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SEGAGAGA The walkthrough of the first part (1/2) of the STORY 1 with translation.

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Introduction: Please see the "Intro Translation".
Menu: Please see "Item Translations Part 1/3,
                  Item Translations Part 2/3
             and Item Translations Part 3/3.
Skill: Please see "Skill Translations".

After you moved to the A lab., the story 1 will begin.
When you talk to these people in the following sequence, the story will proceed.
If you talk to other people (ex.NPC), no problem (Someone will give you nice items.).

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           Talk to FLAGMAN(The red man standing near the entrance.)
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FLAGMAN : Hi, I'm FLAGMAN! I'm the man who manages flags of this development room!
HERO    : Well...How do you do ?
FLAGMAN : You are asking me what the "flag" is, aren't you ?
HERO    : I didn't ask...
FLAGMAN : In fact, every occurrence in the game world is managed with the flag.
          Seen from the inside, it is only the problem of whether one of
          the countless little flags stands or not, for a great adventure,
          for a love story, or even for the fate of life and death.
HERO    : Well...
FLAGMAN : There is a place where we can actually see such flags in this game,
          as a new technique of stage effects. Let's search for it!
          It's useful as a guidepost when you lost your way.
HERO    : A place where we can see the flags ?
(A sound of a flag growing was heard somewhere.)

Check the flag management room. You can find a flower,
which is the flag of "the encounter with FLAGMAN".

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NPC(Not related to the story, but if you talk to a realistic man with folded arms...)
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HERO    : By the way...
The man: What? boy.
HERO    : People here are thin like paper.
The man: Do you want to know about this? Alright, I will teach you.
          The equipments of a development room are emitting the unusual
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           electronic wave. It makes us thin like this.
HERO    : Are you alright?
The man: We are used to it, so no problem. In my opinion, you who look common
           in this place are strange.
HERO    : ...
The man: Don't worry. Our hearts aren't made thin even by the wave.


################################################################################
          Talk to Director SUZUKI(A realistic man with a cap and glasses.)
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SUZUKI: Ugogogogo...
HERO  : What's the matter with you?
SUZUKI: Gyah! I'm very sleepy!
(A battle begins.)
SUZUKI: Muh...I lost my mind again.
HERO  : Are you alright ?
SUZUKI: I can sleep only 2 hours per a day...
        By the way, I've never seen your face. Are you a newcomer?
HERO  : Yes, I'm looking for someone who makes games with me.
SUZUKI: With you...hum. What kind of games do you want to make ?
HERO  : Well...games that none have made, games that only we can make!
SUZUKI: Hum...
HERO  : ... Do you think it foolish?
SUZUKI: Well, even if you could gather staffs, you can't make games before
        you persuade the MANAGER.
HERO  : You said I should persuade him, don't you?
SUZUKI: That is right, but this development room is not a optimistic place
        that a newcomer like you can meet the MANAGER easily.
HERO  : I'll do my best!
SUZUKI: At least, your energy is enough....hum. At any rate, I could come to myself.
        And I think it's good for warming up.
HERO  : What?
SUZUKI: I'll make games with you which only we can do.
HERO  : Really? Thank you!
SUZUKI: Be careful, boy.
HERO  : With what ?
SUZUKI: The man like me who join easily is rare here.
        Most people certainly offer to negotiate with you.
        But, think it as a chance.
HERO  : Chance? What chance?
SUZUKI: Chance to lower the wages. It's important that you get staffs with lower wages.
HERO  : .......
SUZUKI: I'll tell you a good thing. Remember the answers which they will be pleased with.
        Well, I'd talked so long. I'll be in the basic laboratory.
        Do your best and persuade the MANAGER.
(A sound of a flag growing was heard somewhere.)
(Director Suzuki joined.)
HERO  : I wonder how he can walk without moving legs...


