

Dissidia: Final Fantasy Game Script

by Squall_of_SeeD

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Dissidia Final Fantasy English Script

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-----Spoiler notice-----

This is the script of the game's story, so it's going to have all of the plot details. Don't read it if you don't want to know.

Also, as it is an anniversary game that brings together more than 20 characters from various Final Fantasy titles, expect potential spoilers for FF, FFII, III, IV, V, VI, VII, VIII, IX, X, XI and XII.

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You can also search according to which part of a specific Destiny Odyssey a scene happens to be by using the following format: "DO [insert Roman numeral here] part [insert Arabic numeral here]." For example, part 5 of Destiny Odyssey IV would be selected like so: "DO IV part 5"

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-----Update changes----- [1.0Up]

May 3, 2011

-Fixed a number of typos and made a number of stylistic adjustments; a result of compiling a script for the Dissidia prequel, Dissidia 012

October 29, 2009

-Added "Museum" section

October 4, 2009

-The whole FAQ. Or none. This is the first edition

-----Purpose----- [2.0Pu]

It seems that the one obligatory section of any FAQ is a statement of purpose, even when the purpose is obvious. I've even seen FAQs with no table of contents that still had a statement of purpose. When and why did we begin this practice, I wonder?

Whatever the case, here's that section for this particular FAQ.

I decided to put together the script one night after work recently when I had wanted to look up a line from the game. Much to my disappointment, I found that no one else on GameFAQs had put together a script yet.

I was surprised by this for a moment. After all, there was a time you could expect at least the skeleton of a new "Game Script" FAQ to have been posted within a few days of a Final Fantasy game's release. It occurred to me then,

though, that in this age of YouTube, many of the people who may have once considered putting a script together would now conclude that you can just look up videos of the game's scenes online.

Quite right. The entirety of Dissidia, after all, *can* be found on YouTube.

Still, I felt that for those who can't play the game, are still stuck on dial-up connections, or simply don't feel like loading several YT videos, a detailed script would be of benefit. At any rate, *I* wanted one. So I chose to fill the need myself.

You're probably thinking, "Whoa, dude. You're insane. Why the hell would you take the time to do this when the videos are available at the click of a mouse and most people have decent enough Internet connections to load videos?"

Well, that's true. Including the insanity part. But it really wasn't all that much trouble. Like I said, I decided to put this together one night after work and had nearly the whole thing done before I went to bed. I then finished it with a little off-and-on work within a few more nights following work.

I'm a fast typist anyway, but it's also quite cathartic for my mind.

And, again, *I* wanted a detailed text script, so I figured it was safe to say there were others who might want one as well.

For your convenience, by the way, you'll notice that I've included scripts according to which categories scenes appear in, as well as a chronological script of the entire story, ordered without consideration of categories.

So, if you wish to read the story in the manner you have to play it -- one Destiny Odyssey at a time, with the scenes jumping far down the overall timeline of the game as you go -- you can do it that way. Or you can choose to read them in chronological order. Or both. Whatever suits your fancy.

You'll also notice, in addition to the primary parts of the story, I've included the scripts for both Distant Glory stories and Inward Chaos. As well, I've included the text of the Cosmos Reports, Chaos Reports and the in-game Museum profiles.

Enjoy.

-----Notes on reading the script----- [3.0No]

-WoL=Warrior of Light

-CoD=Cloud of Darkness

-OK=Onion Knight

-DO=Destiny Odyssey

-SI=Shade Impulse

-DG=Distant Glory

-Lines between parentheses are a character's thoughts

-Anything in brackets following a character's name and a comma is a sound that character made or a line they said that wasn't given text on the screen for some reason

-Empty spaces between lines -- except where a sequence is otherwise set off by brackets that identify it all as part of the same DO, SI or DG scene -- indicate separate events

-A few of the Shade Impulse scenes can feature different characters talking with the villains, depending on who you're using. In some cases, I've combined the dialogue of a few of these scenes where I thought it seemed to fit and make for a better scene.

I've done my best to copy the game's text exactly as it appears on the screen. It's inevitable, though, that I made a mistake somewhere. If anyone spots any typos or omissions in this FAQ, please inform me of them by contacting me at glenn.morrow@gmail.com.

You'll get a thanks in the acknowledgements and the warm feeling in your heart of knowing you made me look better.

By the way, note that I'm referring to genuine mistakes in copying the game's text when I ask about these typos. I tried to copy the onscreen text exactly, even where the format of punctuation didn't agree with the format used at other times.

So, if there's something like an instance of Exdeath referring to the Void with a lowercase "v" when I've got an uppercase everywhere else, make sure that it wasn't that the game itself used a lowercase there.

Also, you'll notice that I didn't include the dialogue for the Summonstones that require you to replay areas you've already gone through. I couldn't find this dialogue online and hadn't typed it out prior to deciding to do this script. Sorry.

If anyone has that dialogue, though, and wants to send it to me, I'll add it in along with thanks and credit to the contributor.

-----Prologue & Opening----- [4.0Pr]

(Silent Presage scene 1)

[The setting is Cosmos's place. WoL is running at top speed across the terrain]

WoL: "Might I be too late...? No, I have to make it!"

[WoL comes to a stop. A swirl of blue energy appears in front of him and produces a flash of light -- a crystalline version of WoL has appeared]

WoL: "What!? Abomination!"

[The entity points its sword at WoL]

WoL: "Intervene and be slain!"

[WoL points his sword at the entity]

(Scene ends)

[WoL battles and destroys the entity. He then fights another and defeats it as well. Two more fall to the WoL's blade]

(Silent Presage scene 2)

[WoL has his eyes closed. He looks up as someone approaches. It's Firion]

Firion: "Good to see that you're safe and sound!"

WoL: "The pulses of disorder are getting stronger!"

[The two of them stare off into the distance]

WoL: "Let us hurry. The fighting is far from over!"

[WoL and Firion run off in that direction together. The screen fades to white]

WoL: "We must win, or there is no future for us."

(Scene ends)

(DO scene 1)

[This is the game's opening FMV]

Cosmos, the goddess of harmony.

Chaos, the god of discord.

Reigning from distant realms,

the two gods had gathered warriors from

all lands to lead them in savage war.

Cosmos and Chaos were of equal strength.

