

Shining Force II Game Script

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Updated to v1.0 on Feb 28, 2004

Shining Force II: Game Script

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1/14/2004

Slade a thief brings two henchmen with him into an ancient shrine. Stay Here,
OK?

Slade walks to the right side, trying to find a hidden door.

Slade: Oops, a dead end!

Slade walks to the left side of the shrine.

Slade: Hey! I found some hidden stairs! Hey, guys! Follow me!

Men: Alright!

They all enter another room.

Slade: Finally, I found the hidden room of the Ancient Shrine! A treasure
Chest! I wonder if they're here?

Slade opens the chest and finds power water.

Slade: No, I don't want this!

Slade discards the power water back into the chest.

Man 1: Where on earth are those jewels?

Slade: I'm not sure. Something is shining over there...! Oh, they must be the
jewels of light and evil!

King Granseal: Quite a storm.

Minister: Excuse me?

King Granseal: It's a stormy night.

Minister: It's unusual for this time of year.

Guard: Excuse me, your majesty.

A guard from off the screen runs in

Minister: Is it time to go to the Ancient Tower?

Guard: Yes, sire.

Minister: It's stormy outside, be careful.

Guard exits.

King Granseal: Hmmm...

Minister: Excuse me, sire?

King Granseal: I have a bad feeling... Oh well.

A large gust of wind with lightning.

Minister: Oh, a gust of wind!

King Granseal: Make sure all the doors and windows are shut!

Slade: Well?

Man 1: Ugh... Ugghhh... Phew, I can't.

Man 2: You wimp! let me do it.

Man 1: Yeah, right.

Man 2: Blast! It won't budge!

Slade: You idiots! Let me do it.

Slade fails to get pull the jewels out.

Slade: Well, that didn't work. This time, I'll pull both of the jewels at the same time. One, two, Three!

Slade pulls both jewels out of the wall, sending him crashing into another wall.

Man 1: Are you ok?

Slade: Yeah, I feel just great.

Man 1: You did it! You have the legendary Jewels.

Slade: I did? Oh, I got them. I have the legendary jewels. Bravo!

The ground shakes.

Man 2: What's happening?!

Slade: We must escape from the shrine! Follow me!

They all exit the shrine safely.

Minister: Somebody bring a light to the king's chamber.

King Granseal: Oh....the wind blew out all the candles. it's so dark. I can't see a thing.

Large lightning strike.

King Granseal: What was that?!

Minister: Sire, the Ancient Tower...

King Granseal: What's wrong?

Minister: It's collapsing? Maybe it was struck by lightning?

King Granseal: No, not lightning... To my knowledge, that tower is impervious to any type of disaster.

Guard runs back in.

Guard: Minster!

Minster: What is it?

Guard: The...sealed door... Ancient Tower...

King Granseal: Go on.

Guard: It's open!

Minister: That's impossible! It can't be opened!

Guard: I'm sure it was closed before the lightning, but...

King Granseal: Strange.

Minister: Sire, I'm going to go and see what happened. We must know the truth.

King Granseal: Be careful.

Minister: Take me to the sealed door.

Guard and Minister exit. The storm continues.

King Granseal: Strange, strange indeed! Lightning at the Ancient Tower. Huh? Did I hear something? A sealed door that is open. An unusual storm. Everything is so strange. What? I feel as if someone is watching me, it must be my nerves.

Lightning strikes revealing the shadow of someone else, but the King does not see it.

King Granseal: I guess it was nothing, I have to get a hold of myself. What was that? Who's there!?

The king sees the shadow this time.

King Granseal: It's not my imagination! Somebody's in this room!

Now the being is shown to be in the room. He approaches the throne from the air.

King Granseal: Hey! Stay away from me! Somebody... HELP!

The King spins circles, presumably under the control of the other being and falls to the ground.

King Granseal: Aughhh!!! (sigh)

Bowie, the main character wakes up in his bedroom. He lives in the town of Granseal and is a youth. This is where the game starts. When Bowie walks down stairs he'll encounter his mother.

Mother: Good morning Bowie! You woke up late this morning. Did the storm wake you up? Hurry to school! Sir Astral and Sarah must be waiting.

Bowie is in the school now with Sarah and Chester on the main level with him.

Sarah: Hi, Bowie! How are you? Sir Astral is in the basement, but he looks strange today.

She moves out of the way suggesting Bowie go to the basement, which he does.

Sir Astral [mumbling]: Mmm...aahh... Oh, yeah! It must be.... No, it's not a... Oh, morning Bowie. When did you come in? Is it time to start school? OK, I'm coming up soon.

As Bowie tries to go back upstairs, Sir Astral will call out.

Sir Astral: By the way, Bowie, what did you think of the storm last night? Did you feel something evil, or anything? No, Nothing?! Perhaps it was just my imagination. Sorry.

Bowie now takes his seat, Sir Astral comes up stairs and class begins.

Sir Astral: Is everybody here? OK, Let's start. Where is Jaha? Overslept again? Oh, well. I can't wait for him. Where did I leave off yesterday?

A guard enters the school.

Guard: Sir Astral! The Minister would like you to come to the castle!

Sir Astral: What has happened? Why are you so...?

Guard: The King. He has fallen down and is in great pain!

Sir Astral: What?! The King? OK, I'm coming! Sorry, kids. I have to go to the castle. Stay here.

Sir Astral and the guard leave the school.

Chester: Bowie, did you hear that? The King is sick! But, I think it must be something else! He was acting so strange!

Sarah: Hey, Chester! Let's go to the castle.

Chester: We can't, Sarah! We're just kids. They won't let us in.

Sarah: Never mind that. I have a plan! Bowie, maybe we can meet the Princess! Are you going with us?

Bowie Chooses yes.

Sarah: Great! Let's go right now! Hurry!

Chester: What? Bowie, are you going? I'm going too!

Sarah and Chester both join the force. They exit the school and walk up to the front gates of the castle. The guards quickly converge to block the entrance.

Guard: Halt! Where do you think you're going?

Sarah: Well, let's see... Ummm...yes, Sir Astral called us!

Guard: Why?

Sarah: We're his pupils. He left a package behind, and....

Guard: You want to deliver it to him? Well...OK, go ahead. (cough!) Be good in the castle, OK?

The guards move away from the door allowing the party to enter. The next scene takes place in the bedroom of the King.

King Granseal: Mmmm... Hmmm... mmmm...

Princes Elis: Oh, father! Please wake up.

Minister: Sir Astral?

Sir Astral: Hmm, Nothing is wrong with his body, but...

Minister: He is suffering badly from something.

Sir Astral: Perhaps...it might be... Well?

Sir Astral spots Bowie and company.

Sir Astral: What are you doing here?!

Chester: Oops! Sorry, sir!

Sarah: Well, we just followed you...

Sir Astral: Don't lie to me. You wanted to see the castle, didn't you?

Minister: Sir Astral, who are they?

Sir Astral: Oh...well... (mumble)... They're my pupils...

Minister: So they are. They look like good kids. You must have a special reason to have them here, right?

Sir Astral: Um... I didn't mean for...

Sir Astral glares at Bowie.

Sir Astral: (cough) You said the door of the Ancient Tower is open. There must be a connection between the open door and the King's sickness. I called there here to help me investigate the tower. Now, pupils. Follow me. Don't give me any more trouble!

Astral heads down the stairs and the party follows him. When they next meet Astral is in a hallway preparing to investigate the tower.

Sir Astral: I didn't want to involve you, my children...but this might be a good opportunity for you to learn how to properly serve your King. Are you

ready, Bowie?

Bowie chooses yes.

Sir Astral: Good! let's go to the tower! Follow me.

Astral heads up. A guard stops Bowie to give him a quick chat.

Guard: Sir Astral is already inside the tower. Hurry!

Bowie enters the tower, Astral is already ahead examining things.

Sir Astral: There you are, Bowie. Stay here. I'll take a look inside the tower. Hmm, what a mysterious tower. I wonder who built it? I have a strange feeling about this place. Oh, what's this? I think I have seen this symbol before...

The screen begins to flash.

Chester: What's happening?

Sarah: Look! Something is appearing. What's that?

An evil Gizmo appears.

Sir Astral: An evil Gizmo! A devil that possesses people! Why are you here?

The Gizmo moves, but Astral blocks its path.

Sir Astral: Where are you going? What... wait! You're here to possess the King, aren't you? I won't let you pass. You shall not harm the King!

The Gizmo spawns six other Gizmos.

Sir Astral: This doesn't look good. We'll stop the evil Gizmo here. Bowie, defeat these fiends!

<Battle#1>

Sir Astral: Well done, Bowie! What should I do with this devil?

The Gizmo vanishes.

Sir Astral: Oh, it disappeared?! Oh, there it is!

The Gizmo vanishes again.

Sir Astral: It disappeared again. There it is!

The Gizmo vanishes again, this time out of the tower.

Sir Astral: We must hurry to the King!

Astral leaves the tower. The next scene takes place in the bedroom of Princess Elis. The King is in a physical quarrel with Sir Astral.

Sir Astral: King Granseal! Calm down!

King Granseal: Guoooooorrrr!

Sir Astral: He's possessed! He needs an exorcism right now!

The King knocks Sir Astral Down

Sir Astral: Yeow! My head! No, I'm OK, Bowie. I must use a powerful spell. It may be dangerous. Stay back!

Astral begins to glow and releases a fireball.

Sir Astral: Evil spirit inside the King, be gone, HAAA!

The King is knocked to the ground.

Sir Astral: King Granseal?

The Gizmo leaves the kings body.

Sir Astral: Did it work?

The Gizmo disappears.

King Granseal: Ooh.... Astral, wha...what happened?

Sir Astral: Are you alright? Let me use your soldiers. We must kill it before it finds another victim.

King Granseal: What are you talking about? I don't understand.

Sir Astral: (sigh)

Sir Astral Faints.

King: Astral!

Astral is exhausted. He won't wake up! The Minister summons the soldiers to the hall to kill the evil spirit.

Minister: That's all the info I can give you about the mission.

Soldier leader: So, all we have to do is find the evil Gizmo and kill him.

Minister: That's right. Kill him before he possesses somebody else. You may go.

Soldier leader: Yes, sir. Let's go and defeat the evil Gizmo. Forward men!

The soldiers leave the throne room.

Minister: Sir Astral is still sleeping... Is he alright? The King is upstairs looking in on Sir Astral. I'm worried.

Sarah: Is he going to be OK?

Chester: We...we are...

Minister: He just fainted because he was exhausted by the two battles. Don't worry about him. If he dies, it doesn't matter. He's old anyway.

The King comes into the throne room.

King Granseal: Minister! Is the Minister there?

Minister: Here I am.

King Granseal: Did our soldiers leave for the subjugation?

Minister: Yes, just a few minutes ago.

King Granseal: Oh, I'm too late. Astral came back to his senses just now.

Minister: That's great! Did you talk to him?

King Granseal: Astral said, he feels an ill omen behind the opening of the tower and Gizmo appearing. We must study the ancient history of Grans Island.

Minister: How?

King Granseal: A historian named Hawel lives northwest of Yeel. Astral asked me to send soldiers for him, but...

Minister: Ah, I understand.

King Granseal: What should we do now?

Minster: What should we do?

King Granseal: Oh, yes!

Minister: Ah, yes!

King Granseal: Minister, I have a good idea.

Minister: As do I. You're the pupils of Astral. I know of you, Bowie. I heard that you did a very good job in the Ancient Tower.

King Granseal: Why don't you go to Yeel and bring Hawel back here? I don't think this is a difficult job. Will you go?

Bowie chooses yes.

King Granseal: Thank you. Depart to fetch Hawel immediately.

Bowie leaves the castle. Just as he tries to leave the town of Granseal he will be encountered by Jaha.

Jaha: Here you are! I've been waiting. A soldier said you went into the castle. Is that true? Oooww! I missed it! I would've waken up early if I had known that...! So I came to meet you here, Bowie. You're going to Yeel, right? Under the King's orders! Cool! Of course, I'm going too!

Jaha joins the party.

<Battle#2>

The next snip of dialogue takes place in Yeel. Kazin will block the path to Sir Hawel's home.

Kazin: What can I do for you? Oh, you would like to see my master? I am studying at his house. Please follow me.

Bowie allows Kazin to follow him.

Kazin: Sir Hawel lives just outside of this village.

The party leaves town.

<Battle#3>

The party arrives at Hawel's house.

Kazin: This is Hawel's house. Sir Hawel! Granseal friends are here!
Strange... There's no answer. Has he gone somewhere? Well, why don't you just wait for him inside?

Kazin and Bowie enter the house. They see Galam soldiers have attacked Hawel who is now on the ground in great pain.

Kazin: Wh...who are you? Oh, Sir Hawel!

Galam Soldiers: Oops! You came back early!

Kazin: You! What did you do to Sir Hawel?!

The Galam soldiers flee, Kazin tries to chase but stumbles.

Sir Hawel: Ohhh...Kazin...

Kazin: Sir... you're alive!

Sir Hawel: It's no use running after them...

Kazin: Are you OK, sir? Why did they do such a cruel thing?

Sir Hawel: They were Galam Soldiers. They demanded my notes on the Ground seal. They suddenly snatched at them, and...(cough)...

Bowie: (whisper)...

Sir Hawel: Who...is...it? What...did he...say?

Kazin: He's Bowie from Granseal. He said that the ground seal has opened. And a serious disaster took place! He came to see you for more information.

Sir Hawel: What?! The door opened? Who broke the ancient seal?!

Kazin: Calm down, sir. Why are you so excited?

Sir Hawel: (cough, cough)...Kazin, listen to me carefully. Grans Island is lost! That tower is the sacred seal that confines a terrible devil. Two jewels...(cough)... were... installed to...

Kazin: Stop talking, or you'll die.

Sir Hawel: I'm almost dead anyway... (cough)...(cough)... Kazin, look for the jewels to seal...ancient...

Sir Hawel dies.

Kazin: Sir! Sir Hawel! Don't leave me alone! Oh, no...! Sir Hawel has passed away. I'm going to seal the tower, it's Sir Hawel's last wish. Bowie, please!

His wish is related to your mission, right? Can you go with me and seal the tower?

Kazin joins the party.

Kazin: Now, let's go to the Ancient Shrine!

The party heads outside and encounters part of the Galam Army.

Kazin: Who are they? Galam soldiers!

Lemon: Greetings, Granseal scum!

Kazin: Why did you kill Sir Hawel? How could you be so mean?

Lemon: Ummm...

Kazin: Answer me! Bowie, we must defeat them so we can learn the truth!

Lemon: Capture them alive!

Lemon leaves

<Battle#4>

After the battle Lemon will return to see his troops have been beaten.

Lemon: Your battle strategy was wonderful! I praise you. But, I can't let you escape.

Lemon knocks Bowie out.

Lemon: That lad is their leader. Take him! Don't worry. He has only fainted. Take them to Galam!

The screen goes black, but you can hear talking. You're actually in Galam Prison. In one cell is Slade, Sarah and another person. In the other cell is Bowie, Chester, Kazin, Jaha and another person.

Sarah: Impossible! Galam and Granseal are allies!

Prisoner: But it's true. I'm a scholar. I'm here because I tried to stop him.

Prisoner 2: I'm a leader of the Galam Army. I disagreed with the war and now I'm here. What did your kingdom do to Galam? What is the reason for this war?

Kazin: What about Sir Hawel? He was killed by Galam! What did Galam want? What is Ground Seal?

Prisoner 2: Ground Seal...do you know what Ground Seal is?

Chester: What is Ground Seal? Please tell me!

Prisoner 2: I heard King Galam say those words. I just know that something is being concealed.

Bowie wakes up. He walks into the conversation and it continues.