################################################################################
          Talk to Programmer OKA (A realistic man with glasses and bucktooth.)
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HERO: Hi...
OKA : Who are you !?
HERO: Please listen to...
OKA : Listen to what !? Come again, if you have such a time!
HERO: What are you saying ???
(Battle)
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OKA : After a long time, I can consider thing steadily...
      I appreciate you.
HERO: Please do not care. By the way, I want to meet the CHIEF.
OKA : The CHIEF of of programmer team? He is in the back,
      but you should better not to meet him.
      He was "aggressively" dehumanized, far more than me.
HERO: Why?
OKA : A costume...
HERO: What?
OKA : At the event of a game, the CHIEF and some programmers were made to help
      compulsorily, because the number of the staff was not sufficient.
      And the MANAGER made him wear the costume, and it dehumanized him.
HERO: Because of the costume ?
OKA : Don't make light of the costume! Even at ordinary events, if you wear it
      and move around, it will decrease 5kg of your weight per day.
      It's fatal for people like us, who have a unhealthy life in closed place.
HERO: Oh...
OKA : Especially, the costume, which the CHIEF wore, is no less than 120kg,
      with the chained weight and papier-mache shoes. It was a surprising thing.
HERO: ...It is like "Obbel and a elephant (a story written by Kenji Miyazawa)",isn't it?
OKA : Furthermore, the event is the celebration of that game, for which 700,000 game
maniacs,
      who wanted its limited goods, thronged.
      The police and the Self-Defense Forces were mobilized. It was making a great uproar.
      Then, the CHIEF guided visitors, managed the autograph session and acted a role,
      who was kicked and killed by the special guests, the staff of DD (Sega Online shop),
      on the stage, from the morning to the evening.
HERO: Sure...it might makes someone crazy.
OKA : The CHIEF of the design team, who was a substitute for the CHIEF, did not appear.
      The CHIEF was received 17 "DD kicks" continuously, which kill even a cow in agony
      by one shot, and he was dehumanized by that shock...
      After that, the CHIEF has never talked to anyone, and we haven't been able to
contact
      with the design team next to us. So we have been obliged to work without the design
team,
HERO: It's impermissible!
OKA : What..?
HERO: I must make games which can make everyone impressed, with all staffs here together!
OKA : I'm glad to hear such words, rookie! Alright, try it.
HERO: Yes!
("Programmer OKA" joined!)


#############################################################################
      Talk to CHIEF of Programmer Team (A man wearing the costume of Golden Bear.)
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HERO : Hi...are you the CHIEF of the program team ?
CHIEF: Grururu...
HERO : I'm in charge of the project SGGG...
CHIEF: Gigyagyagyagya...
HERO : Hi...
CHIEF: Garururu...GO...GOLDEN FLAG....gowahh!
HERO : Oh,no..
CHIEF: GO..GOLDEN...FLAG..gyagyagya!
HERO : I will...record my name on the staff roll!


(Black out)


YAYOI: ...Are you alright?
HERO : ...where is this ?
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YAYOI: I found you who were almost dehumanized. Why were you persuading such a monster ?
HERO : ...persuading ? Yes...I must persuade him.
YAYOI: I doubt that you can persuade him. Don't you know he is a "Bulk Staff"?
HERO : "Bulk Staff"?
YAYOI: I don't like the words, but it means the staffs whom companies can hire
        with cheap wages, because of his bad career.
HERO : Bad career...
YAYOI: Yes, he had done a failure once and the trust to him was lost.
        He is a staff whose behavior caused a serious trouble.
        Even if you could make him recover his mind, maybe he is useless.
        Supposing I am your position, I will leave him.
        I think it's happy for him to be left.
HERO : ...I can't leave him!
YAYOI: Do you believe that you were an angel ?
        We must attain to a difficult goal, that SEGA gets 100% of the game market.
        It's difficult even if we can get the best staffs for making games.
        Even if you can make him recover and join with you because he is miserable,
        can you take care of him?
        It's crueller for him to be associated with you, to attain such a stupid dream.
HERO : But...he must have come here, wishing to make great games!
        So, I believe he is waiting for a chance still now, though he looks dehumanized!
YAYOI: Ha! Alright. Do your best. But don't bother me.
HERO : ...I'll do it!


