship? That's going too far...

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#####  
$# Captain's quarters #  
#####
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[Blue] : Now what? You want to see the captain too?

-(Yes)
<see below>

-(No)
[Blue] : Well you don't have any business here then. Off with you now!

* - After saying yes:

Kaja : You're trying to launch the ship? We can't set sail in this dangerous sea!

Ouranos : What was that?

Guide 2 : We don't care about that! We paid our money, and now you have to launch the ship!

Kaja : But the captain decided to set sail just a second ago.

Sean : So... we're taking off?

Captain : Yes. Preparations are being made right now.

Sean : Well... maybe we were a bit rash, running up here like that.

Guide 2 : Please, launch the ship when you're ready.

* - Ouranos pauses.

Ouranos : Dangerous sea... That's what you said, isn't it? It's dangerous out there... Is that why you wouldn't launch the ship?

Kaja : Yeah, I did... The sea is dangerous now. There are monsters...

Guide 2 : Monsters, you say?

Kaja : Lately, we've been sighting creatures never before seen in the Karagol.

Sean : Dangerous ones?

Captain : Actually, some even came onboard the ship and attacked the crew.

Guide 2 : That IS dangerous!

Kaja : We suspect that our replacement ship might have been attacked.

Ouranos : With such dangerous creatures around... You might need warriors!

Captain : It is certainly dangerous, but the ship is okay. After all, we--

Ouranos : If there are monsters, I'll be glad to help out.

Kaja : Oh, really?

Sean : Hey, Ouranos, I thought--

Ouranos : We have to make it to Colosso... If we're late, we can't enter.

Sean : That's true, but...

Ouranos : Hey, maybe you can give us a hand, too, Sean!

Kaja : Really? Are you really going to help out?

Ouranos : I'm a man of my word. If I said I'll help, I'll help.

Kaja : With you guys helping me to keep the deck safe, the ship should be okay.

Captain : So, can we set off now?

Kaja : No... Now, we need someone to protect the oarsmen...

Sean : Protect the oarsmen, huh? You guys need some warriors...

Ouranos : You have an idea?

Sean : I saw some warriors in among [sic] the passengers belowdecks.

Kaja : Do you think they'd help us out?

Sean : If they're from Angara, they will.

Captain : Hmmm... If they could help out, we'd be unbeatable. And, of course, we still have my lucky anchor...

* - He notices [Blue]'s work.

Captain : It's gone... It's vanished!

Kaja : What!? The captain's beloved anchor!

Ouranos : The anchor... Our good luck charm?

Sean : Oh, that? What's the big deal? So what if that old trinket's gone. [sic]

Captain : What do you mean, "Oh, that"!? That anchor's been keeping my ship safe for years!

Guide 2 : It's just decorative, right?

* - The captain shakes his head.

Captain : Even if we find some warriors, we won't make it without that anchor. We're not leaving!

Sean : But you just said we were leaving...

Captain : That was when I thought we still had the anchor!

Ouranos : Why all the fuss over a little trinket?

Guide 2 : "Little trinket"!? Weren't you listening to what he said?

Kaja : It's not just a decoration! It's a good luck charm!

Captain : This ship doesn't leave until we find it.

* - [Blue] thinks to himself.

[Blue] : (What's the problem? We've got some warriors to help us... Maybe we shouldn't have taken it.)

* - He notices Isaac, whose presence he had forgotten.

[Blue] : Hey! Hey, you! What are you doing here? You heard the captain-- This ship goes nowhere!!

[Captain's quarters]

Captain :{S} Oh, of all the bad luck... losing my lucky charm! This ship can't leave until we find it!
{M} The ship won't leave dock until we find that anchor charm. Maybe we should forget about setting off.

Kaja :{S} Right when we found some warriors to protect the ship... Great...
{M} This is ridiculous... The ship can't set sail because of a good luck charm?

[Blue] :{S} If the ship from Tolbi had come, I'd feel differently, but at this point, I'm not setting sail! Hmmm... I wonder where that anchor charm went.
{M} I waited too long... I'll get in trouble if I don't come clean. I have to confess that I hid it on top of the mast.

Ouranos :{S} I can't believe him... Refusing to leave because of one charm?
{M} That thing couldn't have gotten lost on its own... Did somebody hide it?

Sean :{S} You came to ask the captain to set sail, right?

- (Yes)
If we had worked together, we'd be out at sea right now. But it's too late now... Because of that charm, we're not going anywhere.

- (No)
Heh heh... In that case, why don't you take a tour of the ship? I may need a hand from you later. I hope you'll help me out.

{M} If the ship doesn't leave soon, we might miss Colosso.

Guide 2 :{S} I had no idea he was so superstitious. I thought he was joking...
{M} I don't think anyone would steal that charm... I bet we find it right away.

\$# Captain's quarters #
#####

* - After giving the captain his anchor charm:

Captain : Hey! It's my lucky anchor! Well, look at that! Did you find our charm for us?

- (Yes)
Kaja : It was atop the mast? Why there, of all places?

Captain : I... I don't know what to say... Thank you. Now, we can set sail.

- (No)
Kaja : You climbed up the mast to see the Crow's Nest, and there it was?

How on earth did it get up there?

Captain : Thank you so much! Now, I can finally launch this ship.

Guide 2 : Boy, that's a relief. Now we can set sail. Right, Captain?

Sean : Mmm, not just yet...

Ouranos : Not yet? What's the problem this time?

Sean : The Karagol Sea is thick with monsters...

Guide 2 : But you don't...

Kaja : Well, it's just like Sean said. The best we can do is protect the deck.

Sean : We need someone to protect the oarsmen.

Captain : Sean, you look like you have someone in mind to help us...

Sean : Yeah.

Ouranos : Someone to help? Who?

Sean : Those warriors, that's who! They may look young, but each of them is a force to be reckoned with.

Kaja : When you put it that way, sure. Why not?

Captain : I can't argue with that...

* - He turns to Isaac's group.

Captain : How about it? You want to join forces with us and help out the ship?

- (Yes)

Captain : So, you'll help us? That means we can finally set sail.

- (No)

Captain : You lack confidence, but Sean has a lot of faith in you.

Sean : With you at our side, we'll be fine. I'm sure you can protect the ship.

Kaja : If you want to reach Tolbi, you'll give us a hand so we can set sail.

Guide 2 : Oh, good! That means the ship is taking off!

Captain : There's just one thing left to do...

Guide 2 : Oh, no... Now what?

Captain : I need some volunteers to help with the rowing... just in case.

Guide 2 : What? Are you going to ask the passengers to help row the ship?

Captain : The ship won't move without oarsmen, so...

Ouranos : Don't worry--we'll do that, too!

[Blue] : Wa-Wait a minute... You're supposed to protect the ship!

Kaja : We'll need to ask the other passengers.

* - The captain turns to the guide.

Captain : These passengers are part of your tour, so why don't you go ask them?

Guide 2 : This is crazy...

Kaja : We need you to help out. Even with the crazy stuff.

Sean : Well then, let's all go to our stations while we wait for the launch.

* - The captain turns to Isaac.

Captain : Come to think of it, I don't know your name. You want to tell me?

-(Yes)

Captain : Ah, Isaac. Well then, Isaac, I'm looking forward to working with you.

-(No)

Captain : Well, I'll need to call you something. Hmm... You look like Isaac.

Captain : Well then Isaac... Well, everybody, let's get this ship to sea!

\$# Social Script \$#
#####

[Captain's quarters]

Captain :{S} We don't know what might happen before we arrive. Be ready for anything.

{M} As long as we have the anchor charm, we have nothing to fear!

[Main deck]

[Yellow] :{S} Now that we have you to protect the ship, we ought to be leaving soon. But I think it might be tough to get the other passengers to row...

{M} Are you serious about setting sail? I heard a sailor say he'd seen the shadows of monsters in the water. Isn't this going to

be a little dangerous?

YoungWoman:{S} I'll agree to anything, even rowing the ship, if it means we'll finally leave the dock!

{M} Besides, rowing is a man's job... Leave me out of it.

Inn Chef :{S} If we just promise to help row, the ship will set sail, right? It's pretty easy to make a promise.

{M} Ultimately, they're just being threatened into helping, right? No matter what happens, I won't force the passengers to work.

Guide 1 :{S} We'll have to make them promise to help row before we can set sail. Hopefully, it won't come to that, though.

{M} It probably won't make any difference if I make them promise to row... I just hope we don't have to refund their money at the end of the trip.

Man :{S} That sea dog Kaja is a little scary, so everyone agreed to row. But fighting up here suits me better than rowing down below!

{M} Us? Help with the rowing? Get serious! There's no way we'd ever do such hard work.

[Passenger's quarters]

Healer :{S} The ship's crew is ready for anything, and I'll be right here for them. Ask the others to do the rowing.

{M} I can't row, but I am hoping for the ship's safe arrival.

Guide 2 :{S} You all agreed to help of your own accord. That's why I'd like your total cooperation when the time comes!

{M} Asking the passengers to help out with the rowing... This trip is going to be plagued with problems.

Woman :{S} Are you going to row?

-(Yes)

Hmmm. So, you have to row, even though you're a fighter, huh?

-(No)

Oh. Helping to protect the ship suits you better, doesn't it? Oh well, it doesn't matter. It's not going to happen.

{M} I'm sure it'd be easier to protect the ship than it would be to row.

Young Man :{S} All that money on tickets, and now we have to row the ship? Madness!

{M} Do they honestly think I'm going to help row the ship?

Warrior :{S} These proud warriors are not going to like being told to row. What do you think? You guys wanna trade jobs?

-(Yes)

You look so scary... You say you want to trade, but it's not that easy. I see. Sure, why don't you take over the rowing.

- (No)

I figured you'd say that. Fine. Rowing is fine with me.

{M} If something happens to our oarsmen, we'll need the help.
If that happens, we'll help out as warriors.

Old Man : {S} I never thought I'd get to be this age and end up having to row a boat!

{M} Well, shoot! Maybe we should have just stayed in Kalay.

\$# Below deck (oarsmen's location) #
#####

Kaja : Our replacement never arrived, but we're shoving off just the same.

[Green 1] : What about the sea monsters? Who's going to be protecting the ship?

Kaja : That'll be me, Ouranos, and Sean on deck, and... Isaac and his friends protecting you down here.

[Green 2] : Can we really depend on them?

* - Garet appears upset.

Kaja : Isaac and his friends have seen more combat than even I have, so there's nothing to worry about.

Oarsman 1 : If you say so, Kaja. We trust your judgment.

Kaja : And what will you do if any of you becomes incapacitated?

[Green 1] : We're not sure... What happens then??

Kaja : Another passenger will help row the ship.

* - A bit of skepticism is visibly apparent around the room.

Kaja : Don't worry about it! I had a word with the passengers.

[Green 2] : Who will go and give the order when the time comes?

Kaja : Hmmm. Good point...

* - He thinks for a moment, then turns to Isaac.

Kaja : You should select a replacement and bring him here.

[Green 1] : Rowing requires teamwork. Be sure to balance the two teams.

[Green 2] : That's right. If we're not balanced, we won't make much progress.

Kaja : Right. You have your orders. I trust you'll all do your best.

* - Kaja goes above deck and informs [Yellow] of the preparations' status.
[Yellow] yells to the captain.

[Yellow] : Preparations... Ready!

* - [Blue] shouts from the crow's nest.

[Blue] : Ship's course... Clear!

* - The captain sets his anchor charm down.

Captain : All right. Cast off!

* - Kaja runs to the stairway leading to the lower deck.

Kaja : Row those oars!

* - Finally, the boat takes off from Kalay Docks.

\$# Encounter 1 #
#####

* - [Blue], from the crow's nest, spots something in the waters

[Blue] : Avast! Monsters sighted!

* - Three squid-like monsters rapidly approach the ship.

Captain : Monsters?

Kaja : Aye, Captain! Sea monsters!

Sean : Captain, turn the rudder hard to starboard!

Captain : All right, I'm turning!

Ouranos : It's no use. It's too late!

* - The monsters reach the main deck and head down below.

Oarsman : Arrgh!

Kaja : Monsters belowdecks!

* - One of the oarsmen has been knocked to the floor.

Kaja : Isaac! Take care of these beasts and save my mates!

* - Before engaging the monsters, the men can be spoken to.

[Green 1] :{S} Monsters from the deep are attacking, just as the captain feared!
{M} Why aren't you doing anything to stop that monster?

[Green 2] :{S} Curse those beasts! They got one of our oarsmen!

{M} If we lose any more oarsmen, it will slow the ship.

Oarsman 1 :{S} If you don't do a better job protecting us, there won't be any oarsmen left!

{M} Please! Just stay here and protect me!

Oarsman 2 :{S} Fighting off the monsters is your job. Hurry up and take care of 'em!

{M} If the sea monsters get us, we won't be able to keep rowing.

Oarsman 3 :{S} Curses! I want to smack that monster with my oar. ...But if my oar breaks, I won't be able to row...

{M} The sea monsters are so tough, a blow from an oar wouldn't leave a mark.

Oarsman 4 :{S} Foul beast! I may be trembling... But I'm trembling with anticipation! Go get 'em, Isaac!

{M} I'm scared. Those sea monsters are terrifying. Mommy!

Oarsman 5 :{S} If I weren't so tired, I'd beat down those monsters without breaking a sweat!

{M} Fighting sea monsters is for warriors. I want nothing to do with it!

Oarsman 6 :{S} Who is that thing going to grab next?

{M} I don't care who else the monster gets... Just save me!

Oarsman 7 :{S} We oarsmen may be strong, but we're no match for sea monsters!

{M} We don't even know if attacking the beasts will do any good.

* - If Isaac's group tries to leave the room without defeating the monsters:

Kaja : Where are you going, Isaac? Slay the beasts and save my mates!

* - After defeating the monsters:

Kaja : Hey, are you OK? Looks like you took care of those sea monsters. We're missing an oarsman! Oh no! He's unconscious! It looks like the sea monsters got one of our rowers... There's no way around it... Isaac, go ask one of the passengers to row, OK?

-(Yes)

Kaja : Hop to it!

-(No)

Kaja : Look, I know you don't want to have to do this, but you promised... Now, bring a passenger who can help row.

* - Finding a passenger to assist:

Guide 1 :{S} Nooooo! You're not going to make me row, are you?

- (Yes)

I've never done much physical labor, but if I must, then I guess I must.

- (No)

I'm just a businessman. I'm not strong enough to be of any use.

{M} Nobody would choose me... After all, I'm the tour group's guide!

Guide 2 :{S} Ha ha ha. Rowing, right? Feel free to choose whomever you like. What? Me? You must be joking! Really

- (Yes)

Awwwww! Oh, this is just too much to handle.

- (No)

Phew! Don't frighten me like that!

{M} We had enough trouble just getting passengers! It's not like we have extra oarsman.

Inn Chef :{S} You... You must be joking. You want me to row?

- (Yes)

You jerk! What do you have against me?

- (No)

Ye-Yeah. Besides, a spatula suits me better than an oar.

{M} Hey! Looks like they need someone to help row... Don't look over here!

YoungWoman:{S} Don't tell me you're going to ask a lady to row?

- (Yes)

What? I don't believe this. You're evil! A monster! I won't forget this!

- (No)

You startled me, sir. Don't frighten me like that!

{M} Rowing is a tough job, isn't it? It's not for me!

Young Man :{S} What? Me? An oarsman? Give me a break! Seriously?

-(Yes)

Oh, toy are serious... Fine! I'll do it...

-(No)

Hahhh... You scared me so bad, my heart nearly stopped!

{M} Please, please... I'm begging! Just don't let him choose me.

Woman :{S} That poor oarsman. I feel so sorry for him. What? You want me to take his place?

-(Yes)

How can you ask a young lady to take his place? It's not fair!!!

-(No)

That's right... You can't ask a proper lady to do such a filthy job!

{M} What's with you!? Go bother the men, why don't you? Tsk!

Man :{S} What? Ohhhh, noooo... Are you going to make me row?

-(Yes)

Huh? You DO want me to row? Okay, okay. I'm going already. But I'm not gonna forget this! You...

-(No)

What? You're not going to pick me? You really are a nice guy!

{M} Hey! This guy's been staring at me the whole trip... Maybe he likes me.

Warrior :{S} Hey! You're not thinking of making me an oarsman, are you?

-(Yes)

Grrr... I can't believe this guy is actually choosing me. Assigning such menial work to a proud person like me is going too far!

-(No)

Heh-heh! Not picking me is a smart choice, buddy.

{M} Oh! Oh, no! He's not coming to ask me to row, is he?

Old Man :{S} Out of all these people, you're asking a frail old man like me to row?

- (Yes)

You'll regret this when I collapse from exhaustion or something!

- (No)

Th... That's right... Nobody would ever choose me.

{M} Why am I getting so worked up over this? There's no way he'd choose a decrepit old man like me, is there?

* - Speaking to the other candidates after choosing a passenger:

Guide 1 :{S} Looks like you've been chosen to help row, doesn't it? So, get on with the rowing!
{M} You make me nervous just standing there, looking for an oarsman.

Guide 2 :{S} Hey, Isaac. You've got a good eye!
{M} Careful now, watch out... Don't make eye contact. Turn the other way.

Inn Chef :{S} Ha ha ha! Chosen to be an oarsman, huh?
{M} I've been in a cold sweat thinking they were going to choose me!

YoungWoman:{S} So you finally picked someone, didn't you? Show your stuff!
{M} Oh, this poor sap look sad enough to break out in tears right here!

Young Man :{S} If you've chosen an oarsman, let's get to rowing!
{M} I snuck by this time... But what about next time?

Woman :{S} You've been chosen as an oarsman? Aye, now that's an honor!
{M} Wow... This warrior isn't gonna let anyone off easy! I'm glad to see it's not me.

Man :{S} It gives me the chills to think that could have been me.
{M} Oh, no. No... When our eyes met, I knew that was it.

Warrior :{S} That's who you picked to be an oarsman? Good choice! ...Looks very... oarsmanly.
{M} It's only natural that I not be chosen.

Old Man :{S} Ho ho! Is that person going to get us to Tolbi?
{M} You can just move right along with that person.

* - Other Social Script:

Captain :{S} An oarsman was injured? There's no time to worry. We must escape the waters of the Karagol!

{M} We knew the risks when we set out... But it always hurts to see a crewman get injured.

Sean :{S} It looks like another oarsman was injured... We have to pick a replacement from among the passengers.

{M} We have no idea when those sea monsters might attack again. Curses! I won't let them have their way with us any longer!

Ouranos :{S} I feel sorry for the oarsmen who were injured. Let's see to it that no one else gets hurt, OK, Isaac?

{M} Uhhnn. When I look at the water, I feel sick. I wonder how long I can fight in this condition...

[Blue] :{S} So, some oarsmen were injured, huh? No, no. I'm the lookout. You need to ask someone else.

{M} The lookout? But the sea is so vast, how can you spot anything?

[Yellow] :{S} You must feel awfully important, ordering people around like this! I have a job to do. I can't row!

{M} An oarsman was injured by a sea monster? I'm just glad I'm not the one who has to take his place!

* - Returning to below deck without a passenger to assist:

Kaja : Isaac, you're back. Hey! Where's the replacement for our injured oarsman? What? You didn't choose an oarsman? This ship won't go anywhere without enough oarsmen! I'm sorry, but you're going to have to choose someone!

* - Returning to below deck with a passenger to assist:

Kaja : Isaac, you're back! And you brought an oarsman with you! Well, you're going to have to row for us. All right. Take your place. Now, we'll need you to protect this area again, Isaac.

* - Kaja goes above deck and informs [Yellow] of the preparations' status. [Yellow] yells to the captain.

[Yellow] : Preparations... Ready!

* - [Blue] shouts from the crow's nest.

[Blue] : Ship's course... Clear!

* - The captain sets his anchor charm down.

Captain : All right, we're off!

* - Kaja runs to the stairway leading to the lower deck.

Kaja : Row those oars!

\$# Encounter 2 #
#####

* - This time, a few Rabid Bats and a Lizard Fighter appear. [Blue] shouts "Monsters!", instead of "Avast! Monsters sighted!"

Before engaging the monsters, the assisting passenger can be spoken to (along with the other oarsmen, but what they have to say hasn't changed).

Guide 1 :{S} We're surrounded by danger on all sides, but they still make us row! Please! Finish these vile beasts off!
{M} Sea monsters are terribly ferocious!

Guide 2 :{S} H-Hey, Isaac, shouldn't you be moving a bit faster?
{M} I'm so out of my wits, I don't even know how frightened I am.

Inn Chef :{S} Ahhhh! Sea monsters! Real, live sea monsters! I thought I'd seen every type of monster there is, butt his one's new to me!
{M} If I were a warrior, I wouldn't let a monster like this take over!

YoungWoman:{S} Wha--Hey, you! This is no time to start a conversation!
{M} I wonder if this warrior has enough confidence to defeat a monster.

Young Man :{S} The oarsmen are in dire straights! Stomp and kick those monsters!
{M} Please, oh please, let me make it out of this alive!

Woman :{S} I-I can't go this! Fighting off sea monsters isn't in my job description!
{M} Why did sea monsters have to appear just when I get on board?

Man :{S} Aah! I have to row this ship because of you! And now a sea monster is going to eat me!
{M} We're sure in a fix. Say, you're going to row next, aren't you?

Warrior :{S} Yaaahhh! I-I'm not afraid of monsters one bit! But I'm just an oarsman, now, not a warrior!
{M} These sea monsters look awfully strong! I'd rather be an oarsman than have to fight them!

Old Man :{S} I don't care what happens now. I just want to quit rowing.
{M} I'd rather be eaten by a sea monster than have to row this ship.

* - From here, it continues as with the first encounter.

\$# Encounter 3 #
#####

* - A Virago and two Man o' War (squid) are fought. It's otherwise identical.

\$# Encounter 4 #
#####

Mia : I wonder what's wrong... The ship shouldn't be rocking this badly.

Kaja : Isaac!

Ivan : Isaac, up on deck!

Kaja : Isaac, there's a huge sea monster on the ship! If we don't do something, we'll sink! You have to help us!

Garet : If this ship sinks, everything we've done will mean nothing...
Let's go bag us some sea monsters.

* - Before heading up to the deck...

[Green 1] :{S} Imagine the size of that beast! Is it even possible to slay such a thing?

{M} Why is he down here? Shouldn't he be fighting the monsters on deck?

[Green 2] :{S} How can these sea monsters keep coming one after the other. [sic]

{M} What the...? How many monsters does this make?

Oarsman 4 :{S} Judging from Kaja's reaction, it must be a fearsome beast...

{M} What kind of monster is rocking this ship? I really want to go take a look...

Oarsman 5 :{S} Kaja wouldn't ask for help unless it was serious.

{M} We're running low on oarsmen, and I'm getting nervous.

Oarsman 6 :{S} The whole ship is rocking! That monster must be gigantic!

{M} I'm taking a little break until they've defeated the sea monsters.

Oarsman 7 :{S} We're okay. With you here, we can handle anything.

{M} Good thing we have some strong fighters on this ship.

Oarsman 8 :{S} If the ship sinks, we're finished.

{M} I wonder if the monster is big enough to sink the ship.

* - I'm not quite sure what triggers the rowing passengers' messages, though it seems to be related to their placement (i.e., which oar they're assigned, determined by order of selection)

Message 1 :{S} That thing has Kaja and his men worried. It's going to be a tough fight.

{M} I don't care what it takes, just hurry up and slay that beast!

Message 2 :{S} The ship is starting to list... If we don't do something, she'll sink!

{M} The boat's rocking so much. I'm certain we're doomed!

Message 3 :{S} Another monster? This isn't the first-class passage I paid for!

{M} We're surrounded by monsters, and still there's no sign of land!

Message 4 :{S} Monsters everywhere, and I'm stuck rowing... I should have stayed home!

{M} If those monsters come back... go teach 'em another lesson!

Message 5 :{S} How many monsters are out there?

{M} I had no idea there were so many monsters out at sea...

Old Man :{S} Owww! My hands are raw from rowing.

{M} I wonder if they'll make us row again once they've taken care of that beast.

* - On deck, Sean and Ouranos have been tossed aside by the massive Kraken that now sits on the ship.

After defeating it:

Kaja : Thank you, Isaac. You did good against the Kraken. We lost another oarsman, though. I need to check the hull. Go find someone to row the ship.

* - From here, it's the same as the other encounters.

\$# Arrival at Tolbi #
#####

[Blue] : Land ho!

Sean : Hey, I can see land!

Ouranos : It looks like we made it!

* - They arrive at Tolbi Docks. The passengers who were made to row come out. I don't know what decides who says what.

Message 1 : We made it! Finally! We're lucky to be alive after all those attacks!

Message 2 : The other passengers have already disembarked... Didn't even say good-bye.

Message 3 : We don't have to row anymore? Oh, what a relief!

Message 4 : Rowing the ship was more fun than I expected! I'm pretty buff now!

Message 5 : Ohhh! I haven't had a workout like that in years!

Message 6 : I totally lost out... An ocean cruise, and I didn't get to enjoy the view!

Old Man : You make an old man row the ship, then you try to beat him onshore? That's pretty pathetic.

* - They disembark. Isaac comes out of the passengers' quarters.

Kaja : Thanks for all your hard work. Your efforts got this ship to shore. I thank you again. Hurry, everyone! Colosso is already underway in Tolbi! You'd better get moving to Tolbi, too.

* - Social Script:

Captain :{S} When the waters are this dangerous, you just can't take to the seas. I think I'll check out Colosso while we think about what to do next.

{M} See? Our ship survived an attack and crossed the sea safely. It just proves how effective that lucky anchor really is!

Kaja :{S} You lookin' for Sean and Ouranos? They left for Tolbi with that tour. I figure they're headed for Colosso.

{M} I want Sean and Ouranos to do well at Colosso this year, but they don't stand a chance if Isaac enters the contest.

[Blue] :{S} Are you headed for Colosso, too?

- (Yes)

I thought so. Most people coming at this time of year usually are. There was this group of six we ferried across a while back. Now they were strange.

- (No)

You came all this way, and you're not going to Colosso? That old guy's group, those six weirdos, and now you... You guys are strange!

{M} I'm just going to hang out in Tolbi and enjoy myself for a while.

[Yellow] :{S} This group that came on our last village pulled some strange stunts. Actually, I was sorta spying on them.

{M} I wonder what happened to that strange group that went on to Tolbi.

[Green 1] :{S} You folks really fought well.

{M} I'm just glad the Kraken didn't hurt me.

[Green 2] :{S} I don't think anyone will be crossing the Karagol for a while... The oarsmen won't work for us anymore.

{M} We can't find anyone to replace our old oarsmen.

Oarsman 5 :{S} A lot of oarsmen were injured on this voyage. Nobody's going to want to row until things calm down in the Karagol Sea.

{M} Sure, the pay's good, but it doesn't mean a thing if you get hurt on the job.

Oarsman 6 :{S} Are we safe? It's all because you defeated those monsters!

{M} Isaac and his pals we're [sic] so daring, fighting back there.

Oarsman 7 :{S} I've been an oarsman all my life, but this last job was the worst ever!

{M} I feel better now. I was just so scared when I was rowing.

Oarsman 8 :{S} You go on ahead. Just when it looked like everything was all

right, my back went out, and now I can't move.
{M} I'm in no rush, anyway... This might be the last time I get on a ship.

Healer : {S} It is good that the ship has arrived safely.
{M} We made it to Colosso in time... That's good.

\$# Crossbone Isle #
#####

* - If certain passengers are picked to row...

[Blue] : Land ho!

Ouranos : Hmm... So we've finally reached Tolbi, huh?

Kaja : Umm... No. That doesn't look like Tolbi's coast. We must be off course. I don't recognize this place.

Ouranos : You're right... That looks like an island.

Sean : Hmm... Maybe we should stop for a minute.

Kaja : We need time to check the ship's position... Let's head for that island and get our bearings.

* - Kaja goes to inform the captain of the situation. Once they've arrived at the island, Kaja goes below the deck.

Kaja : We've reached the island! Rowers, rest those weary arms!

* - The first selected passenger, no matter who, says the following:

Passenger1: Island? Isn't this Tolbi?

Kaja : The ship went off course, and we're... Well, we're not sure where we are. We've come to this island so we can get our bearings. Raise your oars and rest for a little while.

* - The first selected passenger speaks.

Guide : I'm going to check on the other passengers.

Non-guide : If the ship isn't going anywhere, I'm not waiting down here. Let's take a break out front.

* - By the edge of the ship, Sean and Ouranos are speaking. Mind Read:

Sean : I give up! What are we supposed to do?

Ouranos : That's enough bickering...

* - When trying to speak to either of them:

Sean : Isaac, you talked to the passengers, didn't you? The tour group is arguing about whether they should leave the ship.

Ouranos : We'd like to go ashore and see if it's safe out there... But we promised we'd protect the ship.

Sean : ...That's it! Can you go check out the island and see if there are any monsters?

- (Yes)

* - Saying "Yes" at any time yields the same outcome.
For its transcription, skip to below this multi-choice segment.

- (No)

Ivan : The passengers all seem to be upset, so let's try to do as they ask.

Mia : That's right. We have to do something, or there'll be no resolving this.

Garet : It would be fun to explore the island! What do you say, Isaac?

-- (No)

Ivan : Isaac, don't talk like that. Shouldn't we listen to them?

--- (No)

* - Ivan repeats himself.

* - After saying "Yes":

Sean : I see, you're going to go for me, aren't you? I'm sure no one will complain if we scout out the island. There's no telling what kind of monsters are lurking on this island... Be extremely careful!

* - Social Script:

Guide 1 :{S} You can't go onto the island! It's too dangerous! What if there are monsters?
{M} What to do... I'm worried about the passenger's [sic] safety.

Guide 2 :{S} I don't hear the passengers screaming to get off the boat.
{M} So... anyone know if there are any monsters out there?

Inn Chef :{S} But there were monsters at sea, so shouldn't it be safer on land?
{M} but [sic] why should we stay onboard when there's land right in front of us?

YoungWoman:{S} I don't feel so well... Don't talk to me...
{M} Ohh, that's creepy...

Young Man :{S} If there are monsters, I'm not going anywhere.
{M} Just don't make me face that disgusting Kraken again...

Woman :{S} Why should we have to wait on this tiny boat?
{M} Go ahead, try and stop me! I'm going ashore!!!

Man :{S} We've been cooped up on that ship too long. We're near land, so let us stretch our legs!
{M} I'm sick of this ship... I'm going ashore.

Warrior :{S} There could be monsters here, so leaving the ship might be dangerous.
{M} Land monsters, I can handle; sea monsters are all slimy and icky...

Old Man :{S} The ship keeps shaking... She can't take much more! I want to plant my feet firmly on land!
{M} I've been wobbling on this boat for so long I can hardly stand!

Captain :{S} We may have taken the wrong route, but we've made a lot of progress.
{M} I'm really surprised that there is an island like this in the Karagol Sea.

Kaja :{S} We're looking into the ship's position. It'll be a bit longer.
{M} The wind's direction and the high seas... We've got to be close to Tolbi.