It was believed the conflict would last forever.

But--

[Opening battle between the Warriors of Cosmos and the Warriors of Chaos, culminating in the appearance of the Dissidia Final Fantasy logo and a shot of the Warrior of Light laying face down in the area of Order's Sanctuary]

(Scene ends)

The balance was broken.

Those who answered Chaos's call created an inexhaustible force.

And under vicious attack without relent, the warriors fighting for Cosmos started to fall one by one.

The conflict that has continued for eons is now about to end in Chaos's favor. The world has been torn asunder, sinking into a vortex of disorder. As for the few surviving warriors--

(DO scene 2)

[WoL is shown awakening on the ground in Cosmos's place. He stands and looks around]

Cosmos (offscreen): "I have been defeated."

WoL: "Cosmos!"

Cosmos (offscreen): "I could not...protect the world."

[A pillar of light emanates from the sky to the ground. WoL walks toward it]

(Scene ends)

-The Shattered World-

WoL: "What is going on? My body doesn't move as it should... I must hurry to Cosmos!"

- PROLOGUE 2 -

[The Shattered World]

Forces forged of darkness

stand in the warrior's way.

What, then, drives this soulless legion?

[WoL battles a manikin and defeats it]

WoL: "Manikins... Shadow entities employed by Chaos's forces as troops. Such shallow imitations have no chance against me."

- PROLOGUE 3 -

[The Shattered World]

Only those with the courage and

wisdom to know their own strength

can triumph over the greatest of foes...

[WoL battles and defeats another manikin]

- PROLOGUE 4 -

[The Shattered World]

Battle follows upon battle,
yet the power to overcome
countless foes is within reach...

[WoL battles and defeats two more manikins]

- PROLOGUE 5 -

[The Shattered World]

Only those whose will to overcome
all trials never falters may secure
a brighter future...

WoL: "What manner of fiend is that? It seems unlike the foes I've faced thus far."

Cosmos (offscreen): "Remember, Warrior of Light... Even in the darkest of times, there is always a light. Believe in your own radiance... Never give up... There is always a way..."

WoL: "Cosmos...? Cosmos! I must find her... I have no time for these interruptions!"

[WoL battles and defeats yet another enemy]

(DO scene 3)

[WoL sees Cosmos ahead of him. She has appeared at what was the base of the pillar of light from earlier. She appears lathargic]

WoL: "Cosmos!"

[WoL runs over to her and then kneels before her]

Cosmos: "I have been defeated by Chaos. The god of discord, Chaos... His brutal powers destroyed the balance of all things, threatening the fabric of reality itself."

[Lights radiate from Cosmos upward into the sky. Astral projections of her are now speaking to all the other heroes as well, scattered in different areas.]

Cosmos: "All existence is on the brink of doom. Ten of you remain--and you are the last hope left to this world. I implore you. Obtain the light that even in a broken world could never fade-- the light of the crystals. The crystals embody the strength to face despair. With ten gathered, there is hope yet to save the world. The path to your crystal will be perilous... and different for each and every one of you. But you must believe in and follow your own path. Even if you know not where that path leads..."

[In the area of FFIV's moon]

Squall: "Not a problem. I've always gotten by on my own."

[In the World of Darkness; Zidane and Bartz are there]

Zidane: "If the treasure were really that easy to find, it wouldn't be a treasure hunt, would it?"

Bartz: "No horsing around, though. This isn't the time for games. It's time for some serious fun."

[The bottom of the Northern Crater; Onion Knight and Terra are there]

OK: "You don't have to worry. I'm here with you. If it gets scary, just believe in me!"

Terra: "I'm counting on you."

[Crystal World; Cecil, Firion, Tidus and Cloud are there]

Cecil: "The paths to our crystals may be different for each of us. But we've strength in our allies."

Firion: "And if we put that strength together, we'll have nothing to fear."

Cloud: "I don't know. The god, Chaos, is leading his forces of disorder-- and they're headed straight for us. But I'm ready for whatever comes my way."

Tidus: "The tougher the enemy, the more fired up I get!"

Cosmos: "I thank you all--"

[Cosmos's astral projections vanish; we return to Cosmos and WoL]

Cosmos: "Though what remains of this world is on the verge of collapses... I must hold it together until you find your crystals... Forgive me... I want to be with you... But allow me to rest... Then soon..."

WoL: "Cosmos... Your radiant light shall always be with us."

[Cosmos teleports away. The heroes are all shown setting off on their journeys, WoL depicted last. The Dissidia Final Fantasy logo comes up again]

-----Destiny Odysseys----- [5.0De]

1) Destiny Odyssey I [5.1De]

The world is shrouded in darkness.
It seems that Chaos's shadows would engulf all...
But light is not gone.
The crystals, shining even in the depths of despair--
It is said that hope can be restored
if the ten surviving warriors can take hold of them.
Now the journey begins for the Warrior of Light...

-The Guiding Light-

[The setting is Chaos's place]

Chaos: "I am the god of discord--destined to rule this world. Am I not?"

Garland: "Indeed. Our objective is clear: to defeat Cosmos and bring chaos to the world."

Chaos: "The conflict will be brought to an end as soon as I regain my lost strength. It is only a matter of time until all the pieces are in place for victory. And yet... Something does not feel right. Garland, are your words truly worthy of my trust?"

Garland: "...Of course, my lord."

[The setting switches to the Warrior of Light]

WoL: "I feel the presence of evil... Does anyone dare stand in my way?"

[WoL battles and defeats a Manikin]

WoL: "I've no time to waste. I must hurry, for Cosmos..."

(DO I part 1 of 13; DO scene 5)

[WoL is walking and recalling Cosmos's words]

"I implore you. Obtain the light that even in a broken world could never fade-- the light of the crystals."

WoL: "Cosmos... We have heard your wish, and we shall fulfill it. With crystals in our hands, we shall bring hope to the world--"

Garland: "And where do you think you're going?"

WoL: "Garland!"

Garland: "Do you dare run from a battle?"

WoL: "I do not intend to run from anything."

Garland: "Then let us start. Destiny is at hand. We might as well enjoy it!"