Bowie: (yawn)

Chester: Bowie! You finally woke up! We're talking about Ground Seal.
Please, join in.

Prisoner 2: What's wrong with this seal?

Chester: Somebody broke the sacred seal?

Sarah: We're not sure. It seems that somebody stole the two jewels.

Slade begins to wake up and mumble.

Slade: ...ancient...shrine...two...jewels!

Prisoner 2: Oh, you woke up! Are you OK?

Slade: Where...? ...I... why am I...?

Prisoner 2: This is the jail in the basement of Galam Castle. Say, you mustn't
move yet!

Slade: Yes, I remember! I was caught by Galam soldiers.

Slade [thinking to self]: They took my jewels and brought me here!

Slade: They... killed my friends!

Slade walks forward and falls on his face.

Slade: Ouch! I can hardly move.

Prisoner 2: Stay here for a while. You need to rest. What were we talking
about? Oh, yes. Why is King Galam interested in Ground Seal?

Sarah: Is it related to the opened door?

Slade: Hey!

Kazin: Does he want the jewels?

Slade: What?

Jaha: The man that broke the seal is to blame for everything!

Slade: Oh, no!

Prisoner 2: Are you OK? You know something?

Slade: Uhh... Nope!

Kazin: We can't stay here! We must escape!

Sarah: I know, but how can we open that locked door? Oh, Galam is invading
Granseal while we're sitting here!

Slade: I'll open the door for you!

Prisoner 2: Oh, yes! You're a thief and you can open locked doors.

Slade: Yes, of course! I'm the great thief, Slade!

Slade opens the door to his cell. Slade opens the door to Bowie's cell.

Slade: OK, it's done. Hurry to you country and save them!

Chester: Thank you! Bowie, let's get back to Granseal!

Sarah: Why are you being so nice to us. You don't know us.

Slade: Ah, that's because... well...

Sarah: Is it...? Are you the thief who broke the seal?

Slade: I... ah...

Sarah: You are! Hey, you! Do you know what you've done? A big problem was created because you stole the jewels. I know the thief Slade always steals for poor people, but you made a serious mistake this time!! All these disasters... everything is YOUR fault!

Slade: I didn't mean to...

Sarah: That's enough! Bowie, let's go!

Bowie tries to exit the prison, but Slade yells for him.

Slade: Wait! You'll be captured if you go that way. I know this castle very well. I know a short cut.

Slade reveals a hidden way out of the jail.

Slade: Now, go out through this short cut!

Bowie walks up to it.

Slade: You're right. I did it. But, I didn't know all this would happen. Please take me with you.

Bowie brings Slade with him and they escape.

Slade: Thanks, I promise to help you. The tunnel leads to the kitchen, we can escape safely.

Before leaving, they overhear King Galam issue orders to his army. Slade talks to Bowie while Galam issues orders to the army.

King Galam: Listen, everybody! We're going to Granseal!

Slade: We're too late!

King Galam: As you may know, my messenger was killed! Granseal must have done this. So we're invading them to retaliate!

Murmurs will the army.

Lemon: Quiet! Everybody listen to me! I also don't understand this march! But, King Galam must have a good reason! I believe the king! How about you? Anyone disagree? No? Good!

King Galam: Well done, Lemon.

Lemon: King Galam, victory is ours!

King Galam: Guards! Open the gate! Lower the bridge! Lemon, prove your allegiance.

Lemon: What do you mean?

King Galam: Show no mercy!

Lemon: My Lord...

King Galam: Now, go! Crush Granseal!

The army leaves the castle.

Slade: They've gone. The war begins. So, what should we do? Are you still going to Granseal? You're serious? Do you think we can stop the war? I will leave you once I'm outside the gate!

As they try to leave the castle, they are spotted by a group of Galam soldiers who remained behind.

Galam Soldier: You! How did you get out?

Slade: I...

Talk on the other side of the room carries over.

Galam Archer: Wow, great jewel!

Galam Knight: Oh, this? The King gave it to me!

Galam Archer: Because you captured that rat?

Galam Knight: Yes. I presented them to King Galam. He was so kind to give me one of the pair, the Jewel of Light!

You party tries to make a run for it out the castle.

Galam Soldier: Wait! How did you escape? Intruders! Intruders! Arrest them!

<Battle #5>

Galam Knight: You, rat! I threw you into jail after I took your jewels...

Slade: Hee, hee! You expect a thief to stay in jail? Give me the jewels.

Slade steals a jewel from the Galam Knight.

Slade: Yes! I found one! Where is the other jewel?

Galam Knight: K... King Galam... took it into battle. Take the jewel. You won't have it long. We'll get it back!

Galam Knight dies.

Slade: This is the Jewel of Light that I stole from the shrine. The other jewel is missing. I'll give you this one now.

The Jewel of light fuses to Bowie's neck and does not remove.

Slade: Bowie, did you use magic? Ummm... I can't remove it! Is it cursed? We'll go to the church later to see if it's cursed. At least we have it now. The knight said that King Galam took the other jewel with him. Bowie, I'll go to Granseal with you.

Slade joins the party.

Slade: I have an obligation to find the other jewel! Let's go to Granseal!

The party manages to get out of Galam castle but runs into the rear end of the Galam army just outside the gates.

Galam Soldier: Halt! How did you get past the Galam Guards? No one is allowed to leave 'til we conquer Granseal!

Slade: I know... ah... but... King Galam... left this behind.

Galam Soldier: And you want to bring it to him? HmMMM. I don't know....

Galam Soldier 2: What's going on here?

Galam Soldier: They want to deliver a package to the King.

Galam Soldier 2: To King Galam? It sounds important. But he has not rescinded his orders yet.... I had better deliver it. I'll get the package from them.

Slade: I think we're in trouble!

Galam Soldier 2: Hand it over. I'll deliver it to...? You!! How did you escape from jail?! Hey, these are the Granseal spies!

Slade: Oops! That didn't work!

<Battle #6>

The party arrives too late at Granseal. Most everyone in the Castle is already dead or severely injured. First Bowie stops in a small house to encounter a small Tortoise.

Kiwi: (shiver)... ooouu... Oooo! Oooo!

Kiwi joins the party.

Bowie makes his way into the throne room where Lemon is confronted by Sir Astral. The King of Granseal and Minister watch from the bottom of the stairs.

Lemon: Stop, please stop! Don't make me use my sword any more!

Sir Astral: Where is King Galam? He went into the tower, Ground Seal, right? Then I must go there!

Lemon: Please don't move, or I'll have to kill you! Please!

Sir Astral: Lemon, calm down! You already figured it out, didn't you? We didn't attack Galam. Your King lied! We are allies! Do you believe me? We would never...

Lemon: Stop! NO! King Galam is my...

Sir Astral: You have to believe me. Your King is possessed by a devil. He is not King Galam!

Lemon: No!

The Princess of Granseal, Elis, screams from afar.

Elis: No, no! Father! Astral! Somebody please!

King Granseal: Elis!

Sir Astral: He is taking her away! We have no time.

Lemon: Stop, sir! I can't let you pass!

Sir Astral: Then you come with me! Yes, a good idea! (To guards) You kids, follow me!

Lemon and Sir Astral head for the tower. Bowie is now spotted by the King of Granseal.

Minister: Oh, it's you, Bowie! King Galam took Princess Elis to the Ancient Tower!

King Granseal: Elis is in the tower. I shall go with you and save my daughter.

The King of Granseal and the Minister follow Bowie into the tower. Along the way Lemon and the two guards are injured and dead. Lemon realizes that King Galam is truly possessed. When Bowie arrives into a large altar room, King Galam and Sir Astral are already fighting. Princess Elis remains trapped near them.

King Galam: Astral, you're so persistent!

Sir Astral: King Galam, what do you intend to do?

King Galam: You wouldn't understand.

King Granseal: Astral, save her!

Princess Elis: Father!

Sir Astral: King Granseal and Bowie!

King Galam: Blast! Give up now, King Granseal! Do you want her to die?!

Sir Astral: No! You give up! We've got reinforcements! Your magic cannot defeat all of our soldiers!

King Galam: I'll kill you before they have a chance to attack!

Sir Astral: Just try it!

Astral and Galam exchange blows, they both fall to the floor.

King Galam: Astral...

Sir Astral: Gguuu...

King Galam: I've beaten you! You've lost!

Sir Astral: But, so have you! Or had you not noticed? You cannot move.

Princess Elis, run away!

Princess Elis: I'll try.

Princess Elis attempts to run but is stopped by some devils appearing from nowhere.

Galam Mage: Stop, my dear!

Princess Elis: Oh!

King Galam: Hee, hee, hee... I won't lose her now.

Sir Astral: What should I do? Bowie, can you hear me? Save her.

King Galam: I've no time to play with these kids. Devils! I summon thee!

Devils: Yeeeeeeee!

King Galam: Forget about Astral, I'll kill him! Eat them all up before they reach her!

<Battle #7>

Minister: King Galam! You've lost your followers!

King Granseal: Princess Elis, come here. Come here.

Princess Elis: Father...

Elis tries to get to her father, but King Galam jumps up and detains her.

Princess Elis: (Shriek!)

King Galam: No, Princess.

King Granseal: Elis!

King Galam: Freeze! Ha, ha! What a good hostage she is! Stay there! Or she'll die!

King Granseal: Stop this, King Galam! Leave her alone! Please!

Minister: Princess Elis... I'll save you!

King Galam begins casting a fireball.

Princess Elis: Watch out!

King Granseal: What?!

King Granseal and the Minister narrowly avoid getting hit by two fireballs.

Princess Elis: Father!

King Granseal: Don't worry... I'm fine.

King Galam: That was just a warning! Do you want me to attack again?

Sir Astral: King Granseal... Galam, please tell me... What's in this tower?
In Ground Seal?

King Galam: You really want to know? Ha, ha! OK, I'll tell you.

King Galam shows off the Jewel of Evil.

King Galam: I'll open the door to the Evil World! Observe!

King Galam causes a door to open, creating a small earthquake.

King Granseal: An earthquake!

King Galam: Now do you understand? I plan on opening the sealed door!

Sir Astral: Why? What's inside?

King Galam: You'll find out soon enough.

King Granseal: What's he doing now??

King Galam: Here they come! Ha, ha, ha!

Sir Astral: What?

Two tubes of light appear.

Bowie: I have a bad feeling about this!

The tubes of light grab hold of King Galam and Princess Elis and start heading
towards the door.

King Galam: Farewell for now! Going up!

Sir Astral: He's using the light tube to go through the doorway! Save her.
Save her now! Bowie, you're good at performing acrobatics! Minister, help me!

Minister: Y... yes... but how?

Sir Astral: Throw Bowie towards the light tubes! Bowie, save her!

King Galam: Too late. You're too late.

The Minister and Sir Astral toss Bowie towards King Galam and Princess Elis.

Sir Astral: Oops, we lost our grip! But...

Bowie lands on King Galam and grabs onto the Jewel of Evil.

King Galam: What are you doing? Don't touch my jewel! Don't touch it! I
said, don't touch it! I'll shake you off! You're still there?

Princess Elis: Wow! He's so brave. Hmmm...

King Galam: I've almost got you now!

Princess Elis: No, you'll fall if you open your hands now!

The Jewel of Light flares.

King Galam: Whoa! The light... the light!

The Jewel of Evil fuses itself to Bowie's neck. Bowie falls from the tubes of light and crashes into the ground.

King Galam: He stole my jewel!

The two jewels on Bowie merge. the intertubes of light fade away, right above the door. Galam and Elis begin to fall inside of it.

King Galam: I have to go back and get my jewel.... Nooooooooooooo!

Princess Elis: Father... Bowie... help meeeeeeee!

Both King Galam and Princess Granseal fall into the doorway to the Evil World.

King Granseal: She's gone.... Elis!

Sir Astral: We couldn't help the Princess.

Bowie: (sigh)

Sir Astral: Bowie, why do you have two jewels?

Bowie explains how he got the Jewel of Light.

Sir Astral: Indeed, perhaps... these jewels are the key to solving this....

The ground begins to shake again.

Sir Astral: What?! Another Earthquake?

Minister: Wow! It's getting worse!

King Granseal: Whoa!

Minister: Sssiirrrr Astral! What should we do?!

Sir Astral: I'm not sure.

Minister: Sir Astral!

Sir Astral: Let's get out of here! We'll come back later with soldiers to rescue her.

King Granseal: But Sir Astral...

Sir Astral: He won't budge. We'll have to carry him.

The Minister nods with agreement and they both lift the King and head to the exit.

Sir Astral: Bowie, you'll be buried in the Tower! Come on!

The party leaves to tower and makes it back inside the back of the tower.

Sir Astral: Strange earthquake.... Bowie, you must escape!

The party makes it to the throne room.

Sir Astral: OK, everybody is safe.

The party exits the castle, they are met by two Granseal soldiers.

Soldiers: Your majesty! Sir Astral! Are you alright?

Sir Astral: You didn't escape? Why are you here?

Soldiers: We've been waiting for you. Chasms are appearing in the ground.

Everybody is on the ship to avoid falling into a hole.

Sir Astral: Thank you. Bowie, hurry to the harbor.

Soldiers: Wooooo! Help! Heeeeeelp....

A chasm swallows the soldiers.

Sir Astral: That's too cruel.... Bowie, go to the harbor from the east side. It's safer.

The party reaches the ship in the harbor. An old man has taken control of the situation.

Old Man: Sire! Sir Astral! Glad to see you again! Can we put out now?

Sir Astral: Bowie, are you ready to leave port?

Bowie chooses yes.

Sir Astral: OK. Let's go!

Old Man: Weigh anchor!

Minister: Sir Astral, where are we headed?

Sir Astral: This earthquake must have caused damage all over the island. Maybe... to the east... to... Oh, yes! To the mainland!

Minister: To Parmecia?! Hmmm....

King Granseal: What? To the mainland? No! What about Elis? No, we'll stay here on Grans!

Sir Astral: It's too dangerous to stay here. Weigh anchor right now!

The ship leaves the harbor. Not long after the entire kingdom of Granseal is brought to the ground, except for the tower. The story resumes with the ship sailing towards the mainland.

Sir Astral: We were almost swallowed by that chasm.

Bowie: That was close!

Sarah: Sir Astral, where should we go now?

Sir Astral: I think we should go to the mainland. Don't you agree, Minister?

Minister: We have no choice.

Jaha: Then, let's go to the continent of Parmecia!

The ship seals east for quite some time.

Sarah: I feel... sick... to my... stomach... ohhh....

Kiwi: Sarah, look!

Sarah: Sorry, Kiwi... I can't do anything right now...

Kiwi: That's not what...

Sarah: Sorry... ohhh...!

Kiwi: Hooray, land ho!

Sarah: What? Oh, it's true! Sir Astral, we can see the mainland!

Sir Astral: Finally we've arrived. King Granseal, can you see Parmecia?

King Granseal: Oh, that's good...

Sir Astral: Minister, we're approaching Parmecia!

Minister: Land the ship, captain.

Captain: Where?

Sir Astral: Anywhere. There! No! There!

Captain: But, the ship will be destroyed!

Sir Astral: It doesn't matter. The ship will be used for lumber after we land, anyway.

Captain: Are you serious? Just don't complain that we don't have a ship later!

The ship crashes into the mainland coast.

Slade: Whoa!

Sarah: The ship has crashed onto the shore! Oh, no!

Captain: Ouch! Ouch! That's what I call good seamanship!

The Minister calls everyone to the main deck and explains the situation.

Minister: Everybody, listen up! Let's build a new Granseal here! The ship will be a good source of timber! Break the ship apart and bring the timber onto the land!

Below the decks, most of the party is working like everyone else.