[Blue] :{S} Be careful--there could be monsters anywhere around here.
{M} You'd be surprised, the kinds of treasure you can find on islands like these.

[Yellow] :{S} Kaja and the captain are professionals. We ought to trust them and wait, like they said.
{M} I want to be a sailor like Kaja, reading the wind and the waves..

[Green 1] :{S} I've been sailing for many years, and I've never seen this island!
{M} It's crazy to have inexperienced passengers rowing the ship.

[Green 2] :{S} Wow! I have a blister on my drumming hand...
{M} It was hard for me all the way across the sea.

Oarsman 5 :{S} I wonder if it's okay to leave the ship here...
{M} I sure hope another monster doesn't attack...

Oarsman 6 :{S} Stopping again and again like this is harder than rowing all day long.
{M} Looks like I'm going to have sore muscles for the first time in a while...

Oarsman 7 :{S} Let's see, islands in the Karagol Sea... Hmmm... just thinking.
{M} Could this be that island that's rumored to have buried treasure? Even if it is, I'm too scared of monsters to leave the ship.

Oarsman 8 :{S} When we're rowing, we can just sit and space out, but... It makes me nervous, just sitting here and not rowing.
{M} Maybe it's time for me to retire...

Healer :{S} I hate arguing...
{M} In a perfect world, there wouldn't be any monsters waiting to pounce on me...

Sean : {S} There's no telling what kind of monsters are lurking on this island... Be extremely careful!
{M} This island gives me the creeps...

Ouranos : {S} We've done a good job of keeping the ship safe so far! Isaac, you can leave everything to use while you're away.
{M} What we can do now is to protect this ship...

* - After leaving the ship and returning:

Sean : How was it, Isaac? Did you explore the island thoroughly?

-(Yes)

Sean : Well... Did you see any monsters out there?

-(Yes)

Sean : ...I see. Then we can't let the tourists go ashore after all?

-(No)

Sean : If there aren't any monsters, I guess we can let the tourists out!

-(No)

Sean : If we don't decide if we can go ashore, they'll never stop whining.
...I hate to ask you, but would you go exploring one more time?

* - After commenting on the quantity of monsters, Guide 1 comes out of the passengers' quarters.

Guide 1 : The passengers are going stir crazy! They're out of control!
You're going to have to let the passengers go ashore.

* - Kaja comes out of the captain's quarters.

Kaja : There's no need for that. We figured out the course to Tolbi.

Ouranos : Really? We can go?

* - Kaja nods.

Kaja : Let's go to Tolbi before the sea gets any rougher. Tell our tourists they can enjoy a nice, long break after we arrive.

Guide 1 : It's too late... Nothing we can say will calm them down.

Kaja : If we hurry, we can make it to Colosso in time.

Guide 1 : I see! If we can get them to Colosso, they'll all be happy.

Sean : All right then, go and tell the tourists.

Kaja : It's not much farther. I'll ask the oarsmen to work 'til the very end.

* - Kaja, Isaac's group, and the four passengers who were asked to row all head below decks.

Kaja : Sorry, everyone, but we need to switch the left and right teams!
We've strayed off course because the left team's timing is off.
One last push should get us there. Give it all you've got, people!
All right! Let's aim for Tolbi and set off one last time!

* - Kaja goes above deck and informs [Yellow] of the preparations' status.
[Yellow] yells to the captain.

[Yellow] : Preparations... Ready!

* - [Blue] shouts from the crow's nest.

[Blue] : Ship's course... Clear!

Captain : All right. Cast off!

* - Kaja runs to the stairway leading to the lower deck.

Kaja : Row those oars!

* - They arrive at Tolbi Docks. Refer to the section above this one for the associated scene.

[01'30] --- Tolbi Docks --- [01'30] ##

#####

\$# Social Script \$#
#####

[Outside]
[Yellow] :{S} I hear you had a scary trip. You even got attacked by a monster!

- (Yes)
I wonder why the sea is so dangerous all of a sudden...

- (No)
And you fought of all those monsters alone? ...No way!
Everyone knows that Kaja was the one who killed the Kraken!

{M} I guess we won't be seeing anyone back home in Angara for a while.

[Green] :{S} Sigh... I think we're done sailing for a while. We're already lost one ship... What else can we do?

{M} I think that missing ship must have run into the Kraken...

[003] :{S} Silk Road was blocked, so I thought my parents might come by ship. I don't see them anywhere, though...

* - If her mother was spoken to in Kalay Docks:

What's that? You have a message for me from my parents?

- (Yes)

Oh, they couldn't make it because the tickets were too expensive?
Thank you for letting me know!

- (No)

Oh... I hope nothing awful's happened to them...

{M} * - Until telling her about her parents' situation, she speaks
when trying to use Mind Read.
It was a hard crossing...Very risky. I'm glad they didn't come...

[004] :{S} The tourists look a little upset. Did they get seasick?

- (Yes)

The sea was calm, but that monster sure gave them a rough ride.

- (No)

The ship was attacked by monsters? It came within inches of
sinking? Wow!

{M} After seeing the looks on the passengers' faces, I don't feel
like waiting for my ship anymore.

[005] :{S} It's been quite some time since the Colosso Tour passengers
left for Tolbi.

{M} You crossed the sea just for Colosso? ...That was a big under-
taking!

[006] :{S} If you're going to Tolbi, keep heading west. It's not too far.

{M} I get the feeling that it will be a long time before then ext
sea crossing.

[Building]

[001] :{S} I'm sorry, but we just can't sell any tickets right now. The sea
is too dangerous, so we've had to cancel all crossings.

{M} Sigh. We could have made lots of money on those tickets.
Bad luck, I guess.

[002] :{S} We rented out our house for Colosso, and now the ship's not
launching! If the ship isn't crossing, we can't take our trip!

{M} Maybe we'll stay here until the ship leaves.

[003] :{S} We rented out our house. If the ship won't sail, where will
we sleep.

{M} Are we supposed to sleep on the floor until they set sail again?

[01'31] --- Tolbi --- [01'31] ##

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\$# Babi's Palace #
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[Outside]

* - Two guards run down the stairs leading to the palace's front yard.

Guard 1 : Hey, have you seen anyone who looks like this?

* - He holds up a picture of Babi, Tolbi's ruler, labeled "Missing Person."

- (Yes)
Guard 1 : Babi must be nearby!!!

- (No)
Guard 1 : Where's Babi!? He doesn't seem to be here. Let's look over there.

\$# Social Script #
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[Outside]

[001] :{S} Colosso should have started today. What on earth is going on?
I saw Babi's bodyguards wandering around. What if something's
happened to our leader?
{M} It's not like there have been any problems lately... I wonder
what's happened to set Babi's soldiers in motion.

[002] :{S} Wow, Tolbi's festival is humongous! Just seeing all this is so
exciting!
{M} Tolbi is not like Xian. It is very lively here!

[003] :{S} Can someone live to be more than 100 years old?

- (Yes)
Hmmm. Still, I'm pretty sure Babi is a lot older than 100...

- (No)
You could be right. But then, what about Tolbi's ruler, Babi?
He's supposedly at least 50 years older than I am!

{M} What if Babi is actually a totally different person now, and
we just don't know it?

[004] :{S} Babi was already pretty old back about the time I was born.
I'm 65 years old now, so just imagine how old Babi must be!
{M} Every year, I get older and older, while Babi just stays the same.

[005] :{S} Get your Colosso souvenirs! They make great gifts!
{M} We have to sell all of these Colosso souvenirs before Colosso ends.

[006] :{S} Children really do love souvenirs, don't they?

- (Yes)
I'll bet you like them, too. Don't try to hide it! I used to love souvenirs... But the wife doesn't go in for that sort of thing.

- (No)
Hmph! You're only saying that because your parents never bought you any!

{M} The stuff they're selling at the stalls along the street looks so tasty! If my kids buy some, I'd be able to eat too.

[007] :{S} Waah! Buy me some sweets! I said buy me some sweets!
{M} Those sweets smell great. I'm not moving until you buy me some.

[008] :{S} Be patient, little guy. I'll buy you better sweets than those later on.
{M} Why do kids want such awful stuff? I'm not ever buying that! No matter what!

[009] :{S} The inns are all full, so I'm staying here. This archway keeps the rain off of me, so it's as good as any inn.
{M} I've been guarding our spot, but it's not really worth it. I wonder if my friends will get here soon...

[010] :{S} Get your snacks and drinks before you get in the colosseum!
{M} They're selling these at the colosseum, too, but they're cheaper here!

[011] :{S} Tryouts started at the colosseum today. I'm planning to go watch the finals.
{M} The trials are okay, but the finals are the real fun at Colosso.

[012] :{S} Rats! We overslept, and now the colosseum is full! There's nothing we can do, so we've just been wandering around Tolbi.
{M} I can't say anything, 'cause it sounds bad, but I suddenly got too scared to watch Colosso, so I overslept on purpose!

[013] :{S} Colosso is held in the colosseum in the heart of Tolbi. If we don't go right now, we won't get good seats! That won't be any fun!
{M} The trials are starting at the colosseum today. If you win there, you advance to the finals.

[014] :{S} Tolbi's always really bustling during Colosso. This festival only happens once a year, so I'm really excited.
{M} Tourists aren't the only ones who love Colosso! It's the best!

[015] :{S} Whee! It's a festival! It's the Colosso Festival! What'll I buy with all the money Mama gave me? I can't decide!
{M} I'm the oldest, so I shouldn't have to share my allowance.

[016] :{S} Waah! She said that money was for both of us!
{M} Mama told us to share the money. Doesn't my brother remember?

[017] :{S} I've decided not to fight at the Colosso after all. Have you seen the contestants? They're HUGE!
{M} I saw the people who are going to fight. They look so intimidating!

[Buildings]

[001] :{S} I wonder if they really can't find Babi... If it is true, what will happen to Colosso?
{M} It's strange that Babi's soldiers are hanging out all around town. Those bodyguards we saw were probably looking for Babi, right?

[002] :{S} Babi wasn't at Colosso according to all the spectators...
{M} It's strange... Babi loves Colosso, but he's not at the colosseum... I wonder if what that boy said is true. Could Babi be missing?

[003] :{S} We paid good money to rent this house during the festival, so get out!
{M} We get to stay here until the owners come back.

Innkeeper1:{S} We're fully booked with reservations during Colosso. You're going to have a hard time finding a place to stay now.
{M} The tour group is feeling cramped in their quarters. Maybe we should build a bigger inn for the next year.

Employee 1:{S} I'm not very interested in Colosso. It's so barbaric.
{M} I have a headache just thinking about how busy these guests will make me.

Chef :{S} We aren't going to get to see any of Colosso this year. We have to start cooking our guests' dinners first thing in the morning.
{M} The innkeeper told me to cook a gourmet meal, but he's asking the impossible. Just making enough food for so many guests is a big job unto itself.

Employee 3:{S} We're so busy running the inn we can't go to Colosso. It's so boring.
{M} I'm going to go to the Colosso finals, no matter what!

Innkeeper2:{S} Colosso is the busiest time of year in Tolbi. In fact, you should make reservations now for next year's Colosso.
{M} We can't handle too many more guests than this.

Sean :{S} Oh, no! We barely made it to Tolbi, and now we can't even enter Colosso. Why did we even bother coming out to Tolbi?
{M} Even though I can't enter Colosso, I stayed at the inn thinking I'll go watch. I've come all this way, so I may as well see what I can.

Ouranos :{S} If we'd gotten here just a little earlier, we could have entered Colosso.
{M} If we could have entered Colosso, victory would have been ours. Sheesh!

[011] :{S} A tour group came from Kalay this year. They only deserved two rooms, but they have so many people in them...
{M} There aren't enough beds for the tour group from Kalay. Where will they sleep?

G. Healer :{S} What a waste to be stuck here when such a big festival's going on.
{M} I wonder how the tryouts are going... Hmmm, it's really on my mind.

[Item] :{S} Is this your first time to Tolbi?

- (Yes)
Tolbi offers many chances to powerful warriors. Colosso, especially, offers them a great chance.

- (No)
Tolbi is a fun place, no matter how many times you visit! You ought to go and enjoy yourself at Colosso.

{M} They have some nice things for sale in Tolbi, so go shopping!

[Weapon] :{S} You look strong... Go fight at Colosso! Hang on! Now that I think about it, the tryouts have already started! So, even if I wanted to fight in Colosso, it's too late to sign up?
{M} I guess I never would have made it to the finals anyway.

[Armor] :{S} If you can make a name for yourself at Colosso, you might get to become one of Babi's guards.
{M} Babi chooses Colosso's victors to be his soldiers because of their prowess.

[016] :{S} I heard Babi is using the money he made to build a lighthouse in Gondowan. Everyone calls it Babi Lighthouse.
{M} Naming the lighthouse he built after himself is a little vain, you think?

[017] :{S} We're going to make some money at Colosso. But of course, Babi always makes the most.
{M} He just takes a cut of all the money we earn. That's how to

make money!

[018] :{S} Wahhh! I want to see Colosso, but no one will take me!
{M} I keep on crying, but Daddy still won't take me to Colosso!

[019] :{S} I really want to see Colosso, too! But the colosseum gets too crowded, so I'm just going to watch the finals.
{M} I was stubborn; I said, "I'm not going to see any of the tryouts!" But now, I wish I'd gone.

[020] :{S} Do you want to stay with us?

- (Yes)
Actually, I'm sorry, but we're already full, and I don't have room for you.

- (No)
That's good... Our place is already full, anyway.

{M} It's too late to start looking now. They'll never find a place to stay! People fighting at Colosso all stay at Babi's Palace.

[021] :{S} Tolbi is packed with tourists during Colosso, so the inns are all full. Me, I just line up some beds, and presto! I'm an inn-keeper!
{M} Once Colosso starts, we're going to make so much money. I love this.

[022] :{S} The crowds at the colosseum made me feel sick, so I came back!
{M} Huh-uh. Crowds are a definite no-no. Say, why wasn't Tolbi's ruler--Babi, or whatever his name is--there?

[023] :{S} I couldn't sleep at all last night. The guy next to me snored the whole time! I'm so tired... I'm just not ready for Colosso!
{M} If I could have slept last night, I would have had a great time at Colosso.

[Colosseum Entrance]

[001] :{S} Colosso's Lucky Guess makes the battles in the colosseum better.
{M} Everyone keeps risking more and more, so the prize is huge! Of a warrior that few people picked wins, they'll win big!

[002] :{S} I've been betting on the Lucky Guess for many years, but I've never won. I'd like to hit it big just once in my life.
{M} I'm feeling confident this time. I'm sure I'll get it!

[003] :{S} I want to win big, so I put it all on a warrior no one else has picked.
{M} Every year, I go after a big win, knowing that it's a mistake.

This is the one vice I can't give up.

[004] :{S} Do you know what the Lucky Guess is?

- (Yes)

Entrants can't pick their own team members. That way, the matches won't be fixed.

- (No)

It's a game where you try to guess which warrior will win the finals. If you hit it right, you can win fabulous prizes.

{M} Once the trials are over, it's going to get busy, just like every year.

[005] :{S} Sigh... The colosseum is packed with people. I'll never get in there.

{M} Having to arrive so early just to get into the colosseum is awful.

[006] :{S} They're holding the preliminary Colosso heats right now. The winners of the trials will advance to the finals.

{M} I wonder which warrior will be the one to advance to the finals? oh, I can't wait!

[007] :{S} Are you hoping to get in to see Colosso now?

- (Yes)

First-timers all make that mistake. If you want to see Colosso, you have to get to the colosseum early.

- (No)

Good choice... If you want in, you should come back early tomorrow morning.

{M} There are so many people who arrive late and can't get in. I suppose everyone will come here early tomorrow.

[008] :{S} If you hit it big in the Lucky Guess, you can win a pretty penny. You have to watch the trails closely to decide who you'll root for.

{M} I'm going to pick the biggest, strongest warrior to win.

[Colosseum via Colosseum Tunnel (in palace)]

[001] :{S} Watching the trials makes me really excited. The battles are incredible!

{M} These trials are based on personal challenges. I get excited watching.

[002] :{S} !!!

* - A warrior tries to pick up a large pillar-like object,
but is unable to do so.

You have to make it through countless matches to reach the
finals. That warrior failed his trial, so he's disqualified
here.

* - Another warrior attempts the trial. This one succeeds,
albeit with a fair deal of struggle.

You have to perfect techniques like those to reach the finals.
That warrior cleared this trial, but I doubt he'll make it to
the finals.

{M} No matter how good a warrior is, there's always someone who's
better.

[003] :{S} Watching such proud, skilled warriors in battle is so enchanting.

{M} What fantastic physiques! Why, if I were younger...

[004] :{S} I've waited a whole year to see Colosso. I can't wait for the
finals!

{M} I didn't think the battles in the trials would be so fierce...
I can't even imagine what kind of battles the finals will have!

[005] :{S} Go for it! That's it! I'm cheering for you, little guy!

{M} Even the smaller warriors can win if they have enough spirit!

[Babi's Palace - Outside]

Guard 1 :{S} Some of the rooms in the palace are available to Colosso
entrants. You should be thankful Lord Babi is such a gracious
host.

{M} I wonder how many people will stay here at Babi Palace after
Colosso...

Guard 2 :{S} Normally, no one's allowed into Babi's Palace, but during
Colosso, visitors are free to enter.

{M} Should the palace really be open to the public in such
circumstances?

[Babi's Palace - Inside]

[001] :{S} Did you run into any of Babi's soldiers in Town?

- (Yes)

That means they must not have found him yet...

- (No)

Hmph! I told them to search every nook and cranny of this town...

{M} I wonder how diligently Babi's soldiers are looking for him.

[002] :{S} We have just enough extra beds in this room for everybody.
Please follow me.

You may use these four beds. Will you be going right to sleep?

- (Yes)
Then, enjoy your rest.

- (No)
Well, if you do get tired, feel free to sleep here anytime
you like.

{M} I want to watch the Colosso matches, too. But my job is to
encourage the warriors to do their best.

Gladiator1:{S} Are you planning to enter Colosso?

- (Yes)
You'd better leave right away, then! The trials are already
underway. Go on to the colosseum!

- (No)
So, did you guys get injured, too? Getting injured just before
the trials begin is the worst.

{M} I get all angry seeing all the warriors going off to fight in
Colosso. I hurt my back during my training, and now I can't
move at all.

Gladiator2:{S} I can't fight because of a little indigestion? That's pathetic!
Maybe I can shrug off this pain in my gut... I have to enter
Colosso... It's no use! My stomach really hurts!

{M} Maybe I shouldn't have eaten quite so much yesterday...

Bookcase 1:{O} There's a book entitled "The Heart of the Colosso Warrior."
"Do your best! Do not bet on Lucky Guess!" ...So the book says.

Shelf 1 :{O} The armor looks heavy. It looks like it belongs to one of the
Colosso warriors.

[003] :{S} If you're entering Colosso, hurry along to the colosseum.
But even if you leave now, you may be too late for the trials...

{M} Warriors are not allowed to stay in the palace if they don't
enter Colosso!

Bookcase 2:{O} There's a notebook that shows the records for the dice game...
Its owner seems to have lost a lot of money playing dice.

Shelf 2 :{O} There's nothing in there. It's completely dark inside. There are lots of used dice rolling around.

[004] :{S} Only warriors who fight well in Colosso's finals can become soldiers here. All the warriors enter Colosso because they want to join our ranks.

{M} My first Colosso was so exciting! I bet the battles will get pretty heated this year.

[005] :{S} Babi's name is riding on the construction of his lighthouse. It's a huge undertaking, which is why the guard around the lighthouse is so tight.

{M} We'd never get near the lighthouse without these passes from Iodem.

[006] :{S} Even if Lord Babi doesn't return, the campaign to build Babi Lighthouse will go on... I won't be able to relax until we know where Babi is.

{M} I hear that girl is going on the next campaign. What could it mean?

[007] :{S} Lord Babi is building the lighthouse as a display of his power.

{M} Once the lighthouse is complete, Babi's name will live forever.

Bookcase 3: There's a book entitled "Become a Macho Man in Twelve Easy Steps!" All these warriors seem to like weight training.

Shelf 3 : There's a headband. It says... "Never give up! Go for the win!"

[008] :{S} Originally, there were ancient ruins at the site of Babi Lighthouse. There's said to be an extremely long tunnel beneath the ruins.

{M} No one has ever reached the end of the tunnel in the ancient ruins... I'd like to know what's at the end of that tunnel.

[009] :{S} No matter how many times I run the experiment, I never get the results I want! My Alchemy skills have weakened, as Kraden warned me they would.

{M} Still, my experiments in Alchemy are progressing better than before. Maybe Kraden's research is meeting with success...

[010] :{S} It is said that long ago, the power of Alchemy was sealed away. But why would it have been sealed away?

{M} Kraden's journey was meant to revive the lost art of Alchemy. We hope, of course, that he can explain why it had been sealed away, too.

[011] :{S} Babi makes his scholars perform all sorts of research. I wonder where Babi's favorite scholar, Kraden, is now?

{M} Lord Babi expected great results from Kraden's journey. I wonder what he expected Kraden to learn from that research.

[012] :{S} Originally, the ancient Venus Ruins lay buried under Babi Lighthouse.

{M} The Venus Ruins are the remnants of a magnificent ancient civilization. The lighthouse is being built on the foundation of the

Venus Ruins.

Bookcase 4:{O} There's a book entitled "Encyclopedia of Ancient Ruins."

Bookcase 5:{O} There's a notebook entitled "Experiments in Alchemy." "The experiment failed again. I have tons of questions for Kraden..."

Bookcase 6:{O} There's a notebook entitled "Study of the Venus Ruins." "Many ancient civilizations still sleep in that area..."

[013] :{S} Sheba has been staying as Lord Babi's guest for some time.
She comes from the town of Lalivero, on the Gondowan continent.
{M} Sheba was taken hostage to force the Laliverans to build the Babi Lighthouse. It is heartbreaking to see her tears and hear her pleas to be released.

[014] :{S} Sheba was revered as a child of the gods in her hometown...
But she looks like an average child to me.
{M} Sheba is not permitted to leave this room. Child of the gods or not, I do not think she could make it to Gondowan alone.

Sheba :{S} Babi is holding me hostage in order to complete his lighthouse in Lalivero. When shall I ever be able to return to my homeland?
{M} Even if I escaped Babi Palace, my power could not get me to Lalivero. It would be impossible for me to make it through the deadly Suhalla alone.

* - She recognizes that her mind is being read.

Did you just... No, it is nothing.

[015] :{S} It looks like Lord Babi didn't use his bed this morning.
What does it mean?
{M} I guess Lord Babi did not go to sleep last night.

Bookcase 7:{O} Hey, it's Babi's Diary! It reads... "This Colosso may be my last..."

[Babi's Palace - Spending the night]

Garet : Ohh, I'm so tired...

Ivan : I didn't think we'd ever find a place to stay. What a relief!

Mia : Let's rest up for tomorrow.

* - They head to their beds.

Mia : Good night.

Garet : G'night.

Ivan : Sleep well.

* - The next morning:

Garet : Morning.

Ivan : Good morning.

Mia : Good morning.

Garet : All right, Isaac! We've got another hard day of work ahead of us!

[Game: Tolbi Spring]

* - Outside:

[001] :{S} Hmm? Do you want to test your luck at Tolbi Spring?

-(Yes)

Really? Well then, I'll give you the chance to go first.

* - He steps aside. 2nd+ time:

Ah... I guess I just don't have very much luck. How about you?

-(No)

Oh, you don't? Well, I'm just going to keep trying for a while.

{M} I keep losing coins, but I just can't stop! What's wrong with me?

* - Inside:

[002] :{S} Do you have a Lucky Medal?

-(Yes)

Oh, you do? How... lucky! That means you'll be extra lucky if you toss it in the fountain!

-(No)

Hmm... If I were going to try my luck, I'd want to use a Lucky Medal.

{M} Why won't anyone give me a Lucky Medal?

[003] :{S} Tolbi Springs has mysterious powers. Stand with your back to the spring, and throw a coin at the target!

{M} I get nervous when I toss coins backward. I wish I could face forward...

[004] :{S} Too bad I only have one Lucky Medal. I don't want to risk losing it if I miss, since it's my only one...

{M} This is a Lucky Medal, so it should be OK if I miss by a bit. I need all the good luck I can get.

Signpost 1:{O} Face away from Tolbi Spring and toss a coin into it. If you get lucky, something good will happen.

Signpost 2:{O} If you toss a Lucky Medal and you get really lucky, you'll get a better prize than you would with a coin.

[Game: Lucky Dice]

Owner 1 :{S} Hey, buddy, wanna try yer luck at the dice? It's 150 coins to play.

-(Yes)

OK! Then take the dice.

* - If you win more coins than you lose:

Ya won [AMOUNT] coins! Talk about lucky!

* - If you lose more coins than you win:

Ya lost [AMOUNT] coins. Better luck next time.

-(No)

No? Oh, well. Who's next?

{M} Winning or losing is pure luck. I ain't cheatin' nobody.

Owner 2 :{S} Read the sign if ya don't know the rules.

{M} The rules for Lucky Dice ain't all that hard. Ya can even learn 'em while ya play.

[003] :{S} Is this yer first time to play Lucky Dice?

-(Yes)

Once ya start playing, ya won't want to stop. There's no other game in all the lands that's this much fun.

-(No)

Lucky Dice is all the rage in Tolbi. You can play it year-round.

{M} Sometimes, people who have never played Lucky Dice win the most. They call that beginner's luck.

[004] :{S} Whoa! Getting triple digits is real tough!

{M} Thinking won't help you win this game. When I try to think about how to throw the dice, I lose. Maybe I think too much.

[005] :{S} I don't want to stop playing Lucky Dice, but I cant spend anymore!

{M} My luck has run out for today. I better quit playing.

[006] :{S} Yeah. That dice game looks kinda fun. If you can enjoy playing a game AND win prizes, why not give it a try?

{M} I like playing Lucky Dice, but if I'm not careful, I'll spend all my money!

Signpost 1:{0} Lucky Dice
Throw the dice on the table and try to get the same numbers.
Prizes are based on the number rolled and where each die lands.
The more numbers that match, the more you win.

Signpost 2:{0} Lucky Dice
If two numbers match on either the dice or the table...
it's called a pair, and you don't win or lose anything.
Two pair doubles your money. Triple matches triple your money.
Four of a kind is perfect, and you win five times your bet.
Plus, if your dice come up perfect on the Perfect Bonus spot
on the table, you win an even bigger bonus!

[Game: Lucky Wheels]

Owner :{S} * - With Game Tickets:

Step right up and try your hand at lucky wheels! You have
[AMOUNT] game tickets, Isaac. Would you like to use these
tickets?

-(Yes)

Step right up and enjoy yourself.

* - Win something:

Congratulations! You won [PRIZE]! Here you go. Come again!

* - Don't win anything, with no tickets left:

Too bad... Come back after you get some tickets.

* - Don't win anything, with some tickets left:

Too bad... Would you like to use your tickets to keep playing?

--(Yes)

Step right up and enjoy yourself.

--(No)

Come again!

-(No)

The rules are listed on the sign. Take a look, take a look.

* - Without Game Tickets:

Step right up and try your hand at lucky wheels! You gotta have
game tickets to play.

{M} Hmm... I wonder if these kids will take all the best items...

Signpost 1:{0} Lucky Wheels Rules

Pull the lever and try to line up matching icons to win big.
You have only 5 chances to pull the lever. Press the star to
keep a wheel from spinning and match other wheels.
You get 1 line for 1 game ticket, 3 lines for 2 tickets,

5 lines for 3 tickets, and 7 lines for 4 tickets.
Use all your tickets on Lucky wheels!

Signpost 2:{0} Lucky Wheels Prizes

Prizes are determined by which icons you match.
Shirts win undershirts, Rings win rings, Boots win boots,
Stars and Hearts win items, and Moons can win you anything.

\$# Babi's Palace #
#####

* - Second floor:

Guard 1 : Iodem, Iodem!

* - Two guards run up to Iodem.

Guard 1 : We went to Altmiller Cave, as you commanded.

Iodem : And what have you? What news is there of Babi?

* - They shake their heads.

Iodem : This is futile...

Guard 2 : Iodem, why did you send us to look for Babi in a place like that?

Guard 1 : Why would Lord Babi enter such a dangerous cave alone? It's...

Iodem : Inconceivable? Is that what you were going to say?

* - The guard nods.

Guard 2 : Altmiller Cave is an evil place.

Guard 1 : If Babi went there alone, a monster might have...

Iodem : I'm aware of Altmiller Cave's... eccentricities.

Guard 2 : You knew? Then why would you send us in there, Iodem?

Iodem : Lord Babi has left in secret before...

Guard 1 : You mean, this isn't the first time Lord Babi has disappeared,
Iodem?

Guard 2 : Do you know where he went before?

Iodem : I followed Lord Babi once... I was certain he had gone into Alt-
miller Cave...

Guard 2 : Did you ever investigate the cave, Iodem?

Guard 1 : What was he doing in the cave?

Iodem : Once he entered the cave, Lord Babi vanished before my very eyes.

Guard 2 : Vanished?

Guard 1 : You mean you lost sight of Lord Babi. Is that it?

* - Iodem shakes his head.

Iodem : After he entered the mouth of the cave, I followed him... but he had vanished, leaving no trace. I tried following him several times after that. Each time, he vanished within seconds of entering the cave's mouth.

Guard 2 : And you think that's where Lord Babi went this morning, Iodem?

Guard 1 : But if he always returned from Altmiller Cave before... Then he should be back soon, right?

Babi : No. This time is different. Something puzzles me...

Guard 2 : What do you mean?

Iodem : It is certainly strange that Lord Babi should go right before Colosso. But there's something else...

Guard 1 : What is it?

Iodem : Lord Babi's bedding was not disturbed this morning.

Guard 2 : What's unusual about that?

Iodem : Last night, Lord Babi did not use his bed. This is the problem. Lord Babi has, in fact, been missing since last night. And that is why I am so worried. He has never done this before.

Guard 2 : We didn't know he'd been missing so long...

Guard 1 : You don't think Lord Babi's been ki--

Iodem : Speak no such foolishness! I am sure Lord Babi is alive and well somewhere!

Guard 2 : Ah, yes, of course.

Iodem : I will go to the colosseum in Lord Babi's stead. You must find him..

Guard 1 : We will all conduct another round of searches.

* - The guards depart. Iodem speaks to himself.

Iodem : Lord Babi, where have you gone?

[01'32] --- Altmiller Cave --- [01'32] ##

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* - Isaac's group eventually comes across the shape of a person lying on the ground.

????? : You... You can see me?

Ivan : Someone's there.

Mia : Wrapped in Psynergetic light... Who could it be?

????? : You know about Psynergy? And you can see me?

Garet : Come on, mister! Don't hide--show yourself!

????? : Even if I wanted to show myself... As you can see, I cannot move.

Ivan : What do you mean, "as you can see"? You're invisible!

????? : Oh... That's right.

Mia : You say you can't move... What happened?

????? : Hmmm, yes. I ran out of my draught and collapsed here.

Garet : Draught? Exactly what kind of draught is it?

????? : You couldn't even begin to comprehend if I tried to tell you. Cough.