(Scene ends)

[WoL battles and defeats Garland]

(DO I part 2 of 13; DO scene 8)

[WoL defeats Garland. After the battle, Garland is down on one knee, grunting]

Garland: "You truly think that you can save this world?"

WoL: "That is precisely our mission. Our hopes have not been crushed yet."

Garland: "What a fool. What you hope for is nothing but an illusion. Pursue it, and it will run. You may draw near, but never obtain it."

WoL: "What?"

Garland: "Eventually you will see... the truth behind this conflict... and the world will betray you!"

[Garland's body disincorporates into dark smoke as his laughter peals out]

WoL: "No matter what becomes of the world... the light will always be with us."

(Scene ends)

- DESTINY ODYSSEY I-2 -

[The Guiding Light]

The firm convictions that lead one to battle...

Can one warrior understand the reasons

that burn within another's heart?

[WoL runs into some of the other heroes]

WoL: "My comrades... What's wrong? Did something happen?"

Tidus: "We've got trouble! It's Firion!"

Cecil: "He headed for the enemy's lair alone; he said something precious of his was stolen."

WoL: "...In that direction?"

Cecil: "Yes. Let us join you!"

WoL: "No, leave this to me. You must attend to other duties."

Cecil: "But..."

WoL: "Cecil, please listen. Your brother knows something about this world. You must determine if he can be trusted. That is your current role."

Tidus: "Cecil, that last fight left you in bad shape. Let's listen to him, okay?"

Cecil: "...Understood. Please look after Firion. And may the goddess light your path!"

WoL: "To go so far into enemy territory alone... He must have lost something very dear."

WoL: "That was a rather odd enemy... So the manikins come in different varieties. But never mind that. Is Firion just ahead?"

(DO I part 3 of 13; DO scene 25)

[WoL comes upon Firion wounded from battling Sephiroth. Sephiroth stands calmly nearby as WoL runs between them]

WoL: "Firion! You've fought well. Leave the rest to me."

Firion: "I cannot!"

WoL: "You must go and look after our comrades to keep their paths to the crystals open."

[Firion hesitantly leaves]

Sephiroth: "A fresh one. You won't get your crystal fighting against me."

WoL: "I thought not."

Sephiroth: "Then why do you stand in my way?"

WoL: "You have injured one of my comrades."

Sephiroth: "And you want revenge, I take it. So, on a whim, you would risk your life--"

WoL: "Let us begin, and see this put to rest."

Sephiroth: "This might be entertaining."

(Scene ends)

[WoL battles Sephiroth]

(DO I part 4 of 13; DO scene 28)

Sephiroth: "Not bad at all... But I now realize there is only one who could defeat me."

WoL: "What in the world are you--"

Sephiroth: "I have one question for you. For what reason do you take up that blade?"

WoL: "To obtain the crystal, and put an end to the conflict."

Sephiroth: "So you fight to end the fighting... You have a long road ahead. Do you really expect to end the conflict after all your battles?"

WoL: "However long the road, each battle brings me closer."

Sephiroth: "I think not. You don't wish an end to the fighting. You find pleasure in it, just as I do."

[Sephiroth holds out his hand and Firion's wild rose appears]

WoL: "(The wild rose...) (That must be what Firion came for...)"

Sephiroth: "You and I are the same-- entities befitting this closed world."

WoL: "Closed world?"

Sephiroth: "The time has come. I must face him and fulfill my obligation."

[Sephiroth teleports away]

WoL: "He got away..."

WoL: "(What does the enemy know about this world? ...No use worrying.)"

WoL: "For now, I must continue my quest for the crystal."

(Scene ends)

- DESTINY ODYSSEY I-3 -

[The Guiding Light]

In search of hope, the warrior
ventures further into the darkness
What lies in wait for him is...

WoL: "Whatever truths the enemy know, I possess even firmer convictions."

[WoL finds a Summonstone]

WoL: "What an unearthly glow..."

Ifrit AUTO: "Traveler of time... When the need arises, flames of courage shall be yours."

(DO I part 5 of 13; DO scene 31)

[WoL is walking through Ultimecia's clock tower and comes to a stop]

WoL: "Do you think I don't notice your presence? Why not just show yourself?"

[Ultimecia appears several feet away]

Ultimecia: "Impressive."

WoL: "Ultimecia..."

Ultimecia: "Where are you headed? Might you still be in search of your precious crystal?"

WoL: "The crystals are indeed our goal. I do not intend to stop until I find mine."

Ultimecia: "Why don't you just give up? The crystals are nothing more than the fabrication of a fallen goddess. To so willingly risk your life over such things is beyond ridiculous."

WoL: "Are you finished talking?"

Ultimecia: "What?"

WoL: "If you have no business with me, you should leave now. The world's time runs short. There is not a moment to waste with the likes of you."

Ultimecia: "You are bold for one so young... Then have it your way. It is time for you to face the harshness of reality!"

(Scene ends)

[WoL battles and defeats Ultimecia]

(DO I part 6 of 13; DO scene 33)

Ultimecia: "Do you think...your victory means the end? Nothing you do will ever matter. Your strength is not enough to save the world, no matter how hard you try."

WoL: "Your deceptions fail you. I have comrades who are in search of their own crystals."

Ultimecia: "I think you're rather unaware..."

WoL: "What?"

Ultimecia: "Those comrades that you speak of are suffering. Some do not yet know why they fight, while others stand alone, having lost faith in their comrades. When this conflict comes to an end... all you will gain is utter despair. You will not find hope. You will not find a future!"

[Ultimecia teleports away]

WoL: "(It is true, I have not yet found a way to the crystal,) (nor do I know what the future holds...)"

WoL: "But the future... is yet to come."

(Scene ends)

WoL: "Wait, could that be... Squall? You travel alone?"

Squall: "To obtain the crystal, each one of us must confront his real enemy by himself. Cosmos told me that."

WoL: "Cosmos did?"

[The setting switches to Cosmos's place]

Golbez: "You are fully aware of what your proposed actions imply?"

Cosmos: "I am. As long as the crystals shine, they will survive."

Golbez: "You would risk everything. Such conduct is unbecoming of a goddess."

Cosmos: "..."

Golbez: "Discord or harmony...the victor matters not. The dragon arises; the cycle continues. The gods will live again, as will their champions, and conflict will begin anew. Yet, if the cycle itself is as transient as the lives trapped within it... Think long upon this, goddess. If you lose this gamble, your warriors will never rise again."