Jaha: We're going to break the ship up into pieces and build our new town.... That means, we can't go back to Grans Island! Hey, listen to me!

Sarah: Be quiet! We know that. Help me remove this plank!

Jaha: OK, I'm coming, Ugh... Ugghhh... It's stuck! Heave! Heave! Come

ooooooooooooooooon!

Jaha removes the plank and goes flying through a nearby wall of hull into the sea.

Slade: OH, what a klutz!

Sarah: That's OK. Jaha needed a bath anyway.

Kazin: Bowie, bring that plank above deck.

Above deck, Bowie is carrying a plank three times his size.

Captain: Somebody, take that plank from him!

Man: I got it! Thank you, boy! We need a lot of planks for our new town!

Captain: We can't go back to Granseal without a ship... There's no Grans Island now... I know that, but...

Man 2: Somebody, help!

Captain: What's wrong?

Man 2: One of my friends has not returned from the North Cliff. He may be in trouble.

Captain: This isn't good. Bowie, did you hear that? Would you go to the North Cliff and check on his friend?

Bowie chooses yes.

Captain: Oh, you're so brave! Hey, he's going with you!

Man 2: Bowie, thank you! I'll show you to the North Cliff. Follow me.

Jaha: Bowie, wait. Wait!

Sarah: Hey, you're all wet. Are you leaving? Say it isn't so!

Kazin: I think it's too dangerous out there alone. And, it would be safer if we came along.

They arrive at the North Cliff.

Man 2: It's over there! There he is!

They see another man trapped by rocks which have fallen.

Man 2: He's lying down! Why? What happened?

Devils appear.

Witch: Hee, hee! More strangers have arrived!

Man 2: You! Did you hurt him?

Witch: This is my territory, I protect it. You come here to save him? Ha! Everybody, attack!

<Battle #8>

Man 2: Oh, my... Hey! Are you OK?! Oh!

Man 3: Oooh... unh... a big rock... fell on me...

Man 2: Huh? Where is it?

Man 3: It's... humph... Bowie, how come you're here?

Man 2: What a fool. We came to help you! You would be dead if we hadn't come.

Man 3: What are you talking about? Oh, yeah! I remember. A huge rock fell on me after you left. It must have knocked me out. Anyway, thank you. Look at that! The tunnel is blocked by a rockslide.

Man 2: Oh, what a pity. Treasures may lie within.... I guess we'll never know. Bowie, let's go back to the ship.

They walk back to the ship. A quick cut scene shows the ship being torn apart into a new town.

Man 2: Look at that, Bowie! They've finished breaking up the ship.

Man 3: Wow, there's our new town! But our Granseal was much more beautiful. Cheer up!

One year passes. The town has come along well. There is a meeting in the throne room.

Minister: (cough)... our town is being rebuilt, as you can see. But, we will be better off if there are no accidents. You're too young to spend your time guarding our new home. You are the soldiers of Granseal! Do your best to improve our new home! King Granseal! (cough)... (cough)... King Granseal! All the people of Granseal have been working hard for an entire year. Please thank them for their hard work.

King Granseal: Ah... I have nothing to say.

Minister: N... Nothing? Mmmm... alright. Sir Astral, please speak in place of our King.

Sir Astral: Ummmm... Ok, I got it. One year has passed since we came here. The castle, the town... Everything is coming along nicely. But we lack something. What is it? It's trading! We need to make alliances with other towns.

Minister: Indeed, indeed. Thank you, sir! That's all for today. You may go now.

Everyone leaves the castle. As they walk through town, a man tells a guard of some exciting news.

Guard: A strange animal? Really?

Man: Yeah! It's a very big bird!

Guard: People are surrounding the bird. Should we talk to it? It would be a good opportunity. I'll go see the bird! You tell the King about it!

The guard walks to view the bird, the man begins to go to the castle, but stops to inform Bowie first.

Man: Oh, Bowie. Good timing. There's a strange animal in town. It's very exciting!

The man makes his way to the castle, Bowie goes to the bird to examine it.

Kid 1: Oooo... it's big! I want to touch him!

He runs to the bird, but it moves.

Kid 1: Ooops!

Kid 2: Ha, ha! You missed. Let me try.

He runs to the bird, but it moves again.

Kid 2: Wow, he's fast! Hey, he's over there!

Kid 3: OK, my turn!

He runs, but the bird moves out of the way.

Kid 3: Gosh, he's quick!

Peter: Stop! Stop that!

Kids: Amazing! He speaks!

Peter: Of course I do. Is this how you greet strangers?

Kid 2: Shut up, bird!

Peter: How barbaric! I didn't know humans were so impolite.

Kid 3: What?

Minister [from afar]: Those boys are about to hit the bird.

The kids trap the bird.

Minister [from afar]: Stop! What do you think you're doing? [To Peter] I'm sorry. I must apologize for their actions. Welcome to Granseal. I am the Minister. We just settled here. We're strangers here.

Peter: Ha, ha! You're right. But I'm very happy to meet a man like you!

Minister: Please stay here as long as you like. Let me introduce you to King Granseal. Follow me, please.

The Minister takes Peter to the castle. Bowie follows them up after a while. The conversation has already begun when Bowie arrives.

Sir Astral: Are you a phoenix? The legendary bird?

Peter: Y... yeah, I'm a phoenix. But... legendary? I don't know about that.

King Granseal: You are legendary, Peter. I read that a phoenix serves a God.

Peter: God? Ah, Volcanon! Luke calls him a god. As long as he watches over us, nothing can break the peace of Parmecia.

Sir Astral: Volcanon? The great being who created the Earth? Oh this is the happiest day of my life! Please let me go with you and meet Volcanon!

Peter: Ummm... OK. To tell you the truth, I hurt my wing during this trip. I stopped here to ask for help. But, I don't want to trouble you...

Sir Astral: Don't worry. These lads love trouble. Bowie! Why didn't you tell me you were here? Did you listen to our conversation? You know, it's time for us to set out! We're going to Mt. Volcano with Peter. It's in the far east!

Minister: Sir Astral! You said, you're going too? No!

Sir Astral: Wh... why not?

Minister: We came here just a year ago. We're still learning about this country. You're needed here.

King Granseal: He's right. You must stay. Bowie, please take your party and go with Peter. Astral, do you agree?

Sir Astral: Hmmmmmm.... Y... yes.

Peter: Then, they are my companions! I'm Peter. I really appreciate your kindness. Mt. Volcano is in the east.... It's very far away.

King Granseal: Minister, bring the gift!

Minister: Yes, sir. A parting gift. Take it.

The Minister gives Bowie 100 gold coins.

Sir Astral: Good luck, Bowie. Find as many friends as you can on your journey with Peter.

The party leaves Granseal and heads east. The nearest town is Ribble.

<Battle #9>

When the party reaches Ribble, they will be mistaken for invaders. It seems Granseal has a bad reputation in Parmecia.

Man: Hmmm? You're a spy from that new town, aren't you? You're back again!

Mayor! Mayor!

Bowie will go to the Mayor's house.

Mayor: Who are you? What are you?

Man: A group of soldiers were just here. Soldiers must be waiting beyond the gate. Be careful!

Mayor: You're so persistent. What do you want?! You suddenly appear in Parmecia, and build a castle? I don't know who you are, but all big cities like war! I've never seen such impolite guests!

Man: He's right! You came here to capture Parmecia!

Mayor: We'll never obey you! Go away!

Peter: You talk too much! Hey, Bowie. Why don't you say something? I can't stand this! Hey, you! I think I understand how you feel, but listen to me!

Mayor: Why?

Peter: I'm not from Granseal. I just visited there.... You think they came to Parmecia to conquer it? Well you're wrong. They were forced to leave their island due to a disaster. They're good people! You don't have to be so paranoid!

Mayor: Who are you?

Peter: I'm Peter! I'm a phoenix that lives in Mt. Volcano.

Mayor: A phoenix? The legendary bird?

Peter: I don't know if we're legendary or not....

Mayor: I'm very glad to meet you! Oh, they're friends of yours. My, my!

Man: Of course, we of Ribble will become allies of Granseal. I promise that we will welcome you when you visit us again!

Bowie will find May, a centaur woman walking near the church after this takes place.

May: The people in this village are cowards! When do they ever go adventuring? I can't take it anymore! Hey, would you mind if I joined you?

May joins the party.

May: Now, let's go!

With nothing left to do in Ribble, the party heads east.

<Battle #10>

Then they head north to a cave at the footsteps of Mt. Volcano. The cave is dark and the characters can only see about two steps in front of themselves.

Peter: You'll come to the foot of Mt. Volcano through this dark cave. But, I heard this cave is home to a hobgoblin.

Voice: Yes, it is!

Peter: Wh... Who said that?

Voice: Me! The hobgoblin! Welcome to my home. Enjoy your visit, because you're not leaving!

<Battle #11>

The party leaves the cave and enters the town of Polca, which lies below Mt. Volcano. As the party tries to leave Polca, a large explosion will happen and a boy will walk onto the screen and fall over at the feet of the party and a Wolfman.

Wolfman: Oh! Good heavens! He's badly injured! Mayor, mayor!

Mayor: What's all this noise?

Wolfman: Mayor, a boy from the mountain is seriously injured!

Mayor: What?! Ohhh... his eyes are seriously damaged! He must have been caught in the eruption....

Wolfman: He needs prompt treatment!

Mayor: Yes, bring him into my house!

The Wolfman and Mayor carry the boy into the Mayors house. The party continues beyond Polca and begins to climb up the mountain. They run into some devils.

Peter: Who are they? They're looking for something.

Evil Cloud: He's not here... not under the cliff...

Hobgoblin: There are marks of a battle here and there! Against the birdmen of Bedoe?

Death Archer: Could be... see those volcanic rocks?

Hobgoblin: Nobody but Volcanon can do that! He has never before killed birdmen, but...

Evil Cloud [Sees the party]: Who's that? Stupid Polca kids!

Death Archer: Polcan people are cowards that live in peace. They shall never return alive!

<Battle #12>

Death Archer: How can you defeat devils? Ah! You have the Jewel of Evil around your neck. It's you Bowie. We've been waiting for you.

Peter: Bowie, did you hear that? He said, he had been waiting for you. Why do the devils want you?

Bowie attempts to enter Bedoe, the town at the peak of Mt. Volcano. He is stopped by two birdmen guarding the door.

Bird Man 1: Who are you?

Bird Man 2: Bedoe is only for birdmen!

Peter: Don't be so uppity!

Bird Man 1: Oh, you're...

Bird Man 2: Sir Peter! Sorry, Sir Peter! Welcome back! Volcanon is waiting!

Peter: That's strange... I just realized... Why are you flying guard? Did something happen?

Bird Man 1: Well, the devils invaded recently.

Peter: Devils?

Bird Man 1: Yes, the Devil Army. Strong greater devils broke Volcanon's sacred barrier. But don't worry, Volcanon defeated all the devils.

Peter: The devils we fought must have been part of that army!

Bird Man 2: You met some other devils?

The Birdmen rush down the mountain.

Peter: Stop, stop! We already defeated them.

Bird Man 1: That's great! But...

Bird Man 2: We'll go and make sure... Just in case.

Bird Man 1: We're going to Polca Village to patrol. Peter, please see King Bedoe.

The Birdmen exit.

Peter: Bowie, let's go. I'll introduce you to King Bedoe.

The party heads to the Throne room of Bedoe. The king is giving orders to some birdmen.

Birdman Leader: yes, the greater devil was very strong. But, God Volcanon swept away all the devils.

King Bedoe: What about the greater devil?

Birdman Leader: He fled.

King Bedoe: Can't you track him? We must capture him before he regains his strength.

Birdman Leader: Did they come from Grans Island?

King Bedoe: I think so. Maybe he died. But beware of another attack. Watch carefully!

The birdmen leave the throne room. Bowie and Peter are spotted now.

Luke: Peter, Peter!

Peter: Luke, how have you been? King Bedoe, you look well.

King Bedoe: Peter, my friend, how was your journey?

Peter: Let me introduce my friend. This is Bowie, he's from Grans and...

Luke: I know. He is a pupil of Astral of Granseal.

Peter: How do you know that?

Luke: Sir Astral told me.

Peter: What?! Did you go to Granseal?

Luke: As Volcanon's messenger.

King Bedoe: And I heard that somebody unsealed Zeon. Grans people caused a big problem. Zeon might destroy the world...

Peter: Sorry to interrupt, but is he that strong?

King Bedoe: Zeon is the King of the Devils.

Birdman Leader: Peter, you had better go see Volcanon. It may calm him down to see Peter.

Peter: Oh, is he angry? Maybe later...

Luke: Never mind later. He has been waiting for you.

Peter: Oh, yeah? OK, I'm going. Bowie, follow me.

King Bedoe: Peter, are you taking Bowie with you?

Peter: Of course. Why not?

King Bedoe: He thinks people of Granseal are...

Birdman leader: King Bedoe, I think Bowie has to see Volcanon. He should talk to him.

King Bedoe: Hmmm... you're right. Peter, go ahead.

Peter: OK. Anyway, let's go.

Peter and Bowie reach the summit of Bedoe. Volcanon is in his shrine. Peter walks up to him while Bowie stays a bit behind.

Peter: God Volcanon! I'm back!

Volcanon: Welcome back, Peter. You look well.

Peter: Yes, I am! This trip was very interesting.

Volcanon: That's good. What made it interesting?

Peter: I met a lot of people that live on the ground. They help each other. I made some friends.

Volcanon: Wonderful. It must've been a good experience for you.

Peter: I've brought a friend. This is Bowie. He's from Granseal.

Volcanon shakes the earth.

Volcanon: Granseal! People of Grans Island caused a serious, deadly problem for the world!

Volcanon shakes the earth again.

Peter: Volcanon?

Volcanon: They awakened Zeon, the legendary devil! I've been protecting all the ground-dwelling people. I can't forgive them for this!

Volcanon shakes the earth again.

Peter: Volcanon, please calm down! Bowie is not the person who did it!

Volcanon: Everybody who lives on the ground is responsible. They have to solve this by themselves.

Peter: What should Bowie do?

Volcanon: My protection ceases now! He must face the devils on this own.

Peter: But... Even the greater devils are as strong as you!

Volcanon: If all of the humans are annihilated, that's OK. It's their destiny.

Volcanon shakes the earth again.

Volcanon: I want them to show me courage. They must reseal the devil again.

Peter: Then, please give some advice to Bowie.

Volcanon: Bowie, believe in the power of the jewel. It belongs to both the light and the darkness. It shows its true power when the light and the darkness are as one. You may go now. I don't want to see anybody until Zeon is defeated.

Peter: Volcanon! Bowie, we'll defeat that devil by ourselves! I didn't know he was such a cold-hearted god. Ok, I'll help you! I'll go with you to reseal the devil!

Peter joins the party. Peter and Bowie head back to the Bedoe throne room and speak with the King.

King Bedoe: God Volcanon has forsake the people of the Earth. Are you going to kill Zeon as he demanded?

Bowie chooses yes.

King Bedoe: You're a man of honor! Why don't you go see Creed? He's an ex-greater devil. He may give you some information. You must travel along the river to get to Creed's mansion. Maybe Polca has a raft for you. Tell the mayor to prepare a raft.

Luke: Yes, sir!

Luke exits Bedoe.

King Bedoe: Peter, please help Bowie. Bowie, good luck!

As the party leaves Bedoe, they'll see a Birdman playing with her kid, throwing him up in the air and catching him.

Bird Kid: Ha, ha, ha! Ha, ha, ha!

The Bird Kid, Skreech, falls down, the mother gives chase, but is too slow.

Mother: Oh my, Skreech!

Skreech lands on top of Bowie, breaking the fall.

Mother: Thank you! Thank you! Skreech is OK.