Mia : You seem to be in a lot of pain. Your life depends on that draught, huh?

????? : It does. Could you do me a favor?

Ivan : A favor? What is it?

????? : I'd like you to get my draught for me.

Garet : Get it? Where is it?

????? : Deep in this cave...

Mia : What, is there a pharmacy down there?

????? : Witty, aren't we? I'll have to tell you how to find it. Can you do this for me?

- (Yes)

Garet : Are you kidding, Isaac? We haven't even actually seen this guy!

- (No)

Garet : I'm with you, Isaac. I don't trust anyone who's afraid to show himself.

Ivan : He said he couldn't move even if he wanted to, right? Someone is in trouble! It's only natural to want to help.

Mia : I agree with Ivan--whoever he is, he needs our help.

Garet : Fine! Okay! We should help people in need. Is that better!?

????? : Will you get it for me?!

Ivan : What do we have to do to get your draught?

????? : First, you'll have to go deep into the cave. You'll find five rocks sticking up out of the group. Rotate the rocks on the left and right sides. When you turn the rocks in the right order, five colored lights will appear.

Mia : Colored lights!? This sounds weird.

????? : That's right. Lights will appear on the wall. There will be five colors: blue, green, white, yellow, and red. Turn the five rocks in accordance with those colors.

Garet : Riiight...Spin the rocks in accordance with the color of the light..

????? : The blue light corresponds to the rock farthest to the left. In order, the other rocks are green, white, yellow, and red. When you see the light, rotate the corresponding rock.

Ivan : So, in order, left to right, the colors are blue, green, white, yellow, red?

????? : Correct. If you do this correctly, a hidden door will open.

Garet : A door? Somewhere deep in a cave? Who put it there?

????? : An ancient civilization, long since vanished. Ohhh! Please hurry!

Mia : He seems to be in a lot of pain. We'd better find that cave, Isaac.

* - Before progressing, the person can be spoken to.

????? :{S} Did you forget the order of rock colors?

- (Yes)

From the left, it's blue, green, white, yellow, and red.
Match the colors to the rocks in order to open the door.

- (No)

Deep in the cave are five rocks. Turn the ones on the ends first.
When the lights appear, turn the rocks that correspond to the colors.

{M} If they don't get me that draught, I... I'll...

* - When beginning to head deeper into the cave:

????? : Wait... The draught is... on a table behind the door.

* - Upon returning with the Mystic Draught:

????? : You... You came back... Please, the draught--quickly.

* - Isaac provides the draught.

????? : Oh, thank you! You've saved my life. Squeak... Glug glug glug...

* - The man stands up and undoes his cloak, revealing himself to be Babi
(see: "missing person" picture held by guards in Tolbi).

Babi : Thank you for your help. I'll be okay now.

Garet : Look! It's a man!

Ivan : What are you talking about? What did you expect?

Garet : Well, I mean, we couldn't see who was talking...

Babi : My sudden appearance seems to have startled you.

- (Yes)

Babi : I would have revealed myself sooner, but I could not even move...

- (No)

Babi : You must be well traveled indeed if that didn't shock you.

Mia : How did you become paralyzed while you were invisible?

Ivan : And that ability to conceal yourself... Are you an Adept?

Babi : An Adept? What are you talking about?

Garet : You used Psynergy to conceal yourself, didn't you? Only an Adept could do that.

Babi : Oh, um... Yes, I was using Psynergy to conceal myself...

Ivan : Something in his tale doesn't sound right... I shall peer into his heart.

* - Ivan uses Mind Read. He appears surprised.

Mia : What's the matter, Ivan?

Ivan : This is Babi, the ruler of Tolbi! And that WASN'T Psynergy he was using to conceal himself... It was the power of an ancient civilization!

Babi : I said nothing of the kind! How can you know that? So, I guess that would make you Adepts... Does that mean... Have I finally found true Lemurians!?

Garet : That's what I've been saying! We're Adepts... But what's Lemuria?

Mia : Yes, what is this "Lemuria"?

Babi : What? You're Adepts... but not Lemurians? So I was wrong...

Ivan : Are you searching for these Lemurians, Babi?

Garet : Babi, you're the ruler of Tolbi... You can have anything you want. Why would you want to find these Lemurians?

Babi : Even the ruler of Tolbi has his limitations. Every year, I grow older and more frail... This body's had it.

Ivan : And you regret growing older?

Mia : I understand your desire to remain young, but there's nothing anyone can do about it.

Garet : Wait a sec, Isaac! Do you remember when we were in Sol Sanctum?

-(Yes)

Garet : That's right! Kraden said Alchemy could thwart death itself!

-(No)

Garet : You forgot? Kraden said Alchemy could be used to thwart death.

Babi : What was that? Did you say you know Kraden?

* - Regardless of Isaac's reply, two guards run into the cave.

Guard 1 : Babi!

Guard 2 : We've been searching everywhere for you, Babi!

Guard 1 : Iodem said we would find you in Altmiller Cave!

Guard 2 : You're... not glad we found you?

Babi : No, it's not that.

Guard 1 : What are you doing in a cave such as this, my lord?

Babi : I have my reasons...

Guard 2 : Everyone in Tolbi has been in a panic over your absence.

Babi : I did not mean to cause anyone any undue concern.

Guard 1 : We're just happy we found you before the finals began.

Babi : The trials have already ended?

Guard 2 : Why have you been in this cave for so long?

Babi : I had an important errand, but it has been taken care of.

Guard 1 : Splendid! Then you can attend the finals.

* - Babi turns to Isaac's group.

Babi : I must speak more with these people.

Guard 2 : Who are they?

Babi : I owe my life to them...

Guard 2 : Pardon our rudeness. You have our gratitude for saving Babi's life.
We must have Iodem grant them a reward.

Guard 1 : You can speak with them again after the finals are finished.

Babi : Oh. I see... If that's what we have to do, then...

* - The guards and Babi begin to depart. However, Babi stops.

Babi : I have not heard your names yet.

Garet : I'm Garet. This is Isaac.

Ivan : I am Ivan.

Mia : My name is Mia.

Babi : Come see me at my palace once the finals have ended. I would like to
speak with you further.

* - They resume their departure, but Babi again stops.

Babi : Say, I have an idea... Why don't you enter the finals? You have some
interesting powers.

Guard 1 : But, Lord Babi, they have not cleared the trials.

Guard 2 : Only warriors who clear the trials can appear in the finals.

Babi : And you don't think that saving my life qualifies as a suitable
trial?

* - Babi turns to Isaac's group.

Babi : I look forward to seeing you battle!

* - He and the guards take their leave.

Garet : He's asking us to appear in Colosso, isn't he?

Ivan : Is he serious?

Mia : He wants to see us fight using our Psynergy... That's what it is.

Garet : The finals... Should we do it?

-(Yes)

Garet : So we'll do it?

-(No)

Garet : You don't want to either, do you?

Ivan : Either way, we're stuck here in Tolbi until Colosso is over.

Mia : Babi said that he wanted to talk to us, didn't he?

Garet : He seemed to know Kraden.

Ivan : What could be the connection between Lemuria and Adepts?

Mia : I suspect he knows quite a bit about what's going on with us.

Garet : I guess all we can do is wait around until Colosso is over...
I hate just waiting around... Come on, let's enter Colosso!
Can we do it?

-(Yes)

Garet : Great! it's decided. We'll just have to do our best!

Ivan : If you want to do it, Isaac, we'll go along with you.

-(No)

Garet : What? Don't let me down like this!

Ivan : I guess we'll just wait until we reach Tolbi and let Isaac
decide there.

[01'33] --- Tolbi --- [01'33] ##

#####

\$# Social Script \$#
#####

[Outside]

[001] :{S} I thought something happened to Babi... He made an appearance at
the finals, though, so I guess it was nothing.

{M} So why were the soldiers all distraught if nothing was wrong
with Babi?

[002] :{S} I have seats to the finals. They cost money. It is too much.

{M} They're selling finals seats right at the colosseum entrance.
It's too much!

[003] :{S} Nobody else has noticed, but this year's festival seems a little
long.

{M} No matter how I add it up, this year's festival is longer!

[004] :{S} The colosseum was so full that I couldn't get in. I only did

the Lucky Guess.

{M} I could still buy seats from a scalper, but I hate doing that!

[005] :{S} How about some Colosso souvenirs! This is your last chance!
30% off!

{M} We can't sell anything once the finals end. We have to sell it now!

[006] :{S} Children really do love souvenirs, don't they?

- (Yes)

I'll bet you like them, too. Don't try to hide it! I used to love souvenirs... But the wife doesn't go in for that sort of thing.

- (No)

Hmph! You're only saying that because your parents never bought you any!

{M} Once Colosso ends, our lives can go back to normal.

[007] :{S} Waah! Buy me some sweets! I said buy me some sweets!

{M} Mom, you said you were all out of money, but you're not!

[008] :{S} Be patient, little guy. I'll buy you better sweets than those later on.

{M} Festivals are so expensive. My wallet's empty!

[009] :{S} The finals start today. I wonder if my buddy is doing all right. If you need a seat, buy a ticket from my buddy.

{M} Today is a big day for us scalpers. What do you say, buddy?

[010] :{S} The finals are so long, it's a good idea to buy some food to take along!

{M} This is the final push! Anything that isn't sold will go to waste!

[011] :{S} My family saved me a seat at the colosseum, so I'm set. Still, we should head to Colosso soon.

{M} The finals start on Babi's signal. I love that!

[012] :{S} I overslept again, so I can't get into the colosseum! Maybe I should buy good seats from a scalper...

{M} It's supposed to be free... Having to buy seats from scalpers is annoying.

[013] :{S} Are you planning to watch the finals? They may have already started!

{M} A battle to the death with 7 strapping warriors... Oh, it's so exciting!

[014] :{S} Colosso will reach its apex any minute now. Let's hurry to the colosseum so we can see the gladiators fighting!

{M} I've got to get to the colosseum... What'll I do if I miss the height of the battle!

[015] :{S} Hooray! It's the finals! Seven warriors remain! Only one final winner!

{M} We could wind big if we used our allowance to enter the Lucky Guess.

[016] :{S} Waah! My big brother spent all our souvenir money on Lucky Guess!
{M} Mama, why did you listen to my brother?

[017] :{S} The trials were so riveting! The finals are even more incredible. I can't wait!
{M} Fighting in Colosso requires a lot of power. I couldn't do it.

[Buildings]

[001] :{S} Well, I guess so, since he's in the colosseum now.
{M} So what were Babi's soldiers doing searching through town?

[002] :{S} Huh? Then they found him in time for the finals? That sounds ludicrous!
{M} Maybe watching the trials is too much for Babi now that he's older.

[003] :{S} Here I am in Tolbi for the finals, but I'm stuck housesitting!
{M} If somebody else would watch the house for me, I could see the festival.

Innkeeper1:{S} Once the finals begin, everyone tries to ditch out on work.
{M} I'm the one who really wants to skip work to watch the finals!

Employee 1:{S} So, Colosso is ending soon... It's kind of sad.
{M} I don't have any particular interest in fighting at Colosso. But I am a little sad the festival is going to end...

Chef :{S} The moment i Hear the finals are starting, I want to go watch. Weird.
{M} Hasn't the master gone to Colosso yet? The lady must be keeping tight watch this year. It's hard to fool her.

Employee 3:{S} The wife has a close eye on my, so I can't go see Colosso. But if I don't soon, the finals will start without me!
{M} If the master slips out, the lady will be upset. That's our chance! What's with the master? He'd better go soon!

Innkeeper2:{S} This year I'm not letting anyone skip work for Colosso! No one's gotten away so far...
{M} Once things settle down, I'm sure these folks will go to the colosseum, too.

Sean :{S} The Colosso finals are starting soon. Shall we go to the colosseum?
{M} I want to see the finals, but not all the praising of the winner.

Ouranos :{S} Maybe I'll do some research on the finals for next year's Colosso.
{M} The trial battles weren't quite like I imagined... It's probably

a good idea to watch the finals too.

[011] :{S} Hmm, I thought all men loved those battles. To each their own,
I suppose.
{M} We women are the only ones who aren't hoping to sneak out. But
this is no joke! We'll have to do all the work if they leave!

G. Healer :{S} If you miss the finals at Tolbi's Festival, you'll regret it.
Why don't you hurry on to the colosseum for the very moving
finale.
{M} If you're not interested in the final battles, can we trade
spots?

[Item] :{S} They require a lot of healing herbs once the finals begin.
It just goes to show you how harsh the final battles are.
{M} You could say the warriors in the finals are supermen. They get
their strength back faster than anyone I've seen.

[Weapon] :{S} So, the Colosso finals are finally here! Once Colosso ends, it
will be our chance to make some money!
{M} The tourists all buy weapons and gear when they leave. It's
great!

[Armor] :{S} Hmm... Maybe I'll close the shop so I can go watch the finals.
{M} If Mom finds out I went to watch the finals, she's gonna
ground me!

[016] :{S} I heard Babi is searching for something at sea!
{M} Babi has been making strange references to his time approaching.
He sounds willing to risk his life to find what he's looking for.

[017] :{S} Babi apparently has some reason for building the lighthouse.
But we have no way of knowing what sort of reason that might be.
{M} Before he started the lighthouse, Babi sent many soldiers to sea.
I wonder if his reason for building the lighthouse is related to
the sea.

[018] :{S} Hooray! We're going to Colosso now! It's the finals!
{M} Since we didn't get to see the trials, we're really charged up
for this!

[019] :{S} I'm going to watch the finals now... Please come another time.
{M} Colosso is already at the finals! Hurry! You gotta see the
fighting at the colosseum.

[020] :{S} The festival schedule was delayed for some reason. Thanks to
that, we made more money than usual.
{M} So they did extend the festival? I didn't hear anything about it.

[021] :{S} So, Colosso has already reached the finals. We have only a few

more days to make some money.

{M} Are we making more money now that the festival is longer?

[022] :{S} I just saw Babi, the town's ruler! He is very energetic for someone his age, isn't he?

{M} The air in the colosseum is so tense when Babi's there.

[023] :{S} That's strange... I wonder what happened to all my money.

{M} I can't afford to stay here. I wonder when I should tell the owner that I don't have any money.

[Colosseum Entrance]

* - These identifications have no bearing to those prior.

[001] :{S} Having a warrior who wasn't in the trials appear in the finals is really going to mess things up.

{M} What kind of warrior is that Isaac guy who Babi chose?

[002] :{S} A warrior named Isaac was selected for the finals by Babi. Maybe I should put a little money on Babi's special warrior...

{M} There can be upsets in the Colosso finals, you know. There's no guarantee the warrior chosen by Babi will win.

[003] :{S} Want to try out the Lucky Guess?

- (Yes)

Aren't you Isaac? The one handpicked by Babi?

- (Yes)

Look, I'm sorry, but we have some rules to help keep things legit. Warriors who made the finals, and their team members, can't play.

- (No)

You can't fool me... You fit the features I've heard about exactly! Sorry, but the warriors who are actually fighting can't play.

- (No)

Let me know if you want to play, okay?

{M} All of the profits from the Lucky Guess go to Babi. If it weren't for that, we'd make a killing!

[004] :{S} The colosseum is already full! If you really want to watch, buy a ticket from those scalpers.

{M} Of course it's the rich who have the money to buy seats at the finals. They always get to have all the fun without having to work hard!

[005] :{S} Hey, hold on a second! You want seats?

- (Yes)

I've got a customer I'm talking to here! Catch me later.

- (No)

Then, what:~ You got a problem? I'm busy. I don't need any distractions!

{M} I'm going to be in trouble if I get stuck with any unsold seats..

[006] :{S} I want to watch the finals from a good spot, but it costs too much!

{M} Maybe I will buy a seat... I don't know what to do!

[007] :{S} The finals are finally here! I can't wait to see how the battles turn out!

{M} The real battles are about to begin at the colosseum!
The strongest warrior will be determined by these battles.

[008] :{S} I heard Babi has picked some warriors for this year's finals himself! I'm anxious to see how tough those warriors are!

{M} The warrior named Isaac is sure to be an incredible fighter.
I picked Isaac in the Lucky Guess.

[Colosseum via Colosseum Tunnel (in palace)]

* - A young man is now blocking the Colosseum Tunnel entrance.

Man :{S} What are you doing? Hurry over to the colosseum!

{M} The finals are all that's left of this year's Colosso...
I can't wait to see what kind of battles there will be!

[Babi's Palace - Outside]

* - When trying to speak to either guard for the first time:

Guard 2 : You're Isaac, aren't you?

- (Yes)

Babi left word that he would be waiting for you at the colosseum.
Don't go to the palace. Go directly to the colosseum.

- (No)

Oh, I guess I was mistaken... No, I'm certain it was you.
Babi left word that he would be waiting for you at the colosseum.
Don't go to the palace. Go directly to the colosseum.

* - Afterwards:

Guard 1 :{S} Isaac, I'd really like to thank you for saving Babi. He is waiting for you now at the colosseum.
{M} Babi is a deliberate man--he wouldn't play favorites like that! What could these warriors possible have that Babi wants?

Guard 2 :{S} Babi wants you to go straight to the colosseum. Don't even bother going to the palace.
{M} Sure, they saved Babi, but I'm still not convinced they belong in the finals.

[Babi's Palace - Inside]

[001] :{S} Babi's soldiers have gone to see the sights at Colosso. They're warriors, too, so that ought to get them pumped up!
{M} Those guys look really confident about fighting! I wonder what would happen if they fought at Colosso?

[002] :{S} You all came to rest up before the match, didn't you? Would you like to sleep right now?

[Yes]: Here you are. have a nice rest!
[No]: If you're tired, please feel free to get some rest.
{M} I hope you'll all do well in the finals!

* - [003] has left.

* - [004]-[007] have left.

* - [008]-[012]'s script has not changed.

[013] :{S} What's going on? Sheba is looking much happier. I wonder what happened to make that girl smile.
{M} A smile on a pretty girl is much nicer than tears! When I see Sheba in a good mood, it makes me feel happy too!

[014] :{S} The soldiers came to see Sheba. She's been in a great mood ever since. Those soldiers didn't say anything that might make me smile...
{M} Sheba is a good girl, but she has a few quirks that are all her own.

Sheba :{S} Hmph! I wish Colosso would hurry up and end!
{M} I don't have the least interest in Colosso. But when it's over, something really good will happen.

[015] :{S} Babi has returned and the finals are set to begin!
{M} When Babi returned, he headed off to the festival without even resting. The finals this year must have some sort of significance for him.

\$# Outside the colosseum #
#####

Guard 1 : Hey, you're Isaac!

Guard 2 : You're kidding... That's Isaac? The one Babi picked?

Guard 1 : Yeah, there's no mistaking it... He's Isaac, for sure.

Guard 3 : He's just a kid! What does Babi think Colosso is? A playground?

Guard 4 : Putting him in the finals is an insult to everyone who cleared the trials!

Guard 1 : Don't you people have faith in Babi? Babi wouldn't let him into the finals just to repay a favor!

Guard 3 : I guess Babi wouldn't let Isaac in if he weren't a good match.

Guard 1 : We're been waiting for you and your friends, Isaac. All of the Colosso participants go to the waiting room, OK?

Guard 1 : We're been waiting for you and your friends, Isaac. All of the Colosso participants go to the waiting room, OK?

-(Yes)

Guard 1 : All right, this way please.

-(No)

Guard 1 : Isaac! You can't just WATCH the finals! You're fighting in them!

Guard 2 : Babi is looking forward to seeing your battles.

Guard 3 : He'll be angry if you just watch from the sidelines.
Trust me on that.

Guard 4 : We were told to make sure you appear in the finals, no matter what.

Guard 1 : Really, you might as well get used to the idea.
You're competing in the finals.

Ivan : Wait, it seems we have no choice--we have to fight in the finals!

Mia : Would it cause problems for everyone if we didn't do this?
I don't want to be the source of any trouble. Let's fight.

Garet : We're in a fix, Isaac. We have to do it, don't you think?

--(Yes)

Guard 1 : We appreciate this, Isaac. Well, come this way, please.

--(No)

Garet : Why do you have to be so stubborn at a time like this?

Ivan : Garet, why don't you pretend to be our leader... just until we're in the participants' room?

Mia : Yes. Maybe once we get that far, Isaac will have a better mindset.

Garet : All right, guys! Lead on!

* - Guard 1 takes Isaac's group to outside the participants' room. There, they speak with a few other guards, though the player is not made aware of their words. After some time passes:

Ivan : Huh? Isaac's the only one entering the finals?

Guard 1 : The warriors entered in the finals must go in alone.

Mia : But why Isaac?

Guard 2 : That is what Babi wanted...

Garet : But I wanted to enter, too!

Guard 3 : We aren't accepting any more entries.

Guard 4 : Well, Master Isaac, please prepare yourself.

Ivan : I guess all you can do... is get it over with, Isaac.

Mia : I know you want to enter, too, Garet, but there's nothing we can do.

Garet : This is crazy! Isaac won't survive against those Colosso warriors!

Ivan : If Isaac wants to win, he'll have to use Psynergy.

Mia : Well, Babi does seem very interested in his Psynergy...

Garet : Even so, how's he supposed to use it here?

* - Ivan comes up with something.

Ivan : What did Babi say we're supposed to do while Isaac is competing?

Guard 1 : We've made a slight exception. You can cheer him on from the stage.

Guard 2 : You'll be able to see from right up close.

Guard 3 : This is the first time it has ever been permitted! You should thank Babi for the chance to sit in these special seats. If everything is settled, I shall take you there.

Ivan : Umm, can't Isaac go to see the finals stages, too? I bet you want to learn as much as you can about the finals, eh, Isaac?

-(Yes)

Ivan : Come on, you can make another exception, can't you?

- (No)

Ivan : Of course, we won't argue if you don't, but if you can, you should.

Guard 1 : ...I don't see the harm in it.

Guard 2 : I can't believe Isaac is entering midway through Colosso!

Guard 3 : This is a first! Totally unheard of! ...Like I said earlier.

Guard 4 : Are we ready. I'll give you a tour of the arena. Let's go.

\$# Colosso - Round 1 #
#####

Guard : This is the site of the first finals battle.

Mia : So this is where warriors test their mettle against each other.

Guard : Well, no... It's actually more than that.

Ivan : What else is involved?

Guard : The warriors are racing to get here first and get the best equipment.

Garet : So there's an advantage to getting here first? That's quite a test!

Mia : That's too hard for Isaac. We must support him as well as we can...

Guard : Um, don't you want to hear my explanation?

- (Yes)

Guard : All right. Then let me explain in detail...Warriors enter the finals without any of their own equipment.

Please look over there. That is the starting point of the first stage of the finals. You must go through several stages before you reach the arena.

The chests along the way contain items that may be useful in battle.

This is the battle arena. After getting here, the warriors do battle. You can get weapons in the arena, too, but one is weaker than the other. So you'll have the advantage if you get here first.

Also, you can use the equipment you get here in your next match.

What do you think, Isaac? Do you understand the rules for the finals?

-- (Yes)

Guard : You'll notice that each stage has its own attendant.
Ask the attendants for explanations of the stages.

--(No)

Guard : ...Then I will explain it to you once more.

* - he repeats the explanation.

-(No)

Guard : Ask the attendants for explanations of the stages.

Guard : ...Isaac, you're a contestant in the finals. Do not forget that.
I'll be right here, so come see me when you're done looking things
over.

Garet : Hey, where do we cheer from?

Ivan : Would you like to visit the stages and hear a description for
each one?

Mia : Yes. We'll decide where to cheer for Isaac after hearing the
descriptions.

* - Attendants:

Stage 1 :{S} This is stage 1 of the first finals match. Would you like to
hear a description of this stage?

-(Yes)

They call this the Rock Challenge. Warriors must create steps
they can use to get through here. Warriors must use only the
objects in this stage, along with their own strength and wit,
to reach the next stage.

-(No)

The objective in this stage is to clear a path as quickly as
you can.

{M} Moving such a huge rock must be a real workout.

Stage 2 :{S} This is stage 2 of the first finals match. Would you like to
hear a description of this stage?

-(Yes)

This area is called the Pipeworks. See the water pipes? They
actually form a kind of scale. When one side lowers, the other
side rises. Using this premise, you must find a way to reach
the next stage.

- (No)

The objective here is to make good use of the scales.

{M} There's only one final, and this is it. We're so lucky to be here for it!

Stage 3 :{S} This is stage 3 of the first finals match. Would you like to hear a description of this stage?

- (Yes)

They call this the Broken Bridge. Carefully time your bridge crossings to reach the next stage. If your timing is off, you'll fall down, which will cost you time.

- (No)

The operator of the bridge will also cheer for you in this stage.

{M} Did you see his moves out there on that rickety bridge?

Stage 4 :{S} This is stage 4 of the first finals match. Would you like to hear a description of this stage?

- (Yes)

This place is normally called the Lumber Water Crossing Area. The obstacles at this stage is that large water tank. If you can get all the way across in one go, you don't have to give it that much thought. But if you want to reach the treasure box, it'll take a little planning.

- (No)

The logs are the key to clearing this stage.

{M} How many warriors have swallowed their pain to get this chest?

* - Choosing who will cheer where:

Attendant : Would you like a friend to cheer for you here?

- (Yes)

* - The player is prompted to select a character:
<name> will cheer for you? This way, please.

- (No)

If you know who you want to cheer you on, please let me know!

* - Guard, before setting all characters in place to cheer:

Guard :{S} Wait, shouldn't you decide where the best place to cheer for Isaac is? You can cheer from up close at any stage, so it's a tough call.
{M} This year's finals are incredible. This atmosphere can't be beat!

* - Guard, after setting all characters in place to cheer:

Guard : Isaac, did you get a good look around?

-(Yes)

Guard : Let's head back, then.

-(No)

Guard : Let me know when you're done looking around.

* - After selecting "yes", the guard takes Isaac to the participants' room.

Guard : Prepare yourselves, contestants! The final will begin shortly.

* - The other participants are identical, save for the color of their armor. That's how they will be identified below.

Guard 1 : Are you ready for the finals?

-(Yes)

Then please wait in the eighth circle.

-(No)

We'll be starting soon, so you'd better get ready fast!

Guard 2 : I feel we've been waiting forever for the finals to begin. You know, I had the same problem at my first Colosso.

Guard 3 : When the gong sounds, the finals will begin.

Guard 4 : You cannot leave until the finals are over.

Morgan : I am Morgan. I am the highest-ranked warrior. I am going to win the finals! And don't you forget it!

Azart : I'm rated as the second-best, but I'll prove them wrong. The name's Azart. Don't tell me YOU'RE the one Babi handpicked to be in the finals! I'm not going to lose to someone who didn't even clear

the trials.

Galahad : Waah! Don't frighten me! I'm incredibly nervous. Wha? Me? I...
I'm Galahad, the third-seeded fighter. I can't wait any longer...
When do we start?

Satrage : ...You who have come to question me... You are... Isaac? I had
closed my eyes... to focus my mind before battle. My name is
Satrage. I'm the fourth-ranked warrior.

Dekka : Dekka : Dekka must win the finals. Dekka. Dekka...
Navampa: He won't answer, no matter how much you speak to him.
He's trying to get himself psyched up for the battle.
The finals can't be won that easily!

Navampa : I an Navampa of Gondowan, the sixth-ranked warrior. You're the
warrior Babi selected? The one they're all talking about? I heard
rumors that you were a huge, hulking man. I guess they were wrong.

Buford : I'm Buford, the seventh seed. All who cleared the trials are
powerful warriors... This is a balanced match--anyone could win
today!

* - Upon standing on the eighth circle:

Guard : Are you ready for the finals?

- (Yes)
<see below>

- (No)
Guard : We'll be starting soon, so you'd better get ready fast!

* - After saying "Yes"...

Morgan : Hey, any day now! We're tired of waiting! Let's get this thing
started!

Satrage : I agree... Let the finals begin already.

Navampa : Um... Yeah. I'll show you... We're here to win the finals.

Buford : Hey, what's the matter... Hurry up and start!

Guard 3 : Line up starting with the top-ranked warrior, and await the signal!

* - They do so.

Guard 1 : Now then, chosen warriors. Let the finals begin!

* - After defeating Azart:

Guard 1 : I see you've made it through your first match.

Guard 2 : Wining your first match after jumping right into the finals is awesome!

Guard 3 : I should have expected as much from a warrior selected by Babi.

Guard 4 : Now, we can go have a look at the next series of stages...

\$# Colosso - Round 2 #
#####

Guard : This is the site of the second finals battle. As I explained earlier, each stage has its own attendant. Please ask the attendants directly for descriptions of each stage.

...Isaac, that first match was terrific. I'll be right here, so tell me when you're done looking around.

* - Attendants:

Stage 1 :{S} This is stage 1 of the second finals match. Would you like to hear a description of this stage?

-(Yes)

This stage is dubbed the Mini-Maze. The rules are simple: get through the maze as quickly as you can. But you'll have to think on your feet and act quickly to win.

-(No)

The main thing with this stage is to proceed through the maze... without panicking or getting lost.

{M} I can't believe anybody ever gets lost in that maze...

Stage 2 :{S} This is stage 2 of the second finals match. Would you like to hear a description of this stage?

-(Yes)

This is the shifting floor stage. Step skillfully across the floor as it moves around. If you don't time your steps right, you'll lose valuable time.

-(No)

The operator of the lifts will cheer for you here.

{M} How do they make that floor move like that?

Stage 3 :{S} This is stage 4 of the second finals match. Would you like to hear a description of this stage?

- (Yes)

This is the Log-Rolling Stage. Ride the logs across the water to get to the other side. Try to reach the opposite shore and head for the next stage.

- (No)

Here, your objective is to ride the logs as quickly as possible.

{M} I'm amazing people can actually cross the logs without falling in!

Stage 4 :{S} This is stage 4 of the second finals match. Would you like to hear a description of this stage?

- (Yes)

The fans just call this The Wall. Scale the wall first, then get your nerve up and jump! Look for spots where you can drop off the wall quickly.

- (No)

Scaling the wall quickly is priority one in this stage.

{M} Boy, that bit over there must make their legs feel like rubber.

Stage 5 :{S} This is stage 5 of the second finals match. Would you like to hear a description of this stage?

- (Yes)

This place is called the Board Walk. The logs here are positioned to block your path. Roll those logs to open a path and follow it to the next stage.

- (No)

Your focus here will be rolling the logs to form a path.

{M} I heard Babi got the log-rolling idea from his trip to Kolima Forest.

* - After defeating Satrage:

Guard 1 : You've managed to win both of your matches.

Guard 2 : You're incredible, Isaac! If you win the next one, you'll be the champion!

Guard 3 : A fantastic performance, just as Babi expected... I won't underestimate you again!

Guard 4 : Let me take you to the next group of stages.

\$# Colosso - Round 3 \$#
#####

Guard : This is the site of the third finals battle. By now, you know that each stage has its own attendant. Ask the attendants descriptions [sic] of the stages.

Honestly, Isaac, I didn't think you'd make it this far! I'll be right here, so tell me when you're done looking around.

* - Attendants:

Stage 1 :{S} This is stage 1 of the third finals match. Would you like to hear a description of this stage?