Cosmos: "Then, a true ending means neverending discord...a perpetual darkness?"

Golbez: "Indeed. The world would fall into eternal despair."

- DESTINY ODYSSEY I-4 -

[The Guiding Light]

Those whose hearts seek the truth
will never falter.

(DO I part 7 of 13; DO scene 51)

[WoL is walking in a higher part of Ultimecia's clock tower]

WoL: "(What is this...? Could it be Chaos? Or another--)"

Cosmos (offscreen): "Wait."

[Cosmos appears]

WoL: "Cosmos..."

Cosmos: "Beyond this point, incredible danger awaits. The evils that lurk are great and many."

WoL: "It is better if the foes are in one place. I may be able to find clues to the crystal."

Cosmos: "There is a difference between bravery and recklessness."

WoL: "As there is a difference between cautious and cowardly. Even in the direst circumstances, there will always be a way. You were the one who taught me that. When all hope seemed lost for this world, you showed me the way. That as long as we do not give up, there is always something we can do. That there is yet hope for those of us who are left. I have made a vow...to obtain the crystal and save the world. That vow gives me strength."

Cosmos: "I understand your determination. Then I shall make a vow... to believe in all of you until the end..."

[Cosmos teleports away]

WoL: "Cosmos... That which we have all sworn to... shall always be my guiding light."

(Scene ends)

WoL: "This world has not yet lost all hope. Though its glow wanes, my convictions shall not!"

WoL: "Was that a voice I heard? I have felt this presence before..."

(DO I part 8 of 13; DO scene 70)

[WoL is walking through Pandaemonium when the Emperor calls out to him from ahead and steps into view]

Emperor: "That was quite the performance. But I believe you owe us now. It's thanks to your antics that we lost that Bartz character."

WoL: "(Bartz? What was he doing here? But wait...) It is very much like him to escape in the midst of this mayhem."

Emperor: "He is a lucky one, indeed. But surely you must be aware by now... Victory is unobtainable for you in this battle. But your prowess with the light should not go to waste. What would you say to using your powers for me? Your loyalty will not go unrewarded."

[The Emperor waves his staff and a blue crystal appears]

Emperor: "Your search is over. This crystal shall be yours to keep."

WoL: "I see. So that was your plan."

[WoL swings his sword toward the crystal, emanating a wave of light that shatters it]

Emperor: "Oh... So you would your only hope and crush it? The crystals--were they not what you were after?"

WoL: "I have vowed to put an end to this conflict with my own hands. It is for that reason that I must find the crystal by myself. It is not charity I should receive from the enemy. That was nothing but an imitation."

Emperor: "And I suppose your determination is true."

(Scene ends)

[WoL battles and defeats the Emperor]

(DO I part 9 of 13; DO scene 73)

[The Emperor is on one knee]

Emperor: "Your resolve to end the conflict is most impressive. But will you still be as determined after you know the truth?"

[The Emperor disincorporates into dark smoke]

WoL: "Where could he have gone?"

[Garland enters the room]

Garland: "Looks like it's my turn now..."

WoL: "You... Garland!"

Garland: "Why are you so surprised? As long as you live, I will keep coming back to life. That is the destiny this world has chosen for us."

WoL: "What does that mean?"

Garland: "If the truth behind the conflict is what you seek...come find me."

[Garland teleports away]

WoL: "Wait! The truth behind the conflict...?"

(Scene ends)

- DESTINY ODYSSEY I-5 -

[The Guiding Light]

Hearts bound by a solemn oath...
From the brilliance of his will,
comes the crystal...

Garland: "So... You finally seem ready to learn the whole truth. But now you are the only champion without his crystal. Do not think you can defeat me when you have nothing to prove your worth!"

WoL: "Nothing? I have the light, and that is enough. I remain steadfast in my convictions, no matter how many times I must fight you!"

Garland: "As time runs its course, men like you can only travel the paths given you by fate. But my power surpasses time. And with it, I will destroy you. You will meet your end here, while I will live forever!"

WoL: "Prepare yourself, Garland... If destiny calls us to fight, then I welcome it!"

(DO I part 10 of 13; DO scene 103)

[WoL enters the Chaos Shrine and confronts Garland]

Garland: "So you've come..."

WoL: "To learn the truth, and put an end to the conflict."

Garland: "Your foolish efforts amount to naught. We are trapped in eternal conflict... A cycle of battle without end."

WoL: "Battle without end?"

Garland: "Indeed. As the conflict between the gods carries on for all eternity, so our battles will also be repeated forever and ever! That is the truth of this world! We cannot escape this fate! Far better for you to rid yourself of any hope. It is time for you to accept the cycle and embrace combat's grim pleasure!"

WoL: "Garland, I pity you."

Garland: "Pardon?"

WoL: "You are bound by the chains of destiny and steeped in despair. And for that, I pity you. Indeed, we have repeated our battles time and time again. You could say that we have been caught in the cycle of battle. But now that I know the truth, I can overcome it. All that is left to do now is fight to end the cycle!"

Garland: "You can defeat me here, but that would only be another step in the cycle!"

WoL: "Whatever destiny the world may hold for me, I can never give up! This battle shall come to an end, and I shall save you, too!"

Garland: "You? Save me? I have heard enough nonsense!"

(Scene ends)

(DO I part 11 of 13; DO scene 104)

[WoL charges toward Garland, while Garland swings his sword, damaging the shrine and causing debris to rain down on WoL. WoL easily destroys the fragments of stone and generates several blades of light in the air above him]

WoL: "Come, light!"

Garland: "This is the cycle of battle!"

[Garland smashes his sword into the ground, causing a large fissure in the middle of the shrine that moves in WoL's direction. WoL easily gets past it and reaches Garland, making a powerful swing of his sword which Garland blocks with his own. The two combatants with their weapons locked, Garland begins to speak again]

Garland: "We will never come to accept one another. We shall always be in conflict!"

[Garland breaks the sword lock and the two begin a short series of strikes and parries. WoL leaps away from Garland for a moment]

WoL: "Destiny--ends here!"

Garland: "End it if you can!"