The party now heads back to Polca Village. It's under attack from another set of devils.

Devil: Bedoe soldiers are cowards!

Luke: Be quiet!

The devils defeat Luke's men.

Luke: My comrades!

Devil: You're our captive. Don't force me to kill you. No more funny business you can't resist us. Now, give me that injured boy!

Gerhalt: Don't listen to him! I'll help you fight against the devils and guard Oddler! [sees Bowie] You!

Luke: Oh, Bowie, Peter!

Peter: Luke. Why are you here?

Luke: I came here to get a raft for you. The people of Polca are being controlled by these devils. They deceived me!

Gerhalt: Prince Luke, I'm sorry. Polcans will not fight. Please, let me join you! [To Bowie]

Gerhalt joins the party.

Luke: Great! Don't forget me!

Luke is knocked out by a devil.

Devil: You still dare to resist us?! For that, you shall die!!

<Battle #13>

Peter: Luke, are you OK? Luke!

Luke: Squawak! They knocked me senseless. Where are the devils? Bowie, did you defeat them? Nobody in Bedoe can fight like that. Thank you.

Peter: He's a great fighter. Volcanon doesn't know how good he is!

Luke: He'll learn. Let's go see the mayor and get a raft!

Luke follows the party into the Mayors home. The mayor is cowering in a corner and Oddler is standing nearby.

Mayor: Pl... please... take that boy with you! Ddddd... don't kill me! Please, take him! Heeeeeeee! I'm sorry! I'm sorry! Don't possess me!

Peter: What's he talking about?

Luke: I don't know... What a loon! C'mon, mayor. We're alive!

Mayor: What?! You're warm! You're alive! I really regret all of this. Suddenly, the devils appeared. We had no power to resist them. They promised they would do nothing if we gave Oddler to them.

Luke: And you sent ME in Oddler's place?!

Mayor: I'm sorry, please don't tell King Bedoe!

Luke: Alright, I won't... If you prepare a raft for Bowie.

Mayor: Oh, thank you! A raft, OK. [Walks outside] Hey, Ripster!

Ripster: Yes.

Mayor: Prepare a raft for Prince Luke.

Ripster: But, it's the last one we have...

Mayor: I don't care! You can make another if necessary, can't you?!

Ripster: Y... yes, sir!

Mayor [to Luke]: A raft will be waiting for you on the river. Why don't you take a look at it right now?

Peter: He wants to get rid of us.

Luke: You're right. Anyway, now we have a raft! Let's go!

As the party tries to leave town, the mayor shouts out.

Mayor: Just a minute. If it's possible... Please take this boy with you.

Luke: You lazy human! You don't want to take care of him!

Mayor: I... er....

Peter: Bowie, will you take him with us?

Bowie chooses yes.

Peter: Are you serious? Bowie, you're too nice.

Mayor: Oh, thank you! Oddler, Bowie will take you. You can trust him!

Oddler: Thank you very much.

Oddler walks towards the party but trips.

Peter: Watch out! Be careful.

Oddler: Yes, I will.... I'm Oddler. I was nearly dead when I came here. Actually, I don't remember.... I don't know the reason why the devils are after me. I'm afraid I'll cause you a lot of trouble.

Oddler follows the party around. The party leaves Polca to find the raft is waiting for them on the river as promised.

Luke: Now, let's go to Devil's Tail to see Creed!

Peter: I sounds like Luke is going with us.

Luke: I am. I want to fight with Bowie. This might be exciting!

Luke joins the party.

Peter: I didn't know you were such an adventurer!

Luke: Alright! Wow! Let's go!

The party hops onto the raft and sails southwest on the river. Before long the raft stops.

Peter: Huh? The raft stopped!

Oddler: Did the water stop flowing? What's happening?

Peter: Wow! What's that? Bowie, look there!

A sea monster, the Kraken appears from the water.

Peter: M... monster! It appeared from the river!

Oddler: It must be the monster they mentioned in Polca. Watch out!

<Battle #14>

You'll arrive in Hassan. Everyone tells you to talk to Dr. Rohde, but he does not seem interested. A man will hint at a historical topic. How about an ancient sword? This is what Bowie sets off to find.

<Battle #15>

The party enters an ancient set of ruins in the far east. There is an old man and a younger man, who apparently live here.

Young Man: Who is it? Petro? Well, who are you?

Old Man: Petro? Is he back? Petro! The Sky Orb is OUR treasure! Give it back! Say something! Petro! Oh, you're not Petro. Who... are you?

Bowie walks up to the old man

Old Man: Ancient stone? Yes, my family had it for a long time. But, it was stolen. His brother, my grandson, took the stone, the sky orb, when he left. I think he went to Grans Island to operate an ancient vehicle. I've lost my purpose to live.

Bowie walks up to the old man again.

Old Man: I came here looking for ancient treasure, and found the sky orb. Also, I discovered how to use the ancient tunnels. But, most of them are useless, except for the one to Grans.

Peter: To Grans? Can we get to Grans Island through it?

Old Man: Yes. Do you want to go there? Really? You'll go to Grans with me. Let's go now! All I want is the Sky Orb. Just help me get that, and then you can leave.

The old man follows Bowie to a set of ruins south of Ribble. The approach a sealed door.

Old Man: It's my job! Row... sham... bow! [the door opens] OK, you go first!

Old Man: This is the Ancient Hall that leads to the Ancient Tunnel... There are more monsters here! Bowie, take 'em out!

<Battle #16>

Old Man: It was lucky for me that I met you. Thank you. Follow me to the Ancient Tunnel.

They walk over to a sealed door.

Old Man: Why is this door closed? That's strange... Oh well, let's go in. What? Let me try again.

The old man tries to force the door with a spell a second time, this time much stronger, but again fails.

Old Man: Petro, my grandson, locked the door. Sorry, guys! We can't go to Grans Island this way.

The old man leaves. Bowie finds a wooden panel in the Ancient Hall though. This panel allows him to open a secret shrine in Ribble, which contains the Achilles Sword. This, being an old sword is cause to return to Hassan to visit Dr. Rohde, where we'll go next.

Rohde: (sniff)... (sniff)... I smell something old... That sword must be really old. Oh, my! it's the Achilles Sword! You're an adventurer, right? Don't you need a vehicle? Huh? You can get the Ancient Caravan with that sword!

Peter: You wouldn't listen to us just a short time ago!

Rohde: I was busy and... Let me join you! I'm the only one who can drive it! You are going to get the Caravan, aren't you?!

Bowie chooses yes.

Rohde: Great! Good lad! Let's go!

Rohde follows Bowie around.

<Battle #17>

The party enters an Ancient Shrine west of Hassan. They encounter a very large being, Taros, who guards the caravan.

Taros: Stop!

Peter: Who IS that big guy?

Rohde: Don't you know? That's Taros. The guardian of this ancient shrine.

Taros: Again, stop right there, or I'll attack you.

Peter: What should we do?

Rohde: The Caravan is there, behind him. We must have it!

Taros: Time's up! No we battle.

<Battle #18>

Rohde: Bowie, you're much stronger than I thought.

Rohde examines the Caravan.

Rohde: It's so small. I'll just try to... get inside...

Rohde enters the Caravan and leaves the shrine with it.

Peter: Oh, he's gone! I hope he comes back. Did Rohde lie to us?

The Caravan comes back.

Rohde: I never lie! The Ancients were... how should I say this... great! No wonder the Caravan is so small, it carries miniaturized people and items. I can drive this excellent vehicle. May I go with you as a driver?

Peter: You're kidding, right? Well, at least we can bring a lot of soldiers with us.

Rohde: But soldiers in the Caravan can not enter battle 'cause they've been miniaturized.

Peter: We'll just have to see. Hump. I don't like this guy.

Rohde: I wonder what adventures we'll find with this Caravan!

The party heads back to Hassan and finds Rick, a knight standing near the entrance.

Rick: Are you the boy who killed the legendary Kraken? I got to Hassan thanks to you. I didn't know this was such a dull town.

Rick sees the Caravan.

Rick: Wh... what's that?!

Peter: It's the Caravan... an ancient vehicle found in the shrine.

Rick: I love interesting things like that! Wow! You found it?! I want to go with you to see some more interesting things!

Rick joins the party.

Rick: Adventure! Yo Ho! Let's go!

The party heads northwest of Hassan, in search of Creeds Mansion. Along the way they run into two separate places talking of a fairy who lives with Creed who's services are needed.

<Battle #19>

The party continues to head west. They reach a seeming dead end near a small pond.

Oddler: Wait!

Peter: What's wrong, Oddler?

Oddler: Bowie, Peter, can you hear that?

Peter: Hear what? I don't hear anything.

Oddler: Somebody is crying for help... from... over here.

They enter the area near the pond. An Elven boy is struggling to stay afloat.

Oddler: It's coming from this direction.

Peter: Look! Over there!

Elric: Help me!

Peter: An Elven boy? He's stuck in the pond. He must be very tired, let's pull him out.

The party moves closer.

Elric: Did you come to help me? Oh, thank you! I might have been eaten by monsters if you hadn't come.

Harpy: My dinner is escaping!

Peter: Who said that?

Harpy: That pond catches my food. Hey elf boy, good trap, huh? Those who get stuck in the pond are mine. It's my rule.

Elric: Then, all the missing people were eaten by you?

Harpy: They were in my pond. And this elf is my dinner tonight. Got it? Did you guys bring the ketchup? No? Oh, well.

<Battle #20>

Elric: I'm Elric, an archer. I had no idea how dangerous this pond was. You saved my life. Thank you.

Peter: You should thank Oddler. He heard your cry for help and brought us here.

Oddler: Oh well, it was nothing.

Elric: An elf always returns a favor. Please, let me help you.

Peter: Bowie, looks like we've found another friend.

Elric: Oh, thank you!

Elric joins the party.

Peter: Now, let's go see Mr. Creed!

Just north of the pond there is a hidden mountain passage. As Bowie approaches it, the secret becomes apparent.

Elric: Fairy said, move this rock in this manner, and... Got it! Thanks, fairy!

The mountain opens revealing the entrance to a secret passage.

Elric: Bowie, come on.

The party emerges on the other end of the secret passage to see more monsters.

Skeleton: (Sniff, sniff)... I smell more invaders from the east. This is the territory of Mr. Creed. Go away!

Peter: But we have to see him. Please let us pass!

Skeleton: No! Leave now! Never mind. Get 'em boys!

<Battle #21>

The party will be standing near Creeds Mansion.

Oddler: Hurry! Let's go into Creed's mansion.

Peter: Oddler, can you see?

Oddler: No, why?

Peter: You're moving around as if you can see.

Oddler: Am I? Maybe my other senses sharpened since I lost my sight.

Peter: Oh, I see. Bowie, let's go see Mr. Creed!

The party enters Creeds mansion and stops in the main lobby. They overhear a conversation.

Creed: You may go now. I need to talk to fairy.

Goliath: Yes, sir. Tum-de-dum-dum. Oh... Time to check the collections.

Goliath unlocks a magical door as Bowie and the party enter the main hall.

Peter: Excuse me.

Goliath: Yeow! Y... yes?

Peter: We've come to see Mr. Creed.

Goliath: My master? Do you have an appointment?

Peter: A what? No, not yet, but...

Goliath: I'm sorry, but he's busy now. Please come back later.

Peter [to Bowie]: We can't see Mr. Creed right now.

Oddler: No kidding! Bowie, Peter, let's force our way into the room!

Peter: Oddler, you're getting bold. But it is a good idea.

Goliath: Hmmmmp... .

Peter: Let's go!

The party tries to run into the open door to Creeds room, but Goliath teleports in front of them blocking it.

Peter: How did he do that?

Goliath: You impolite kids! You can't go in! Mr. Creed is too busy! Go away!

Peter: Bowie, on our left. That door might lead to Mr. Creed! Let's ditch this guy and go through that door.

Oddler: Bowie, let's do it! I don't want to fail now!

Peter: OK, OK. We give up. We'll see Mr. Creed later. Let's get out of here.

Oddler: Yeah, maybe later.

The party runs to the magical door.

Goliath: No, don't to in there! That door is...!

The party is shrunk to about coin size.

Goliath: What stupid kids! Whoever passes through this magic door becomes small, that is, anybody who's not protected by Mr. Creed.

Goliath picks up the party in his hand.

Goliath: Now you're part of the collection.

Goliath drops the party on a desktop.

Oddler: What happened? A strange feeling swept over me when I entered that door. Then, it felt like... I was lifted upward!

Peter: It's very difficult to explain what's happened to us.... Anyway, we're very small now.

Oddler: Small? How small?

Peter: Let's see... now we're on a desk... and it's very large, like a village.

Goliath: Exactly

Peter: Goliath! Hey, what did you do to us?

Goliath: I told you not to go in there. You didn't listen to my warning. You guys look so cute! Ha, ha! Bye, little kiddies!

Peter: Bowie, cheer up! Let's look around this desktop kingdom.

Oddler: I agree! We can meet Creed later.

Eventually the party will find the king of desktop kingdom.

King: So, you were not able to see Creed? Somewhere in floor world there's a tunnel that leads to Creed. OK. I'll let you go if you win a game against my army. You may go to the Chessboard now.

The party gets on the chess board.

King: Are you ready? Now, start the battle! Do your best!

<Battle #22>

King: Checkmate! This is for you. A Cotton Balloon is inside. With it, you can leave desktop kingdom safely. Good luck!

Bowie and company use the balloon to parachute down to floor word. Once down there they find themselves in a maze of rat tunnels.

Oddler: (sniff, sniff) It smells like a ditch!

Peter: Is this the smell of the devils that they were talking about?

Willard: Hee, hee!

Peter: What huge rats!

Willard: Welcome! It's dinner time!

<Battle #23>

The party emerges from the mouse tunnels through a hole in the room in which Creed is sitting.

Creed: Goliath! Goliath! Goliath!!!

Goliath: I'm here! I'm coming! Yes, Mr. Creed?

Creed? My collection is rather noisy today.

Goliath: Oh, yes... ah...

Creed: What?

Goliath: No, I... I added to your collection today.

Creed: You did what?!

Goliath: I'm sorry! I tried to stop them, but they jumped through the magic door.

Creed: You didn't lock the door, did you? I told you to always lock that door! Anyway, I want to see them.

Goliath: Right away, sir!

Creed: What? Ah... I heard something.

Peter: Are you Mr. Creed?

Creed: Oh, someone from my collection is talking! You must be one of the people Goliath was talking about.

Peter: We came to see you. Please return us to our original size.

Creed: You came to see me? Hmmm... why?

Peter: Make us bigger. My neck hurts from looking up at you!

Creed: Oh, sorry. Abra kadabra! 1-2-3!

The party is returned to full size.

Peter: Wow, we're back to normal! I can't believe we were so small!

Creed: Now, why did you want to see me?

Peter: Oh, yes! We want to know about Zeon!

Fairy: Zeon? You said Zeon?

Creed: The king of the Devils who is sealed in Arc Valley?

Fairy: Did something happen to Zeon? Has he revived?

Bowie nods.

Fairy: No way! You're kidding! I can't believe it!

Creed: Noisy fairy! Be quiet! Is what you say true?

Bowie nods again.

Creed: So, Zeon will appear again.... He will destroy everything.

Goliath: Sir, the new additions to your collection are missing!

Creed: I know.

Goliath: How...?

Creed: It doesn't matter how! Now, go away!

Goliath begins to leave, but stops when fairy speaks.

Fairy: Wow! I can't believe this is happening!

Creed: You know, Grans Island is covered by a dark cloud. At the same time, North Parmecia has had no rain. South Parmecia is OK, but....

Fairy: That's because of Volcanon. I fear for Mitula....