- (Yes)

This stage is called the Scales of Justice. There are two ledges that actually form a scale. When one ledge rises, the other falls. Use the scales to cross the gaps and race to the next stage.

- (No)

Here your objective is to get across the gaps as quickly as you can.

{M} The street vendors' corn on the cob looked sooo good... Oh, I'm hungry!

Stage 2 :{S} This is stage 2 of the third finals match. Would you like to hear a description of this stage?

- (Yes)

This is the Stepping-Stone Stage. You can reach the next stage by jumping from stone to stone. Study the placement of the stones, then choose the shortest path.

- (No)

Your goal in this stage is simple: find the shortest path.

{M} I can't see anything when I'm facing backward! I only took this job so I could see the finals!

Stage 3 :{S} This is stage 3 of the third finals match. Would you like to hear a description of this stage?

-(Yes)

This place is called the Wall Wedge. The pistons move back and forth. Avoid them to reach the next stage. If your timing is off, a piston might knock you off the ledge.

-(No)

The operator of the walls will cheer for you on this stage.

{M} It's not very exciting work, but in my own way, I do my best. Isn't there anyone to cheer for me?

Stage 4 :{S} This is stage 4 of the third finals match. Would you like to hear a description of this stage?

-(Yes)

This place is normally called the Free-Climb Area. This sheer wall has a bumpy surface. Using those bumps, feel your way up the wall and climb to the next stage.

-(No)

To clear this stage, you must be able to change directions while climbing.

{M} Standing for long periods of time can really wear you out...

Stage 5 :{S} This is stage 5 of the third finals match. Would you like to hear a description of this stage?

-(Yes)

This is called the Moving Sidewalk Stage. The conveyor belt moves opposite the direction you need to go. Race against it to reach the next stage.

-(No)

In this stage, you must try to outpace the conveyor belt.

{M} I was up all night trying to memorize these stage descriptions. I've got 'em down pat!

Stage 6 :{S} This is stage 6 of the third finals match. Would you like to hear a description of this stage?

-(Yes)

This is another log-rolling area. The obstacles in this stage is the water tank at the exit. To get across the tank, you'll need to roll the logs. You can get through quickly by moving the logs and stones.

- (No)

Here you must figure out how the logs and stones need to be moved.

{M} Some tourists told me I look like the guy working next door...
The nerve!

* - After the fight with Navampa, Isaac collapses from exhaustion.

Garet : Isaac!!!

Ivan : Isaac...

Mia : Isaac... Isaac...

Garet : Isaac...

Ivan : Isaac...

Mia : Isaac...

* - He starts snoring. The others appear (mildly) relieved.

\$# Colosso - Losing against Azart or Satrage #
#####

????? : Isaac! Get up, Isaac!

* - Isaac awakens in the room in Babi's Palace where there are eight beds.

Mia : Are you okay? You were having nightmares for quite a while...

Garet : What's the matter, Isaac? What? You entered and fought in the finals? How could you? You haven't even been to the colosseum yet, Isaac! You came here to get a little rest before the finals.

Ivan : Sounds like you've been dreaming, Isaac.

Garet : You're so exhausted, it's giving you nightmares. Are you okay now, Isaac?

- (Yes)

Garet : Okay! We're off to the colosseum!

- (No)

Garet : You think you can manage? I understand, but don't overdo it, OK,
Isaac! Isaac's awake now, so let's head over to the colosseum.

\$# Babi's Palace #
#####

* - After combating Navampa:

[Room with eight beds]

Garet : Isaac fell asleep...

Ivan : He must be exhausted.

Mia : Let's leave him to sleep for now.

* - Some time passes. Isaac eventually awakens. Gareth notices first, and Ivan realizes due to Gareth's reaction

Ivan : Isaac...

Mia : Huh?

* - She notices also.

Mia : You've awakened.

* - Isaac asks about Colosso.

Garet : Colosso? Duh! That ended long ago!

Ivan : You fell into a deep sleep... Don't you remember?

- (Yes)

Garet : Oh, gimme a break. You were out cold! You don't remember a thing!

- (No)

Garet : Of course he doesn't! He was out cold! ...You had us worried!

* - Gareth pauses.

Garet : I'm sorry for shouting at you.

Mia : You fought brilliantly to the end, Isaac. Babi was singing your praises.

Ivan : Are you okay now? In body and mind?

- (Yes)

Garet : He'd better be all right, after sleeping this long. Sheesh!

- (No)

Garet : If you feel out of sorts, it's probably because you slept too long!
Sheesh!

* - Garet pauses.

Garet : I'm sorry for shouting again.

Mia : Babi said he wanted to see you when you came to, Isaac.

Ivan : If you're okay, shall we go see Babi?

Garet : You're fine! Aren't you, Isaac?

* - Isaac seems somewhat unsure, though not terribly so.

Garet : I'm more worried about what Babi wants. Let's get going!

* - Isaac gets out of bed.

Mia : Are you sure you should be getting up so suddenly like that?

Garet : He's fine. He doesn't want to lounge around all day!

Ivan : I see. Let's go see Babi then.

[Babi's chamber]

Iodem : I've been waiting for you and your companions, Isaac!

Babi : I've been waiting here because I wanted to speak with you.

Iodem : It's hard to talk when you're so far away... Come over here.

* - Isaac's group comes closer.

Babi : The battles at Colosso were spectacular!

* - If Navampa was defeated:

Iodem : It was most rewarding to see Babi's favored warrior steal the day.

Babi : Iodem, bring him the victor's prize.

Iodem : Yes, sir, right away.

<game> : Isaac received the Lure Cap.

* - If Isaac lost to Navampa:

Iodem : It was wonderful to see Babi's handpicked warrior make it so far!

* - Regardless:

Babi : Incidentally, Isaac, are you feeling better now?

- (Yes)

Iodem : Ah, the recuperative powers of youth... and after such fierce battles!

- (No)

Iodem : You must be exhausted. I'm amazed to see you on your feet after Colosso.

Iodem : Who could expect less from the warriors who rescued me?

Garet : Enough with the flattery. Let's get to the point: Why were we summoned?

Iodem : Such insolence! Who do you think you are, to speak to Babi so?

Babi : Let it be, Iodem. There are other ways to judge a man. What is it you said you were called?

Ivan : He's talking to you, Garet.

Babi : That's right, Garet. We shall explain all.

Iodem : We intended to thank you and your companions for saving Babi, Isaac. But it would seem that gratitude is not enough...

Babi : I have disclosed everything to Iodem.

Ivan : What do you mean by everything?

Babi : You do wish to know more about Lemuria, correct?

- (Yes)

Babi : Yes, indeed... Your desire is as plain as the day.

- (No)

Babi : You can't hide your interest from me. It is written on your faces.

Iodem : I have just seen Psynergy for the first time... It is an awesome power...

Babi : I used my Cloak Ball to show him Psynergy.

Iodem : No one else could see it, but I knew Isaac's tournament was strange.

I thought it unlikely that you would fight using such power...

Babi : No need to be ashamed, Isaac. Psynergy is also a warrior's power. When I first learned of your power, I was shocked. I thought you might be Lemurians.

Mia : You have mentioned Lemuria many times, Babi. What is it?

Babi : It is the city of an ancient people, lying far out at sea.

Iodem : Many years ago, about the time of the great flood, Babi went to Lemuria.

Garet : I see...

Babi : The great flood struck while I was traveling with Lunpa.

Ivan : Lunpa... You mean Lunpa the thief?

Babi : I know it is hard to believe... It happened a hundred years ago.

Iodem : You mean... those rumors about you are... true?

Garet : Kraden once mentioned the Stone of Sages. Do you think that's what did it?

-(Yes)

Garet : So the stone that grants immortality came from Lemuria?

-(No)

Garet : Huh? Don't tell me you forgot about the Stones of Sages...

--(Yes)

Garet : It rules all, can change anything into gold, grants immortality. Ring a bell?

--(No)

Garet : I can't think of anything else that would let him live for so long.

Garet : So you've even heard of the Stone of Sages... I'm afraid I don't have it. It is the draught of Lemuria that has allowed me to live for so long.

Mia : The draught of Lemuria?

Babi : It is a magical draught once taken by those who lived in Lemuria.

Ivan : And just drinking stops you from aging?

Iodem : Is that what it does?

Babi : Hmmm...It would be more accurate to say it slows the aging process. There is death in Lemuria... But it only comes to those whose senses have failed from centuries of use.

Garet : Do the people of Lemuria use Psynergy, like we do?

* - Babi nods.

Ivan : You have that draught, Babi... That's why you've lived so long.
And become [sic] wealthy enough to rule Tolbi.

Babi : What are you getting at?

Ivan : What is your purpose in making everyone study Alchemy?

Iodem : I'm starting to wonder myself. What do you hope to gain, Babi?

Babi : Ah. If I had attained true immortality... There would be no need
for all this research.

Iodem : I'm not sure I understand.

Babi : I had precious little draught, and now I am running out. You all
saw it. There was but little left in the cave...

Iodem : How long will it last? And what will happen when it runs out?

Babi : It will run out any day now. And when it does, my life is at
its end...

Iodem : Why didn't you tell us sooner? We must hurry to Lemuria!

Babi : It is pointless...

Iodem : What on earth do you mean, pointless?

Babi : We cannot find Lemuria.

Iodem : But you just said that it lies far out at sea... If we search the
seas, we're sure to find it!

Babi : I've sent so many ships in the past in search of Lemuria.

Iodem : This must have been before I joined you... But still you failed?

Babi : I needed more Lemurian draught, but I couldn't find Lemuria.

Garet : Why did you collapse in the cave if you still had more draught?

Babi : I have been rationing it, but this time, I waited too long between
drinks.

Mia : You were trying to make it last longer...

Babi : I overexerted myself trying to find Lemuria before it ran out.

Ivan : And your reason for calling us here has to do with Lemuria?

Babi : Exactly. I want you to find Lemuria. I have not been able to locate
Lemuria by sea, but perhaps by air...

* - The others seem a tad puzzled.

Babi : I can hide it no longer... I have built Babi Lighthouse to see if I
can find Lemuria at sea.

Iodem : What? That's why you're building the lighthouse?

Babi : No, there's more to it than that. We've spotted something in the ocean southeast of the lighthouse... where Lemuria should be.

Garet : Something dangerous, no doubt. What, monsters? We can handle 'em...

Babi : That may be... However, something else troubles me more.

Iodem : What is it, my lord?

Babi : No sailor has been able to keep his bearings at sea.

Ivan : You're kidding! You mean they can't even keep a straight course?

* - Babi nods.

Mia : Is there something that distorts distance or direction or something?

Babi : The currents shift there, subtly changing a ship's direction. So the lighthouse will help the ships keep their bearings...

Garet : So, how exactly did you get away from Lemuria after the flood, Babi?

Babi : That is the thing, Garet! I crossed the sea in a Lemurian ship. I am hoping you can sail it...

Mia : But why us, when you have so many powerful soldiers at your disposal?

Babi : None of them have the ability to use Psynergy. One must have Psynergy to sail this ship!

Ivan : Then that would mean that Babi is an Adept, wouldn't it?

-(Yes)

Ivan : That must be it. No normal person could use that Cloak Ball.

-(No)

Ivan : But, Isaac, no normal person could master the Cloak Ball!

Babi : I learned to use a little Psynergy during my stay in Lemuria. With that little I'd learned, I was able to guide the ship.

Iodem : In that case, perhaps... I could sail the ship...

Babi : No. It must be an Adept.

Garet : What should we do, Isaac? Will you do what he wants?

Babi : If you do, I will grant you whatever you wish.

Mia : You shouldn't make vows you will later find you cannot keep...

Ivan : I haven't even considered my own wishes lately.

Babi : In that case, I could provide you with a wealth of items you might like.

Iodem : Babi's offer is very generous... You will consider going, won't you?

- (Yes)

Garet : Isaac, we have to beat Felix and the others to the lighthouse.

- (No)

Garet : Not this time. We have to beat Felix and the others to the lighthouse.

Iodem : The lighthouse!? Do you mean Venus Lighthouse?

Babi : Well then, our paths are intertwined. I, too, must go to Venus Lighthouse.

Iodem : But we cannot get to the top of Venus Lighthouse, can we?

Babi : These Adepts may be able to solve the riddle that blocks us.

Iodem : Ah, I see... The thought hadn't occurred to me.

Babi : Isaac! You shall go to Venus Lighthouse with Iodem. Do not worry... You can take care of your own business first.

Iodem : I see... If they can solve the riddle of the lighthouse... then our own wishes will have been fulfilled. So, we can search for Lemuria after they complete their own quest...

Babi : Is that acceptable?

- (Yes)

Babi : Ah, you will undertake this quest! I am most grateful!

- (No)

Babi : If you need time to make up your mind, then please do so.

Iodem : In any case, you will need my assistance to reach the lighthouse. I'll make preparations so that I am ready to leave at any time. I take my leave now to make preparations.

Babi : Then you can all meet at Gondowan Passage...

Iodem : That's a brilliant idea!

Babi : One more thing. I'd like you to think about a suitable reward.

Iodem : Yes. I will take care of that immediately, as well.

* - Iodem turns to Isaac's group.

Iodem : I shall be waiting for you at the passage.

* - He departs.

Babi : Your first task shall be the riddles of Venus Lighthouse.
I am counting on you, Isaac!

\$# Social Script #
#####

[Babi's Palace - Babi's bedroom]

* - The "Cloak Ball" that Babi used to conceal himself rests beside his bed.

Babi : Isaac! Is that Cloak Ball what you desire?

-(Yes)

The Cloak Ball is very precious to me. I can't just give it away.
But perhaps you could borrow it. Take it with you on your quest.

-(No)

Then please leave the Cloak Ball alone. Do not worry about
your reward. Iodem has prepared it for you.

[Scene: Inn - B1, Lower-right room]

Guide 1 : He won't sail the ship, even though we agreed to do whatever it
takes?

Old Woman : Co-Correct. The ships cannot go out for any reason.

Woman : What kind of person would refuse such an offer?

Guide 1 : You tell the captain again that he needs to set sail tomorrow.

[Outside]

[001] :{S} With all those revelers gone, the town sure feels empty...
The period right after the festival is unbearably lonesome, huh?
{M} Come to think of it, no ships are sailing in the Karagol,
are they? How are all the tourists going to get home?

* - [002] has left.

[003] :{S} It's so quiet! The hustle and bustle of Colosso seems like a
dream!
{M} The calm after the storm is pretty nice too, don't you think?

[004] :{S} I had no luck in the Lucky Guess. Maybe next year will go better.
{M} Hmm... Since Colosso ended so dramatically, the Lucky Guess goes to... Dang. Just a bit more luck, and I could've been a very wealthy man...

[005] :{S} I'll be back to do business in Tolbi again next year.
{M} Every year I try to sell everything, but I always have stuff left over.

* - [006]-[009] have left.

[010] :{S} Hey there, these are leftovers, but have some!
* - He gives Isaac some corn.
The festival was longer than usual this year, so I made more money. I hope it's long again next year.
{M} How can we get home if sea monsters are blocking the crossing?

[011] :{S} You were in the finals, weren't you?

- (Yes)
I was moved by how you were so determined, despite your size.

- (No)
What? You weren't? You know, you look just like that warrior.

{M} All the warriors who gain fame in the finals become Babi's soldiers. That's why Babi's soldiers are so powerful.

* - [012] has left.

[013] :{S} It's back to our normal quiet lives, now that Colosso is over?
Oh, man! I'm bored!
{M} Think how fun it would be to have Colosso all year long! Whew! That would be a lot of work for us!

[014] :{S} Well, this year's Colosso has ended. Be sure to come to Tolbi again for next year's festival, okay?
{M} The spectators have all left, so we have to clean. What a pain!

[015] :{S} Yay! It's really easy to run with no one around!
{M} The main street in Tolbi is so wide open!

[016] :{S} Ha ha ha ha. This is fun! My big brother is being nice to me again!
{M} My brother was mean to be during the festival. He changed completely!

* - [017] has left.

[Buildings]

[001] :{S} Did you know Mt. Aleph erupted? It wreaked havoc across the land. Maybe that's why Colosso had so few spectators this year.
{M} The sparkling stones that rained from the sky... They couldn't

have been volcanic rock, could they?

[002] :{S} Maybe Aleph's eruption caused those sea monsters to appear in the Karagol.
{M} I'll bet the monsters were frightened by the eruption and went wild.

* - [003] has left, as she was only renting the house during Colosso.
Its owners have returned.

[003.2] :{S} The tourists are all in a fix, because the ships aren't sailing. If we just had a few Colosso warriors, we could make it.
{M} I heard of a cave that leads to the Karagol's far shore somewhere.

[003.3] :{S} I rented my house to a rich family and tried to head east... but Silk Road is blocked, and nobody's taking people across the Karagol!
{M} Once the ships start sailing again, I think we'll go to Kalay.

Innkeeper1:{S} I thought we'd have some free time once Colosso ended, but no! The spectators from Kalay are back because they can't get back home.
{M} Since the ships aren't sailing, the port is full of stranded tourists.

Employee 1:{S} Grrr! The chef is in a bad mood because he didn't get to see Colosso! Taking that our on us isn't very mature!
{M} Hey, Chef! So what if you missed it again? Grow up, you big baby!

Chef :{S} You look like a warrior, but you were watching Colosso, right?

- (Yes)
Tsk! Just watching doesn't make you any better than the next guy! If you're a warrior, you ought to fight next time.

- (No)
Oh? Didn't even watch? What are you, crazy? Colosso is the best thing ever!

{M} Grrr! I didn't get to see any of Colosso! Sigh. I'm trying not to think about it, but... I get so mad, it makes me sick.

Employee 3:{S} The spectators from the east can't go back home... It's just awful.
{M} Hee hee. It's great! The inns are still full even after Colosso.

Innkeeper2:{S} It's busy all day, every day! I'm so busy my head is spinning! Sheesh! I thought we'd get to take it easy after Colosso!
{M} Everyone is working on Babi Lighthouse, so there's no one to rebuild the road! Looks like the inns will be full for quite a while!

Young Man :{S} Hey! You're the would-be warrior! Do you remember me?

- (Yes)

You do? Wow! That's great! Neither of us can get back to Kalay...
We're stuck, aren't we!

- (No)

It's me! We rode the same ship from Kalay! I guess you forgot.

{M} That voyage across the sea was frightful! I've learned my lesson.

Woman :{S} I got to see Colosso, so I don't care if I can't get across the
Karagol. Those warriors who fought in Colosso were incredibly
built.

{M} No matter what happens, I'm coming to see Colosso next year
for sure!

Sean :{S} I went to the port, but they said the ships aren't sailing, so
I came back. We made it to Tolbi with your help. Maybe we could
make it back...

{M} I tried going to the eastern cave, but it's impossible to get
through. It was just like the guards at the gate told us.

Ouranos :{S} Colosso has ended, but we still can't get across the Karagol.
Maybe they'll row us home if we agree to help out again...

{M} You'd think you could get through the cave east of Gondowan
Passage... but you can't. Not unless you can lift boulders
at any rate.

[024] : * - As Isaac's group enters the room, [011] sees something on
the bed.

Hey, what's this?

* - She takes it and deposits it in a barrel for safe keeping.
Shortly thereafter, she notices Isaac.

Uh-oh. I didn't find anything! I was just doing some work I...
had to do. It's rude to startle people!

* - She leaves. Outside the room, she can be spoken to.
If the item (Lucky Medal) was NOT taken by Isaac:

{S} Hee hee! Do I look like I'm that excited?

- (Yes)

I see. That must be because the weather is nice.

- (No)

Yeah! I'm the same as always.

{M} Heh heh! She just hid that thing she found behind that trash
pile. Nobody will ever know it's there...

* - If the item (Lucky Medal) WAS taken by Isaac:

{S} Oh... Hello! Ho hum. I'm fine. It's nothing.

{M} That thing I found is definitely the same as the one that man showed me. But he wouldn't ask me to return it, would he?

[025] :{S} Once this guy gets mad, there's no controlling him.

{M} The crew is saying that if we all row, the ship can depart. My husband's pretty mad about it!

[026] :{S} Grrr! What a scam! Why won't they let the ships sail out after Colosso!?

{M} You're saying if we row, we can set sail? If that's a joke, it's not funny. Making passengers row their own cruise ship is unprecedented!

[027] :{S} I wonder if this really is the best room in the place.

{M} I'm sick of staying at this miserable inn! I'm willing to pay extra if I can stay at Babi Palace!

[028] :{S} Tolbi gets so boring once the festival ends! I wanna go home!

{M} If Mom had just bought me some souvenirs, this would be more fun.

G. Healer :{S} If the ships aren't going, why not forget heading east and enjoy Tolbi?

{M} You all got to see Colosso, so quit griping! I wanted to go, too, but I missed the whole blasted thing!

[Item] :{S} You're Isaac, right? The one that did so well in the finals! I'm amazed someone as skinny as you could do that well!

{M} Did all the warriors who fought in the finals become Babi's soldiers?

[Weapon] :{S} Did you come all the way from Kalay?

- (Yes)

It's too bad you can't go back... Looks like you're stuck until the road is repaired.

- (No)

The people visiting from the east are all stuck at Karagol Sea Port.

{M} Even without the ships, I could still break even if they just fix the road. I would give just about anything for that to happen!

[Armor] :{S} I wasn't able to watch the finals this year! My mother says that a new warrior named Isaac did really well.

{M} I'm gonna watch the finals next year for sure!

[016] :{S} There won't be many customers until next year's festival, so I'll be traveling around selling my wares until then.

{M} There aren't many merchants at the lighthouse yet. I'm sure I can make a tidy sum there.

[017] :{S} The warriors said they would rush to finish the lighthouse after Colosso. I'd love to see it once it's finished.
{M} It bothers me a bit that they're building the lighthouse in Gondowan.

[018] :{S} That little guy jumped straight into battle with those huge gladiators! It was amazing! This was the best Colosso ever!
{M} Daring and bravery are nice and all, but I'll leave it to the warriors.

[019] :{S} I was so moved by this year's Colosso! I already can't wait for next year's Colosso!
{M} The warriors who fought in the finals were incredible!

[020] :{S} We had a lot of guests again this year. Maybe we'll take a trip with all the money we made.
{M} I'd love a vacation, but where should we go? We can't get to Kalay, and there's nothing to see in Gondowan!

[021] :{S} Now that Colosso is over, we've closed our makeshift inn.
{M} Sigh... Making the beds has worn me out! I'm going to enjoy myself for a while with the money I made.

* - [022] and [023] have left.

[Colosseum Entrance]

* - These identifications have no bearing on those prior.

[001] :{S} Colosso is over and the colosseum will be closed until next year. Since you've come all this way, take a long look at the beautiful gates!
{M} When the colosseum gates finally shut, the truly makes the end of Colosso.

[002] :{S} The colosseum is closed until next year. If you want to look inside, you'll have to come back then.
{M} The fighting at this year's Colosso was incredible! Standing in front of this lonely gate makes me kind of sad.

[Colosseum via Colosseum Tunnel (in palace)]

* - A guard is now blocking the Colosseum Tunnel entrance.

Guard :{S} Babi was found safe and sound, and Colosso ended without incident. We're relieved everything went so well.
{M} I was hoping I'd be the one to find Babi! Oh well, it's too late now.

[Babi's Palace - Outside]

Guard 1 :{S} All the warriors who stayed in the palace left when Colosso ended. Are you folks leaving too?

-(Yes)

Oh, that's too bad. I bet we could have had a good time together.

-(No)

Huh? I thought for sure you'd be going, too. I guess not...

{M} All the heroic warriors who took part in Colosso should remain in Tolbi. Finding warriors like that is why Babi holds Colosso in the first place!

Guard 2 :{S} I've lost all my enthusiasm since Colosso ended. I can't wait until next year's festival!

{M} The end of a festival is always the loneliest time of year.

[Babi's Palace - Inside]

[001] :{S} Did you meet with Babi?

-(Yes)

Please lend Babi your assistance. Babi is counting on your help.

-(No)

Why aren't you going to meet with Babi to discuss things?
He wants to talk to you before you leave.

{M} I haven't seen much of Babi lately. It's as if he's afraid of something. What in the world could frighten him?

[002] :{S} No one's going to sleep in this big bedroom until the next Colosso! Even so, we still have to keep it cleaned up. I hate that!

{M} Would this room get very dusty if I didn't clean it all year?
Yeah, that won't do. I guess I'll just have to tidy up.

[003] :{S} So you're all from the eastern shores of the Karagol Sea, huh?
Do you want to go back already?

-(Yes)

Oh, that's too bad... that no one will set sail on the Karagol Sea, I mean. Why don't you let Babi take care of you until your ship sails?

- (No)

You don't? That's great! Babi will be very happy to hear it.

{M} It would be a waste to let you leave, Isaac. I certainly will not tell you how to return to the east.

* - [004] and [005] have left.

[006] :{S} The southern continent is a dangerous place. If you ever go there, you'll know why I prefer Angara. There truly is no more peaceful land.

{M} I want that lighthouse finished quickly, so I can say good-bye to Gondowan.

[007] :{S} Now that Colosso is over, I'm going to Gondowan to build Babi Lighthouse!

{M} Colosso has ended, so we have to go back to building the lighthouse. I still don't get why Babi wants it finished so soon.

[008] :{S} Once Babi Lighthouse is complete, I'd like to move there! I'll spend my time poring over the Venus Ruins.

{M} The relationship between Alchemy and the Venus Ruins seems strong. I'll solve the riddle of the lighthouse and show them all!

[009] :{S} You folks seem to know quite a bit about Kraden, don't you?

- (Yes)

We haven't heard from him in years... To think he was in your village! I wonder if he ever found the legendary Elemental Stars?

- (No)

I'm shocked to hear no one knew he was from here. I wonder why Kraden never told anyone in Vale about Tolbi.

{M} I want to see Kraden and reveal something about Alchemy to him.

[010] :{S} Alchemy teaches that the four elements, earth water, fire, and wind... form the basis for everything. You can create anything by combining those elements...

{M} There's got to be a good reason for calling the four Elementals.. the Four Great Bases. If we can find out why, we might turn lead into gold!

[011] :{S} I'm sure Kraden would stop by if he ever came through here again. Babi took very good care of Kraden...

{M} There must be a reason why Kraden has not returned to Tolbi.

[012] :{S} If the riddle of the Venus Ruins were solved, we wouldn't have to build Babi Lighthouse. We continue to study, but we make little progress.

{M} What sort of unfathomable riddles are hiding in the Venus Ruins?

[013] :{S} The girl from Lalivero is no longer here. She has left for Lalivero with the soldiers going to Babi Lighthouse.

{M} It seemed only natural that Sheba would return to Lalivero... But who ordered it?

[014] :{S} I am surprised Sheba was allowed to return to Lalivero like that. At least she won't be homesick any longer.

{M} I am so relieved Sheba has returned to her hometown. But now that she's gone, I find I miss her a little.

[015] :{S} Babi's face is very pale, like that of a dead man. It's no use worrying, though. There's nothing we can do about it.

{M} If something happens to Babi, what will become of Tolbi? Just thinking about it frightens me.

Babi :{S} Sleeping a lot helps to delay the need to drink more draught. If you find Lemuria and return with more draught, I won't have to do this.

{M} I wish I had met you and your companions sooner, Isaac. But I suppose it was not fated to be...

* - After taking the Cloak Ball:

{S} If you use the Cloak Ball in the shadows, monsters won't be able to see you. That's how I was able to get through Altmiller Cave.

{M} Why would an Adept like you need the Cloak Ball, Isaac?

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## [01'34] --- Tolbi Docks --- [01'34] ##  
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* - Outside, Young Man and Woman are speaking with Guide 1 and Guide 2.

Guide 1 : I returned the cost of your ticket to you. Let's leave it at that.

Young Man : Why should I, when all you did was give me what's mine!?

Woman : Isn't the tour group responsible for getting us back to Kalay?

Guide 1 : With the road blocked and the ships stuck here, we have no way to get home.

* - The young man hits Guide 1, almost knocking him off the ledge and into the sea. However, the guide regains his balance.

Young Man : You brought us all here! Take responsibility for it!
Responsibility!

* - The man next to Guide 1 speaks.

Man : Must you really resort to violence?

Young Man : What are you--

Man : I was hired for just this sort of thing...

Woman : You mean, you hired a bodyguard?

Guide 1 : Yeah! Because of rabble-rousing customers like you! We've asked this nice man to act as a guard... for everyone's safety.

Young Man : What are you talking about?

* - The young man approaches Guide 1, but the man steps in between them.

Man : I wouldn't go any farther than that if I were you!

* - The young man backs up.

Young Man : Ge-Get outta my way!

Man : Sorry, but I was hired to BE in your way! Please. Let it go...

* - The young man tries to attack the man, but is himself knocked to the ground.

Woman : This is ridiculous!

Man : I know... And after I asked him so nicely...

Woman : You're wasting time on this!? Why don't you find a way to get us home?

\$# Social Script #
#####

[Outside]

Young Man :{S} To heck with you! I'm staying right here until the ship leaves!
{M} If I'm going to be stuck here, I should find work and make some money.

Woman :{S} Sigh. I wonder when we'll be able to return to Kalay.
{M} Grrr! Why don't you get off your back and do something!

Guide 1 :{S} We'll be counting on you if something comes up again, Master.
{M} As long as you're here, we can stay without being yelled at!

Guide 2 :{S} Tour groups should take care of you from start to finish, but... it's not our fault the ship won't sail, so we can't offer any refunds.
{M} If they'd just let the ship sail, the passengers would stop complaining.

Man :{S} As long as we're stuck here, I might as well make some cash as a bodyguard.
{M} This tour wasn't well organized. That's why I have to provide security. I have conflicting feelings about protecting them.

Old Man :{S} Sigh. If I knew it would turn out like this, we wouldn't have come.

{M} I wonder if Grandma is doing okay now...

[Green] :{S} Hanging around here like this and staring out at the sea is boring!

{M} If Kaja and the others say it's okay, I'd like to head out to sea again.

[Yellow] :{S} There are many here who want to return to Kalay since Colosso is over. But the ships won't sail without the captain's order.

{M} If both the captain and Kaja say the ship's not sailing, it's not.

[Building]

[001] :{S} I'm stuck... I want to cross the Karagol, but the ships won't set sail.

{M} We've got passengers, but nobody's sailing. How can we sell any tickets?

[002] :{S} Yeah... the ship's not going anywhere for now. Some rich guy was here throwing money around, but they still said no.

{M} The captain must be a stubborn man. With so much money to be made, I can't believe he won't sail... Who cares how dangerous it is?

[003] :{S} The Karagol Sea looks so calm from here. How can it be dangerous?

{M} The marine-blue Karagol Sea is such a romantic sight to behold! It really takes me back, and I get all sentimental. Sniff...

[01'35] --- Gondowan Passage --- [01'35] ##

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\$# Without Iodem #
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* - Social Script:

Soldier 1 :{S} Us? We're the soldiers who guard the bridge to Gondowan. It's not like anyone's ever going to attack this bridge, though, so there's not much sense in guarding it.