[WoL leaps toward Garland and swings his blade down at him as the action goes into slow motion and Garland prepares to swing at WoL as well]

(Scene ends)

[WoL fights and defeats Garland]

(DO I part 12 of 13; DO scene 108)

[Now on top of the Chaos Shrine. Garland is kneeling, defeated, while WoL continues standing. Suddenly, a light is generated in the air above him and a blue crystal appears in its wake]

WoL: "This light..."

[WoL approaches his crystal and claims it]

WoL: "The crystal..."

Garland: "So you have obtained it. The crystal holds the power to sever the shackles of time."

WoL: "Then it has the power to bring this conflict to a close."

Garland: "And even put an end to the gods' existence."

WoL: "What did you say?"

Garland: "What would happen to the gods if all the crystals were gathered? What would happen to the world if its cycle of conflicts was suddenly broken? Not even the gods could foresee the bedlam that awaits... We shall meet again-- in the near future!"

[Garland disincorporates into dark smoke]

WoL: "(The cycle is not yet over.) (I will have to face Garland again) (unless we win the real conflict.) (But...)"

(Scene ends)

(DO I part 13 of 13; DO scene 109)

Zidane: "Looks like you finally got it."

[All the other Warriors of Cosmos are approaching WoL on top of the Chaos Shrine]

WoL: "Is everyone alright?"

OK: "Of course! It was a piece of cake."

Firion: "So now we all have our crystals. We should get going!"

WoL: "Yes. Let us hurry. Cosmos is waiting."

[Everyone begins to leave. WoL stops for a moment to reflect]

WoL: "(No matter how many times darkness threatens to swallow the world--)(the light will always be with us.)"

(Scene ends)

[The setting switches to Chaos's place]

Emperor: "Well, if it isn't the god of destruction. Have you regained your powers?"

Chaos: "How fares your plot, Emperor?"

Emperor: "Ah, so you already know. In truth, the real plan has yet to be executed."

Chaos: "What?"

Emperor: "You need only focus on your duty. I shall be the author of this tale's end."

They are the last hope left to the world.
Having overcome the limits of fate,
the ten warriors finally reunite,
crystals in hand and hope in their hearts.
With Cosmos's wish realized,
the battle is about to enter a new phase--

Cosmos, defender of a world torn asunder by Chaos.
Is the world reflected in her eyes
one restored to harmony, or...?

(DO scene 110)

[The setting is Cosmos's place. Cosmos is sitting]

Cosmos: "Battle-scarred warriors... I..."

[Cosmos closes her eyes and flashbacks to Gabranth and Shantotto being there]

Gabranth: "There is no future for the bystander. As there is naught he can defend."

Shantotto: [laughs] "Of course! The future is for one to take by brute force!"

[Cosmos's thoughts return to the present]

Cosmos: "It is all an endless dream. Yet still..."

[She stands up. The ten Warriors of Cosmos are approaching her. The screen fades to white]

Cosmos: "The fantasy must come to an end..."

2) Destiny Odyssey II [5.2De]

Firion, the warrior with mastery over eight kinds of weapons--
His journey began alongside Cloud, Cecil, and Tidus,
yet the paths to their individual goals
led them to separate and reunite.
Now, Firion and Tidus are at a crossroad
as each continues to search for his journey's end--

-The Unending Dream-

(DO II part 1 of 10; DO scene 66)

[The setting shows Firion leaning against a wall while Tidus sits on top of it. Firion generates a rose in his hand]

Tidus: "What are you doing?"

[Firion makes the rose vanish]

Firion: "It's the wild rose. (Oh yeah. That's right...) (The enemy stole it from me that time...)"

Tidus: "So, tell me all about the wild rose!"

Firion: "Break time's over. We should get going soon."

[Firion begins to walk away]

Tidus: "Heh. All right, then."

[Tidus stretches and begins to follow Firion]

Tidus: "Once I deal with my old man and find my crystal, I'll make you tell me."

Firion: "You're so nosy, Tidus."

Tidus: "Firion, what's your goal in life?"

Firion: "What do you mean?"

Tidus: "You know, to become the world's best swordsman! Or, there's a guy you just have to beat! Like Cloud and Cecil, a goal to strive for as you go down your own path! You gotta have one to make it through what we're facing."

Firion: "Right now, all I can think of is to end the conflict, no matter what it takes."

Tidus: "Ahhh, you're so uptight!"

Firion: "Something wrong with that?"

Tidus: "In times like these, you just gotta let yourself go!"

[Tidus runs off. Firion walks after him]

(Scene ends)

Firion: "Of course, with the enemies so numerous, ending this conflict will be no small feat..."

Tidus: "It doesn't matter how many there are. All we have to do is shoot for the goal!"

Firion: "You're right. Let us choose our course wisely."

[Firion and Tidus come across a treasure chest. Firion opens it]

Tidus: "You're just gonna TAKE that?"

Firion: "What? It's free!"

Tidus: "That's what I like about you, Firion! So...what's the wild rose, huh?"

Firion: "Heh... I was just thinking about that myself."

- DESTINY ODYSSEY II-2 -

[The Unending Dream]

Never abandon a dream.

There is always a path

so long as one doesn't give up.

[Flashback]

WoL: "Where did that come from?"

Firion: "No idea... It was here when I woke up. Cosmos, do you know?"

Cosmos: "I do not. But I do sense something special about it. It seems to have come from a distant past..."

Firion: "Wild rose... Just saying the name gives me a sense of nostalgia..."

[The setting changes to Pandaemonium back in the present]

Garland: "His feelings bloom within him. Was the flower your idea? I hope you realize that no amount of trickery will give them more time."

Golbez: "The past is past. I need only create a new future."

Garland: "Hoping you can save them this time?"

Golbez: "Hmph..."

[The setting changes back to Firion and Tidus]

Firion: "There are too many of them... Tidus, what do you say we split up?"

Tidus: "You bet! See you later!"

Firion: "There is something to be learned from how light he is on his feet..."

(DO II part 2 of 10; DO scene 81)

Firion: "Well, that's that. Tidus! Where are you?"

Jecht: "Don't know where he is, but he's fine!"

Firion: "Hold on. You're Tidus's father, aren't you? What did you do to him?"

Jecht: "Didn't do a damned thing. I've been told there's no point in me fighting him yet."