Creed: Volcanon and Mitula are invulnerable to everything, except Zeon! Indeed... Zeon is extremely powerful!

Goliath: Zeon? Oh, gosh!

Creed: Goliath! What are you still doing here?! I have no time to scold you now! The Evil Spirit may know something.

Fairy: You guys, follow him. Follow him!

The party follows Creed and fairy into a dark basement, more like a cave. The is a giant altar in the room.

Creed: Yeeenn... queeen... tilloora... synooora... hear my voice.... Evil Spirit, come.

Fairy: Hey, Evil Spirit is appearing!

Creed: Ahhh...

Evil Spirit: Creed, what do you want?

Creed: Zeon.

Evil Spirit: Zeon?! The King of the Devils?

Creed: Yes. He was unsealed. What is he doing now? What is he going to do? I need to know anything about him. Anything!

Evil Spirit: I've got something. Hmmm... Hmmm... mmm...

Peter: What is he doing now?

Fairy: He's channeling his mind into the nature of all things. Shhhh! Be silent. He's got something.

Creed: What did you find?

Evil Spirit: The barrier around Grans Island is too strong. I can't see anything.

Creed: Please try again!

Evil Spirit: If I touch something of his, maybe I could contact his mind better....

Peter: Bowie, you have the Jewel of Evil, right?

Creed: Is it true, Bowie? That's one of the magic jewels used to seal Zeon. Give it to me.

Peter: But, we can't remove it.

Creed: I can. Let me see it. [The Jewel flares] Whhooa! What's that light? There are two!

Peter: The other one is... ..ahhh... they called it, the Jewel of Light.

Creed: What?! Bowie, do you have both of the legendary jewels? I can't remove them, the chain is made of Mithril. Show them to him. They might help him.

Bowie shows the Jewels to Evil Spirit.

Evil Spirit: Yeah, I feel it... I feel it...! I think I can do it now. Let me try again. Hmmm... Hmmm... mmm... Arc Valley was opened and Zeon was revived.

Creed: Go on.

Evil Spirit: Zeon's devils are coming to Parmecia from the sky.

Creed: Hmmm... Where are they heading?

Evil Spirit: North Parmecia.

Creed: Something has happened to Mitula....

Evil Spirit: I can't see Zeon.

Creed: What do you mean?

Evil Spirit: He's still in Arc Valley. He has revived, but he has not recovered his full strength yet.

Creed: But, he has already created a lot of mischief on the ground... Is he that powerful?

Evil Spirit: He is. His power...

Creed: His power what?

Evil Spirit: Hi...s...pow...er...

Zeon appears where evil spirit was.

Zeon: I'm Zeon! I'm the King of the Devils!

Creed: What's this?!

Zeon: Who's contacting me? Do you want to die? Ggggooo... I see a jewel. The Jewel of Evil!

Creed: He's seeing us through the eyes of Evil Spirit! Impossible!

Zeon: You're Bowie. I see you.... Listen, Bowie. Bring that jewel to Arc Valley.

Peter: Why should we?!

Zeon: I'll return Elis to you in exchange for the jewel. Come to Arc Valley... Ggggooo...!

Zeon disappears and destroys Evil Spirit.

Creed: No! Evil Spirit exploded! That's Zeon's power. If he revives fully, his power will be unimaginably strong!

Fairy: Creed, how reliable was he, I mean, Evil Spirit?

Creed: Very. Why does Zeon want the jewel? No more questions... ..without Evil Spirit....

Creed leaves.

Fairy: Creed? Creed! Hey, don't leave me here! Wait for me!

Fairy leaves. The party walks back up into the main room of Creed's house.

Fairy: Hey, you're going east, right? I'm going with you!

Bowie takes the fairy with him.

Goliath: My master would like to help you, Bowie. Please choose one.

There are four characters which Bowie can select. One of them will join the party, the other three will return to being miniaturized. After selecting,

Bowie will try to leave the mansion.

Peter: Oddler?

Creed: I understand you.

Peter: Understand what?

Creed: Oddler will remain here. Won't you, Oddler?

Peter: Oddler, is this true?

Oddler: I don't know why, but I would like to stay. No, I must stay here... I must stay here...

Creed: He's weak. He had better stay. Say farewell.

Oddler: It was great traveling with you Bowie. Thank you. Please be careful.

Creed: Bowie, you'll learn the reason why he has to stay here soon enough. Don't think about it now. Go to the north.

Bowie leaves Creeds mansion and goes to a Dwarven cave where the sick dwarf is. Fairy was brought along to help him.

Fairy: Where is the sick dwarf?

Dwarf 1: Oh, thank goodness. I sure glad to see you. Here, please examine him.

Fairy: Oh, I hope I'm not too late. Oh, let's see.

Fairy casts a healing spell.

Dwarf 2: How is he?

Dwarf 3: I don't know yet....

Injured Dwarf: Whoa!

Dwarf 2: Hey, are you OK?

Injured Dwarf: I'm OK. I'm fine. I feel great!

Dwarf 1: Oh, how can we thank you?

Fairy: I don't need anything. But, why don't you help Bowie? [To Bowie] I'm going now. I hope your journey is safe and uneventful. Bye!

Fairy leaves the cave.

Dwarf 1: Thanks to you, he recovered. We all thank you. Take this gift. We use it to destroy large rocks. OK, Guys! Let's go back to Grans Island! Everybody dig!

Bowie received a cannon from the dwarfs. He returns to Granseal since the first time since it was built. A lot has changed. Bowie will head to the castle.

Guard: Welcome back, Bowie! I heard your journey was hard. Sir Astral was

right. He said, you were coming back soon. I'll go to the castle and tell everyone!

Bowie follows him into the castle.

Minister: Welcome back, Bowie.

Sir Astral: Thanks to you, Granseal has many allies to trade with.

Minister: You've also made a lot of new friends! Great job!

Sir Astral: I heard about everything from Bedoe. I never imagined Zeon could be revived! I understand that Volcanon is angry.

Minister: So Princess Elis must be...

Peter: She's alive.

King Granseal jumps from his chair and charges Peter.

King Granseal: What did you say?! Is she alive?

Peter: Y... yes!

Sir Astral: Is it true? Is it true?!

Peter: Yes, it is.

Bowie and Peter explain in detail. They don't actually say anything, all of the characters just move around. They talk about the ancient ruins, Creed, and Zeon's message through Evil Spilit [yes, game typo]. They explain everything.

Minister: Amazing! Bowie! And Peter... you've experience a great deal.

Sir Astral: Hmmm... mmmmm....

Minister: Sir Astral?

Sir Astral: What should we do now?

King Granseal: Easy, we have to defeat Zeon and save Elis!

Minister: Impossible!

Sir Astral: The King is right.

Minister: What?

King Granseal: Astral, thank you. What do we have to do first?

Sir Astral: We have to go to North Parmecia. We'd better go and see the storytellers in Tristan.

Minister: Sir!

Astral winks and smiles at the Minister.

Sir Astral: It's an important job. Will you allow me to go with Bowie?

King Granseal: Sure, sure! Just bring Elis back to me!

Minister: Be careful, Astral. It's dangerous out there.

Sir Astral: I will! Bowie, I'm going with you as an adviser.

Adviser Astral joins the party.

Sir Astral: We have to remove the rocks blocking the passageway leading to North Parmecia. Maybe we can use an explosive.

With that, the party leaves the castle and heads to the mysterious inventory next to the Granseal Weapon Shop.

Inventor: Oh, that cannon would be perfect! Sir Astral said it was OK! Here is the explosive.

The party tries to leave town. Just before they can, they are encountered.

Janet: I finally found you. You're Bowie, right?

Sir Astral: Who are you?

Janet: My love, I mean Elric is with your. Am I right?

Peter: Yes, he joined us willingly.

Janet: No, no. I don't want to stop him, but... I want to be with him! Please take me with you. Please.

Sir Astral: This is not a sightseeing trip, if you know what I mean?

Janet: Yes, I know. I still want to go!

Sir Astral: OK, you look tough enough anyway.

Janet: Oh, really? Thank you very much!

Janet joins the party.

The party leaves Granseal and heads to the North Cliff.

<Battle #24>

Sir Astral: Rohde, Rohde!

Rohde: Yes?

Sir Astral: You know about devices like this, right? Bowie has a cannon and some dynamite here. Can you remove those rocks?

Rohde: Ah... OK, let me try. Stand back. Ready?

Rohde blasts the cave open with a single shot from the cannon.

Sir Astral: Perfect! We can now go to North Parmecia.

Rohde: Wow! This cannon is great! I can attend battles with this weapon. Bowie, do you need this anymore? May I use it? Huh? Wow, now I can fight along side you!

Rohde joins the party.

Rohde: Please call me when you need my help.

Sir Astral: Rohde is hooked. Ha, ha. OK, Bowie. Let's go to North Parmecia.

The party enters the cave to north parmecia.

<Battle #25>

The village of Ketto is under the control of the devils. The villagers can not open their church or leave the town. There are no mandatory parts of the story here though.

Beyond Ketto, Pacalon is trying to send men south, to bring reinforcements to the north. They have been encountered by the Devils though, and are hopelessly outnumbered.

Geshp: Answer me! Where are you going?

Higgins: Ah... I...

Geshp: You were going to South Parmecia to get help, right?

Higgins: I... uh...

Geshp: Paladins of Pacalon are cowards. Higgins, don't you have any pride? Wimp!

Paladin 1: Shut up! Mr. Higgins is the bravest soldier in the world!

Higgins: I can defend myself.

Geshp: Come on, you half-breed! Are you afraid of me? I'll turn my back to you. Now, run away you cowards!

Paladin 1: You've gone too far!

Paladin 1 charges Geshp, who's back is turned. Geshp teleports away and Paladin 1 is killed by a Lizardman.

Geshp: Pacalon soldiers have no honor. They attack while my back is turned.

Paladin 2: What?! If Mr. Higgins was not ill, you'd be history!

Geshp: Oh, is Higgins ill? In that case, you can try and take me.

Paladin 2: I can no longer put up with these insults!

Higgins: No, No!

Paladin 2 tries to charge Geshp, but is killed by a Lesser Demon.

Geshp: You look so sad, Higgins.

Higgins: You're not just a normal devil soldier.

Geshp: You're right, Higgins. I see why you're the leader of the Pacalon Army. I'm Geshp! An adviser for Zeon!

Higgins: How did you know my name?

Geshp: I know everything.

Higgins: Now, tell me the reason why you're keeping me alive.

Geshp: Ha, ha! You're smart!

Geshp summons a Gizmo behind Higgins.

Higgins: What did you do?

The Gizmo tries to take control of Higgins.

Higgins: I... can't...! My body won't...

Geshp: I came here to borrow your body. Ha, ha! Welcome our new leader!

Sir Astral: Stop!!!

Geshp: Who said that? [spots the party] A force from the south? How? Where did you come from?

Sir Astral: We're from Granseal

Geshp: But, that's on the other.... I'd better leave... Devil soldiers! Stop that force from Granseal!

<Battle #26>

Peter: Is he alright?

Sir Astral: We have to save him before he is possessed by an evil...

Sir Astral exorcises the Gizmo.

Higgins: What happened? Ah... I was almost possessed by that devil. Thank you. How can I repay you for your kindness?

Sir Astral: Are you OK now? Good. May I ask where were you going in such a wounded state?

Higgins: Pacalon, my country. We are fighting against the devils. But, no country in North Parmecia has enough power to resist them. So, I was heading south to find some allies.

Peter: You don't have to go any further.

Higgins: Then, you're from South Parmecia?

Sir Astral: Yes, Granseal.

Higgins: Oh, how lucky! Please, come with me to Pacalon!

Peter: But, we have to go to Tristan.

Higgins: Oh, please...! I can't return to Pacalon without allies. Maybe, when you're done... Ok, I'll go with you.

Higgins joins the party.

Sir Astral: But, you're injured Mr. Higin's.

Higin's: No problem. I don't know why, but I'm much better. Let's go to Pacalon.

The party enters the throne room of Pacalon castle. In the room is the King and Vicar Frayja, a holy man who fears the deaths of everyone in the town of Moun lay on his hands.

King Pacalon: Higin's asked you to drop by here? Thank you! May I ask you a favor? Please save Mitula. She's in Tristan. We will be ruined by the drought long before the devils destroy us.

The party heads north from Pacalon. Shortly after, they encounter more devils.

Dark Soldier: Where did you come from? What are you doing here?

Wizard: Don't you know about the restrictions?

Lizardman: Even if you didn't know, that's just to [yes, typo] bad.

<Battle #27>

We'll next see our heroes on a bridge just before Tristan.

Sir Astral: Wow, look at that?

Peter: Those monsters are eating the bridge!

Girl: Help! Help me!

Sir Astral: Look! She's stranded on the bridge.

Peter: Get away from the bridge before it falls into the river!

Girl: I sprained my ankle! Please help me! I can't stand up!

Sir Astral: Bowie, defeat all those monsters! Hurry!

<Battle #28>

Peter: Phew! That was close!

Girl: Thank you very much. Excuse me, will you help me up?

Bowie moves forward to help, but Sir Astral shoves him out of the way.

Sir Astral: NO! I'll do it! We'll take you with us. Tristan is the nearest town. I think you had better rest there.

Girl: Thank you, sir.

Peter: You sure are being nice. Hmm... Anyway, Tristan is just over there. Let's go.

Sir Astral: Bowie... Peter...

Peter: What? Don't you want to go to Tristan?

Sir Astral: Oh, I do, but...

Girl: We shouldn't go to Tristan right now.

Peter: Why not?

Girl: Because of me!

The girl transforms into a Greater Devil.

Peter: Wh... Who are you? Are you a devil?

Cameela: I'm one of the leaders of the Devil Army. My name is Cameela!

Sir Astral: What do you want?

Cameela: Bowie, I came here to get your Jewel of Evil!

Sir Astral: Zeon told US to bring it to the Ancient Tower. He didn't mention you. And since we've never heard of you, you're not getting the jewel!

Cameela: No! His orders were...

Sir Astral: If Zeon finds out, you will be...

Cameela: He'll forgive me when I bring him the jewel. Enough talking! Hand over that jewel. In return, I'll spare Sir Astral! Do you want me to kill this old man?

Sir Astral: The jewel can't be removed from Bowie's neck. Do you really think that you can kill me?

Cameela: Of course.

Sir Astral: HA!

Cameela: Ooops!

Sir Astral launches a fireball. Cameela jumps over it.

Sir Astral: Well done. You dodged my fireball.

Cameela: What a surprising old wizard! I didn't think I could obtain the jewel that easily. Ha, ha! This is gonna be fun! Bowie! Keep it for a while.

Cameela runs off.

Sir Astral: Wait!

Cameela: Be careful of Geshp and Zalbard!

Cameela disappears.

Sir Astral: Ah, she's gone... Ok, Bowie. Let's go to Tristan.

Peter: Would you please explain what just happened?

Sir Astral: You don't know? Everything was set up by Cameela. It was a trap to get the Jewel of Evil.

Peter: Your fireball... as if you knew she was from the beginning.

Sir Astral: Yes, I did. Her evil aura was apparent. By the way, did you hear what she said? They're all acting on their own, ignoring Zeon's orders. It will be dangerous. We must be careful.

Tristan houses Mitula's temple. The party will attempt to enter it.

Priest: You can't enter Mitula Shrine right now.

Peter: Sir Astral, what do we do now?

Sir Astral: Hmmm... Bowie, what do you think?

Bowie: I'm not sure.

Peter: Bowie, it's obvious!

Sir Astral: I agree. We have to see the storytellers and listen to the legends. Make a break for it!

Priest: Wait, wait. You must not enter the holy shrine. So be it! Let the truth be known!

The priest turns into a pack of devils!