{M} * - Before Colosso:

The warriors have been fighting while we've been guarding this bridge. Being on duty at a time like this is plain old bad luck!

* - After Colosso:

We missed all of Colosso because we were stuck guarding this bridge. Sheesh... Talk about unlucky!

Soldier 2 :{S} Even if you head east, you can't get to Kalay from here, even!
A few reckless warriors have tried, but none have ever returned!
{M} You'd think you could get through the cave to the east...
But it's absolutely impossible to get through that cave.

Soldier 3 :{S} Do you wish to cross into Gondowan?

-(Yes)
I won't stop you, but I wouldn't go unless I had business there!

-(No)
That's a good idea. They wouldn't let you into Babi Lighthouse,
anyway.

{M} Those who go to Gondowan rarely go knowing what it will be like.
I wouldn't even think of going there.

\$# With Iodem #
#####

* - Iodem stands on the bridge. Mind Read:

Iodem : We have to head for the lighthouse quickly so we can save Babi.

* - Speak:

Iodem : I've been waiting for you, Isaac! We should go to Babi Lighthouse
soon.

* - Trying to go north with Iodem:

Iodem : Why are you going back, Isaac? Do you need to get something you
left behind?

-(Yes)
Iodem : I see... In that case, I shall wait here for you to return.

-(No)
Iodem : Then we should continue on our way to the lighthouse.

* - Social Script:

Soldier 1 :{S} We haven't seen anybody unusual crossing the bridge today.
Come to think of it, there was a group of six strange-looking
folk...
{M} It's a lot of stress, but I'm a diligent worker, so I can

handle it. Just act natural and ignore Iodem... There's nothing to worry about.

Soldier 2 :{S} Even if you go east from here, you won't end up in Kalay! A few reckless warriors have tried, but none ever came back!
{M} Everyone comes down this way when they find they can't cross the Karagol. They all have to try to save themselves, despite what I tell them.

Soldier 3 :{S} Why would Iodem choose to wait for us in a place like this?
I get nervous when I feel like I'm being watched.
{M} Iodem is going to Babi Lighthouse? It must be very near completion.

[01'36] --- Suhalla --- [01'36] ##

#####

\$# Social Script \$# (without Iodem)
#####

[Outside]

[001] :{S} This is Suhalla. Don't try crossing the desert. The sandstorms are too fierce.
{M} The Suhalla has long been known for its sandstorms. There are too many now.

[002] :{S} The workers say there're huge festivals in Tolbi. I'd like to see one.
{M} I've heard that Tolbi's Colosso is a warriors' festival, but... I wonder what a warriors' festival is like...

[003] :{S} The sandstorms suddenly increased... I hope no one gets caught in one and gets injured.
{M} None of the grown-ups in Suhalla go into the desert during a sandstorm.

[004] :{S} It has been said for ages that desert spirits only create sandstorms... when they are angry.
{M} I know the desert spirits will exact their vengeance on Babi for this.

[005] :{S} You can't get to southern Gondwan from here, can you? There are many natural obstacles. There is no way to cross them.
{M} Southern Gondwan is guarded by the natural terrain. We are constantly worried about an invasion from Angara...

[006] :{S} Are you trying to get to Lalivero?

- (Yes)
Making it through the sandstorms is impossible. Don't bother.

- (No)

Didn't you come from Angara? Anytime Angarans come to Suhalla, they're always going to Lalivero.

{M} The people of Lalivero have been worked hard by Angara's soldiers. No one would dare make Suhallans work like that!

[007] :{S} We Gondowans will never trust anyone from Angara! You know why? Sheba, the holy child of Lalivero, was taken away as a hostage to Tolbi.

{M} The ruler of Tolbi took a girl named Sheba hostage to control Lalivero. We'll never trust anyone from Angara!

[Buildings]

Innkeeper1:{S} Sigh. Nothin' to do... Maybe we'll see business once Tolbi's festival ends.

{M} Once the festival ends, the travelers will head for Lalivero. If they just get caught in the sandstorm, they'll be my customers!

Innkeeper2:{S} I wonder if any customers can get through those sandstorms... First, they'd have to want to cross through the desert.

{M} For some reason, anyone who gets caught in a sandstorm winds up here. They all give up trying to cross the desert and take shelter in Suhalla.

Healer :{S} I get sick thinking about Lalivero being under Tolbi's rule.

{M} The holy child, Sheba, will save those deluded Laliverans. That is what they believe in Lalivero.

[Item] :{S} Ours is the only store in Suhalla. This is a small village, so one store is enough.

{M} A village this small can't support many shops.

[005] :{S} Tolbi probably ignores small villages like Suhalla, doesn't it? Now that I think about it, that's probably for the best.

{M} Suhalla is a desert village. I guess it will never be like Lalivero.

[006] :{S} If you head east across Suhalla, Lalivero is so close you can see it across the Nol River, but you can't get across the river delta.

{M} Good thing it's not easy to get to Lalivero! if it were, Suhalla would be completely left behind.

[007] :{S} My father loves people so much, he can't help but aid anyone in trouble. But I love my father despite his faults.

{M} When I see people in trouble, I just can't sit still. I guess I'm just my father's child!

[008] :{S} Let me know if you have any problems. I'll do anything I can to help.

{M} I want to help people so badly, I can't sit idly by!

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\$# Southeasternmost house # \$ (with Iodem)

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* - Two soldiers are resting in the house's beds, having been taken in.

Soldier 1 : Iodem...

Iodem : You soldiers were supposed to be heading for Babi Lighthouse!

Soldier 2 : Iodem... What are you doing here?

Iodem : Babi ordered me to go to the lighthouse with Isaac. You were escorting Sheba to Lalivero, no?

Soldier 1 : We've disgraced Tolbi...

Iodem : What has happened to Sheba? Where is Sheba!?

Soldier 2 : I don't know. When we awoke, we were here in these beds.

Iodem : If anything has happened to Sheba, what will become of the lighthouse? Sheba was the sole reason Lalivero aided us in its construction. We entrusted you with Sheba to speed up the construction. Was that a mistake?

Soldier 1 : Iodem... I know that, at the very least, Sheba wasn't in the sandstorm.

Iodem : Is this true!?

Soldier 2 : Sheba was entrusted to our care, so we shielded her from any risk.

Iodem : You acted properly, then, but where is Sheba now?

Soldier 2 : Probably not far from the edge of the sandstorm that hit us...

Iodem : Isaac, we must go to the desert and find Sheba.

Soldier 1 : If you're going to the desert... beware of that cyclone!

Soldier 2 : At first, we couldn't avoid getting caught in the sandstorms.

Soldier 1 : But there were others who were able to make it through the storms.

Soldier 2 : Who knows how they got it, but they used water to stop the cyclones.

Iodem : Water? You can stop the sandstorms with water... I think I understand. Not get some rest...

Soldier 1 : Wait, Iodem... There is more. You must not meet our fate... The sandstorms are caused by monsters.

Iodem : Can this be?

Soldier 2 : The others... They slayed the beasts... That's how they got through.

Iodem : Wh-Who--what are they?

Soldier 1 : When the storms stopped, they would move ahead, but a new storm always...

Soldier 2 : They had strange powers. We had to bring barrels filled with water.. But carrying the barrels exhausted us... and then the beast...

Iodem : That's enough... Get some rest!

Soldier 1 : They are dangerous, those others. Slay that beast and take up the trail...

Iodem : Thank you for your help. You have dispatched your duties with honor.

* - Iodem turns to Isaac.

Iodem : Could these others be the ones you are following, Isaac?

- (Yes)

Iodem : You took the same impression from their tale as I did...

- (No)

Iodem : I don't know why... but that is the sense I get from this tale...

Iodem : We must find Sheba as quickly as we can! Then, we shall get through the Suhalla and pursue your opponents.

#####

\$# Social Script # (with Iodem)

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[Outside]

[001] :{S} Welcome to Suhalla. I bet the sandstorms were terrible...

{M} I bet these warriors were brought here by a sandstorm.

[002] :{S} Why are the sandstorms attacking humans? It's as if the sandstorms are actually alive!

{M} Grown-ups say the sandstorms attack people. But, it doesn't make sense that a storm would attack anything!

[003] :{S} Those soldiers kept mumbling about monsters...

{M} They say the soldiers were ravaged by a sandstorm... but I think it must have been a monster...

[004] :{S} This sandstorm is the fault of the Angarans! If you all hadn't built that thing in Lalivero, the spirits wouldn't be angry!

{M} Lately, all the sandstorms have been incredibly fierce. What could the desert spirits be so angry about?

[005] :{S} You were brought to Suhalla by the sandstorm, right?

- (Yes)

Everyone who gets caught in the sandstorms winds up in Suhalla.
You should be glad you weren't blown away to some strange place!

- (No)

I don't care what anyone says, there shouldn't be so many
sandstorms! What in the world could be going on in the Suhalla
desert?

{M} If you fight the storms, you'll enrage the spirits, and they'll
take your life. I bet that's what happened to the soldiers from
Tolbi.

[006] :{S} The desert is enveloped in sandstorms! It's frightening!

{M} I wonder why there are so many sandstorms? It wasn't this bad
until only recently.

[007] :{S} Soldiers from Tolbi were caught in the sandstorms, and nearly
all perished! The survivors are in that house.

{M} The soldiers from Tolbi were collapsing, like after a battle.

[008] :{S} We were brought here by the sandstorms. It all happened so fast!

{M} After you get swallowed by a sandstorm, you have a few moments
before you get blown back here, but still there's nothing you
can do...

[Buildings]

Innkeeper1:{S} We've been so busy ever since the surge of sandstorms! We are
happy about it, but we feel bad for the poor travelers.

{M} The sandstorms are sending customers our way! I hope those
winds keep right on blowing!

Innkeeper2:{S} It will take time for the storms to die down, so make yourselves
at home.

{M} Please, great sandstorms! Send us more customers!

* - Three men are now staying at the inn.

[009] :{S} We went into the Suhalla to go build the lighthouse, but the
storms caught us. Sigh. Now we can't reach Babi Lighthouse.

{M} Even if we can't go, it won't affect construction of the light-
house much.

[010] :{S} The sandstorms are so bad, we've given up on trying to reach
Babi Lighthouse.

{M} So, shall we give up on Babi Lighthouse and head back to Tolbi?

[011] :{S} I suppose you folk were blown here on your way to Babi
Lighthouse?

- (Yes)

If you follow the northern mountain, you can get back to Tolbi.

I'm giving up, too... Let's head back that way.

- (No)

I set our for Babi Lighthouse to open a business there, but then I was blown back here again!

{M} When that cyclone threw us into the air, I thought we were done for! I'm happy just to be alive!

Healer :{S} I wonder why we're having all these sandstorms...
{M} I shudder to think sandstorms will get me if I leave town.

[Item] :{S} Aren't you surprised to find so few shops?

- (Yes)

I bet you are! Suhalla is a small village... Ours is the only shop! We don't have anything great, but feel free to look around.

- (No)

It's really something to have an equipment shop...

{M} We've had more customers lately because of the increase in sandstorms.

[005] :{S} Do not approach the large cyclones in the middle of the Suhalla. The Suhallans call those death storms. They are pure evil.
{M} Once you get swept up in a death storm, you can never be rescued. Countless people are missing because of them.

[006] :{S} Death storms, huh? There was a saying about those big cyclones... Ummm, What [sic]...What was it? ...I can't remember?
{M} "Ye who seek..." Something about eyes of truth... What was it? "When ye take thy treasure, a creature of darkness..." Oh, fiddle-faddle. I forget.

[007] :{S} The wounded are sleeping, so don't raise your voice!
{M} These old soldiers must rest until their wounds heal.

[008] :{S} I am amazed these soldiers survived their wounds... They must have been in good shape!
{M} Who could have done this to such powerful soldiers?

Soldier 1 :{S} Why were they headed toward eastern Gondwan? I have a bad feeling about this. Please! You must overtake them...
{M} A column of water shot up when they were caught in the sandstorm. Then the sand was gone. But it was so much more water than we could ever hold in our barrels...

Soldier 2 :{S} Where is Sheba... What has happened to Sheba?
{M} Sheba was not far behind us. She should still be safe. Sheba must be in the desert, somewhere... If not, maybe they...

[01'37] --- Suhalla Desert --- [01'37] ##

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\$# Upon encountering a small tornado #
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Iodem : A sandstorm! There'll be trouble if we get caught up in one of those... But something is wrong... Why are there so many? If we don't get past here, we'll never make it to Babi Lighthouse. We must step carefully if we hope to escape the desert.

\$# Upon reaching the end of the desert #
#####

Iodem : Sheba is nowhere to be found. I wonder what happened... Should we search the desert once more or press on to Lalivero? What do you say, Isaac? Should we keep going?

-(Yes)
Iodem : Ah, yes. I had forgotten about your foes...

-(No)
Iodem : But I must carry out Babi's orders...

Iodem : Our gate lies ahead. We can leave Sheba to the soldiers at the gate. Well, perhaps we should head there first, then.

[01'38] --- Suhalla Gate --- [01'38] ##

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\$# Social Script # (without Iodem)
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* - Two guards block the gate.

Guard 1 :{S} Only those with travel papers may pass through. If you do not have them you must turn back at once.
{M} I never ask why I must protect this place! I simply obey Babi's orders...

Guard 2 :{S} Do you want to go to Babi Lighthouse?

- (Yes)

Show me your travel papers, and I'll let you pass! What?
You don't have travel paper? Then I cannot let you pass!

- (No)

Hmph! You don't want to see Babi Lighthouse? You're a
strange one!

{M} I wonder if this year's Colosso is over yet... Sigh. I'd like to
see Colosso next year...

#####

\$# With Iodem # (as all in this section will be henceforth)

#####

* - The two guards lie collapsed on the ground in front of the gate.

Iodem : What is the meaning of this!?

Guard 1 : Uh! Is... Is that Iodem...?

Iodem : What has happened to the gate?

Guard 1 : There was a strange group... No papers... They wanted to pass...

Guard 2 : Uhh... Iodem... We tried to hold them back... but they were too
powerful! They had strange powers... We were no match for them.

Iodem : It must have been Felix!

- (Yes)

Iodem : Yeah... No one else is capable of this.

- (No)

Iodem : Don't you know the work of your own foe's hand? Who else could
it be?

Iodem : After we find Sheba, we must track down the monsters that did this.
We must get to Babi Lighthouse as soon as possible! Yes, but we
cannot leave the soldiers like this...

Guard 1 : We're okay. Don't worry about us! Get after them, please...

Iodem : But that would be...

Guard 2 : We were bested in battle, but we will survive... Now go!

Guard 1 : If they had done anything at the lighthouse... It would be our...

Iodem : He's right. We've got to stop them! We're going after them, right, Isaac!

\$# Social Script #
#####

[Outside]

Guard 1 :{S} Ohhh! It's no use.. I don't think I can get up. Send help once you reach Babi Lighthouse.
{M} Curses! It's a disgrace to be seen by Iodem like this... I'd rather crawl into a hole and hide.

Guard 2 :{S} It's a pity a Colosso victor should end up like this... Next time I see them, I'll be sure to settle the score!
{M} I thought I was dead! I'm lucky even to be alive right now... The strange ones with the wild hair... Their powers was too much for us.

[Small cave with two beds]

Healer :{S} I have been traveling the lands spreading good will.
{M} Cliffs, deserts,,, Gondowan is a desolate wasteland.

[Outside, gate's end]

Guard 3 : Venus Lighthouse was... attacked by strange... wanderers...
* - He disappears, literally. I assume this represents death.

\$# Past the Gateway Cave - Idejima #
#####

* - A cave can be located within the Gate, on the other side of which lies a small peninsula named Idejima. There, "The wreckage of a ship [is] scuttled off the coast."

Iodem : Look at this! What happened? Babi's ship... Hm... Perhaps it is time... Isaac, take this... Try to use it.

<game> : Isaac got the Black Orb.

Iodem : Now use it... on the ship.

* - If you try to head back into the cave:

Iodem : Isaac, where are you going? I said to use the orb on Babi's ship!

* - Upon trying to use it:

Iodem : What's the matter? Strange... Nothing happened. What does it mean?
Could Babi have been wrong? No. Not Babi... I was wrong--it is not
yet time. We must press on to Babi Lighthouse. I will take that
back, for now.

<game> : You returned the Black orb.

Iodem : We will return to the ship later.

\$# <author's note> #
#####

Between the Suhalla Gate and Lalivero, the Venus Lighthouse can be visited.
However, at this time, one can go no further than "Room with large statue".
For the lighthouse's transcription, skip to section 01'41.

\$#####
[01'39] --- Lalivero --- [01'39] #
\$#####
#####

* - Two soldiers lie on the ground.

Iodem : More of Tolbi's soldiers lay defeated... Is this more of their work?

* - Regardless of Isaac's response,

Soldier 1 : That voice... It's Iodem...

Iodem : You survived!

Soldier 1 : We suffered great losses...

Iodem : Were you fighting a group of six people?

Soldier 2 : There were... seven...

Iodem : You've survived as well! There were seven? Is this the same group
you were following before?

Soldier 2 : I'm certain of it. One of them must have been... Sheba.

Iodem : Sheba, you say... Is this true!?

Soldier 1 : The scholar Kraden was protecting her. I'm sure it was Sheba...

Iodem : Did you hear that, Isaac? What do they want with Sheba? Sheba...
They all...

Soldier 2 : Once they finished with us, they headed for Babi Lighthouse.

Iodem : What do they hope to find at Babi Lighthouse?

Soldier 2 : They spoke of the ruins beneath the lighthouse...

Iodem : Ruins? Of course! The foundations of the lighthouse!

Soldier 1 : And Faran, the master of the Lalivero, followed them into the ruins...

Iodem : I see. Faran, too.. Isaac! We must head for Babi Lighthouse as well.

* - Isaac pauses.

Iodem : Are you concerned about these soldiers?

Soldier 2 : We're fine... You must hurry to the lighthouse.

Soldier 1 : The lighthouse... Sheba... If anything happens... Just hurry...

Iodem : Even the soldiers insist, Isaac! Come on!

\$# Social Script #
#####

[Outside]

[001] :{S} Faran followed Sheba. I'm sure he'll rescue her.
{M} Faran still does not return... What could be happening?

[002] :{S} If I were bigger, I would have saved Sheba myself!
{M} I tried to step in front of them to save her... But my heart was trembling... I couldn't stop them...

[003] :{S} Ohh... They took Sheba and headed for the ruins.
{M} Curses! We couldn't stop Sheba and the others...

[004] :{S} This all happened because Tolbi took Sheba away from us...
{M} We never should have let Tolbi take Sheba away from us.

[005] :{S} There was an earthquake at the ruins before this happened.
I wonder if Sheba and the others are okay...
{M} The stones we stacked for the lighthouse won't fall, will they?

[006] :{S} Sheba is our only hope. If something happens to her, Lalivero is finished.
{M} What do they plan to do with Sheba in the ruins... No...
I must not think such horrible things...

[007] :{S} I bet Sheba can use her powers to escape them.
{M} They all have a lesson coming to them. They'll learn why Sheba is called the holy child of Lalivero!

[007] :{S} The rumbling at the ruins must have been a warning...
{M} We have seen many omens of bad things to come. We saw one when Sheba was taken from Lalivero, too...

Soldier 1 :{S} Uhhnn... We were taken by surprise... But why... Sheba...
{M} If only they didn't have Sheba... But even without her as a hostage, we couldn't have beaten them.

Soldier 2 :{S} They were terrible! We were no match... They're horrible!
{M} They used fire on us! That's just not right!

Soldier 3 :{S} Babi's most precious belonging is kept here. No one may enter!

{M} I wonder what Babi's most precious belonging is... If I don't even know, how can I be interested in guarding it?

[Buildings]

* - Faran's (F's) residence:

F's Wife :{S} We received Sheba from the sky and raised her lovingly...
I know Faran will rescue that child.
{M} It's so painful to even think of anything bad happening to Sheba.
I would take her place if I could.

F's Son :{S} I just know that Father will save my elder sister, Sheba.
{M} I just wish someone would please rescue my sister, Sheba.

[003] :{S} His wife seems very calm, considering. Deep down, she must be worried about Sheba.
{M} That couple raised Sheba as though she were their own child.
When someone like Sheba is kidnapped, it worries us all!

[004] :{S} Of course I have seen Sheba's power... It's incredible! How could one with such power ever be taken hostage?
{M} Sheba, if the power that you showed us is real, then please escape! If you don't, I... might start to doubt that power of yours.

[005] :{S} There are some who do not believe Sheba has any powers...
Doubting Sheba? That is foolish!
{M} Sheba is the savior of Lalivero. There's no mistake about it.
I don't know of anyone other than Sheba with power like that.

Innkeeper1:{S} If you want to stay, I'll let you, because it means more money for me. But if you're a warrior... You ought to be rescuing Sheba.
{M} Why did this have to happen to Sheba? If only it were a dream.

Innkeeper2:{S} Oh, I'm sorry... I'm so worried about Sheba, I can't concentrate. But no matter how much I worry, there isn't anything I can do. ...Now, to work, to work! Working like this keeps my mind occupied.
{M} Housecleaning... changing sheets... It's all done, right? I'm just not myself... Sometimes I don't even know what I'm doing...

[008] :{S} We must obey Tolbi... That's what led to this happening to Sheba. Babi is responsible for all of it!
{M} Once this incident is over, I hope Tolbi's soldiers all leave town...

[009] :{S} They say a man named Iodem is coming from Tolbi. I guess he plans to make us do even more work!
{M} When Iodem gets here, he's going to have some explaining to do.

I wonder if I should flee Lalivero...

[010] :{S} Sheba said the cave at the ruins leads to the southeast. But it
couldn't possible lead all the way to Venus Lighthouse...
{M} I wonder how Sheba knew about the caves at the ruins?
Her visions... they can't be true.

[011] :{S} No one's called me, so maybe I'll take a nap...
{M} It's been so long since I had a nap, I'd forgotten how nice
they are!

[012] :{S} The ruins that form the lighthouse foundation are riddled with
caves. If you could get through the caves, I'm sure you'd solve
the ruins' riddle.
{M} Those caves are too dangerous for me to explore. If only I were
a warrior. Then I'd go find the treasure in the caves!

[Item] :{S} I guess it was people from Angara who took Sheba hostage.
Everyone knows that continent is full of thugs and barbarians.
{M} If anything happens to Sheba... I'll never do business with
anyone from Angara again!

[014] :{S} Sheba came flying to the ruins like a shooting star. She created
a massive depression in the center of the ruins.
{M} Even though she fell out of the sky, she wasn't even bruised!
They can't hurt Sheba!

[015] :{S} Even Sheba couldn't have escaped six of them...
{M} If something happens to Sheba, what will become of Lalivero?

Healer :{S} Babi isn't building a lighthouse--it's a tower... Maybe he is
trying to elevate himself to the level of the gods.
{M} I bet Babi's tower will be struck down! After all, "pride goeth
before a fall!"

[Weapon] :{S} Sheba was taken hostage, and Faran went after them?

- (Yes)

Oh my! What's everyone else in Lalivero doing? If I didn't
have to watch my shop, I'd go rescue Sheba myself!

- (No)

What are you, a shut-in? That's all anyone has been talking
about!

{M} The Laliverans are a timid people, so you can't count on them
here.

[Armor] :{S} You're a warrior, right? Please rescue Sheba! I'll give you a
discount on my goods if you rescue her.
{M} I can't rescue Sheba! If I only had courage... Maybe then...

[019] :{S} Could Faran have tricked us all? If Sheba does have magic powers, she couldn't have been taken hostage.
 {M} A legendary savior will appear in the sky... I was a fool for believing that savior was Sheba.

[020] :{S} If Sheba can't use her powers in a time like this, they're useless!
 {M} I'd like to believe in Sheba... Please, Sheba, use your power to escape from them!

 ##### \$#####
 ## [01'40] --- Babi Lighthouse --- [01'40] ##
 ##### \$#####
 #####

 \$# Social Script #
 #####

[Road to Babi Lighthouse]

[001] :{S} We haven't been ordered to start working yet... Do we get today off?
 {M} There was a big fight that ended in some hostages being taken. Tragic, I know, but anything that gets me off work can't be all bad!

[002] :{S} It's odd that Babi would build a lighthouse in a place like this. Maybe he thought using the ruins as the foundation would be easy.
 {M} Why would they want to rush construction on the lighthouse? Maybe they hope to rule the seas and control more distant lands...

[003] :{S} Cutting these stones and stacking them on the ruins isn't easy. Build it faster, you say? Try building yourself, then!
 {M} Now that I think about it, we did find a strange cave in the quarry.

[004] :{S} There were strange folk going to the ruins...Faran followed them.
 {M} If Faran went after them, then this is serious! If this keeps up, we won't be able to build the lighthouse.

[Babi Lighthouse Entry]

[005] :{S} They were terrible! We were absolutely no match for them.
 {M} We're the ones who attacked, but we took all the damage. What were we thinking, trying to fight those guys?

[006] :{S} They just kicked us out of their way and went on to the lighthouse.
 {M} What could they be planning for Babi Lighthouse?

[007] :{S} They set fire to everything! That's why the ground is scorched. Using fire as a weapon is so cowardly!

{M} None of them had any torches. It's like that fire just appeared out of nowhere!

[008] :{S} Only two of those six ever attacked anyone... but just those two completely overwhelmed us!

{M} The other four didn't seem to have any fight left in them at all.

#####

\$# Entrance to Tunnel Ruins #

#####

* - Four men, including Faran, are present.

Faran : You're sure they went through this door?

Man 1 : Yes, they opened the stone door and entered!

Faran : Well? Does the door open?

Man 3 : It's hopeless. It won't budge...

Man 2 : Of course not! I told you, this door doesn't open! If it did open, we would have gone in long ago to study the ruins.

Man 1 : But I'm certain they went through this door!

Man 2 : And I'm saying no one has ever gone through here...

* - Everyone notices Isaac's group, along with Iodem.

Faran : Oh! Iodem...

Iodem : Faran! I am so sorry about Sheba...

Faran : Why did this sort of thing have to happen?

Mia : Are Felix and the others beyond this door?

Ivan : Yes. Beyond the door that no normal man can open...

Garet : If they got through, then we can, too. Right?

-(Yes)

Iodem : Will you go for us?

-(No)

Iodem : There is no one else who can go after them.

Faran : Iodem, just who are these people?

Iodem : They come from the far north. They have chased the ones who took Sheba all the way here.

Faran : They've been chasing that fearsome group?

Mia : Yes. They are most fearsome.

Ivan : Such awful power... And what they're trying to do seems very dangerous.

Garet : We're the only ones who can stop them.

Faran : You think we can stop them?

- (Yes)

Faran : You seem quite sure of yourself, but what do you think you can do?

- (No)

Faran : Hmph! Not with that attitude, you can't!

Iodem : I have never heard such harsh words from you, Faran.

Man 2 : What do you expect when, in the midst of such dangers... you ask me to leave Sheba's fate in the hands of children?

Man 3 : If you want me to trust them, they must give me a reason to trust them!

* - Faran nods.

Iodem : First, you will have to demonstrate your powers to us. Can you follow the same paths that they took?

- (Yes)

Iodem : Your confidence means nothing unless you show that you can do it.

- (No)

Iodem : Well, you have no choice... You will have to try.

* - Faran turns to the two men by the door.

Faran : Iodem asks only that you stand back and watch.

* - They nod and step aside.

Faran : Now, show me what you can do.

* - Before demonstrating:

Iodem : {S} I am counting on you, Isaac! Prove your worth by opening that door!

{M} I do not mean to doubt your abilities, Isaac, but I am very worried! If this door doesn't open...

Faran : {S} If you can open this door, I will trust Iodem once more...

{M} I hope they can open the door, but I won't believe it until I see it.

Man 1 : {S} When I saw them, they had already gone through to the other side.
It's the truth! You have to believe me!
{M} Nobody thinks the door can be opened, and I'm starting to doubt
myself. It's not like I actually saw them go through...

Man 2 : {S} This all started when Sheba was dragged off to Tolbi. If anything
happens to Sheba, the good folk of Lalivero won't sit idly by!
{M} This is all a huge waste of time! If we don't find Sheba soon,
her life may be in danger...

Man 3 : {S} I am sorry, but not even Sheba has ever passed through here.
There is no way this door will open.
{M} I don't know what they're waiting for. If they're going to open
the door, they'd better do it now!

* - A plaque resides on the wall next to the door.

Plaque : The truth of this door is open to those seeing with their true
heart.

* - Using Reveal unveils a switch that opens the door.

Iodem : The door!

Faran : I don't believe it! The door opened!

Man 2 : Incredible! It really does open.

Man 3 : How in the world did you open the door?

Mia : I don't know how to explain it...

Ivan : We did it because we're us!

Garet : It would take too long to explain.

Iodem : There's no time for an explanation, anyway.

Faran : That's right. We must rescue Sheba!

Iodem : Let's go, Faran. We've got to save Sheba!

* - Iodem approaches the door, but it shuts before he can pass through.

Iodem : Hey, the door's closing!

Man 3 : Why did it close?

Man 2 : I don't know... Why does anything close?

Ivan : It closed to prevent people with no Psynergy from entering!

Mia : It would be perilous for those without Psynergy to try to get
through.

Garet : I agree! You'll have to let us handle it from here!

Faran : What? You're telling us to stay back?

-(Yes)

Faran : Since we can't even open the door, we'd just be getting in your way.

-(No)

Faran : It won't stop you, but if we can't open the door, we can't go with you.

Iodem : This is true...

Faran : But we can't leave Sheba in their hands just because it's dangerous.

Iodem : They have greater power than you can even imagine.

Faran : And without such power, this door will not open for us?

-(Yes)

Iodem : That is how it seems.

-(No)

Iodem : The power they just displayed is but a fraction of their true might.

Faran : Without that sort of power, we would just get in their way.
I understand. Sheba's life is in your hands. Do not fail us.
You must bring Sheba safely back!

Iodem : Make haste, Isaac. All our hopes lie with you!

* - This leads to "Tunnel Ruins - Room with large statue" in the next section.
Before going, the others can be spoken to again.

Iodem :{S} I beg of you, Isaac. Please bring Sheba back!
{M} If anything happens to Sheba, Tolbi will become Lalivero's sworn enemy. That must be prevented at all costs.

Faran :{S} I am not afraid of danger, but I do not want to hinder you.
I am counting on you to save Sheba for us.
{M} I don't want to hinder Sheba's rescue! From here on out, I'm leaving everything to these warriors...

Man 1 :{S} I can't believe this door actually opened! What are you?
{M} If this door opens, maybe we can get into other parts of the ruins too.

Man 2 :{S} It takes great courage to continue on in the face of danger...
We will be here awaiting your safe return.
{M} I bet the monsters around here are nothing like what lies ahead!
I'm happy to leave such dangers to these warriors.

Man 3 :{S} I'm very interested in what lies beyond here. I know! Once this is over, I'll go see for myself!
{M} This is a big waste of time... Sheba's life is in danger? If they

don't find her soon...

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#####  
## [01'41] --- Venus Lighthouse --- [01'41] ##  
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#####
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#####  
$# Social Script $#  
#####
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[Outside]

* - All of these individuals lie collapsed on the ground.