#############################################################################
        Talk to Programmer OKA (A realistic man with glasses and bucktooth.)
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OKA : You? Don't approach the CHIEF any longer.
HERO: But, it's too severe for him !
OKA : But, we have no method to save him...
HERO: OK. Please let me know only one thing. What is the GOLDEN FLAG ?
OKA : How did you know that words!?
HERO: The CHIEF said "GOLDEN FLAG".
OKA : CHIEF...The flag number F6, a common name is the "GOLDEN FLAG".
      It is the flag which had managed the spatial relation with the program booth
      and the design booth.
HERO: Spatial...relation ?
OKA : So to speak, a kind of key for the two booths.
HERO: So, GOLDEN...the name is as it is.
OKA : It's user-friendly, isn't it?
HERO: However, I think that only old gamers understand this topic.
OKA : It's OK, since it was also released on the handheld game machine recently.
      Of course, I can't mention the name because it's the product of the other company.
      Well, it's not related to the subject at all.
 (まったくだ)
      The relation with a design team got worse after the event.
      After both CHIEFs did the large quarrel, the flag which connects two booths
      was pulled out and space was shut.
HERO: Why did they do that ?
OKA : From the first, designers and programmers are rivals, who are always scrambling
      for the limited memory of game systems for their purpose.
      Peaceful co-existence can't be realized between them.
HERO: But, this is too unreasonable. Please let me know. How can I get the GOLDEN FLAG?
OKA : What will you do after getting it?
HERO: I'll persuade not only the CHIEF but everybody. Let's make games with all together.
OKA : Do you really believe that a boy like you can do so ?
HERO: But, even you were recovered your mind by me.
OKA : Well...that's right. OK,OK. Don't glare at me so much.
      The reason that the CHIEF mentioned the GOLDEN FLAG might be because your words
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         reached his heart. A seed...
HERO: What ? A seed ?
OKA : There is a seed somewhere in this room, which is the last one which is left in A
Lab.
      A flag will grow, if you bring it to the flag field.
      I can't declare that it will grows up to a GOLDEN FLAG.
      It's dependent on your motivation.
      Look for the desk here freely. Stand in front of a desk and push the A button.
HERO: Thank you very much!
OKA : Say it, after you persuade all the staff of a design team.
      Do your best! Rookie!
(A sound of a flag growing was heard somewhere.)
If you can find it, these messages will be displayed.

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1.It needs a pot for plants.
2.It needs FLAG WATER.
3.Please wait for a while after you planted the seed and poured FLAG WATER.
#You can get FLAG WATER at the shop in SEGA, in exchange for this package.
(A sound of a flag growing was heard somewhere.)

Return to SEGA and go to the shop. The girl will hand you FLAG WATER.
Of course, 30 days will pass.

##############################################################################
        Talk to Programmer OKA (A realistic man with glasses and bucktooth.)
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OKA : Boy, you got the GOLDEN FLAG at last...
      It's surprising that I trusted a boy like you... It might be because I'm still
      losing my mind a little.
HERO: I have a question. Well, is the CHIEF....a bulk staff ?
OKA : Ha! You already know such words, like grown-ups.
      But,don't you know I'm also the bulk staff ?
HERO: Why!? You can make games so excellently!
OKA : Excellently ? Ha! What kind of the staffs do you think excellent ?
      Many years ago, I and the CHIEF were devoted to development of a large-sized
      arcade machine. Although the quality of it was highest, time and money were
      required too much.
      So the company pronounced us that the project would be closed, if it couldn't
      completed within a month. Then, the designers and the programers were opposed
      to each other.
      Us who were aiming at completeness and resisting against the company.
      Others who were aiming to do their best in the limited conditions.
      Neither is wrong. However, the deadline was imminent.
      After all, we were forced by the MANAGER and the designer team and the CHIEF of
      programmer team consented. But, it brought the baddest result.
      The accident happened at the open test, which was caused by the bug of a program.
      The programmer team was blamed.
      Someone said "The easy mistake was overlooked because they persisted in the ideal."
      The CHIEF didn't excuse himself...at all. We didn't, too.
      What remained with us was the permanent freeze of a project and the honorable name,
      "bulk staff".
HERO: It is too severe! It's not only your fault that caused the trouble!
OKA : That's not right. Listen, rookie! Who makes games is not the executives but us.
      Even if the executives give us stupid commands, we must regard ourselves as the
losers
      if we make poor games.
      We are nothing but the staffs of a game company, but we have a pride!
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        It's our spirits of the game maker! You will understand it some day.
HERO: ...The spirits of the game maker.

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To be continued.
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