Devils: Go away! The devils already occupy this shrine!

Sir Astral: Devils again! Bowie, attack!

<Battle #29>

The party walks to the doors of the shrine.

Zalbard: Welcome, Granseal force!

Peter: What?

Sir Astral: I heard a voice from the other side of the door.

Zalbard: I'm Zalbard. I'm one of the greater devils. Do come in. Of course, you can go back now and abandon Mitula!

Peter: Sir Astral... The greater devil that attacked Bedoe was as strong as Volcanon.

Zalbard: Are you talking about Sir Odd Eye? Did he fight against Volcanon at Bedoe?

Sir Astral: Yes. And he lost.

Zalbard: I can't believe it! Odd Eye is the strongest devil among us. But, we haven't been able to contact him lately. This is good news for me. If I get the Jewel of Evil, I can take his place. Now, enter the shrine. Mitula is here.

Peter: What should we do? A greater devil awaits us inside?

Astral begins to pace.

Sir Astral: Odd Eye... Odd Eye... Odd... Eye....

Peter: Sir Astral?

Sir Astral: I think I've heard that name before.

Peter: Sir Astral?

Sir Astral: Hmmm....

Peter: Sir Astral!!!

Sir Astral: Whhhhhhat? Peter, don't scare me!

Peter: What's wrong with you? Should we go into the shrine now?

Sir Astral: Oh, sorry. Zalbard... at least he's not as strong as Odd Eye. But still, he's a greater devil. We had better complete our preparations before we go in.

Bowie: OK.

The party enters the Shrine.

Zalbard: What a pleasure! Nice to meet you.

Sir Astral: Ohhh.... He's ugly, isn't he?

Zalbard: What?! You dare insult me?! I've never... For that you will die! Are you ready to die?

<Battle #30>

Zalbard: Grrr... Impossible! Why... do I have to die?

Sir Astral: Where is Mitula?

Zalbard: I don't know... haven't seen her.

Zalbard falls and drops the ground orb.

Zalbard: Oops! The ground orb.... I can't endure the light.... Ohhh....

Zalbard is killed by the ground orb flashing light.

Sir Astral: Thanks to the ground orb, we finally defeated Zalbard. The orb released holy power in it's light.

The ground orb flashes again.

Peter: Hey, look over there!

A statue of Mitula glows and the real Mitula appears in front of it.

Mitula: Welcome!

Mitula sends the ground orb to her statue.

Mitula: Thank you. I've finally returned to this world.

Sir Astral: Goddess Mitula?

Mitula: Oh, nice to meet you, Sir Astral.

Sir Astral: Oh, you know my name? Gee.... Please tell us, what should we do now?

Mitula: I don't know.

Peter: What?! But, why? You're a goddess. You know our future, right?

Mitula: I'm not Volcanon. I never tell people the future, even if it could prevent them from death.

Sir Astral: Death?! Not ours I hope.

Mitula: Zeon is an unimaginably strong devil. If he attains full power, I, even Volcanon, would not be able to stop him.

Peter: So we have to defeat him before he revives completely.

Mitula: His power is sealed in the Jewel of Evil.

Sir Astral: So, that's why he wants the jewel!

Peter: Then, why don't we keep the jewel forever.

Mitula: Arc Valley is the place where evil power gathers. He will recover his power if he stays there long enough.

Sir Astral: Did you say, Arc Valley?

Mitula: You call it Ancient Tower or Granseal. Granseal is named for the symbol in the tower. It seals the ground.

Sir Astral: I see.

Goddess Mitula begins to flash.

Sir Astral: Goddess Mitula, where are you going?

Mitula: Down to the surface. To save the people.

Sir Astral: Are you going to abandon us, as Volcanon did?

Mitula: Well... no. I'll give you a hint. Listen to the storytellers before you go to Grans Island. You can't kill Zeon, but Volcanon and I will help you if you weaken him. Bowie! You are the chosen one. You have the holy jewel. We need your help to reseal Zeon. Find the holy sword.

Sir Astral: Where is it? How can we find it?

Mitula: It's on Grans. Your jewel will lead you to...

Mitula disappears from the temple.

Sir Astral: Mitula, Mitula!

Peter: Bowie, Mitula has vanished! What should we do now?

Sir Astral: We have to go to Arc Valley on Grans Island. Bowie, find the

storytellers first.

In a nearby room, the party walks up to the story tellers, eight statues which all tell the story of Zeon.

Storyteller #1: Arc Valley is a dark place where evil gathers. He who rules Arc Valley is the King of the Devils.

Storyteller #2: Dark Sol, Dark Dragon and Zeon fought desperately to obtain Arc Valley. The fighting of the Devil kings created a mighty storm.

Storyteller #3: Zeon won. And every devil named him the King of the Devils. The other two kings envied Zeon. They sealed his powers inside the Jewel of Evil.

Storyteller #4: When Zeon lost his powers, he fell to Earth, and created a giant crater when he hit. His moan destroyed the mountains and the crater was buried by the debris.

Storyteller #5: Grieving over the fight, the God of Wisdom created the Jewel of Light. The Jewel of Light chose a brave man and gave him a Holy Sword.

Storyteller #6: With the Holy Sword in hand, the brave man fought against the two devil kings. The Holy Sword contained holy power. Thus, the two devil kings were defeated.

Storyteller #7: Evil Arc Valley was sealed beneath the Ancient Tower. Never open the door to this tower. A great evil sleeps inside.

Storyteller #8: In the event of Zeon awakening, the power of light will choose another. Believe us. We lie not. Attack the devil at his mouth with the Holy Sword.

In another nearby room, a stone statue reveals itself as a person when talked to.

Taya: I feel... a power returning me to human. Hey! The evil is gone! Did you chase them away?

Peter: Bowie, who is she?

Taya: Did you say Bowie? Oh, you're from Granseal!

Peter: Yes, we are, but who are you?

Taya: Do you know how long I've been here as a stone statue?

Sir Astral: How do you know Bowie?

Taya: Oh, I'm sorry. I'm Taya, a sorceress. Goddess Mitula told me about you.

Sir Astral: She did?

Taya: Yes. She was worried about you. You are fated to fight Zeon. But, she is unable to help you. It's an order from Volcanon. But, I'm here for her. I'm here to help you.

Taya joins the party.

Taya: You want to go to Grans, right? Then, I think we can use the ancient

ship. Let's go to Nazca.

The party exits the shrine and tries to leave Tristan. A birdman flies into the town, making a few laps and eventually stopping in front of Bowie.

Skreech: Excuse me, are you Bowie of Granseal?

Peter: Yes, he's Bowie, but who are you?

Skreech: I'm Skreech of Bedoe.

Peter: Bedoe?

Skreech: Bowie saved my life there.

Peter: Bowie saved... Oh, yes! I remember!

Skreech: You remember me? Let me thank you. May I go with you?

Peter: You grew up quickly, huh?

Skreech: Yeah, I learned how to fight.

Skreech joins the party.

The scene shifts to the throne room of Pacalon Castle. The party talks to Vicar Frayja, because they need to get through Moun, a town which Frayja locked to reach Nazca.

Frayja: You defeated Zalbard and saved Mitula. You are trustworthy soldiers, so... would you do me a favor? Please go to Moun with me.

Sir Astral: What are you going to do there?

Frayja: I believe there are survivors in Moun. I would like to save them.

Peter: We have to go through Moun to get to Nazka [another typo], right? Bowie let's go together.

Frayja: Alright.

Frayja follows Bowie around.

Frayja: Thank you very much.

They leave the castle into the town of Pacalon.

Geshp: Finally, you've left the castle, Vicar Frayja.

Peter: Geshp!

Geshp: So, you remember me.

Sir Astral: What do you want?

Geshp: I have plans for you. I'm very happy that you came out of the castle.

Sir Astral: Why?

Geshp: I have been waiting for Frayja. Vicar Frayja, you locked the gate of

Moun, remember? My faithful soldiers can't enter Parmecia. Now, you will open it!

Sir Astral: It's a trap! Frayja, run!

Geshp casts a wall of fire between Frayja and the safety of the castle.

Geshp: Ha, ha. He can't. Cameela! Cameeeeeeela!

Peter: Cameela?! We met her in Pangoat Valley.

Cameela teleports in.

Cameela: What?

Geshp: Ah, Cameela. You're here. Get the key for me!

Cameela: Geshp, you're as devious as usual.

Geshp: That I am. Now, get the key!

Cameela: Me?! Why?

Geshp: [obviously stunned] Cameela!

Cameela: I hate you! I won't help you. You want the key? You get it! You can use my army. See you later.

Cameela teleports out.

Geshp: That witch! Cameela! Cameela!!

Peter: They're divided....

Geshp: I don't need your help, Cameela! Come on, devils! Kill Bowie now! Bye, Bowie.

Peter: You're not staying?

Geshp: I'm good at using my brains, not my strength. I'll return by the time you're defeated.

Geshp leaves.

<Battle #31>

The party goes north after the battle, heading to Moun. They run into another pack of devils.

Bow Master: I heard about you from Geshp. He ordered me to take out some of your people. But, it's not enough. This is the end of your resistance. Kill them, kill them all!

<Battle #32> The enemy Jar, defects into the party. He becomes known as Jaro.

Peter: I can't believe it! You might have been killed by the devils.

Sir Astral: Indeed! Why did you change your mind?

Jaro: I'm Jaro, from Galam. I was waiting for a chance to escape from them. I

can't stand their wicked ways!

Peter: You have the same opinion of them as we do.

Jaro: Please let me join you! I could be a great help to you. You need a professional soldier like me.

Sir Astral: Oh, we welcome you.

Peter: But, he was on the other side just a minute ago.

Sir Astral: I don't care, Peter. He has seen the error of his ways. Bowie, don't you want Jaro to join our force?

Jaro joins the party.

Jaro: Oh, thank you! I'll try to do my best!

The party arrives at the closed gate to Moun.

Frayja: I'm opening the gate of Moun. Devils are waiting inside. Be careful!

Frayja unlocks the gate with the key. The party enters Moun. It is deserted with the exception of Devils.

Shaman: Welcome, losers! Will you follow the example of the people of Moun and die without resistance?

Frayja: No! I'm too late. I killed a lot of people. I can never forgive myself! Bowie, please let me fight with you. They must die!

Frayja joins the party.

Sir Astral: Bowie, Frayja will be a great asset. Bowie, Frayja is right. They must die!

<Battle #33>

Sir Astral: There may be some survivors somewhere.

They begin looking for survivors. Peter sees a rock move and flies over to it.

Zynk: Do not touch my rock! Did you defeat all those devils? I was wondering why it became quiet so suddenly.

Sir Astral: Are you a survivor? Are you from Moun? What's your name?

Zynk: I am Zynk. I am not from Moun.

Sir Astral: Then, where are you from?

Zynk: The past.

Sir Astral: What do you mean?

Zynk: I cannot explain. I am what I am. That is all that I am.

Sir Astral: I've never seen anyone like you. Where are the people of Moun? Were there any survivors?

Zynk: Some.

Sir Astral: That's good news. And where are they?

Zynk: Down here. Follow me.

Sir Astral: Bowie, hurry! Follow Zynk! Zynk knows where they're hiding.

The party follows Zynk into a hidden underground area. While down there, they meet the gladiator, Gyan.

Gyan: Well, you're not from Pacalon, are you?

Sir Astral: We're from Granseal, Mr. Gyan.

Gyan: Granseal... I've never heard of it....

Sir Astral: It's near Ribble in South Parmecia.

Gyan: Near my home? Are you sure?

Sir Astral: We settled there just over a year ago.

Gyan: The blocked tunnel is open now?

Sir Astral: Yes. Now you can go back home.

Gyan: I've been waiting for this day! By the way, why did you come to North Parmecia?

Peter: To defeat devils!

Gyan: Really?

Sir Astral: We don't want another tragedy like Moun. We're going to Grans Island to kill the King of the Devils.

Gyan: Hmmm.... I can't go back now!

Sir Astral: But... your family...

Gyan: I know. I'll miss them. But, I believe they'll understand. Let me go with you!

Gyan joins the party. As the party tries to head back to the town, Zynk stops them.

Zynk: I happened to overhear your conversation with Gyan. I want to go to Grans, too.

Zynk follows the party around.

Zynk: There is no time to waste!

The party heads west to Nazca. They are encountered by a large group of Devils including Cameela.

Cameela: Hello, Granseal soldiers. Remember? I promised that I would see you again. Come on. Let's party!

Geshp appears.

Geshp: Stop! You need my war plans!

Cameela: You again, Geshp? Why don't you leave me alone?

Geshp: Zeon left me in charge. It doesn't matter if you are killed or not.

Cameela: Then kill me, if you've got the guts to do it! I know. You want me to be die! [haha]

Cameela charges Geshp, but he disappears.

Cameela: Geshp, you coward! I'll kill you first!

Geshp: I have no time to waste. I must go. Silly Cameela. You can't survive without my brains.

Cameela: Bowie, did you hear that? He said you would win! He must be a bad fortuneteller.

Sir Astral: We can get a ship and return to Grans if we defeat her. Bowie, get her!

<Battle #34>

Cameela: Bowie, I lost?! Take this.

Cameela gives Bowie the Sky Orb.

Cameela: This is the Sky Orb. With it, you can drive the Nazca Ship. Listen. You have to be very careful from now on. Geshp has Prism Flowers. He will...

Geshp: Your life is over, Cameela!

Geshp burns Cameela to a crisp, killing her.

Cameela: Geshp!

Geshp: Ha, ha, ha! You acted just as I planned!

Cameela: Ouuuuu... Ges...

Sir Astral: How horrible!

Geshp: It's the law. Traitors die by fire. Congratulations! You have a ship now! Come to Grans! I have to go now and prepare your welcoming party!

Peter: I really hate him! Prism Flowers? What are they?

Sir Astral: I have no idea, but it's probably a trap.

Zynk: Ancient flower.

Sir Astral: Excuse me?

Zynk: Ancient countries had these flowers along their borders.

Sir Astral: What kind of flowers are they?

Zynk: I cannot explain....

Peter: We will see them when we arrive at Grans.

Sir Astral: Bowie, grab the Sky Orb. Let's go.

The party enters the Nazca Ship and Bowie inserts the Sky Orb into the cockpit of it. The ship begins to rumble.

Peter: Wow, the ship is vibrating!

Sir Astral: What's going on?

Zynk: Don't worry.

Peter: But... but... woooooow!

The ship lifts off into the sky.

Peter: It's floating! The big ship is floating!

Zynk: We're going higher and higher....

Sir Astral: I've never experienced anything like this in my seventy years of life!

Zynk: OK, now we'll head to Grans Island.

Sir Astral: Oh, we're flying!

Peter: The Ancients were greater than we thought!

Zynk: Oh, thank you very much.

The Ship heads west towards Grans Island. The scene shifts to a private conference between Zeon and Geshp.

Zeon: Bowie is almost here already?

Geshp: Yes, sir. With an ancient aircraft he'll be passing over the cape soon.

Zeon: Good. I'll do anything to get my powers back.

Geshp: They're stronger than we thought. But, I have an idea. Please let me try it.

Zeon: Well?

Geshp: I think it's better for us to shoot them down over the cape.

Zeon: I agree.

Geshp: Thank you. Then... may I borrow Odd Eye?

Zeon: He's still damaged from his battle against Volcanon. Take Red Baron instead.

Geshp: Thank you, sir.

Zeon: They'll be passing over the cape soon. Go!

Geshp: Yes, sir!

Geshp leaves.

Odd Eye: That Geshp! He wants everything.

Odd Eye teleports in.

Zeon: You noticed that too?

Odd Eye: Yes, King Zeon. I'm afraid Geshp can't stop Bowie's advance.