Soldier 1 : Venus Lighthouse was... attacked by strange... wanderers...

* - He disappears, literally. I assume this represents death.

Soldier 2 : {S} Babi's soldiers are all Colosso victors... How could anyone beat all of us? Who were they?

{M} I thought I recognized one of them... An alchemist who served Babi... Was it Kraden?

Soldier 3 : {S} They are already... headed for Babi Lighthouse...

{M} They weren't in Venus Lighthouse very long. They were heading north toward Babi Lighthouse when I last saw them.

Soldier 4 : {S} How... How did they open the door to Venus Lighthouse?

{M} The young boy seemed to glow for an instant... Then the entrance to Venus Lighthouse opened

Scholar 1 : {S} Ohhh! How could they attack mere scholars? Those barbarians!

{M} Their powers were so... strange... Who were they...?

Scholar 2 : {S} Iodem, be happy. The entrance to Venus Lighthouse is open... After years of study... our dreams have at last come true!

{M} Uhhnn... If only I could move... The lighthouse is open at last, but at what cost?

Scholar 3 : {S} I've waited so long to see what it's like inside Venus Lighthouse, but... I can't move without feeling terrible, terrible pain.

{M} I must get inside Venus Lighthouse... Must find the connection...

[Inside]

Scholar 1 : {S} Kraden told them to stop, but they attacked anyway. Attacking scholars... how vicious!

{M} If Kraden hadn't been there, we surely would have been killed.

Scholar 2 : {S} Kraden went inside, but then came back and said this isn't the entrance. But we've searched the lighthouse, and there's no other entrance.

{M} Kraden said something about this being the exit... I wonder what

he's discovered.

Scholar 3 :{S} I thought I'd explore after the door opened. While I was searching this room, Kraden and the others appeared. They did something to the statue that made the floor light up.

{M} I wonder what mysteries the statue holds... Kraden said the statue indicated the true path, but how?

\$# Room with block that "Carry" must be used on #
#####

* - The block obstructs the path to a doorway, and cannot be pushed off the ledge on which it resides.

Garet : Hmmm. We can't push the block farther than this. It'd be great if we could carry that block and drop it to the ground. Can our Psynergy help us at all?

\$# Room with large statue #
#####

<game> : The statue speaks to Isaac's soul...

Statue : Ye who seek to climb Venus Lighthouse, I shall grant thy wish. The path long closed shall not be opened here. That path begins far, far away, on the soil of an ancient people, with the sunrise to your left as you gaze upon the lighthouse.

* - A series of the circles on the floor light up. Examining the statue again will change the series, though there are only two total forms.

\$# Tunnel Ruins - Room with large statue #
#####

* - The series set in the other room is present here.

<game> : The statue speaks to Isaac's soul...

Statue : Ye who seek to climb Venus Lighthouse, the lady knows your desires. Here, your path shall not be opened.

\$# Tunnel Ruins - Room with multicolored statues #
#####

* - Mind Read:

Violet : Red shines northwest of me.
Blue : Red shines due west of me.
Yellow : Violet shines southeast of me.
Red : Violet shines southeast of me.

Green : Yellow shines northeast of me.

* - These directions are used to move the statues into their proper placements, in order to unlock the nearby door.

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#####  
$# Lighthouse Aerie #  
#####
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* - Saturos, Menardi and Sheba are present by the unlit beacon.

Menardi : At long last, the time has come to light Venus Lighthouse's beacon.

Saturos : With the second beacon lit, only two will remain.

Menardi : No. Lighting Jupiter is virtually the same as lighting Mars.

Saturos : That is true. Jupiter is really all that remains.

Felix : That's right. Your dreams are within your grasp now.

Saturos : Why are you still here, Felix?

Menardi : I thought I ordered you on ahead to the ship.

Felix : I've already sent Jenna and the others to the dock at Idejima.

Saturos : Then why did you come back?

Felix : Because I have a different promise to keep.

Menardi : A promise, you say? You must mean Sheba...

Felix : Yes, Sheba. Why haven't you released her yet? You promised to free her once you got into Venus Lighthouse.

Menardi : And that's what brought you back here?

Felix : You promised not to involve anyone who wasn't related to this matter.

Saturos : Sheba is special.

Felix : Of course... Because Sheba is a special Adept? You guys learned something from the first two lighthouses.

Menardi : And what would that be?

Felix : In order to enter each lighthouse, you needed an Adept of that clan. Right now, we have Fire, Earth, and Water Adepts, but no Wind Adept.

Saturos : That does seem to be the case.

Felix : Do we need Sheba to get into the Jupiter Lighthouse?

Menardi : I'm sorry, Felix, but we cannot even enter without a Wind Adept.

Felix : That being the case, I guess I understand why you can't set Sheba free.

Saturos : It seems that you, too, have learned something. If that is all, then you should go, Felix!

Felix : No. I cannot leave Sheba behind! I'm taking Sheba to the ship!

Menardi : What are you talking about, Felix?

Felix : We don't know what will happen when you light this beacon. I won't leave Sheba here to find out!

Saturos : We told you that we'd protect Sheba. Don't you trust us?

Felix : That's not what I'm saying... It's just best to be safe.

Menardi : Don't tell us what's best, Felix. You're not taking Sheba.

Felix : Why not? What? You don't trust me?

Saturos : How can we, after you just demanded we free Sheba?

Menardi : If we had trusted you a moment ago, Sheba would be free now.

* - Felix turns to Sheba.

Felix : Come with me, Sheba! I shall protect you!

Saturos : Are you ready to do this, even though it means fighting us?

Menardi : ...I believe he is! He would not have defied us if he lacked the will to fight.

Felix : If it means protecting Sheba from harm, then I must.

Saturos : You have seen what we can do. You know you can't stop us.

Menardi : How can you protect Sheba, when you can't even protect yourself?

Saturos : This rebellious attitude is exactly why we've never let you fight.

Menardi : Haven't you been given enough reason to fear us in these travels?

Saturos : You're no fighter, Felix. How can you hope to stand against us?

Menardi : You've questioned us for the last time! Let's see what you can do!

* - At the rightmost elevator:

Garet : It looks like they're having a falling out over Sheba.

Mia : There's something more to it, though...

Ivan : It seems Saturos and Menardi no longer trust Felix.

Garet : Looks like the perfect opportunity has just fallen into our laps! Now's our only chance to prevent them from lighting the beacon!

-(Yes)

Garet : There's not a moment to spare! Let's move!

- (No)

Garet : Don't chicken out now! If we hesitate, they'll light the beacon!

* - Isaac's group approaches.

Felix : Isaac...

Saturos : So! You've come to stop us?

Menardi : Look what your defiance has brought us, Felix!

Felix : I don't need you or anyone to rescue me, Isaac! I was just about to settle things with Saturos and Menardi... You can watch! And then we'll show you the true power of this beacon's light! But... Sheba has nothing to do with this! So set Sheba free!

Saturos : Silence! You'd best tread lightly, Felix, or both you and Sheba will suffer!

Mia : If anything happens to Sheba, we will have failed Faran...

Ivan : We won't permit you to lay a hand on Sheba or Felix!

Menardi : Oh ho! So you're worried about Sheba, too?

Saturos : Don't worry. We won't hurt Sheba... if you meet our conditions.

Menardi : What are you doing, Saturos?

Saturos : Leave this to me! Sheba! Do you remember the rod connected to Hesperia?

Sheba : The Rod of Hesperia?

Saturos : The rod required to reach the Jupiter Lighthouse!

Sheba : Ye-Yes...

Saturos : Those who pursue us bear a rod... Is it the one?

* - Sheba approaches Isaac's group.

Menardi : Sheba! Stay where you are! You can do it from there!

* - Sheba runs back to where she was, and uses the Psynergy "Mind Read".

Saturos : How about it, Sheba?

Menardi : Well, Sheba?

Sheba : ...Perhaps...

Saturos : "Perhaps..." Perhaps what!?

Felix : Don't yell at her!

Menardi : We're not yelling! We just want a straight answer. So, Sheba?

Sheba : Their minds are veiled. I cannot see clearly... but I think...
it's the one.

Saturos : It's a waste to make her try again.

Menardi : So, what do we do?

* - Saturos turns to Isaac's group.

Saturos : Do you know the terms we will require before we agree not to harm
Sheba?

- (Yes)

Saturos : You're smarter than I thought if you've already figured it out.

- (No)

Saturos : I want the rod that will get us into Jupiter Lighthouse.

Saturos : If you give the Shaman's Rod, Sheba will not be harmed. Agreed?

- (Yes)

Ivan : The Shaman's Rod? If it means saving Sheba, I will give it to you.

- (No)

Ivan : he wants the Shaman's Rod. If it will save Sheba, I'll give it up.

Garet : What? But Hammet gave that to you, Ivan!

Menardi : Don't you care what happens to Sheba?

Saturos : Then you will give us the rod!

Menardi : Well done, Saturos! We finally have the Shaman's Rod!

Saturos : Go get it, Felix!

Felix : Why me?

Saturos : To ensure your loyalty to us!

Menardi : Go on, Felix!

<game> : Isaac handed over the Shaman's Rod.

Felix : What should I do with the rod?

Saturos : Keep it safe!

* - Sheba starts to leave.

Menardi : Where do you think you're going, Sheba?

Mia : We gave you the rod. Now, release Sheba!

Saturos : Whatever do you mean?

Ivan : You said you'd free Sheba if we gave you the rod.

Menardi : Those were your terms.

Mia : We gave you the rod, so release Sheba!

Saturos : You seem to have misunderstood. I said we wouldn't harm Sheba... but I never said we'd let her go!

Garet : You're altering the bargain?

Menardi : Ha ha! We can't help it if you misinterpreted Saturos's terms!

Saturos : Besides, if we were to release Sheba, she'd be in quite a fix.

Mia : What do you mean?

Menardi : Sheba can't get back to Lalivero alone.

Ivan : What do you mean? We're going to take Sheba... Oh no...

Saturos : That's right. You won't be going back. This is it for you!

Mia : Excuse me?

Garet : Enough! You're the ones who aren't going anywhere!

Saturos : Bring it on, whelp! You won't live long enough to regret your stupidity!

Menardi : Prepare to experience first-hand the horror of a master Fire Adept!

* - Saturos and Menardi engage Isaac's group in combat. After the fight:

Garet : We did it! We beat 'em!

Mia : All right, Sheba... Let's go!

* - Felix moves in front of Sheba.

Ivan : Felix! What are you doing?

Felix : I cannot give up Sheba...

Garet : What!?! But we just saved you!

Felix : I never asked you to help us...

Mia : Felix, you're not one of them. You're free to go now... So why are you doing this?

Felix : The four beacons must still be lit...

Ivan : You're going to light the beacons!? That's ridiculous!

Felix : I felt you'd say that. But I'm going to do it anyway!

Garet : So, wait... If he means to light the beacons, then he's our enemy, right?

- (Yes)

Felix : Do what you will, Isaac, but if you try to stop me, I'll fight you.

- (No)

Felix : Friend or enemy, you won't stop me from taking Sheba with me!

Saturus : I hope you don't think you've finished us off.

Mia : You may not be finished, but you can barely stand.

Menardi : Right now, yes.. But we'll be back on our feet.. as soon as we do...
THIS!

* - Saturus tosses the Venus Star into the beacon.

Ivan : Oh, no! He threw the Elemental Star into the lighthouse!

Mia : How could this happen... We couldn't keep them from lighting the beacon!

Saturus : That's not all... The energy of the beacon will restore our power.

Garet : How can it restore their power? Venus is the earth elemental, right?

- (Yes)

Garet : Then why would Venus give power to Fire Adepts?

- (No)

Garet : Have you forgotten everything we've learned? Venus is earth.
It shouldn't be a source of power for Fire Adepts!

* - Light bursts forth from the beacon.

Menardi : Fire and earth share a symbiotic relationship.

Saturus : This light will restore our Psynergy!

Mia : We'll fight you as many times as it takes. We won't lose!

Saturus : You may have beaten the two of us...

Menardi : But now, you face the true might of [sic] Fire Clan of the north!

Garet : Fire Clan of the north?

Saturus : Bear witness to the true strength of the northern wilds!

Garet : Oh, give it up! We beat you once, we'll do it again!

Menardi : Go, Felix! Take Sheba and go!

Felix : I can... go?

Saturos : We may not have the strength to protect Sheba after this. You must take Sheba to the ship without fail!

Menardi : What are you waiting for? Go! Now!

Felix : No. I cannot leave you to fight them alone.

Saturos : Are you saying you don't want to lose to Isaac?

* - Felix nods.

Menardi : I wonder if that's true...

Felix : What was that?

Menardi : Wouldn't you be just a little sad to see your childhood friend perish?

Felix : What are you saying?

Menardi : I'm saying you're here to protect this brat from your past.

Felix : Do you really think that I would help them?

Menardi : Let's just say that I wouldn't put it past you.

Felix : And you, Saturos? Do you agree?

Saturos : I wouldn't say that... But it would be best not to raise our suspicion.

Felix : Now, who's telling whom what's best! Fine! I'll take Sheba for you! Come on, Sheba!

* - Felix and Sheba flee.

Garet : Wait, Felix! I won't let you go!

Saturos : Heh heh... Felix is the least of your worries right now.

Mia : Oh my--they're glowing!

Menardi : It's time you learned what true power is!

Ivan : Their Psynergy is overflowing!

Saturos : Hya ha ha! It's too late to run!

* - Saturos and Menardi begin to amalgamate.

Garet : Uh-oh... They're fusing!

Ivan : They've merged into one another! Everyone get back!

* - They become the two-headed "Fusion Dragon". After defeating the beast:

Saturos : How... How... did we lose?

Menardi : We are superior in every way, but still we were defeated...

* - They collapse, and fall into the deep hole in which the beacon resides.

Garet : We did it! We won!

Ivan : We beat them... but have we really won?

- (Yes)

Ivan : Even though we couldn't stop the beacon from being lit?

- (No)

Ivan : All our efforts were for naught.

Garet : What are you talking about? We did everything we could! Sure we couldn't save Venus Lighthouse, but... We beat them! They're gone! You saw them fall down into the pit... So we don't have to worry about any more beacons being lit!

Mia : But Felix is gone, and he's taken Sheba...

* - Everyone but Garet notices something.

Garet : What's with you guys? Isaac... What are you lookin' at!?

* - Garet looks where they're looking.

Garet : Felix!

* - Felix and Sheba are still in the aerie.

Felix : Did you finish them? No one knew their power better than I did. If you destroyed them... Then I am no match for you now, Isaac... I must go... Come, Sheba!

Mia : Wait, Felix!

Ivan : Why do you run from us?

Garet : They fell into the lighthouse. It's all over!

Felix : Poor fools... If you think it's over, you are sadly mistaken!

Mia : If you plan to light the other beacons, you will still need...

Felix : The Elemental Stars? We have them!

Ivan : They're gone, Felix! You don't have to light the beacons anymore...

Felix : Yes, I do. If I don't light the beacons...

Garet : What will happen?

Felix : It's no use talking about it... Just wait and see!

Mia : If you won't release Sheba, we'll have to take her back!

* - Suddenly, the beacon's power breaks the entire lighthouse into four pieces:
northeast/west and southeast/west.

Ivan : The lighthouse...!

Garet : Isaac! They're too far away! We can't reach Felix!

Mia : That's not all! There's light coming from down below!

* - A green sphere rises in the middle of the aerie, like the blue one at
Mercury Lighthouse. Its energy knocks Isaac's group down...

Felix : Noooo! Sheba!

* - ...and causes Sheba to lose her balance, falling off the ledge she was on.
She manages to grab onto it, however.

Felix : Hold on, Sheba! Take my hand!

Sheba : I can't...

Felix : You must try! If you don't, you'll fall!

Sheba : Look down... The foundations of the lighthouse are crumbling!

Felix : Why is this happening? Is it to protect Venus Lighthouse?

Sheba : I'm slipping... I can't hold on any longer...

Felix : Nooo! Don't let go! You can't! You'll...

Sheba : Good-bye, Felix, and thank you.

* - She falls.

Felix : SHEBA!!! No! I won't let you die!

* - He jumps after her.

Isaac : !!!

Garet : Sheba fell after that last tremor...

Ivan : Felix didn't dive into the sea after her, did he?

Mia : I can't believe he did that from so high up!

Garet : You idiot, Felix! I can't believe he said he'd light the other
beacons.

Ivan : We would have had to fight him if this hadn't happened...

Mia : But he sacrificed himself to save Sheba. He's not like Saturos.

Garet : I'm at a loss, Isaac. We have to decide what to do next.

Ivan : What to do? What CAN we do?

Mia : What about Jenna and the others at Idejima?

Garet : Oh yeah! I completely forgot about Jenna! Isaac! Listen up!
We've got to find Jenna!

* - Isaac snaps out of the sort-of daze he was in.

Garet : Look at that! Isaac has finally come back to his senses!
Shouldn't we go find Jenna and the others right away?

- (Yes)

Garet : It's about time you started agreeing with me!

Ivan : Isaac, you'll have to tell Jenna about Felix.

Mia : I know it will be hard, but you'll be there to comfort her.

- (No)

Garet : After all this, you don't have the guts to tell Jenna about Felix?

Ivan : If you don't tell her what happened to Felix, then who will?

Mia : You're going to have to find a way to console Jenna...

* - Garet looks around.

Isaac : What's the matter, Garet?

Garet : I was just thinkin'... How the heck are we supposed to get down?

Mia : Good point. This is going to make leaving very difficult...

* - The four pieces of the lighthouse merge back together.

Ivan : It's back to normal!

Garet : That was odd... What's going on around here?

Mia : I don't think we'll ever know.

Ivan : At least now, we can go search for Jenna and the others.

Garet : All right, let's go, Isaac! It's time to find Jenna!

* - The group departs. The screen blanks out.

<game> : But despite a long and tiring search, Jenna was nowhere to be found.

* - They return to Faran's residence in Lalivero.

#####

[01'42] --- Lalivero --- [01'42] ##

#####

\$# Faran's residence #
#####

Ivan : How did the search for Sheba turn out?

Faran : We were unable to find any sign of her. The seas are too rough to search. And there's no sign of her on land...

Iodem : Tolbi is responsible for Sheba's fate. No apology can reflect the sorrow I feel at your loss, Faran...

Faran : All we can do for Sheba now is... hope. But tell me, what of Jenna and the others?

Garet : The same. We've searched all over, but they're nowhere to be found.

Mia : The ground tore apart from the shock of the lighthouse, and the ship...

Ivan : Apparently, everything at Idejima, including the ship, was swept away...

Iodem : So, Idejima itself was washed out to sea?

* - Regardless of Isaac's reply:

Iodem : Incredible... Then the cave, too, have been flooded?

Garet : But we think Jenna and the others are still alive.

Mia : They may have been washed out to sea with Idejima.

Ivan : We have decided to continue searching for Jenna. Haven't we, Isaac?

-(Yes)

Faran : Do not worry about Sheba. I just hope you are able to find Jenna.

-(No)

Faran : You need not worry about Sheba...

Faran : We will find Sheba without fail... Sheba has been in dangerous situations before and lived. But this time, I believe it was nothing short of a miracle... Who knew the sea would rise up to the lighthouse just as she fell?

Mia : Can you really call that a miracle?

Faran : Do you think it was just good luck?

Iodem : Let's call it mere coincidence, for now.

Faran : Nothing is coincidental when it comes to this child.

Ivan : So, you believe... Sheba survived...?

Faran : Yes. I am sure of it.

Iodem : Just because Sheba... was an Adept?

Faran : An Adept... What is that?

Iodem : Well, it's...

* - He turns to Isaac's group.

Iodem : It's someone with abilities like theirs.

Faran : Isaac, you and your friends are truly amazing. You were able to enter the ancient ruins and get to Venus Lighthouse. But Sheba was different. She couldn't enter the ruins.

Iodem : That's just because Sheba's abilities are different from theirs.

Garet : No matter how many times I explain that to Faran... He doesn't get it!

Iodem : Garet, don't be rude...

Garet : Unfortunately, we don't have time to talk. We've got to go!

Faran : That's right. I didn't mean to keep you...

Ivan : That didn't come out right...

Faran : We mean that while we're talking, Jenna and the others are lost at sea. I understand your desire to leave as soon as possible. The seas have been very rough since the beacon was lit. Be careful!

Garet : You, too. Farewell.

Faran : Take care... and farewell!

Mia : Thank you very much. I hope your search for Sheba yields success.

* - Social Script, Iodem:

Iodem :{S} Please wait for me outside Faran's house. I wish to speak with you.

{M} I must explain their promise to Lord Babi, before it's too late!

* - As Isaac's group goes to leave, if Iodem was not spoken to:

Iodem : Please wait for me outside Faran's house. I wish to speak with you.

\$# Outside Faran's residence #
#####

* - When moving away from the house:

Garet : Where are you going, Isaac? Iodem asked us to wait. Did you forget?

-(Yes)

Mia : We're going to need to work on your memory, Isaac.

-(No)

Mia : I know we need to leave, but we should hear what Iodem has to say.

Ivan : We can delay our departure a little longer. Let's wait.

* - Iodem exits the house.

Iodem : Thank you for waiting for me. As you no doubt have guessed, I need to speak with you about Lemuria.

Mia : Yes, the island of the ancients far out to sea.

Iodem : When you could not find Jenna, you returned to Venus Lighthouse.

Garet : Yeah. The base of the lighthouse was flooded, so we couldn't get out.

Iodem : And that's when you gazed out to see, as you promised Babi you would.

Ivan : Yes... And we saw an area wrapped in mist.

Iodem : I remembered how Babi said Lemuria was always covered in mist. I am not sure, but I am beginning to think that may be Lemuria...

Mia : If it is, then Babi's life...

Iodem : ...could be saved? Yes.

Garet : Then I guess we have no choice but to go...

-(Yes)

Iodem : Good. Then it's settled. I'll make arrangements for you to leave at once.

-(No)

Iodem : You swore an oath. It is meaningless unless you go immediately.

Ivan : But... we have to find Jenna first...

Iodem : That is the other reason I wanted to see you... to give you this.

<game> : Iodem takes out the Black Orb.

Mia : Oh, isn't that...

* - If Idejima (peninsula past the Gateway Cave in Suhalla Gate) was visited:

Iodem : You will need it to sail Babi's ship. I thought the ship we saw at Idejima was Babi's...

* - He shakes his head.

Iodem : His ship is here in Lalivero.

Garet : So the ship at the peninsula was Saturos's ship!

Iodem : Perhaps, but we have no way of finding that out now...

Mia : Yes... They're gone...

Garet : But now we can sail the ship of the ancients!

Ivan : It will certainly aid us in our search for Jenna.

Iodem : Babi told me the ship of the ancients is an incredible vessel. It will make your search for Jenna easier.

* - If Idejima was not visited:

Iodem : You will need it to sail Babi's ship. Babi told me the ship of the ancients is an incredible vessel. It will make your search for Jenna easier.

* - Regardless:

Garet : We appreciate it.

Iodem : But I want you to find Lemuria as soon as possible.

Ivan : We promised Babi we would find Lemuria. We will not fail him.

<game> : Isaac got the Black Orb.

Iodem : The ship is docked at the edge of town. You will know it when you see it. Farewell! And bring back news of Lemuria!

* - Iodem returns to the house.

Garet : Right on, Isaac! We finally get to see the ocean!

Mia : To sea we go!

Ivan : It is time to depart.

\$# Social Script #
#####

[Outside]

[001] :{S} The explosion in the Venus ruins caused Babi Lighthouse to crumble. The works of man can never withstand such mystical power.
{M} Iodem of Tolbi doesn't seem too disappointed about Babi Lighthouse... It must have just been another whim of that tyrant, Babi...

[002] :{S} If you defeated that evil bunch you must be mighty warriors!
{M} You must be great warriors to defeat them... Can I become your apprentice?

[003] :{S} Where could Sheba be now? I'm so worried.
{M} If Sheba used her great powers, then she must still be alive. But surviving such rough seas must be very difficult.

[004] :{S} I saw the beacon of Venus Lighthouse light up... It was one of the most beautiful sights I have ever seen...
{M} Venus Lighthouse has been the symbol of Lalivero since the olden days... The lighting of the beacon may be a sign of good things to come.

[005] :{S} I can't believe you escaped Venus Lighthouse. What? The tunnel under the lighthouse is not flooded? So that's how you came back, huh?
{M} Venus Lighthouse is still standing strong despite what happened. It must have been built by the gods...

[006] :{S} Are you leaving Lalivero?

- (Yes)
I do not know where you are headed, but wherever it is, you will do fine.

- (No)
You are staying? Splendid! Me and all the Laliverans will feel much safer.

{M} After everything that happened, Lalivero no longer feels safe.

[007] :{S} Sheba jumped into the ocean from atop the lighthouse? Unbelievable!
{M} Sheba would be fine--even after falling from such a height...

[008] :{S} The peninsula behind Venus Lighthouse is flooded... The powers of the ancients are fierce!
{M} The ocean is so rough since the peninsula was washed away.

They say once strange event invites another... leading to great disaster.

Soldier 1 :{S} Ha ha! I thought they had done me in for sure, but I'm all better now.

{M} I am all healed now, but I lost all my confidence after being beaten. Even if I return to Tolbi, I will never fight again.

Soldier 2 :{S} I will never let me guard down again. We will be the ones to protect Lalivero from danger...

{M} I wanted to be a part of the battle at Venus Lighthouse.

Soldier 3 :{S} Apparently, a ship has been docked here all this time... It must be a very special ship.

{M} This sure seems like a strange place for Babi to moor his yacht.

[Buildings]

* - Faran's (F's) residence:

Iodem :{S} Isaac, that boat belongs to you now. Do not hesitate to use it any way you wish.

{M} Please use that ship to find Lemuria, the land that Lord Babi sought.

Faran :{S} You will find Jenna someday. Farewell.

{M} So there are some people like Isaac and his friends in Angara... If only I were a little younger... I'd go to Angara...

F's Wife :{S} Faran says knowing her powers, Sheba is alive without a doubt. But I can't be as sure as Faran until I see her.

{M} I don't need fame or fortune... I just want Sheba to be safe. Sheba...

F's Son :{S} You are leaving after all, aren't you... You are welcome in Lalivero anytime.

{M} Why won't anyone stop Isaac and his friends from leaving us?

[003] :{S} They say the lighthouse crumbled down. That's as it should be.

{M} Tolbi is to be blamed for what happened to Sheba! Tolbi should be cursed and destroyed!

[004] :{S} The continent broke apart around the lighthouse, and the lands beyond it are now far from the continent of Gondwan. Will they ever return?

{M} I shudder to think what would happen if our town was washed out to sea.

[005] :{S} What happened to those living on the other side of the lighthouse?

{M} We're lucky that we live north of the lighthouse. If we didn't, we wouldn't have made it.

Innkeeper1:{S} I didn't know it at the time, but that loud noise was the sound of the beacon being lit. The inn guests all become scared and ran outside.
{M} Why would the lighting make such a loud noise? Was that the noise of that star-like thing above the lighthouse?

Innkeeper2:{S} I must say, it is nice to see the light of the beacon at night.
{M} I'm sleepy. These bright nights have been keeping me up late.

[008] :{S} Fishing is so difficult nowadays because the ocean is so rough. We have little to cook when we can't fish. That's no good for us!
{M} Gee... What am I going to cook for dinner tonight?

[009] :{S} Babi Lighthouse crumbled when all the lands shook. No one can enter now because it is too dangerous inside.
{M} Will they continue on, or quit now that Babi Lighthouse has crumbled?

[010] :{S} So the ruins really are connected to Venus Lighthouse. I knew it! What Sheba said was true!
{M} We can't possibly dig a hole from here to Venus Lighthouse. It must have been very difficult for those who made this tunnel.

[011] :{S} I always wanted a break, but being on vacation all the time is no fun.
{M} I'm worried that we won't get paid now that the construction has ended.

[012] :{S} You finally solved the mystery of the ruins... I had no idea these ruins were connected to Venus Lighthouse.
{M} The mystery of the ruins should have remained a mystery.

[Item] :{S} It is impossible to go out on the ocean now. Be careful when you do. The Champa who rule the seas are frightful people. Beware.
{M} The Champa are people from a coastal village in Angara.

[014] :{S} Sheba would be fine. Sheba was fine when she fell from the sky. The height of the lighthouse is nothing to her!
{M} Seeing Sheba dive must have been beautiful...

[015] :{S} Sheba will wake when the beacon in Venus Lighthouse is lit. Then, Lalivero will be free from Tolbi's grip...
{M} I can't wait until Sheba is back. All of Lalivero is awaiting her return.

Healer :{S} Babi Lighthouse was struck down, just as I knew it would be.
{M} First, the lighthouse was struck down. Next, Babi himself will be punished.

[Weapon] :{S} I went to the ocean to look for Sheba today, but it was so rough.
{M} No one could possibly swim in an ocean that rough.

[Armor] :{S} We wanted to send ships out to sea to find Sheba, but we can't yet. The ships would capsize in the rough waters.
{M} When will the ocean be calm again?

[019] :{S} Everyone says that Sheba is okay... Is that true?
{M} If she is indeed the child of the gods, she will survive.

[020] :{S} I realized how thoughtless I was after what happened... Lalivero needs Sheba.
{M} We want to believe in something at times like this. If we had Sheba now, I could have relied on her.

\$# Where Babi's ship is located #
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* - Outside the building:

Soldier 3 : I was told to let you in if you showed up... The door is open.

* - Inside, the Lemurian ship rests underwater. As the Black Orb is activated, it rises to the surface.

Garet : It looks like it's finally time to leave Gondwan.

Ivan : It's so strange... We've been traveling for so long, and yet it feels like we've only just begun.

Mia : Now that I think about it, so many things have happened.

Garet : But our journey will be over as soon as we find Jenna, right?

-(Yes)

Garet : The end of one journey, but the beginning of another? No way!

-(No)

Garet : What did you say? Our next journey? What journey is that?

Ivan : You didn't forget, did you, Garet?

Mia : Our promise to Babi.

Garet : Oh... Lemuria!

Ivan : I wonder what kind of place Lemuria is.

Mia : We have to find Jenna before going to Lemuria, don't we?

-(Yes)

Garet : Yeah. That's important.

-(No)

Garet : Huh? Jenna's going to be very sad when I tell her what you said!

Ivan : At any rate, this will be our first time on the ocean.

Garet : So this is the ocean Kraden wanted me to see.

Mia : The seas are very rough. Do you think we will be okay?

-(Yes)

Mia : This is a Lemurian ship. We'll be fine.

-(No)

Mia : I guess it's hard to say. Still, we must go, just the same...

Garet : Well... Shall we, then?

Ivan : To sea...

Mia : Jenna is waiting for us!

* - They board the ship and set off. The credits roll.

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## [01'43] --- Epilogue --- [01'43] ##
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* - The Idejima "peninsula", severed from Gondwan, drifts at sea. Jenna and Kraden are on-screen, as is (and was) Saturos's ship.

Jenna : Oh, Kraden... How long will this island continue to drift?

Kraden : I don't know... I wish you could tell me.