Firion: "Tidus has been looking forward to settling things with you. Don't tell me you ran from the fight."

Jecht: "That wasn't funny, kid. Everyone's getting in my way, and it's kinda ticking me off. Think I'll take it out on you!"

(Scene ends)

[Firion battles Jecht]

(DO II part 3 of 10; DO scene 83)

Jecht: "You're not half bad! Come on. We're not done yet!"

Firion: "I won't fight against you."

Jecht: "What? What's the matter?"

Firion: "I realized something as I fought you. The one you really want to fight isn't me. It's Tidus! Why use me as a substitute when you know he's determined to face you?"

Jecht: "Here's another kid who thinks he knows it all. But you sure know how to hit a guy where it hurts."

Firion: "Where are you going?"

Jecht: "I finally see where I'm supposed to go, thanks to all your meddling. You know, when you're having a bad day, you just gotta let yourself go!"

[Jecht walks off. Tidus runs up a few seconds later]

Tidus: "Firion! Are you okay?"

Firion: "I get it now. Like father, like son. What a resemblance."

(Scene ends)

- DESTINY ODYSSEY II-3 -

[The Unending Dream]

The empress of the frozen wastes...

Her strength calls forth a new source of courage in the warrior.

Tidus: "So you fought my old man, right? What did you think?"

Firion: "This may sound odd...but the look in his eyes almost made me forget he was with Chaos."

Tidus: "I see..."

Firion: "Are you alright? You had best stay focused. There are plenty more enemies ahead."

Tidus: "Don't worry about me. I'm doing fine. No, great!"

[Firion finds a Summonstone]

Shiva AUTO: "I cannot answer your call, but I can save you from danger. Allow me to lend you my powers."

Firion: "I, er, I don't know... Um, what kind of 'powers' are we talking about?"

Shiva AUTO: "Come to me, Firion. I don't enjoy being teased..."

Firion: "Um..."

Firion: "So Tidus, what's YOUR goal in life?"

Tidus: "Huh?"

Firion: "A goal to strive for as you go down your own path--you have one, right? It was only because you encouraged Cecil that he was able to move forward. Are you satisfied with standing still?"

Tidus: "Firion..."

(DO II part 4 of 10; DO scene 93)

Tidus: "Sorry for being so selfish, but I gotta do this..."

Firion: "Don't worry about it. It's the story you have to tell."

Tidus: "I'm gonna settle things with my old man."

Firion: "Yeah. Now off you go!"

[Tidus runs off]

Firion: "So we go our separate ways."

[The Emperor appears, laughing]

Emperor: "It looks like you are all alone. Have all your friends abandoned you?"

Firion: "Emperor! They have only gone to do what they must!"

Emperor: "Oh? Then do you know what it is that you must do?"

Firion: "Of course I do! I must bring an end to this conflict!"

Emperor: [chuckles] "Such a grand statement from a mere cog in the war machine. He's going to end the conflict, so he says."

[Ultimecia appears, laughing]

Ultimecia: "Then we should teach him a lesson... on the futility of wishing for an end."

(Scene ends)

[Firion battles Ultimecia]

(DO II part 5 of 10; DO scene 95)

Ultimecia: "Did I not say it was futile?"

Firion: "What!?"

Ultimecia: "You are in the midst of a battle that has been fought between the gods for ages. What do you possibly think you could do?"

Emperor: "How pathetic. I'm afraid your dream of obtaining the crystals will never become reality. Even the efforts of your friends will all be for naught."

Firion: "I will not let their struggles be wasted. I will obtain the crystal, and bring an end to this--"

Emperor: "Is that truly your will?"

Firion: "What do you mean?"

Emperor: "That is why you are weak. You only fight because you are told to. You are nothing but Cosmos's tool."

[Ultimecia and the Emperor teleport away]

Firion: "Am I...just Cosmos's tool?"

(Scene ends)

- DESTINY ODYSSEY II-4 -

[The Unending Dream]

A sweet dream for the wisher,
a trial of thorns for the seeker.
Not unlike the rose itself...

(DO II part 6 of 10; DO scene 99)

[Firion is standing alone, thinking. Cosmos appears]

Firion: "Cosmos!"

Cosmos: "Cloud, Cecil, and Tidus have each obtained their crystals."

Firion: "They've done it... They've really done it!"

Cosmos: "Yes. Because they never stopped walking down the paths they chose."

Firion: "The paths they chose..."

Cosmos: "Have you lost yours?"

Firion: "I...never had a specific objective I could call my own... like winning against my father, or winning alongside my brother. I just wanted to bring an end to the conflict. It's like the Emperor said. I'm only a tool without a will of my own."

Cosmos: "That is untrue. You do have a goal. A dream that you have kept inside your heart for a long time."

Firion: "But my dream is nothing special. It's more like...just a childish dream."

Cosmos: "Tell me your dream-- and the future you wish for in your heart."

Firion: "Wild roses... My dream is a world filled with wild roses. When the battle is over, I want to fill the world with flowers. A world where we can overcome what we have lost, where even the rain and the wind can provide us with strength..."

Cosmos: "It's a beautiful dream. A dream that was born out of none other than you. If you were a mere tool, you would not have had such a dream."

Firion: "Cosmos... You're right. It is my dream. And it's up to me to seize it."

Cosmos: "I wish I could have such a dream..."

[Cosmos vanishes]

Firion: "And you can. I promise."

(Scene ends)

Firion: "(Many people lose their lives in times of war... They may die trying to protect friends, or trying to give strength to others. But in the end, they die. And there are others who lose hope, and grieve...)"

Firion: "A future where happiness blooms like a wild rose... That's what I'm fighting for!"

Firion: "I must press onward... For Cosmos's dream...and my own!"

(DO II part 7 of 10; DO scene 100)

Emperor: "What does an aimless tool of war want with me?"

Firion: "I am not just a tool. I fight in order to make my dream come true!"

Emperor: [laughs] "Wild roses? You shouldn't risk your life over such a worthless dream. You don't even have the strength to take hold of it."

[The Emperor fires several energy blasts at Firion. They hit him and bring him to his knees]

Emperor: "What's the matter? Are you done dreaming?"

[Cloud and Tidus run up and get between the Emperor and Firion]

Cloud: "We won't let it end!"