Zeon: You really think so?

Odd Eye: I was just thinking of Bowie's hidden powers. We must never underestimate him.

Zeon: Anyway, it will be a fantastic show! Ha, ha!

The scene shifts to many devils moving Prism Flowers around.

Devil: Finish the preparations before the Nazca Ship flies over the cape!

Geshp: How are the Prism Flowers?

Devil: They're ready!

Geshp: Excellent! Now, c'mon Granseal losers! The Prism Flowers are waiting for you! Hee, heee!

The scene goes back to the Nazca ship, rapidly approaching Grans Island.

Zynk: There's Grans Island!

Peter: Alright!

Sir Astral: We've finally come home.

The scene goes back to the Prism Flowers.

Geshp: I see the Nazca Ship! Everybody, get ready!

Back on the Nazca Ship.

Sir Astral: What's that? I saw a flash of light over there.

Peter: I didn't see it. You must be seeing things because you're so old! Ha, ha!

Sir Astral: (grumble).... Someday, Peter....

Back to the Prism Flowers.

Geshp: NOW! Shoot them! Shoot them!

The Prism Flowers fire volleys of energy beams into the air at the ship.

Sir Astral: I did see something!

Peter: Well I didn't.

Sir Astral: This could be bad.

Zynk: Sir Astral! Bowie! Something is coming straight towards us!

Sir Astral: What is it?

The ship gets hit by a laser volley.

Peter: Oooouu!! What was that?! Lightning?

Zynk: An attack from the ground. I can't control the ship!

Two more volleys hit the ship.

Zynk: We've sustained damage to the engine! We might crash!

Sir Astral: Crash?! Geshp's trap! Darn!

Two more volleys hit the ship.

Peter: I don't want to crash! Sir Astral, please help us!

Sir Astral: Zynk, can you land us on that cape before the ship crashes?

Zynk: I'm not sure.

Another volley hits.

Zynk: but I'll try.

Another volley connects, the ship loses altitude and crash lands on the coast barely clearing the ocean.

Peter: Ouch! Hey, Zynk! I like your wild driving! Where's Sir Astral? Oh, there he is! Sir Astral! Are you OK? Bowie, come on!

Sir Astral: Phew! We've made it to Grans Island! Bowie, Geshp's probably coming for us! Evacuate the ship! What are you doing? Get off the ship! I'll go first.

The party exits the ship.

Sir Astral: What a terrible waste. We've lost an ancient treasure. Anyway, we have to go to Arc Valley. Bowie, let's go.

Nearby is a monk monastery where the party can stop. When they walk around the back they encounter a woman swimming.

Sheela: Who's there! This is a sacred place!

Sir Astral: Oops! She's too beautiful for you! Back, back!

Sheela: Wait! Is that you... Sir Astral?

Sir Astral: What? Who are you? You know me?

Sheela: Oh... you don't remember me?

Sir Astral: Well... ah... sorry.

Sheela: I'm Sheela. I was a pupil of yours in Galam. I was preparing to become a priest.

Sir Astral: Sheela! I can't believe it!

Sheela: How is that scar on your chest. Remember, you snuck up behind me and tapped my shoulder....

Sir Astral: And you kicked me in the chest... and it left a scar. How could I forget. Nobody but Sheela knew about that scar.... It still aches sometimes.

Sheela: I'm am sorry I kicked you.

Sir Astral: That OK [heh]. How have...

Peter: Hey, aren't you going to introduce us?

Sir Astral: Of course. All in good time. By the way, what are you doing here?

Sheela: I came to kill Red Baron. He killed my fiancé.

Sir Astral: Oh.... I'm sorry...

Sheela: And why did you come back to Grans?

Sir Astral: To reseal Zeon.

Sheela: The King of the Devils?

Sir Astral: Listen, Sheela. All the killings lately were caused by him. He'll destroy the entire world. He must be stopped!

Sheela: Is Red Baron his follower?

Sir Astral: Could be.

Sheela: Hmmm.... Ok! I'll do it! Close your eyes!

Sheela jumps out of the water, somehow putting on her clothes in mid air.

Sheela: Sir Astral, please let me go with you.

Sir Astral: We welcome you, but can you fight.

Sheela: I've made my body into a weapon.

Sir Astral: Where did you learn to do this? You're a priest.

Sheela: I was. But now I'm a master monk.

Sir Astral: We could always use another well-trained fighter!

Sheela joins the party.

Peter: We've got a strong ally!

Sheela: Many Galam Soldiers are in the west. We must be careful.

The party heads west and encounters another pack of devils.

Geshp: You're still alive?

Sir Astral: Geshp!

Geshp: Unbelievable! You really are persistent.

Peter: We'll never stop! We will not die until we destroy all of you.

Sir Astral: Bowie, kill him! We have to kill him now!

Geshp: I'm very sorry, but I have to go. Don't let them advance!

Geshp leaves.

Peter: He escaped again!

Sir Astral: Geshp sure is a tricky devil. After him, now!

<Battle #35>

The party heads to Roft, a nearby town.

Man: Galam soldiers! Run!

Peter: No, wait! We're not Galam soldiers!

Man: No...? Oops. My mistake. Oh, it's obvious. I can see it in your eyes.

Upon entering a particular house in town, a major event will be revealed.

Paseran: Sir Petro, don't leave me alone!

Petro: Paseran... I'm sorry.

Paseran: You promised to fly me in the sky!

Petro: I know... with the Nazca Ship... I promised... I'd fly home... to see my family.... To show them how wonderful the ancients were....

Paseran: Petro! No!

Petro dies. Zynk runs around frantically.

Peter: What's wrong with Zynk?

Sir Astral: I have no idea, but he's obviously disturbed!

Zynk: Bowie, Sir Astral! I am angry! I cannot forgive the devils! I have overridden my restrictions on fighting. I am joining your force as a soldier!

Zynk joins the party.

Zynk: Let us defeat the Devil Army!

The party can go back to the shrine which it found the wooden panel, using a series of tunnels. If they choose to, they will encounter Claude. Bowie puts the arm of golem onto the golem, Claude.

Claude: O... ooo... wow! That feels good.... My power is back! Thank you. I can move again! How can I express... Oh, yes! I'll join you! I'll protect

you!

Claude joins the party.

Also, at this point the party can return to Creed's Mansion to find out Oddler went nuts. Creed and Oddler fought each other into the sea and left. The 3 members who you couldn't select before, you may have now.

Three more members join the party. Now the party goes way back to Grans Island just northwest of Roft. They enter a battle field loaded up with Prism Flowers.

Geshp: You're early! Darn you, Granseal swine! But, don't worry. I just finished my preparations. Yes... everything's ready. It's show time!

Peter: Sir Astral, why is he smiling?

Sir Astral: He believes this is the place where we will die.... Bowie, be careful!

<Battle #36>

Geshp: Prism Flowers? My Prism Flowers! Bowie, I shall return with Red Baron! You'll pay for this!

The party exits south and get encountered immediately by Red Baron.

Geshp: Now you shall pay for killing my precious Prism Flowers.

Sir Astral: Geshp again.

Geshp: Hee, hee, hee.

Peter: Do you have another cunning trap for us?

Geshp: Would I do that? I just want to introduce you to my friend. Red Baron, say hello!

Red Baron: Grruuooouu!

Geshp: He's waiting for you just outside the Galam Gate. You have to defeat him if you want to advance. See his red armor? It's smeared with blood. He has killed many people. Now, it's your turn. This will be your undoing.

Geshp leaves.

Peter: Galam is just over there, but...

Sir Astral: We have to advance. Bowie, are you ready?

<Battle #37>

Peter: Sir Astral, he's... crying!

Sir Astral: Why would he be crying? I think I've see his style of fighting before. Let's see his face.

Sir Astral removes the mask, Red Baron is really Lemon!

Lemon: Huh?

Sir Astral: It's Lemon!

Peter: Let me see him. Wow, he's alive!

Sir Astral: Lemon! Lemon!

Lemon: Where?! What?! Oh, Sir Astral! I had an awful nightmare. I was controlled by someone and I killed a lot of...

Sir Astral: It wasn't a dream.

Lemon: What?!

Sir Astral: You were being controlled by a devil. And he made you kill every person you saw. You recovered your senses when we defeated the devils.

Lemon: I can't believe it! I'm Lemon, I'm... What can I do? How can I atone for my sins? Sir Astral, tell me.

Sir Astral: You're not at fault. It's not your fault. The devils are to blame.

Lemon: But... I have to die for my sins. It will be my atonement. I have to die!

Lemon runs into Galam.

Sir Astral: Oh, poor Lemon.

Peter: Sir Astral, Lemon has fled. Will you let him die?

Sir Astral: Lemon is an immortal vampire now. He can't die very easily. I think we'll meet him again. Bowie, let's go.

The party walks through Galam, as they exit the front gate, the scene shifts back to Zeon and Geshp talking.

Zeon: Bowie defeated Red Baron too? Is that what you said Geshp?

Geshp: Yes, sir... I'm sorry.

Zeon: Once again, my minions have failed me. Are my soldiers that weak?

Geshp: Yes... oh, no! I mean, they were strong enough. But Bowie and his force were smarter.

Zeon shakes the room.

Zeon: No more excuses! This is your last chance. Kill Bowie this time or I'll kill you!

Geshp: Ah... yes, sir. I'll kill Bowie this time. I stake my life on it.

Zeon: Bring the Jewel of Evil back to me!

Geshp: Yes, sir!

Geshp leaves and Odd Eye enters.

Zeon: You were right, Odd Eye.

Odd Eye: Of course.

Zeon: I can't trust Geshp anymore. If he fails, you must battle Bowie.

Odd Eye: You want me to kill Bowie? He's probably much stronger now. Hmm, sound interesting. I'll do it. If this comes to pass, it will be his final battle.

Bowie and company leave Galam Castle and run into Geshp.

Geshp: Stop! Finally, you've arrived. It was a mistake to underestimate you. But, the game is not over. At the risk of my life, you'll proceed no further!

Sir Astral: Geshp is serious. He finally considers us worthy opponents. Bowie, be careful. We mustn't underrate his power.

Geshp: You're right, Astral! Zeon doesn't trust me, thanks to you! This is my last chance. I can't see him again 'til I bring him your head.

<Battle #38>

Geshp: My traps... I'm... at the end of my rope. I... must... escape. Noooooooooo! Please... please let me go.

Sir Astral: We don't want to kill you. You've lost your powers.

Geshp: I know... (sob, sob)....

Peter: You may go.

Geshp: Thank you. I won't forget this.

The sky darkens.

Zeon: Where are you going, Geshp? Do you remember your vow? You failed to get the jewel from Bowie. Now, you will pay with your life.

Geshp: No, please... NO!

Geshp is surrounded by eight fireballs, they incinerate him.

Sir Astral: Zeon is such an unfeeling devil... (shiver).

Peter: He will do the same to use if we lose to him.

Sir Astral: We must not be defeated.

The party enters Yeel, they see Lemon at the top of a small cliff.

Lemon: I'm guilty!

Peter: Hey, there's Lemon.

Lemon: I've killed a lot of people for the devils! The guilt is too much to handle. I must die!

Lemon jumps off of the Cliff and goes crashing to the ground, causing a large hole.

Peter: Gee! Lemon killed himself!

Sir Astral: No, Lemon cannot die by jumping off a cliff. Lemon is an immortal vampire. But, I'm sure the impact didn't feel too good.

The town is deserted. The party heads into the bar and plays a piano. A rumble is heard across the town, as the party enters the church, they will see a secret set of stairs and a priest guarding them.

Priest: Ah, devils have finally found the hidden door. I must give the people time to escape!

The priest pulls out a holy symbol and attempts to repel the party.

Peter: What's he doing?

Sir Astral: He's mistaking us for devils.

Priest: What tough devils! My symbol doesn't drive them away!

Sir Astral: Excuse me, we're not devils.

Priest: I don't believe you!

Peter: But we really...

Chaz enters the church from the hidden staircase.

Chaz: Brother?

Priest: Chaz, they found the hidden door! I tried to drive them away with this holy symbol, but I failed.

Chaz: Then, they're not devils.

Priest: Nobody but devils ever come to such a dangerous place! They must be devils!

Chaz: Have you asked them?

Sir Astral: How can we explain this? We are from Granseal. We came here to defeat the devils.

Chaz: Granseal? Really? Alright! This is great news! Are you Sir Astral?

Sir Astral: Yes, but... I'm sorry, have we met?

Chaz: I'm Chaz, a son of Hawel. Do you remember me?

Sir Astral: Hawel's son? Oh, Chaz! Yes, of course. Nice to see you again. What are you doing here?

Chaz: I came back to Yeel to continue my father's work.

Sir Astral: Chaz, maybe you can answer some questions?

Chaz: I'll try. What would you like to know?

Sir Astral: Oh, this will be a great help!

Priest: You can use the room below.

Sir Astral: Thank you very much. I really appreciate this.

The conversation continues in the underground area of Yeel. Sir Astral tell Chaz everything about the adventure thus far.

Sir Astral: ...and now we're here.

Chaz: Wow! Your story is so complicated! But, from what I understand, Zeon is reviving. And all these disasters were caused by him?

Sir Astral: That's right. We have to find out where the Holy Sword is.

Chaz: I think I've seen it in a book.... Yes, I did... but... I don't remember...

Sir Astral: It's important.

Chaz: Please, give me a moment. [paces] Was it this one? [runs to bookshelf] No. That's not it. [paces] How about this one? [runs to bookshelf] Yeah, I got it!

Sir Astral: Is that the right one?

Chaz: Yes! But...

Sir Astral: But what?

Chaz: The most important party is missing. It's been stolen.

Sir Astral: Who could've taken it? Oh, we've lost the key.

Peter: Not necessarily, Sir Astral. Believe in Bowie. He was chosen by the gods.

Sir Astral: Hmmm.... Yes, Peter is right. Bowie is our leader! Bowie, we have to find the Holy Sword and the door to the tower. The legends only hint of you, but we believe in you.

Priest: Believe in the power of your jewel.

Chaz: Bowie, would you mind if I went with you?

Sir Astral: No, Chaz. You have to continue your work. I knew you'd say that, but I can't continue my work if Zeon revives. Also, as a historian, I want to see the King of the Devils.

Peter: Chaz will just follow us if you don't let him join us.

Chaz: Peter is right.

Sir Astral: (sigh)... OK.

Chaz joins the party.

Chaz: I'm so excited!

Peter: This is not a sight-seeing tour, OK?! Let's go Bowie!

The party heads back to the surface of Yeel and tries to leave town.

Lemon: Sir Astral! Bowie! Bowie, wait! May I join your force?

Sir Astral: Well...

Lemon: You can trust me. I'm a born fighter. As you know, I want to die. I will die fighting for your cause, if you let me.

Sir Astral: He's a hero in Galam. I think he should join us. Lemon, please come with us. You'll be a great help.

Lemon joins the party.

Lemon: Oh, thank you! I know I can take the King of the Devils!

The party leaves Yeel heading for the Holy Sword Shrine. They see a pack of devils.

Hydra: I just heard that Geshp lost. All greater devils have been defeated except for Odd Eye. This is a good chance for us to become greater devils! I'm sure Zeon will promote us if we can get the jewel.

Dark Gunner: Look over there!

Cyclops: They're coming!

Hydra: Excellent! Welcome to your graveyard!

<Battle #39>

The party enters the shrine of the Holy Sword. As Bowie gets close, the Jewel of light pulls him to a door. The Jewel glows brighter breaking the door open.

Sir Astral: Oh, an opening! The light is leading us!

Bowie enters and pulls the Holy Sword out of the ground.

Sir Astral: You got it! All we have to do is find the door to the tower!