Jenna : Sheesh... You're no help in times like this.

Kraden : Hey, I'm hungry...

Jenna : How can you think about food? I wonder what happened to my brother..

Kraden : I can't be certain, but it looks like they lit the Venus beacon.

Jenna : You don't have to tell me that. That's how we wound up adrift at sea, right?

Kraden : You are so cranky today, Jenna! Well, I suppose you must be worried about Felix.

Jenna : Isaac and his friends must have been nearby, too.

Kraden : They probably were...

Jenna : I miss them... Isaac... Felix...

* - Alex walks up to them.

Alex : There is something I wish to show you. Walk this way.

* - They head to the beach at the other end of Idejima, where Felix and Sheba have washed ashore.

Kraden : Felix! Sheba!

Jenna : Felix... Sheba...

Kraden : They... They're alive.

Jenna : They're alive!

Kraden : What is this? Alex, what happened?

* - The screen blanks out.

To Be Continued

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### [02'00] --- Addenda --- [02'00] ###
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## [02'01] --- Djinn & Summons --- [02'01] ##
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#####
$# Abilities $#
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[Venus]

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Flint : Strike a blow that can cleave stone.
Granite : Create a mighty earthen barrier.
Quartz : Revive a downed ally.
Vine : Tangle foes to drop Ability.
Sap : Attack a foe and steal HP.
Ground : Use gravity to hold a foe.
Bane : Attack with nature's venom.

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[Mars]

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Forge : Boost party Attack with flame's fury.
Fever : Wrap a foe in feverish delusion.
Corona : Boost party Defense with a heat aura.
Scorch : Stun a foe with a blast attack.
Ember : Restore party PP with passion's flames.

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Flash : Block damage to party with a firewall.
Torch : Penetrate defense with a melting blast.

[Jupiter]

Gust : Attack with mighty wind gusts.
Breeze : Boost party Resistance.
Zephyr : Boost party Agility with swift wind.
Smog : Veil a foe's vision in smoke.
Kite : Attack twice next round.
Squall : Paralyze a foe with a storm.
Luff : Seal a foe's Psynergy.

[Mercury]

Fizz : Restore HP with calming water.
Sleet : Drench a foe to drop its Attack.
Mist : Lull a foe into deep sleep.
Spritz : Restore party HP with soothing mist.
Hail : Freeze a foe to drop its Defense.
Tonic : Heal all party ailments.
Dew : Revive a downed ally.

\$# Summons \$#
#####

[Venus]

01: Venus - The elemental power of earth.
02: Ramses - Guardian of an immortal pharaoh.
03: Cybele - The great mother of the earth.
04: Judgment - The might of the apocalypse.

[Mars]

01: Mars - The elemental power of fire.
02: Kirin - A mystical beast cloaked in flame.
03: Tiamat - The queen of all dragons.
04: Meteor - A meteorite from deep space.

[Jupiter]

01: Jupiter - The elemental power of wind.
02: Atalanta - The heavenly huntress.
03: Procne - A goddess in bird form.
04: Thor - The mighty god of thunder.

[Mercury]

01: Mercury - The elemental power of water.
02: Nereid - Princess of the sea spirits.
03: Neptune - An incarnation of the sea king.
04: Boreas - The god of the north wind.

\$# Meeting Flint (Venus) #
#####

* - Isaac encounters Flint flying around near Vale.

Flint : Oh! A traveling warrior! And I see you're an Adept, too! You are just the kind of fighter that I've been looking for. Won't you please take me along with you? I am a Venus Djinni. My name is Flint. I must find my comrades. We were separated from each other when the volcano erupted. ...Maybe you can help gather my friends together as you travel. If you let me join you, I'll prove to be very beneficial to you Adepts! Your Psynergy will grow stronger, and your Adept skills will also improve. You can call on us in battle or just use our power to boost your own! If you call on many of us at once, our powers will work together! What do you think? Will you take me with you?

* - Flint responds the same to "Yes" regardless of when it is chosen.

- (Yes)

Flint : Oh, you'll see! You won't regret it!

- (No)

Flint : Come on! I promise you won't regret it! Please take me with you!

-- (No)

Flint : Pleeeeeease! I'll never let you down. Can't I go with you?

--- (No)

Flint : No, I'm serious! I'll never, ever disappoint you. Please!!!

---- (No)

Flint : PLEASE take me with you! Please! I'm begging!

----- (No)

Flint : Please!

----- (No)

Flint : Take me with you!

-----= (No)

Flint : Meanie! I don't care what you say! I'm coming along with you!

<game> : Flint, the Venus Djinni, is now Isaac's ally!

Flint : Now, I'll briefly teach you how to use Djinn. After bringing a Djinn into your party, you must set it to somebody.

* - Flint opens up the Djinn menu to demonstrate some things.

Flint : To give your Djinni to someone else, move it like this. After choosing who will take the Djinni, you can set it. Setting a Djinni changes your attributions and maybe even your class. When your class

changes, the Psynergy you can use may also change.

Next, I'll show you how you can use us in battle. Each Djinni has different powers. Once we are set, you can unleash us to use our powers. So, let me demonstrate the power of my attack, Isaac.

* - They automatically engage an enemy in battle.

Flint : Choose this command to unleash me in battle, OK? That's all you have to do to unleash a set Djinni!

* - Isaac uses Flint's ability.

Flint : See! When you unleashed me, I attacked with my mighty stone-cleaver! After being unleashed, we Djinn will then stand by to be summoned... If you have standby Djinn, you can summon even greater powers!

* - With one Venus Djinni (Flint) on standby, Isaac summons Venus.

Flint : See! We Djinn can be very useful, can't we? And one more thing... After a Djinni has been used to summon, it must spend time in recovery. And after we recover, we will set ourselves again and be ready to attack. So, we go from set to standby to recovery, then back to set. This is the simplest way to use us.

Did you get all that?

-(Yes)

Flint : Oh, yeah! If you want to learn more about Djinn, refer to the help, OK?

-(No)

Flint : Hmmmm, shall I explain it all to you again?

--(Yes)

Flint : Well, then, I guess I'll start from the beginning, OK?

* - Flint repeats the explanation.

--(No)

Flint : Oh, yeah! If you want to learn more about Djinn, refer to the help, OK?

Flint : Okay, I'll join you now. Thank you very much! Please, use us Djinn wisely.

<game> : The Venus Djinni Flint joined Isaac.

[02'02] --- Lunpa --- [02'02] ##

#####

Since guards are blocking the village's proper entrance, the only way to enter is found within a nearby cave. There, Frost can be used on a puddle of water under a lowered gate, thus pushing the gate open.

\$# Social Script #
#####

[Village gate]

Guard 1 : {S} What's with you? You wanna enter Lunpa?

-(Yes)
Well, you can't! Go back to where you came from!

-(No)
You came all this way for nothing? That doesn't make any sense...
Lunpa's no place for people like you. Go back where you came
from!

{M} I wonder if these guys will try to enter from the cave west
of town. Well, the gate there is too heavy for them to lift,
anyway. No worries!

Guard 2 : * - Before Hammet is captured:

{S} This is Lunpa. You cannot enter without Dodonpa's authorization.

* - After Hammet is captured:

{S} You're not from Kalay, are you?

-(Yes)
You're not here to save Hammet, are you?

-(Yes)
We'll return Hammet to Kalay very soon. Just wait a little
longer... That's what Dodonpa told us to say.

-(No)
Oh, please! No one would come to Lunpa unless it was to save
Hammet! You don't want to make me angry. You wouldn't like me
when I'm angry!

-(No)
That last group said the same thing, but we didn't trust them,
either. Leave now if you don't want to get hurt.

{M} Even if they enter through the cave, they can't get into town.
The gate in the cave can only be opened from the inside.

[Village - Outside]

[001] :{S} Have you been in Lunpa long?

-(Yes)

Hmm... Your face doesn't ring a bell. I guess you don't really stand out.

-(No)

Oh, so you're a new member of Dodonpa's gang?

{M} I doubt anyone could enter Lunpa now with all this tight security.

[002] :{S} The chef from the inn has been delivering means to the fortress lately. He says security is very tight--even inside the fortress.

{M} The chef said the fortress is so scary, he never wants to go back.

[003] :{S} Is it true that Dodonpa kidnapped Hammet and extorted ransom for him?

-(Yes)

Then I guess Dodonpa's men were telling the truth.

-(No)

I didn't think so. Not even Dodonpa would do such a terrible thing.

{M} Once they get the ransom, they'll set the hostages free, no matter what. But the merchant caravan hasn't left yet. What's going on?

[004] :{S} Donpa is too old to lead, so his men do whatever Dodonpa says.

{M} Lunpa died when Donpa was still young. It made Donpa a lonely man... They say that's why he spoiled Dodonpa so much... What a mistake that was.

[005] :{S} We've had no freedom ever since the caravan came to the village. We can't leave the village, and no one is allowed in. I hate it..

{M} It sure was strange of Hammet to come here just to get caught.

[006] :{S} The righteous thief, Lunpa, and his son, Donpa--They were great men.

{M} Dodonpa can do his evil deeds, but how can he live like this? If he makes any money, he should pass it around to us poor villagers.

[007] :{S} Donpa has no idea what Dodonpa is doing. The village would change if Donpa heard about Dodonpa's evil deeds...

{M} Dodonpa keeps Donpa hidden away in the fortress so that he won't find out about all the evil things Dodonpa has been up to.

[008] :{S} You want to see Donpa?

-(Yes)

Donpa is in the fortress. You'll have to go there if you want to see him. But security at the fortress is very tight.

-(No)

I didn't think so... It's impossible to see Donpa now.

{M} The fortress is guarded all day long. No one outside the fortress can get in to see Donpa.

[Village - Buildings]

Healer :{S} I think that thief Dodonpa is a terrible man. But it's not fair to blame the Lunpans for it. They need our care, too.

{M} We can't leave Lunpa--not when Dodonpa's men are watching like that.

Innkeeper1:{S} Do you want to sleep at my place?

-(Yes)

You must be kidding. Go rest in your own home!

-(No)

Of course not! With no travelers in town, no one wants to stay here.

{M} I just have to hang in there. I'm not closing my inn 'til the village is free.

Innkeeper2:{S} Dodonpa made a pretty penny for himself by capturing Hammet, but he doesn't care about what happens to us villagers at all.

{M} Dodonpa doesn't care about anyone but himself. That's why he does this...

Chef :{S} Do you want to hear about how I delivered meals to the fortress?

-(Yes)

I was blindfolded and guided along a cool path. I walked for a while. I heard my footsteps echoing, so it must have been an underground path.

-(No)

I was so relieved when I got back to the village. The guy

I delivered food to? They called him Hammet.

{M} I feel bad for that poor man they've got locked up in the
dungeon...

Employee 2:{S} It doesn't matter how much we clean or wait for customers.
No one will come.

{M} At this rate, I'll be fired before I know it...

[Weapon] :{S} The village is sealed, so we can't buy or sell anything.
Dodonpa doesn't care about my business.

{M} I'll have to close this shop soon if things don't change...

[Armor] :{S} I'll sell you as much armor as you like, once the village is
reopened.

{M} I should have bought more stock while I had the chance...

[008] :{S} Lunpa was caught in the great flood while traveling with someone
named Babi.

{M} What kind of name is Babi, anyway?

[009] :{S} Lunpa passed away long ago, when the world was hit by a huge
flood. Lunpa had gone south... and he was never seen again
after the flood.

{M} They say the flood claimed many lives, all across the continent.

[010] :{S} The fortress was built during Donpa's rule. He built the fortress
so well, not even an ant could sneak in.

{M} The fortress was built so its guards could see every corner.

[011] :{S} The inn's chef is the only one in town who can enter the
fortress.

{M} After the caravan of merchants was captured... That was when they
ordered the chef inside the fortress.

[012] :{S} My late grandfather traveled the continent with Lunpa. He would
be very sad to see the things Dodonpa is doing now.

{M} Lunpa used to be a good place, but not anymore.

[013] :{S} We may live in Lunpa, but we'll never work for Dodonpa.

{M} They keep pushing us to work for Dodonpa! I can't stand this!

[Item] :{S} They bought a lot of stock, which is why they're holding up, but
I still feel bad for them and all the lost business.

{M} I bought a lot of stock, but I'm already running out...

[Lunpa Fortress Gate]

* - As Isaac's group approach:

Guards : Don't come any closer to the fortress!

* - The two guards move to the gate.

Guard 1 :{S} How can Dodonpa be so devious? I can't believe he is the son of Donpa.

{M} Dodonpa is a genius! Not releasing Hammet is so smart... It's a great way to use Hammet to keep extorting money from Kalay.

Guard 2 :{S} Not even a mouse could enter this fortress while I'm on watch!

{M} You'd have to be a shadow to sneak past me.

* - After using Cloak to sneak past them, while still hiding:

Guard 1 :{S} Huh? I could swear I just heard someone!

Guard 2 :{S} You're crazy! Still, this place IS kind of creepy. I never did like it here!

* - After using Cloak to sneak past them, if they spot you:

Guard 1 : Hey, hey! Who are you!

Guard 2 : That's strange. I've been on watch this whole time, so how did you get here?

Guard 1 : Regardless, no one is allowed in!

Guard 2 : That's right. No one is allowed in! Off with you now! Off, I say!

[Fortress]

[001] :{S} Where could Dodonpa be? He's not in his room, but he couldn't have left.

{M} Dodonpa's wife was looking for him, but she can't find him anywhere.

[002] :{S} Whee! Thanks to Hammet we can enjoy food and drink all day long!

{M} We can eat all we like! It was all bought with the money from Kalay! I love gorging myself for free!

[003] :{S} Donpa is supposed to be old. I wonder what he's fighting with in the fortress. That's why he's been in poor form and spends his time resting. What are you going to do?

{M} Is there anyone in the fortress who can face Donpa in battle? No one is allowed into the cave to find out.

[004] :{S} With Hammet here, we can milk as much money as we want out of Kalay. He's a money tree for us, hic!

{M} As long as we have Hammet, all of Kalay's earnings will be ours.

[005] :{S} Wh-Wh-Who goes there! Wh-Who are you? You don't look nearly as mean as the thieves in the fortress. Did you sneak into Lunpa Fortress in search of something?

- (Yes)

The great merchant Hammet? I'd tell you if I knew, but I don't.

- (No)

Who would sneak into such a dangerous place just for fun?

{M} Maybe that merchant is the reason they've closed off the lower caves...

* - "Dd's" = Dodonpa's

Dd's Wife :{S} Do you know where Dodonpa is?

- (Yes)

Really? That's fine, as long as he's in the fortress.

- (Yes)

Sigh. Don't tell me he's gone off, trying to relive his youth again... I take my eyes off him for a minute, and he's off chasing a new sweetheart.

{M} We've already decided that Donpappa will be Dodonpa's successor! At least that tradition won't change!

Dd's Dau :{S} Papa always gets friendly with the ladies when Mama's not lookin' That's why Mama always keeps a sharp eye on Papa.

{M} I'm not going to marry anyone like Papa when I grow up!

Dd's Son :{S} Papa misbehaves and makes Mama worry. I have to be good so Mama won't worry so much.

{M} When my Papa's gone, I, Donpappa, shall protect Lunpa myself.

Dd'sMother:{S} Dodonpa's child is so well behaved, I can't believe he's his father's son! It's a pity that child can't have an innocent childhood.

{M} Being watched by Donpappa makes me feel like I'm being judged.

[010] :{S} Poor, poor Donpa. Dodonpa's behavior is driving him into despair. Donpa can't last much longer like this...

{M} If Donpa dies, Dodonpa will be even more... I get scared just thinking about it.

[011] :{S} Nearly all of these women were brought here against their will, like me. Sigh. I want to go back to my hometown, just one more

time.

{M} I know Donpa would let us go if he were well... I hope he gets better soon!

* - Donpa is resting in bed.

Donpa :{S} Z-z-z-z... Z-z-z-z...

{M} Father... I'm so sorry about Dodonpa. Someone will teach him a lesson someday.

[013] :{S} Shhh! Please don't wake Donpa! He's been driven to despair after battling a terrible foe. It is all because of that Dodonpa! After you the one who Donpa said would come to punish Dodonpa?

-(Yes)

Donpa has waited a very long time for you.

-(No)

Oh, you're not? Well... can you do it anyway? Someone has to do it!

Donpa knows that he coddled Dodonpa too much as a child. It pains him so much. He can't die with things the way they are. Maybe if Dodonpa's eyes are opened, Lunpa will be a good place again.

{M} If someone would punish Dodonpa, I'm sure Donpa would offer a reward. He might even give that person Dodonpa's ill-gotten goods.

#####

\$# Fortress - Brigands #

#####

[Guard]

* - While using Cloak, there's a guard that you can walk right up to. If you press A:

Guard 1 : Huh? I could swear I Just heard someone!

Guard 2 : You're crazy! Still, this place IS kind of creepy. I nevrerr did like it here!

* - Mind Read Guard 1:

Guard 1 : Z-z-z-z Z-z-z-z-z... It's so warm today! My eyes are getting heavy.

[Trio]

Brigand 1 : Who are you!?

Brigand 2 : Could this be the guy who's come to get Hammet back?

Brigand 3 : Yeah! I bet he is!

Brigand 1 : What a bold rascal!

Brigand 2 : Dodonpa will be livid if we lose Hammet!

Brigand 3 : We're really going to be in for it if we let these kids get away.

Brigand 1 : You're not going any farther! Not without some serious bruises,
anyway!

* - After defeating them, they collapse.

Brigand 1 :{S} You guys are tougher than we thought--we'll let you go this time.
Get outta here.

{M} Who'd have thought they'd be so tough? We never shoulda fought
'em.

Brigand 2 :{S} All right, all right. We give up! If you're here for Hammet,
he's down in the cave! Go get him already!

{M} Hammet's down in that treacherous cave. They won't be able to
save him, though... They'll see.

Brigand 3 :{S} Owww! Hey! Don't hurt me again, you thieving scoundrel! I hate
your guts. Go down to the cave and save your precious Hammet.

{M} At least those punks won't find the switch that opens the door.
Heh heh! It's hidden too well in the wall!

[Solo]

* - I'm not quite sure what triggers each message. It almost seems randomized.

Message 1 : Is my shift up already? ...Wait a minute! Who are you? I've never
seen you before! Intruder! Come on! You'll have to deal with me!

Message 2 : You scoundrel! Dodonpa always said you'd come, and here you are!
If I stop you here, Dodonpa will finally reward me! What a stroke
of luck! My time has finally come!

Message 3 : Huh? Who's that? You're pretty bold to come charging into a den of
thieves. But your luck ran out when you ran into me! Show me your
stuff!

Message 4 : Hey! Intruder! You think you're going any farther? Sorry, but you're
gonna have to fight your way through.

\$# Fortress - Hammet's cell #
#####

Hammet : Is it time to eat? ...Who are you?

Ivan : Hammet...

Hammet : Ivan, is that you?

* - Ivan nods.

Hammet : These people... Are they friends of yours?

* - Ivan nods.

Hammet : Then it would appear your journey has begun, Ivan.

Ivan : I am a little late, but I have come to save you.

Hammet : You shouldn't have risked yourself, Ivan.

Dodonpa : Hold it right there!

* - Dodonpa enters the cell.

Hammet : Dodonpa!

Dodonpa : Sorry to interrupt your teary little reunion, Hammet! This must be your little rat, Ivan--you always did claim he'd rescue you! Look at him. He's just a child! But to think these kids could get this far!

Garet : Hey, yeah! If we're just kids, what does that make your pathetic thugs?

Ivan : What kind of scum takes ransom money and then doesn't free his hostage?

Hammet : I see. So, you've been extorting money from Layana, have you?

Mia : Now that we've found Hammet, we'll be taking him home!

Dodonpa : I'm afraid I can't let you do that. Hammet is what I like to call my little money tree.

Garet : You dirty scoundrel!

Dodonpa : Name-calling won't help you! I'm not giving Hammet up!

<game> : Dodonpa pulled a lever.

* - One of the walls slides open.

Dodonpa : This little trap here marks the end of your good fortune!

* - A monster, Toadonpa, comes out from behind the wall.

Dodonpa : Prepare to become monster fodder!

* - After defeating Toadonpa, it collapses on top of Dodonpa.

Dodonpa : Uhhh! Get it off me!

Garet : How did Dodonpa get trapped under the monster?

Hammet : He tried to pull another dirty trick on you! When Dodonpa saw his monster was losing, he tried to get behind you.

Dodonpa : Just a second longer, and you'd have been history!

Ivan : You dirty snake!

Mia : Dodonpa, you are rotten to the core!

Dodonpa : Yeah, OK! I'm SORRY! Now, get this thing off of me!

Garet : "Get this thing off of me"!?

Ivan : I don't know. That thing looks awfully heavy for us kids to lift.

Mia : What should we do, Isaac? Should we try to move it?

-(Yes)

* - Everyone gets into position and moves Toadonpa.

-(No)

Mia : I agree. What do you think, Hammet?

* - Hammet pauses.

Hammet : I think we have to try, at least.

* - Everyone gets into position and moves Toadonpa.

Garet : There. You should be able to get up now!

Dodonpa : I... I can't.

Mia : Did you break your leg or something?

Dodonpa : It's not broken... I should be able to stand after a bit.

Ivan : Thank goodness...

Garet : What do you mean, "thank goodness"!? Didn't he just try to kill us?

Hammet : Can't we just forgive and forget?

Garet : Dodonpa kidnapped you, remember!?

Hammet : Oh, that's right...

Garet : Get a grip, you guys!

Ivan : But Hammet is safe now, isn't he?

Garet : Yeah, but do you really think Dodonpa will reform if Hammet forgives him?

Mia : Hmm... I wonder... How about it, Dodonpa?

Hammet : He already said he wouldn't do anything!

Garet : Of course, he's going to say that! He wants us to forgive him!

Ivan : What do you think we should do with him, Garet?

Garet : We should lock him up here, just like he did to Hammet.

Dodonpa : No! How can you be so cruel!

Mia : Oh? And yet you have no problem being that cruel to Hammet!

Ivan : What should we do, Isaac? Should we lock Dodonpa up?

- (Yes)

Donpa : Serves the little punk right!

- (No)

Donpa : Just leave him here like this for a while!

* - Donpa walks in.

Dodonpa : Dad!

Donpa : Dodonpa... You pitiful wretch. I always told you that if you did evil to others... others would do evil to you. You must right all of the misdeeds you've done!

I feel bad for spoiling you. Look at the trouble it has caused...

Dodonpa : See! It's all your fault that all this happened!

Donpa : Yes, which is why this is going to hurt you more than it does me!

Dodonpa : You're not serious, are you, Dad?

Donpa : I most certainly am! You're going to spend some time here thinking about all that you've done!

* - Donpa walks to Hammet.

Donpa : Dodonpa has caused you all sorts of trouble, hasn't he?

Hammet : No, not at all!

Donpa : I must apologize deeply for all of this.

Hammet : Thank you, Donpa, but you do not need to apologize.

Donpa : Then you forgive me?

* - Hammet nods. Donpa turns to Isaac's group.

Donpa : I am sorry about the trouble, but I do have on request.

Hammet : A request?

Donpa : I don't know how you got in here, but please leave by the same means.

Garet : Huh? Donpa, didn't you just say you're going to lock up Dodonpa?

Ivan : So we shouldn't have to sneak around, should we?

Donpa : Some of Dodonpa's henchmen are still loyal to him. I'm ashamed to say it, but they won't listen to any of my orders. This new gang of thieves will attack Hammet if they find him in the fortress. And they may come to check his cell, right?

Hammet : I see. Then they'd free Dodonpa, wouldn't they?

Donpa : And then he'd head straight for Kalay seeking his revenge!

Garet : I see. Yes, you're right.

Mia : It would be terrible if Kalay were attacked.

Donpa : That's why you must go while you still can!

Ivan : You mean immediately?

Donpa : I heard of your intrusion, so I spread some rumors through the fortress.

Hammet : Rumors?

Donpa : I said brigands had snuck in to kidnap Hammet, but failed and ran off.

Garet : Why in the world did you do that?

Donpa : Now, they won't let anyone down here at all. Plus, many of Dodonpa's men have left to find the intruders.

Mia : Donpa, you are a shrewd one!

Donpa : I just thought I'd try to help however I could...

Ivan : With Dodonpa's henchmen gone, this is our chance to escape, right?

-(Yes)
<no script>

-(No)
Donpa : Why did I even bother asking? Let's get a move on!

Donpa : The next time you meet Dodonpa, he will be a changed man.

Dodonpa : I get it already! I won't do anything wrong! Come on, let me go!

* - Isaac's group and Hammet automatically leave the fortress.

\$# Social Script \$#
#####

[Village gate]

- Guard 1 :{S} Lunpa Fortress is a mass of confusion right now. If you don't want to get hurt, be off with you! Be off now!
{M} These guys couldn't be the ones that got into the fortress, could they? This lazy-looking mug? No way!
- Guard 2 :{S} They never let the merchants come into the village! I don't know the guys from Adam! You think I'm going to let you in?
{M} That merchant was desperate to do business in the village. I'm sure he's around somewhere, but I doubt he's causin' any trouble!

[Village - Outside]

- [001] :{S} A large contingent of Dodonpa's henchmen have left the fortress.
{M} I wonder what Dodonpa's henchmen are up to?
- [002] :{S} The fortress was under strict guard. Just who were those people that snuck inside?
{M} That is the only way into or out of the fortress. I don't see how anyone could get in there without being seen.
- [003] :{S} They say there were intruders in the fortress. Just daring to try such a thing is impressive!
{M} Whoever snuck into the fortress is in for some trouble. Poor guys.
- [004] :{S} Do you want to know what caused the commotion at the fortress?

- (Yes)
Someone snuck into the fortress to save the merchant Hammet!
In the end, they failed, so they just ran away.

- (No)
They're foolhardy to invade such a well-guarded fortress!
But it would be pretty neat if they got away with it.

{M} I'm amazed anyone could sneak into such a well-guarded fortress.
- [005] :{S} It's gotten colder... I'm shiverin' just standin' here.
{M} Look how far winter has come already!
- [006] :{S} Dodonpa's henchmen have gotten their share of bumps and bruises! They've been acting real tough, lately, but they're nothing special.
{M} It's really funny to see Dodonpa's henchmen in such a panic!
- [007] :{S} Apparently, Donpa told Dodonpa's henchmen about the intruders. I guess when it comes right down to it, Donpa is on Dodonpa's side.
{M} No matter how evil he is, he's still Donpa's son. I guess Donpa would still do anything for Dodonpa, huh?
- [008] :{S} They say that Dodonpa's henchmen were defeated. Hearing that makes me feel like all my problems have washed away!

{M} I was so mad when Dodonpa's thugs took my candy away.

[Village - Buildings]

Healer :{S} A number of Dodonpa's men set out not too long ago. I wonder what sort of evil deeds they'll perpetrate this time.

{M} Please strike down Dodonpa's henchmen with a bolt from the blue..
Oh no! I'm supposed to be spreading good will, but now I've gone and cursed them.

Innkeeper1:{S} Do you want to rest in our inn?

-(Yes)

I see. In that case, go ahead and stay. I won't ask why.

-(No)

Well, do as you like. Feel free to stay here anytime you like.

{M} I guess some really important guests of Donpa's are coming.
All I know is five young warriors are coming, but I've never met them.

Innkeeper2:{S} Are you Donpa's guest?

-(Yes)

So, you're the one we were told to give the royal treatment to!
Oh, you're supposed to visit Donpa again once the guests have left.

-(No)

Really, you're not? Well, then, who is Donpa's guest?

{M} I can't imagine Donpa's guests being anyone but these folks.
If they don't show up, all my work will have been for nothing!

Chef :{S} I just gave the boss a letter Dodonpa sent from the fortress.
Now, suddenly, he wants me to start cooking up a storm. Are we expecting guests?

{M} I heard Donpa was sick, but he seemed to be in pretty good shape.

Employee 2:{S} What's with the boss? He told me to air out the guest-room bedding and change the sheets.

{M} With the village closed, I wonder if those guests will even come.

[Weapon] :{S} The end is near! Doom is upon us! To arms! To arms! Once they're gone, they're gone, so buy 'em while they last!

{M} All those weapons, but I doubt Dodonpa's henchmen can use them!

[Armor] :{S} What do you think? I've got some incredible products here, huh?
Buy whatever you like!
{M} Once I sell this armor, I'm closing shop...It's kind of a pity...

[008] :{S} Gramps has been really cryptic lately. He told me Mt. Aleph's
eruption was an omen of a great flood. I hate that!
{M} Great floods don't happen every day, you know!

[009] :{S} What!? The eruption of Mt. Aleph released hordes of monsters?
I get the feeling things are going to get worse before they get
better.
{M} I heard hordes of monsters appeared right before the great flood.
I hope the recent troubles aren't a sign of another flood!

[010] :{S} I saw a strange, shimmering creature go into the fortress.
Do you know what it was?
{M} Could that shimmering beast be the cause of all the commotion?

[011] :{S} I don't care what they say, I don't believe it! A shimmering
creature going into the fortress!?
{M} Monsters hardly ever come into town. Now, they expect me to
believe one snuck into the fortress?

[012] :{S} Apparently, a traveling merchant stopped by on business recently.
He wasn't allowed into the village, of course.
{M} That poor merchant. They won't let him into the village now.

[013] :{S} The merchant who comes every winter was the one arguing at the
gate. Sigh. I'd like to buy something, but no one's allowed into
the village!
{M} That's one stubborn merchant. He's still hanging around the
outskirts of town.

[Item] :{S} The weapons and armor vendors are looking desperate. The stuff
they're selling now is the last of their stock.
{M} It isn't just the weapons vendors whose inventory is falling!
We're almost out of products too!

[Lunpa Fortress Gate]

Guard 1 :{S} I've seen that man with you before. Nah, that's impossible.
I must be thinking of somebody else.
{M} Hmmm. That guy who's following them sure looks like that
merchant. But I only caught a glimpse of him, so I'm not real
sure. Nah, that's impossible. I must be thinking of somebody
else.

Guard 2 :{S} How did the warriors from Kalay get into the fortress? Man,
did we get in trouble for that!

{M} I don't get it. We were on guard the whole time! Nobody goy
by us!

* - When trying to sneak past the guards:

Garet : Isaac! Don't be stupid! We can't go in there, remember?

\$# West Lunpa Cave #
#####

* - When Isaac's group heads toward the cave's exit, a man darts from behind
one stone "wall" to another.

Garet : I think I saw someone just now.

Mia : Yeah. I saw something, too.

Ivan : Do you think Dodonpa's henchmen have found us?

-(Yes)

Garet : If they have, we'll have to take care of them
right now!

-(No)

Garet : Huh? You think there's something else out there!?

Hammet : Just a moment! If that you, Bunza?

Bunza : Gasp! That voice!

* - The man comes out.

Bunza : It's Hammet!

* - Some time passes. Everyone has conversed.

Bunza : So, Dodonpa never had any intention of releasing Hammet?

Hammet : That's right. That's why Ivan and his friends came to the rescue!

Ivan : Once Isaac made up his mind, we all decided to come save Hammet.