Firion: "You guys!?"

Cloud: "You've gone far enough on your own."

Tidus: "A friend's dream is our dream... We'll defend it together!"

[The Emperor fires three more blasts. Each Warrior of Cosmos present blocks one]

Emperor: [Heh] "The time has come..."

[The Emperor teleports away]

Emperor (offscreen): "Firion! Come to where I am! Come and show me your will!"

Cloud: "Cecil and Terra should be joining us soon, but--"

Tidus: "You're going alone, aren't you?"

Firion: "I must settle this."

[Cloud holds out his hand to Firion. The wild rose appears there]

Firion: "How did you--"

Cloud: "Show us the rest of your dream."

Tidus: "That's right! We'll all be waiting for you."

Firion: "I'll be back!"

(Scene ends)

- DESTINY ODYSSEY II-5 -

[The Unending Dream]

Will the dream be left a fantasy?

Or a glimmer of hope for the future?

Light shines on the determination of a warrior...

[The setting is the Chaos Shrine]

Sephiroth: "Always the same desires, the same aims... Mere puppets who cannot see their own strings."

Garland: "Such is the cycle."

Sephiroth: "And again, you are saved by the light. Tell me, is your will so much stronger than the truth?"

Garland: "... Your words matter not. All is nothing against the 'great will.'"

[The setting changes back to Firion]

Firion: "Everyone has supported me all this time... I won't keep them waiting any longer! I must succeed!"

Firion: "I must carve my own path!"

(DO II part 8 of 10; DO scene 101)

Emperor: "You've come."

Firion: "I will not lose to one who calls me a tool of war!"

Emperor: "You and your pathetic dream. I should erase such flights of fancy. You're far better off as just a tool."

Firion: "Impossible. I have friends who share my dream. As long as my friends are here, the dream will never fade. You could never erase our hopes for the future!"

Emperor: "In that case--I shall simply make everything mine."

[The Emperor raises his staff]

(Scene ends)

(DO II part 9 of 10; DO scene 102)

[Several spikes appear around Firion]

Firion: "What!?"

[Lightning begins charging between the spikes]

Firion: "I'm trapped!"

[The spikes explode, engulfing Firion in a large explosion. The Emperor laughs. When the smoke clears, Firion collapses, his various weapons on the floor around him]

Emperor: "You should have disposed of your fantasy and accepted me as master."

[Firion's weapons suddenly float into the air and fly toward the Emperor, neutralizing several balls of energy that were floating in the air. There's a blue aura around them and Firion]

Emperor: "What...?"

[The weapons continue to fly toward the Emperor, stopping abruptly just a few inches from his face and body. Firion rises to his feet, the aura still pooling off him]

Firion: "There is no meaning in strength only used to hurt others."

[Firion's weapons fly back toward him. He begins running toward the Emperor, catching his axe as he goes]

Firion: "I have dreams..."

[Firion catches the rest of his weapons, grabbing the sword last while leaping into the air. He lands right in front of the Emperor and points his sword at him]

Firion: "Dreams worth dying for!"

Emperor: "What will an insect like you do?"

Firion: "Believe in the future-- And persist in the present. That's what I'll do!"

(Scene ends)

[Firion fights and defeats the Emperor]

(DO II part 10 of 10; DO scene 105)

[The Emperor is on his knees, his body beginning to disincorporate into dark smoke]

Emperor: "This isn't over. Just you wait. Once you see how your dreams are crushed, you will be begging for my reign!"

[The Emperor's body finishes vanishing. Firion's crystal appears in front of him, a pink obelisk-like object. Firion approaches it and claims it]

Firion: "(Perhaps the battle has just begun.) (In that case, let us keep dreaming.) (A world full of wild roses--) (Along with my friends, I'll make it come true.) It will come true. Someday!"

(Scene ends)

It was a humble dream.
Too ambiguous to call a goal,
it nevertheless was the dream
that pulled him through his battles.

His heart chose to believe in the future.
His friends and his crystal answered his call.
He will no doubt continue on his quest.
Believing that the current path is what will lead him
to the future he so longs for--

Warriors may share a goal,
yet harbor different motives.
Racing to their goal, they deceive and use each other...

(DO scene 45)

[The setting is the World of Darkness. Kuja and Garland are there]

Kuja: "You think I'm outsmarting myself?" [chuckles] "I tire of your chirps,
ignorant fool!"

[Kuja raises his left hand. A ball of blue energy appears there. Garland takes
up a fighting stance]

Jecht (offscreen): "You guys having fun?"

[The other two look over at Jecht, who is leaning against a pillar. He walks
toward them]

Jecht: "Let me in on it."

[After a long silence, Kuja discards his energy ball]

Kuja: "I've lost interest."

[He flies away. Garland looks at Jecht]

Garland: "Surely you have others to spar with."

[Garland walks away while Jecht chuckles]

3) Destiny Odyssey III [5.3De]

The boy is known by the legendary title of
"Onion Knight."
His strongest weapon is his brilliant mind.
It is what allowed him to survive
many enemy encounters in spite of his youth.
The boy has supreme confidence in his own intellect.
In a world that was slowly decaying around them,
the boy traveled with Terra, a girl with magical powers,
in search of their crystals--
with the conviction
that his brilliance will lead him to answers
about the future.

-The Pride of Youth-

(DO III part 1 of 9; DO scene 6)

OK: "Crystals...have the power to break through despair, huh? I wonder what
they look like."

Terra: "Do you think we can find them? What if we do find them, but we still
can't save the world?"

OK: "Gods always have a habit of sounding pretentious, don't they? There's no
proof that Cosmos is telling the truth, but we don't know that she's wrong,
either. Anyway, our only choice is to believe and move forward. Let's start
with what we can do."

Terra: "Mm-hmm... You're right."

OK: "Standing around here isn't going to give us any answers. Come on, let's

get moving. You don't need to worry. I'm going to figure this all out."

(Scene ends)

Terra: "Look...the path ahead is hidden. Could enemies be hiding there? Or..."

OK: "Could be an ambush, could be treasure. Until we know, we'll have to be careful."

- DESTINY ODYSSEY III-2 -

[The Pride of Youth]

His greatest skills, intelligence and luck...
For one clever enough to anticipate traps,
even the toughest trials are treated as sport.