Bowie uses the Holy Sword at the base of the tower to open the door. Before long the party runs into Odd Eye.

Odd Eye: Bowie, you're finally here.

Peter: Is that...?

Odd Eye: Did you forget about me, Bowie and Peter!

Peter: Oddler, are you Odd Eye? Zalbard said...

Odd Eye: Yes, I am he.

Sir Astral: You're the leader of the Devil Army who attacked Bedoe...

Odd Eye: Yes I am, Sir Astral.

Sir Astral: How do you know my name?

Odd Eye: Bowie told me about you repeatedly.

Peter: What do YOU want?

Odd Eye: Don't talk to me like that. I'm very sad.

Peter: Sad? You've got to be joking!

Odd Eye: Well, yes I am. I'm really quite evil. Don't you think so, Red Baron?

Lemon: Uhh... (shiver).

Odd Eye: Anyway, I came here to deliver an ultimatum. Think long and well before answering me. Leave the jewel, your weapons, and your items here... or DIE!

Peter: That means... we don't have to fight him.

Sir Astral: True, but we can't take the easy way out. We mustn't give him the Jewel.

Odd Eye: You know how strong I am. I think you had better accept the offer.

Bowie: Hmmm....

Peter: Oh, what should we do?!

Sir Astral: We have to fight!

Odd Eye: Times up! We need space to battle.

Odd Eye creates a battle field.

Odd Eye: I'm very sorry Bowie, but I must kill you!

Peter: Bowie, are we really going to fight Oddler?

Sir Astral: That's enough out of you! Bowie, let's do it!

<Battle #40>

Odd Eye: Bowie, you won? You've become so strong. I knew you would....

Bowie: Oh, really?

Odd Eye: Your friends are really good. I knew that when I was traveling with you. Yes, it was interesting. I miss that time....

Peter: Odd Eye... no, Oddler! Did you...?

Odd Eye: No, Peter. I did my best. You were just better than me.

Bowie: We had to be.

Odd Eye: I wouldn't have had to fight if I never had gotten my memory back. It's funny, fight was everything to me.

Peter: Oddler, please don't die!

Odd Eye: Thank you, Peter. I learned a lot from you. Oh, the pain! Let me say good-bye. If possible, I want to relive my life... not as a devil... next time....

Odd Eye Dies.

Peter: (sob, sob)... how sad. Bowie, Sir Astral...

Lemon: Oddler had a pure spirit... I'll miss him.

Sir Astral: Don't cry for him now. This is Zeon's doing. We shall go onward and remember Oddler in our hearts.

The party continues up the tower and runs into an unexpected treat.

Creed: Unbelievable! You've finally arrived.

Peter: Creed... I mean, Mr...

Creed: That's OK, Peter. I doubted you'd ever make it here. The enemies you've faced so far were strong.

Bowie: Yes, they were.

Creed: Why am I here? Is that your question, Bowie? I wanted to help you. There is no church around here. Think of me as a priest. Now, what can I do for you?

The party heads to the outside of the tower, running into another set of devils. They seem a bit surprised to run into Bowie.

Reaper: Who are you?! Oh, are you from Granseal? But, Odd Eye went to... Impossible! He was defeated? Inconceivable! But... OK, I'll stop you here. You shall die now!

<Battle #41>

The party enters Zeon's chamber. It is extremely dark inside.

Peter: I can't see! Is anybody there?

King Galam: Welcome...

Sir Astral: King Galam?

King Galam: Is it too dark? Let there be light!

Lights come on.

King Galam: Is that better?

Sir Astral: King Galam!

Lemon: Oh, Princess Elis is here!

King Galam: Nice to see you again Astral. I see Lemon is with you.

Sir Astral: Where's Zeon?

King Galam: He has not revived fully yet. So I came to welcome you for him.

Peter: She isn't moving! Is she dead?

King Galam: We haven't killed her yet. She will be the first sacrifice for King Zeon.

Sir Astral: What?! Zeon said, you'd return her in exchange for the jewel!

King Galam: Ha, ha, ha! He lied. You killed our greater devils. I can't allow this to go on. You shall never see Zeon! I'll kill you before that!

<Battle #42>

King Galam: Auugh... I've never lost to anybody but the gods. I don't understand!

Lemon: Oh, King Galam... poor King Galam...

Peter: Princess Elis!

Princess Elis: Zzzzz....

Sir Astral: ...she's waking up!

Princess Elis: Zzzzz... (yawn)...

Sir Astral: Princess, princess!

Princess Elis: Wha... what!?

Sir Astral: It's me! Astral!

Princess Elis: Sir Astral? Oh, what happened? Who are they?

Peter: Nice to meet you. I'm Peter. And this is our leader. Bowie, say something.

Princess Elis: Oh, it's you.

Bowie: Ah...

Princess Elis: Er... ummm....

Sir Astral: Peter, don't bother them. This is a private moment.

The room begins to shake hard.

Peter: An earthquake! Deep below us....

Lemon: Something is coming up through the earth...

Sir Astral: I almost forgot... about... the other devil....

Bowie: You mean... Zeon?

Peter: Huh?

A wall begins to break open.

Lemon: Uh, oh.

Zeon appears.

Sir Astral: This doesn't look promising.

Princess Elis: Eeeekkk!

Bowie: Oh, no.

Zeon eats King Galam.

Zeon: Ggggrrrr... you destroyed my minions!

Sir Astral: Zeon!

Zeon: You resisted me.... I... I never...!

Sir Astral: Bowie, we had better run away and return later.

Peter: Sir Astral, we can't!

Sir Astral: Why not?

Peter: Princess Elis fainted when she saw Zeon.

Sir Astral: What? Oh, my.

Lemon: And now we're surrounded by devils.

Sir Astral: Bowie, believe in your sword and the jewel! You must fight Zeon now! Let's go!

<Battle #43>

Zeon disappears from the hole he made in the wall. King Galam appears on the ground, injured.

King Galam: Where am I? What's going on? I... can't... sit up. Lemon, is that you? Lemon, what happened?

Lemon: King... King Galam... I don't know what to say.

King Galam: I can't see very well. Am I dying? I don't want to die! Lemon, tell me why.

Princess Elis wakes up and walks near everyone else.

Princess Elis: Poor King Galam. You were possessed by a devil.

King Galam: A devil? I don't understand. Are you...Elis, Princess of Granseal?

Princess Elis: Yes.

King Galam: I have not see you for a while. Let me see your face.

Princess Elis: Can you see me now? King Galam?

King Galam jumps to his feet and grabs Elis.

Lemon: What are you doing? King Galam! You're standing?!

King Galam: Ha, ha, ha! Galam?

Zeon reveals that he had taken the form of King Galam.

Zeon: I'm not Galam, you fools!

Peter: Zeon!

Lemon: How?! You died!

Zeon: Never! You don't know anything about me! I can't be killed by the sword! All you can do is weaken me.

Sir Astral: Yes, Mitula told us to weaken him! I should have remembered that before Elis was captured!

Lemon: Y... you fiend!

Lemon charges Zeon.

Zeon: Stop! Do you want me to kill Elis?!

Lemon: Scoundrel! We have to save her!

Zeon: Bowie! Phoenix! Come here!

Peter: Well, Bowie. What should we do?

Zeon: Quickly! My time is short, but I can still choke her! Get over here, NOW!

Peter: We have no choice....

Bowie and Peter get closer to Zeon.

Zeon: That's far enough. Now, phoenix. Take the Jewel of Evil from Bowie!

Peter: But, we can't remove it.

Zeon: Shut up! Do it!

Peter: But...

Peter pulls the Jewel of Evil from Bowie's neck.

Peter: Nope, let me try this. [Gets the Jewel successfully] Oh, my! What should I do with it?

Zeon: Put it in front of me.

Peter: OK...

Peter sets the Jewel of Evil next to Zeon.

Zeon: Excellent. Finally, I have it back!

Zeon picks up the Jewel of evil. It begins to power him up rapidly.

Zeon: Oh... oh... I feel my powers returning!

Sir Astral: Zeon is reviving. We have to stop him! How? Mitula! Volcanon! Tell me!

Zeon: Ha, ha! Astral! I'll have revived fully in a few minutes. You did a good job, Elis. You may take a rest now.

Princess Elis: A rest? Wha...

Zeon produces a black cloud around Elis.

Princess Elis: Ohhh....

She falls to the ground. Lemon runs closer to her.

Lemon: Princess!

Zeon: and you too Lemon. So long!

Zeon summons fire from the ground, scorching Lemon.

Lemon: Aauugghhh! I'm burning!

Zeon: That is special fire. It burns even vampires!

Peter: NO!

Zeon knocks out both Peter and Sir Astral. Bowie runs up and knocks the Jewel of Evil out of Zeon's hand.

Zeon: Ouch, darn you Bowie!

Zeon whacks Bowie and knocks him way back.

Bowie: Oh... [becomes stunned]

Zeon: That's what you get!

The Jewel of Light sends out a charge, it heals Lemon.

Lemon: Groovy!

Sir Astral: [still stunned] Lemon...

Zeon: What? How? Lemon... leave, now!

Lemon: King Galam... Please stop!

Zeon: Get away!

Lemon: I'll go, but I'll take you with me to another dimension.

Zeon: Die!

Zeon sets Lemon on fire again, but the Jewel of light again puts it out and heals him.

Lemon: King... Galam...

Zeon continues to try to torch Lemon, but Lemon moves closer and closer.

Zeon: How? It's not possible! You can't still be alive! Oh, my powers are fading. Where's the jewel?!

Lemon: My king... come with me....

Zeon: No, I'll never go back to such a terrible...

Lemon grabs on to Zeon and tugs him towards the small hole left in the wall leading to the other dimension.

Zeon: I shall return! Remember!

Lemon and Zeon fall through the hole.

Zeon: Nooooooooooooo!

The hole closes itself up. Peter wakes up.

Peter: Lemon has taken Zeon away.

Sir Astral wakes up.

Sir Astral: It's over. But what a tragic ending.

Peter: Bowie? Is he OK?

Astral and Peter walk to Bowie, who also gets up.

Peter: Bowie, Zeon was taken away by Lemon.

Sir Astral: Oh, is she... is Princess Elis OK?

Peter: Princess!

Peter shakes the princess, trying to wake her up. But nothing happens.

Peter: She's so cold, and looks so pale. Sir Astral, is she dead?

Sir Astral: I don't think so. Let me see her.

Sir Astral examines Princess Elis.

Sir Astral: No. She's cold, but she's breathing. I don't understand....

Goddess Mitula appears.

Mitula: She's in a coma.

Sir Astral: Goddess Mitula...?

Mitula: Hello, Astral. Bowie and Peter, you did very well.

Peter: Mitula! I knew you would come.

Mitula: We've been watching.

Peter: We? I don't see anybody else?

Mitula: C'mon, Peter. You know what I mean.

Peter: Volcanon?

Mitula: Yes. He helped you many times.

Peter: When?

Mitula: You doubt me? How about Lemon? God Volcanon protected him from the fire.

Peter: Really? But he said, he would forsake the people of the earth.

Mitula: He said that to deceive the devils. If he had joined you at that time, Zeon would've come to Parmecia. The entire continent might have been destroyed. And if Volcanon had joined you, you would've leaned on him, wouldn't you have?

Sir Astral: The Jewel of Light was made by him, wasn't it? It protected Lemon, right?

Mitula: You're very smart, Astral.

The tower begins to shake.

Mitula: I have to go now. I need the Jewel of Light.

Goddess Mitula takes the Jewel of Light.

Mitula: And I need the Jewel of Evil.

Goddess Mitula takes the Jewel of Evil.

Mitula: I have to seal Zeon before he regains his power. You had better leave now. Arc Valley will be destroyed.

Sir Astral: One more thing!

Mitula? Yes?

Sir Astral: How do we wake Elis up?

Mitula: She has been poisoned. When the poison leaves her body, her face will turn pink.

Sir Astral: Then she will awaken?

Mitula: If she's still sleeping, she will need a kiss from her true love. This kiss will awaken her.

Sir Astral: When will the poison leave?

Mitula: I have no idea. It depends on her physical strength. It may be a few months... or a few years. Now, I must go. Good luck.

Mitula leaves.

Peter: She's gone.

Sir Astral: A few years....

Peter: Sir Astral, C'mon! Mitula told us to leave.

Sir Astral: Oh, yeah... let's get out of here! Bowie, you carry Princess Elis!

Bowie lifts the Princess. The tower begins to shake.

Sir Astral: Oops! She's sealing the tower!

Peter: Hurry!

Sir Astral: Bowie, run!

They exit the tower. Two years pass. The original Granseal has been rebuilt to every last detail. The face of Princess Elis has turned pink. Bowie wakes up in his bedroom. Bowie heads to the school house where Sir Astral, Kazin, Jaha, Chester and Sarah are waiting.

Sir Astral: Morning, Bowie. Are you ready to go to the castle?

Bowie chooses yes.

Sir Astral: Now, let's go see the King!

Astral leads them all to the throne room of Granseal Castle.

Sir Astral: King Granseal, Bowie is here!

King Granseal: Please explain what is happening.

Sir Astral: Yes, sir. Listen up! It took two years, but the Princess finally recovered from the poison. But, she's still sleeping. We've decided to take Mitula's advice.

Peter: Mitula... you mean, somebody gets to kiss her?

King Granseal: Yes. We feel this is the right time.

Sir Astral: And we need to decide which one of you will kiss Elis.

Peter: We don't have to decide. It's Bowie. Luke, don't you agree?

Luke: Ha, ha! Yes, Peter! I always thought Bowie was the best choice!

Sir Astral: Are you sure? Anybody disagree? Nobody?

Jaha: I understand what my friends are saying, but... I love her. May I kiss her? Somebody, say yes!

Peter: Sorry, but... I don't think Jaha is the right choice.

Slade: I understand Jaha, but she is a human. A human is the best choice.

May: Bowie is a human! They will make a cute couple!

Higgins: Bowie is a good lad with the manner of a knight! I think he's the best choice.

Sir Astral: Sarah, what do you think?

Sarah: M... me? Well... I'm worried about her... but... I... yes, a good

choice... Bowie will make her... ...happy...

Sarah runs out of the throne room.

Chester: Does she love Bowie? I didn't know that.

Kazin: Stop! I will go comfort her.

Chester: Kazin! I'll go with you!

Kazin: Oh, c'mon. She needs someone like me.

Kazin exits the room.

Chester: What does he mean? I don't understand!

Rohde: They remind me of when I was young.

Zynk: Rohde, you were young once?

Rohde: Be quiet, you bucket of bolts!

Luke: You heard everyone. We think Bowie is the right choice. Kazin will take care of Sarah. Everything went as you expected, huh?

Sir Astral: You knew that? Luke, you're smart. But I didn't know what Sarah or Jaha would do. I didn't want to hurt their feelings. Bowie, I choose you.

King Granseal: Now, Bowie. Please go awaken her. The minister is waiting for you.

Sir Astral: Oh, Bowie! I really respect you.

Bowie heads up to the Princess's bedroom. The Minister is waiting there.

Minister: Oh, Bowie! I really respect you. You shouldered quite a burden for the kingdom. I'll be happy if you rule this kingdom with Princess Elis! Bowie please kiss her.

Bowie walks up the Elis's bed and kisses her.

<End credits roll>

Bowie walks down the stairs with the awoken Princess. Astral, Minister, and the King are waiting. Chester, Rohde, Luke, Jaha and Peter run up as well

Old Hag: Finally, you've fulfilled my wish. Thanks to you, I can escape from this forest are you really that surprised?

The old woman transforms into a beautiful woman.

Bowie, I thank you. You enabled me to return to my true form. Someday we'll meet again.

<end>

<Hidden Battle #44>

<real end>