Garet : Hey, Ivan! Are you saying this was all Isaac's idea?

Ivan : N-No! I mean, you and Mia helped us, too!

Hammet : Thank you, Isaac, Garet, and Mia. And, of course, you, too, Ivan!

Mia : You sure did a good job finding this cave, Bunza.

Hammet : Yes! Impressive work you did, Bunza!

Bunza : It was pure coincidence. I really didn't want to come to Lunpa.
Because we knew the thieves had Hammet imprisoned...

Garet : Then why did you come here?

Bunza : I recalled what Hammet told me about being a successfully merchant.

Mia : Really? He told you that you should start trading in Lunpa?

Bunza : No, I meant his more general words of wisdom...

Hammet : "Merchants must not judge customers on their appearances."

Bunza : "Do not avoid a place just because something unpleasant may happen."

Hammet : "As long as customers await your goods, you must do everything in your powers to sell to them!"

Ivan : So, you came to serve the villagers, even though you despised Dodonpa?

* - Bunza nods.

Ivan : Fate put this opportunity before you.

Garet : But why did you think a Kalay merchant would be permitted into Lunpa?

Bunza : I didn't. And, in fact, they would not let me in.

Mia : Yet, knowing that, you still came?

Bunza : But you know what? There was that huge commotion, right?

Ivan : He must mean the activity caused by Donpa's rumors!

Bunza : It all came together for me... That commotion was related to Hammet! I just had to find out what was going on...

Garet : And that's how you found this cave?

Mia : I'll bet you couldn't find any way to get that gate open from this side.

Bunza : But then all of a sudden, it moved, so I hid behind a rock.

Hammet : We startled you, didn't we, Bunza?

Bunza : I am just glad you were able to get Hammet out safely!

Ivan : Why do you say it like that, Bunza?

Bunza : Dodonpa's henchmen have been combing the area... Even if they aren't after Hammet, if they find him...

Mia : They might capture Hammet again! Let's get out of here, quickly!

Ivan : But we have to escape without being seen by Dodonpa's henchmen...

Garet : What should we do, Isaac? Should we stay and fight?

-(Yes)

Bunza: Saving Hammet from that fortress was dangerous enough...

-(No)

Bunza: Taking them all on is more foolhardy than invading their fortress.

Hammet : Then what should we do, Bunza?

Bunza : I have a wagon nearby.

Mia : A wagon?

Bunza : That's right. Let's all go back to Kalay in my wagon.

Ivan : Won't a wagon stand out? If it were searched by Dodonpa's henchmen..

Bunza : There's no need to worry. I've been here since before the commotion.

Garet : Right. They've already seen your wagon around...

Bunza : That's correct, Garet. They don't suspect me of being involved!
Then let's take that wagon to Kalay!

Garet : Should we ride in the wagon, too?

-(Yes)

* - Saying "Yes" yields the same results, regardless of when it is said.
For its transcription, skip to below this multi-choice segment.

-(No)

Garet : Huh? You don't want to ride in Bunza's wagon?

--(No)

Mia : So, what? You've changed your mind? You do want to go with them?

---(No)

Ivan : Now I'm totally confused. You changed your mind again?

Garet : Stop wasting our time! Are we riding in the wagon?

----(No)

* - Repeat from the first "No."

* - After saying "Yes":

Bunza : Do you have any unfinished business?

-(Yes)

Garet : Are you saying you still have some things to do here in Lunpa?

--(Yes)

Ivan : Meaning... you won't ride in the wagon?

Bunza : I am sorry, Isaac, but I cannot safely wait here any longer.

Mia : So... do you intend to stay and finish your business?

---(Yes)

Garet : If you insist, then I'll stick with you!

Mia : Hey... I can't leave you two here by yourselves! I'll stay behind, too.

Ivan : Hammet, I'm going to go with Isaac, too.

Hammet : Yes, Ivan, you should accompany your friends on this mission.

Bunza : I'm disappointed we can't travel home together, but I understand. Be careful, Ivan!

* - Hammet and Bunza depart.

Garet : Sigh. They've gone!

Mia : I hope Hammet and Bunza make it to Kalay safely.

Ivan : They'll be okay. I'm sure they'll make it there in one piece.

Garet : Well. Let's get going ourselves, Isaac! We're off!

---(No)

Garet : Don't startle me! You don't have anything left to do, do you?

----(Yes)

Garet : If you don't have any unfinished business, then let's get on to Kalay!

Ivan : Lady Layana will be so happy, won't she?

Hammet : Yes. I'd like to see her as soon as possible.

Bunza : Then, let's set off!

* - They head to Kalay.

----(No)

* - Repeats from "Meaning... you won't ride in the wagon?"

--(No)

Garet : Don't startle me! You don't have anything left to do, do you?

* - Continues as transcribed previously.

-(No)

Garet : If you don't have any unfinished business, then let's get on to

Kalay!

Ivan : Lady Layana will be so happy, won't she?

Hammet : Yes. I'd like to see her as soon as possible.

Bunza : Then, let's set off!

#####

\$# Kalay Tunnel Entrance # (from wagon)

#####

Bunza : We've arrived, Hammet.

Ivan : Arrived where?

Hammet : Oh, I didn't tell you about this entrance, Ivan? This underground passage leads to Hammet Palace.

Mia : An underground passage? What for?

Hammet : Just to be safe.

Garet : I don't understand. Why bring the wagon in this way?

Bunza : Because Dodonpa's henchmen may be here in Kalay...

Hammet : Well then, Bunza, would you please take them to the town's entrance?

Ivan : What? Why? We'll just go this way with you.

Bunza : You can't. You must go through town to the Palace.

Mia : I'm confused...

Hammet : You have no reason to hide, now, do you?

Garet : Why shouldn't we just go in this way?

Bunza : That would raise suspicions. Wouldn't it be strange if people who aren't even supposed to be in town... suddenly walked out of the Palace?

Hammet : If anyone noticed, they might learn of this secret entrance. Now, do you understand?

- (Yes)

* - Hammet goes into the passage, and Bunza takes the others to Kalay.

- (No)

Bunza : In that case how about this? I think Hammet and Lady Layana need time for their reunion...

Mia : In that case, we will gladly ride in the wagon.

* - Hammet goes into the passage, and Bunza takes the others to Kalay.

\$# Kalay - Hammet Palace, throne room # \$ (from both wagon and walking)
#####

Hammet : So! It's Ivan and his companions... Perfect timing!

Layana : So, it's you... I told you time and time again not to go to Lunpa, but you went anyway.

Hammet : Please, Layana, don't be so harsh on them.

Layana : Naturally, I'm happy that they rescued you. But this was something that Kalay should have handled alone. You had a more pressing quest at hand, no?

-(Yes)

Layana : Yes. Your mission is to recover the Elemental Stars.

-(No)

Layana : Have you completely forgotten your own quest!?

Hammet : Layana, you shouldn't...

Ivan : I... I had to rescue Hammet, no matter the cost...

Layana : It's already done. There is nothing more to be said.

Garet : Hold on! We all wanted to save Hammet as badly as Ivan did.

Ivan : It doesn't matter, Garet. I'm the one at fault! I made a mistake. We will leave immediately on Felix's trail!

Layana : Yes. That would be best. Leave immediately.

Ivan : Isaac, we should be going.

Mia : Ivan, is that really what you want?

* - Ivan nods, albeit a tad hesitantly.

Garet : Well, if Ivan says so... Should we go, Isaac?

-(Yes)

<no script>

-(No)

Garet : If both Isaac and Ivan want to leave, then I guess that's it.

* - This is an in-game error. It should be the response to yes.

Hammet : Take your Shaman's Rod and go to Hesperia.

Mia : To Hesperia...?

Hammet : That is what the Jupiter Adept said.

Ivan : Hesperia... Where is that?

Hammet : It is the continent to the west of Angara.

Garet : What are we going to find in Hesperia if we go?

Hammet : That, I do not know...

Mia : The continent to the west? On the other side of the sea?

Layana : Do not waste time chattering. You must set out immediately.

\$# Kalay - Social Script #
#####

[Hammet Palace - Inside]

Hammet :{S} Take your Shaman's Rod and set out for Hesperia. And...
be careful.
{M} Layana's words pain her more than they can know. Surely, Isaac
and his friends understand Layana's feelings.

Layana :{S} No one in Kalay knows Hammet has returned. We will have to hide
Hammet in the Palace for quite a while.
{M} I'm so happy Hammet made it back safely, I could cry... Isaac,
Ivan... We all must thank you.

[001] :{S} I left the door to the underground passage open, so go have
a look.
{M} Layana ordered the door to the underground path opened.
This represents our gratitude toward Isaac and his friends
... for saving Hammet.

[002] :{S} I wonder if any of Dodonpa's thugs have come here after Hammet...
That is the only thing that really has frightened me.
{M} We will never let Dodonpa's henchmen get Hammet again...

[003] :{S} The secret passage is locked because Hammet's treasure is
in there.
{M} The key to the secret passage is also the key to Hammet's
treasure room.

[004] :{S} I hear Hammet was saved by you people... Thank you so much!
{M} I'm so relieved Hammet made it back safely.

[005] :{S} They say Hammet's return is supposed to be a secret for now. The
villagers are worried, so I'd like to tell them, but we can't...
{M} I can't let on to the townspeople when I speak to them!

[Kalay Tunnel]

[001] :{S} Layana was very hard on all of you, wasn't she?

- (Yes)

I think she went too far, telling you all to leave... But she is the one who most regrets parting with Ivan.

- (No)

Her words were hard, but you know how painful they were for her to say. Layana will be very happy to hear that.

{M} The things beyond these doors belong to you all. Please take them!

[Kalay Tunnel Entrance]

[001] :{S} Do you want to go to the cave up ahead?

- (Yes)

I'd like to let you, but I cannot. You'd better just turn around.

- (No)

Good, because I wouldn't be able to let you anyway.

{M} Hammet and Lady Layana have commanded that none shall pass through here.

\$# Lunpa - Social Script #
#####

[Fortress - Donpa]

Donpa : Thank you for your help with Dodonpa.

* - He gets out of bed.

Donpa : I have a little something for you, for your teaching Dodonpa his lesson.

* - He turns to [013].

Donpa : Give these people a token of my gratitude.

* - [013] steps aside, allowing access to the room behind her prior location.

Donpa : Deep within there is an interesting creature that I fought once long ago. I give this to you. Please take good care of it.

* - Inside is the Mercury Djinni, Tonic.

[Fortress]

Donpa :{S} Well, now I'm worried about Dodonpa really turning over a new leaf!

{M} What father can stay angry at his children for long? Actually, I'd like to free Dodonpa from his cell right now.

[013] :{S} Donpa is very grateful for what you have done.

{M} It must be difficult for Donpa right now. It's so hard to teach a child a lesson.

[014] :{S} The merchant from Kalay is in here somewhere. He's not going anywhere.

{M} Actually, Dodonpa's in here, but only a few people know that. As long as we're on guard, no one will find out.

Dodonpa :{S} I was wrong! I'll turn over a new leaf, Dad! Please forgive me!

{M} I can't believe what you did to me! When I get out of here, I'll get you all!

[02'03] --- Vale after Kalay --- [02'03] ##

#####

J's = Jenna's

G's = Garet's

By the time that Isaac's group reaches Kalay, the bridge to the north has been repaired. This allows locations prior to Mogall Forest to be revisited (it's a one-way trip through). Although most locations remain unchanged, new events are triggered in Vale and Vault.

\$# Scenes #
#####

[Isaac's residence]

* - Dora is lying in bed.

Dora : Cough, cough! Who is it? Is it the innkeeper? Is it time to eat? No? Cough... Then who-- Isaac... Are you finally home? Have you completed your mission!?

* - Isaac pauses.

Dora : You haven't, have you? Have you forgotten your promise, Isaac? You promised you wouldn't come back until your quest was complete, right?

- (Yes)

Dora : You broke your promise because you were worried about me?

- (No)

Dora : You were more worried about me than about keeping your promise?

Dora : Who told you I was ill? The mayor? Or cough... was it the innkeeper?

- (Yes)

Dora : So you came because you were worried after hearing about me.

- (No)

Dora : Are you telling me you were surprised to see me in bed?

Dora : You can't get out of your promises just because you're worried about me. Cough... I... Cough... I just caught a cold. That's all. But I'm fine now. Cough... Look!

* - She gets out of bed.

Dora : See? I'm fine! Don't worry about me. Go on. Do your best to complete your quest.

* - Mind Read:

Dora : I'm sorry I seemed so harsh, Isaac... I'm so happy to see you. I'll be waiting for you to come home for good...

[Gareth's residence]

* - No one notices the group.

G's Father: Hey...

G's Mother: What?

G's Father: Shouldn't we look for Gareth?

G's Mother: Why?

G's Father: Isaac still doesn't know about Dora... right? Someone should tell him.

G's Mother: You miss Gareth, don't you? You're looking for an excuse to find him.

G's Father: What? No! I just...

* - Gareth's grandmother, who was eating, notices the group's presence.

G'sGrandma: Guh... Gah... Ugh...

G's Mother: Grandma! What's the matter? Are you choking?

G'sGrandma: It's... It's Gareth!

G's Father: She must miss Gareth, too...

G'sGrandma: No, it's really Gareth! Look, look!

G's Mother: Oh, Gareth...!

G's Father: Gareth!

Garet : Mom, Dad... I'm home...

* - His grandfather wakes up.

G'sGrandpa: What, Gareth? Oh, Gareth...!

Garet : Grandpa, I'm home...

G'sGrandpa: Yes, yes... Did you complete your mission for the Wise One?

- (Yes)

G's Father: Oh, you mean it's going well? You probably have to continue on soon, then.

- (No)

G's Father: Not yet? Well, I'm glad you're home, even if it's just for a little while...

G's Mother: You're leaving again soon... aren't you?

G'sGrandma: I'm just glad to see you're doing well!

G'sGrandpa: That's right.

Garet : Let me introduce you to my new friends.

Ivan : Umm... I am Ivan. Pleased to meet you.

Mia : I am Mia, from Imil. Nice to meet you.

G's Mother: Nice to meet you. Please look after young Gareth for us.

G's Father: Well, enough chit-chat. Relax and enjoy your stay here...

[Outside, Gareth's sister]

G's Sister: Ah!

Garet : It's been a while...

G's Sister: You're back? Have you gone home to see Dad yet?

- (Yes)

G's Sister: Really? He must have been happy to see you. He has been so worried about you.

- (No)

You have to see him... He's been worried about you.

G's Sister: ...So have I.

Garet : Sis...

G's Sister: Don't get me wrong. I... I was just worried you might get into trouble, because, you know, you're not that bright...

Garet : Yeah, all right... Thanks, Sis.

G's Sister: So, are you home for good? Or...

Garet : Not just yet...

G's Sister: You're leaving... again? Don't push yourself too hard... when you leave again.

[Outside, Garet's brother]

Garet : Hey, how have you been?

G'sBrother: Oh, Garet! And Isaac! What happened!? You're back already!?

Garet : Already? What kind of way is that to greet us?

G'sBrother: But--But they said you might never come back! And it still seems like you're not back for good, like you're just visiting.

Garet : Really? Is that what it seems like?

G'sBrother: Yeah... You and your friends... You all look like you are about to leave.

Garet : You're smarter than you look.

G'sBrother: I have to shape up while you're gone, right? If not...

Garet : Hey, the family'll be fine, as long as you're here! Am I right, or what?

- (Yes)

Garet : Take care of our family while I'm gone. All right?

- (No)

Garet : Hey! You're not helping here!

Garet : WHATEVER YOU DO, you must protect the family while I'm gone.
All right? I'm counting on you!

G'sBrother: Don't push yourself too hard, OK?

\$# Social Script #
#####

[Isaac's Residence]

Dora :{S} Unn... Ohh... Kyle... Don't go...
* - <game>: I think Dora is dreaming.
{M} Kyle, watch out! The boulder!!! The boulder...

[Gareth's Residence]

G's Mother:{S} I hope you didn't get sick during your travels... Gareth always
eats too much... He always makes his mother worry.
{M} Gareth seems to have grown up a bit on this difficult journey.

G's Father:{S} Did you hear us talking about Dora just now?

- (Yes)

Dora told us not to worry... that it's just a fever. Don't worry
too much, Isaac.

- (No)

You didn't hear? But you looked concerned. We'll be looking after
your mother, so don't worry.

{M} It wasn't too smart to talk about Dora without checking for
Isaac. I wish we could tell him the truth.

G'sGrandma:{S} That Ivan seems to be a smart boy... I wish you could be more
like Ivan, Gareth.
{M} His new friends are all so polite. I'm very happy to see that.

G'sGrandpa:{S} Mia is such a nice girl. I wonder who Gareth likes more, Mia or
Jenna...
{M} It must be nice to be young and gallivant about with lovely
girls!

[House east of Isaac's]

[001] :{S} What was that "Alchemy" that Kraden was always researching?

I feel it was something that was better left alone...

{M} Even if the eruption had no relation to Alchemy... I still don't want Kraden to come back to the village.

[002] :{S} Earthquakes still strike once in a while... It gives me the chills every time...

{M} Every time the ground shakes, I worry there will be another eruption.

[Outside]

G's Sister:{S} I can tell just by looking at you that you've been through a lot. You look so much more mature now.

{M} You guys are working so hard, but I'm worried. Are you really all right?

G'sBrother:{S} I will do my best to show everyone that I am strong enough to protect our family and Vale.

{M} I could go with you if I were a little older... It's not fair...

[003] :{S} They say the danger is gone, even though the earthquakes continue...

{M} The smoke from Mt. Aleph isn't thick at all. It looks okay now.

[004] :{S} Aghh! I felt another one!

* - Earthquakes.

They've been going on for a while. I can't even sleep at night!

{M} Ahh... I can't stand these earthquakes! I wish they'd stop!!!

[005] : * - She is now standing outside Kraden's cottage.

{S} You must have so many memories of this cottage, don't you?

- (Yes)

I thought so. You used to visit Kraden a lot, Isaac.

- (No)

I understand. You don't have time to dwell on old memories...

{M} I wonder why I feel so lonely whenever I come here... I wasn't even that close to Kraden...

[006] :{S} Mt. Aleph's eruption was so powerful, it caused the continent to crack!

{M} The earthquakes aren't caused by eruptions. I think they're from the continent splitting into two.

[007] :{S} Oh, it's Isaac, isn't it? Is Jenna back yet? Promise me, Isaac... Promise me you'll bring Jenna with you next time.

{M} You didn't bring Jenna with you?

[008] :{S} I wonder why we haven't seen any travelers since the eruption... Do you know why, Isaac?

-(Yes)

Oh, the bridge to the south was ruined? That explains it.

-(No)

You don't know either? It's not like we banned visitors after the eruption.

{M} Having no travelers isn't fun at all...

[009] :{S} I still remember when Felix and I used to play here... *Sniff*

{M} Felix must be protecting Jenna... I'm sure of it.

[House by the river]

[001] :{S} The mountain is apparently still casting Psynergy Stones about. People who have been beyond the gate say they've seen them beside the roadside.

{M} If the Psynergy Stones in the mountain continue to be scattered.. Mt. Aleph won't have any Psynergy Stones left someday.

[Jenna's Residence]

Jenna'sGrM:{S} I get over colds quickly. But it sure is taking Dora a long time to recover from hers.

{M} Dora says it's just a cold, but she's been like this ever since.. Isaac's left... It's taking her so long to recover...

Jenna'sGrF:{S} Oh, so you still haven't rescued Jenna...

{M} Will I ever see Jenna and Felix again before I die?

Jenna Aunt:{S} A cold is going around. I should be careful.

{M} I know that there are always cold outbreaks when winter comes... But still...

[Great Healer's Shrine]

G. Healer :{S} The path to Sol Sanctum is still closed. You'll have to wait until the volcanic activity subsides.

{M} It'll be difficult to reach Sol Sanctum until Mt. Aleph returns to normal.

Healer 1 :{S} Isaac, are your new friends Adepts by any chance?

-(Yes)

So, there are others besides Valeans who have been granted Psynergy?

- (No)

Mia :

Ivan :

Healer 1: Your friend [sic] seems angered by your words, Isaac...
That means... they must be Adepts!

{M} I see a beautiful girl has joined Isaac on his journey. I wonder what Jenna will think when she sees this.

Healer 2 :{S} Why is it that different Adepts have different powers? Is it because they meditate more, like the Great Healer?

{M} It's not fair! I want to have strong Psynergy, but I hate working for it.

[Plaza - Outside]

[001] :{S} The eruption caused a crack to open on Mt. Aleph's northwest side.

{M} The crack on Mt. Aleph's northwest side is widening. At this rate, the whole continent will split in half!

[002] :{S} I see you made many friends on your journey. I wish I could be like you, Isaac.

{M} I want to go on a journey and make new friends, too!

[003] :{S} Welcome back, Isaac! It's good to have you home!

{M} I wonder if we can play with Isaac and his pals again, like we used to.

[004] :{S} Oh, my! Isaac! How have you been!

{M} Oh, my! When did you return to Vale, Isaac?

[005] :{S} Oh, Isaac! You came back sooner than I thought!

{M} Isaac has grown so much so quickly. He look splendid...

[006] :{S} Hey, if it isn't Isaac! You came back home, huh?

{M} You surprised us, Isaac! You're back sooner than anyone expected!

[007] :{S} It looks like you made some friends in your travels, Isaac. I'm glad to see that.

{M} Isaac's now friends look interesting. I wonder if they're Adepts, like us?

[008] :{S} The eruption created a terrible mess son the other side of Mt. Aleph.

{M} A river of lava burnt everything on the other side of Mt. Aleph.

[009] :{S} Did you see anything interesting on your trip, Isaac?

- (Yes)

Oh, really? That must have been exciting! Maybe I can join you on your next journey?

-- (Yes)

Ha ha, really? I was just kidding. You don't need to be so polite.

--(No)
Yeah... I knew you would say no...

-(No)
You didn't, hmm? I can see in your eyes that you're not being being honest.

{M} I sense that Mt. Aleph is not the only place to see strange events. Crossing the continent must indeed be difficult.

[010] :{S} The river in town grew so hot after Mt. Aleph erupted. Everyone got excited, thinking there were hot springs on the mountain, but the river cooled down again.

{M} Eruptions must have great power if they can heat a river!

[011] :{S} Hey! Where'd that Psynergy Stone go? It's gone! All that's left is a big hole in my roof. But the memory of the eruption won't go away, even once I've fixed it.

{M} The impact from the eruption was too much for the people of Vale.

[Plaza - Buildings]

[001] :{S} The northwest face of Mt. Aleph was all scorched by a river of lava.

{M} They say the lava looked like the bowels of the earth had split forth.

[002] :{S} The Great Healers are too afraid to go to Sol Sanctum anymore. They have nothing to fear. Their Psynergy should protect them.

{M} The healers are supposed to guard Sol Sanctum. How can they not go in?

[Item] :{S} Isaac! When did you come back? After the way you left, I thought I might never see you again. I'm very happy to see you.

{M} What happened to Jenna? Haven't you found her yet?

[Weapon] :{S} Oh, it's you, Isaac. You came back?

-(Yes)
Vale won't be very quiet anymore... But I'm glad to see you. Your mother, Dora, will be, too.

-(No)
Oh, you're not back for good? That's too bad.

{M} We've seen many monsters lately, and it's become quite dangerous outside the village. That's why weapons are selling well.
If only the blacksmiths could make better weapons...

[Armor] :{S} I heard you were back. I guess the rumor was true. Are you going to tell us all the great tales from your journey?
{M} I wish I could learn the secret to making good weapons...

[006] :{S} Ow! It's gonna be years before I'm a grown-up! But Isaac's back already! Oh... You are just visiting... You got me surprised.
{M} I promised I'd become a great blacksmith before Isaac comes back again. It's a man's promise, and I have to keep it.

[007] :{S} Welcome home, Isaac! Oh... ... What happened? Why are you walking around with some girl who's not Jenna?
{M} That shy girl with Isaac sure looks like a nice girl.

Innkeeper :{S} You traveled around the eastern edge of the continent? You must be exhausted!
{M} I wonder if Isaac will continue his journey. It must be quite difficult.

[009] :{S} Oh, it's you, Isaac. You came back, huh? You've come all the way home just to stay here? Are you sure?

- (Yes)
Oh, I see... You don't want to get used to staying at home...
In that case, you're more than welcome...

- (No)
That's better! You've come all the way back. Now, go on home.

{M} I wonder if Isaac came here because Dora wouldn't let him stay...
Other than the mayor, no one else knows about Dora's illness...

Employee 1:{S} Aren't you glad to see the village hasn't changed?
{M} Vale will never change, so you can come home whenever you like.

Employee 2:{S} Well if it isn't Isaac! You've grown so much, I almost didn't recognize you!
{M} Does Isaac know that Dora was struck with an illness?

[Outside Kraden's cottage]

[001] :{S} I can't stop wondering what lies beyond this fence.
{M} I have a feeling my adventures will begin once I pass this fence.

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[02'04] --- Vault after Kalay --- [02'04] ##

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By the time that Isaac's group reaches Kalay, the bridge to the north has been repaired. This allows locations prior to Mogall Forest to be revisited (it's a one-way trip through). Although most locations remain unchanged, new events are triggered in Vale and Vault.

Social Script #
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[Outside]

[001] :{S} You! You're the warriors who captured the thieves a while back, aren't you? You've returned to Vault!
{M} I can't believe they're here! What great timing!

[002] :{S} You've probably already heard, but the bridge to Kalay has been fixed.
{M} When those guys from Kalay came to fix the bridge, they looked like they were worried about something.

[003] :{S} If the volcano stays calm and the southern bridge stays fixed, we won't have any worries at all.
{M} It would have been great to have everything solved before winter came.

[004] :{S} There, you see? The roof repairs are all finished.
{M} That's the last of the roof repairs. What should I do next?

[005] :{S} Hey, it's that warrior guy! Yeah, and Ivan, too. I'm so glad you came back to Vault!
{M} Watching you guys makes me feel brave. I hope you'll tell me all about your travels sometime.

[006] :{S} I wish Vault's elders were as brave as you!
{M} Grown-ups always get so scared whenever anything happens. I get so tired of that...

Healer :{S} The thieves escaped, but I think it's all right. It's all part of a divine plan.
{M} I keep wondering... Was our statue stolen because my conduct was wrong?

[008] :{S} Oh, it's you... I was just talking about you with our mayor. You're all really strong, so I say, let those thieves attack! They won't be able to get past you!
{M} Those stupid thieves escaped, and we don't know where they are. They hated these kids for capturing them. I wonder if they'd...

[009] :{S} There have been rumors of thieves from Lunpa running wild, but we haven't been paying them much mind. I wonder why those guys have been so quiet recently.
{M} Once Dodonpa took over, Lunpa's outlaws became no better than thieves. There's gotta be a reason those guys are being so quiet.

[010] :{S} Oh, so did you guys check out the jail?

- (Yes)

How did those thugs break out of jail? The bars are really strong.

- (No)

The thieves broke out of jail and got away. After you guys went to all the trouble of capturing them...

{M} It's not like it's easy to grab the key to that jail. They were able to get the key out, so they know the secret of the lock... That must have been great!

[011] :{S} I wonder what happened to Hammet when he went to Lunpa...

{M} Yeah, some warriors from Kalay came to Vault asking about Hammet. Did Hammet get captured after all?

[Buildings]

[001] :{S} Waah! A cat ate my precious stone! That never should have happened, but it's true.

{M} If I'd known this was going to happen, I would have sold it.

[002] :{S} I thought I saw the cat get up on the table and paw that gemstone... and then our beloved treasure was gone!

{M} My husband says my cat ate the treasure, but I don't believe him.

[003] :{S} The prisoners said they wanted to break out of jail before Colosso began. Colosso... Isn't that the big festival in Tolbi?

{M} Why do you suppose those thieves would be so interested in Colosso?

[004] :{S} Dodonpa's henchmen never attacked us, did they? Maybe those thieves weren't from Lunpa after all.

{M} Daddy hasn't been paying attention, since Dodonpa's men never attacked us.

[005] :{S} Mmmmm. Nothing to do, nothing to do. I hate this! It's all because no one's coming to the village, what with the volcano and all.

{M} Won't anyone come stay the night here? It could be a thief, for all I care.

[007] :{S} We don't get a lot of travelers in winter. Spring seems like such a long way off, you know?

{M} After you've been in this business for a while, you start to understand... After hard times, good times will come again.

[Item] :{S} We haven't been getting many customers lately. Maybe I'll close early today.

{M} Why do we keep the store open if we don't have any customers?

[009] :{S} It's near time for Colosso to start in Tolbi, isn't it? I'd like to go once more before I die.

{M} Whenever my wife used to go to Tolbi for Colosso, she would always check out the gladiators... That's why I won't take her with me if I go again.

[010] :{S} The warriors I saw fighting at Colosso were so powerful... I couldn't take my eyes off them.

{M} Lately, my husband's been going on and on about Colosso. I wonder if he might take me this year...

[Weapon] :{S} There's a river of fire on the other side of Mt. Aleph. Something big is happening.

{M} Just imagine how terrible it would be if that had happened over here!

[Armor] :{S} They say the volcano on Mt. Aleph has torn out continent in two! The eruption of Mt. Aleph was incredible, big enough to split the continent.

{M} It's a good thing that giant crevasse opened up, though. Otherwise, the lava flow would have spilled directly into us!

G. Healer :{S} I may be wrong, but lately, there seem to be a lot of earthquakes on Mt. Aleph.

{M} I hope the earthquakes aren't a sign of something worse coming...

Healer :{S} I polished the gold statue you returned to us. It's so shiny, you won't even recognize it!

{M} That dirty golden statue cleaned up pretty well. Sure makes me feel good.

Mayor :{S} Oh, Isaac! You've come back to Vault! Ever since you left, all sorts of crazy things have been happening... Those thieves you caught have escaped from jail. We were worried that they might have come after you. Have you run into them?

- (Yes)

If you see any suspicious shadows, it might be them, so watch out.

- (No)

Well, that's good... But be careful. There's no telling what they might do.

Those guys really wanted revenge on you, so take good care of yourselves.

{M} As long as we stay alert, those thieves won't give us any trouble.

[016] :{S} The mayor's family urn is on display now. You ought to go see it.

{M} We'll be securing it in a safe place soon, so I hope they see it soon.

[017] :{S} I hear a big festival is about to start in some faraway town.
I'd sure like to see what kind of festival it is sometime.
{M} I love festivals! I'll bet Colosso is just incredible.

[018] :{S} Those thieves! You go to all that trouble catching them, and then we let them get away.
{M} It's just embarrassing that we let those thieves get away.

Jailed Man:{S} I hit somebody, so they put me in here. What I did was stupid, wasn't it?
{M} I need to learn to control my temper.

[00'BB] --- Closing --- [00'BB] ###

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[00'B1] --- Version History --- [00'B1] ##

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[v01 - 02/16/2007]
* Initial release.

[v02 - 02/26/2007]
* Corrected a few typographical errors.

[00'B2] --- Credits --- [00'B2] ##

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None at this time.

[00'B3] --- Hosting --- [00'B3] ##

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