[The setting shifts to the World of Darkness]

CoD: "Is that girl truly worth the trouble?"

Kefka: "Ab-so-lute-ly! Her powers are the real deal!"

CoD: "Then we will take your word. We shall soon see how strong she is."

Kefka: "You won't regret it...as long as she performs as well as she did before."

CoD: "Before?"

Kefka: "Oops, just talking to myself! Before, after, now, all the same! Now, off you go! Happy fighting!"

[The setting goes back to OK and Terra]

Terra: "I sense many enemies here, too. Are we going to be alright?"

OK: "You just have to take a good look at the enemy before going into battle. Based on their equipment, you can figure out their weakness--the spell or the sword."

(DO III part 2 of 9; DO scene 10)

[OK and Terra are walking through Crystal World. Terra suddenly stops]

Terra: "Wait a minute..."

OK: "What?"

Terra: "I feel something... Something very powerful from that direction..."

OK: "Do you think it's a crystal?"

Terra: "I can't tell. It's just a strong presence."

OK: "Let's check it out."

[OK begins to walk off, but Terra doesn't move]

OK: "What's wrong?"

Terra: "Something about this doesn't feel right. I don't think we should get any closer."

OK: "Terra, even if it isn't a crystal, we might find some clues. It's alright. I can handle any enemy that comes our way."

Terra: "But..."

OK: "Chaos's puppets may be strong, but they're just big lunkheads. And I've got something they don't... Right here, if you know what I mean."

[OK taps his head]

OK: "Come on, let's keep going."

(Scene ends)

- DESTINY ODYSSEY III-3 -

[The Pride of Youth]

Overconfidence and curiosity...
The naive youth has yet to learn what's
caused the severe mistake he has made.

Terra: "Are you sure about this? I think the enemies are getting stronger..."

OK: "There's nothing to worry about, Terra. It'd be reckless to just dive in, but watch carefully, and we'll find an opening." Manikins are brainless, but we're not! Use your head, and there's nothing to be scared of."

Terra: "You're so strong. I envy your courage."

[OK and Terra find a Summonstone]

OK: "Could this be..."

Terra: "such a warm light..."

Ifrit AUTO: "Whenever your heart shatters, Flames of Rebirth shall protect you."

(DO III part 3 of 9; DO scene 13)

OK: "Terra, you feel something?"

Terra: "It's still up ahead... Watch out!"

[Exdeath teleports in]

Exdeath: "Pawns of Cosmos, I presume."

OK: "(Whoa... What is with this guy?)"

Exdeath: "I come out here to kill the time, and what do I find but a woman and child."

OK: "(No way I can look after Terra while fighting him. I've got an idea...)"

OK: "C-could you possibly let us go, sir?"

Exdeath: "What?"

OK: "Our strength is no match to yours. We're hardly worth your time. I think you'd be much better off finding a stronger opponent to fight. Unless you're the cowardly type who only picks on those weaker than yourself..."

Exdeath: "I suppose there is no point in sending harmless insects to the void. Very well. I will let you go. But keep this in mind, little worm. The crystals shun the unworthy hands of those without valor."

OK: "Well, that was easy! Of course, even if he came for us, I would have run. I don't fight against anyone unless I know I can win."

Terra: "But...wasn't it a bit strange?"

OK: "What do you mean by that?"

Terra: "It seemed like he let us go on purpose. He sort of even gave you advice when you wouldn't fight him..."

OK: "You mean the 'those without valor' line? Fighting against someone you can't beat isn't a sign of valor. It's simply being reckless!"

Terra: "I'm sorry. I just--"

OK: "Then I'll prove it to you by getting the crystal. That'll show I'm not 'without valor.' Let's go. Do you still feel the presence?"

Terra: "It's up ahead."

OK: "Right!"

(Scene ends)

- DESTINY ODYSSEY III-4 -

[The Pride of Youth]

Ingenuity and intelligence are not infallible,
but misfortune is never far away.
Is the youth worthy of his title?

[The setting is Pandaemonium]

Exdeath: "The girl awakens to the light. Your plans have come to nothing, Kefka."

Kefka: "Nothing? Are you blind or just stupid? You saw her power firsthand!"

Exdeath: "She was merely an empty vessel then. Not anymore. Even you must be aware that she acts on her own will now."

Kefka: "So?"

Exdeath: "So cease your plotting. She will never join Chaos. She is sided with Cosmos now."

[Exdeath leaves]

Kefka: "No way I'll give it up! I swear I'm going to draw her powers out. Then I'll be absolutely untouchable!"

[The setting is back with Terra and OK]

Terra: "I wonder where that man went... I hope everyone's doing alright."

OK: "Eh, let them figure it out. They can use their swords if they want. Me, I'm using my brains. I just know the crystal is close."

Terra: "It's just... I have a bad feeling..."

OK: "Do you still feel it? Is it up ahead?"

Terra: "Mm-hmm..."

OK: "Okay. We're almost there!"

(DO scene 16; DO III part 4 of 9)

[The setting is the top of the Chaos Shrine]

Terra: "It's here. Something powerful is close by."

OK: "I don't see anything unusual. Let me go take a look around and--"

[Terra begins whimpering]

OK: "Terra?"

Terra: "What is...this voice...in my head?"

[Electricity begins emanating from Terra]

Terra: "No! What is this... Aaagh!"

OK: "Terra! What's going on!?"

[Terra suddenly looks at OK fiercely and begins firing blasts of energy at him while he dodges them]

OK: "Terra, what are you doing? Don't you recognize me!?"

[OK draws his sword]

OK: "Looks like I have no choice but to fight."

(Scene ends)

[OK battles Terra]

(DO III part 5 of 9; DO scene 18)

[Terra is still whimpering]

OK: "Terra! Terra! It's me! Are you alright? Terra!?"

[Terra suddenly screams and disappears. Several energy blasts are then fired from offscreen at the Onion Knight, but he dodges them. CoD floats onscreen, laughing]

CoD: "Stay out of the way. Her true powers are beginning to awaken."

OK: "What have you done to her!?"

CoD: [laughs] "The legendary Onion Knight. A title far too grand for a child such as you. Do you not understand who caused this to happen?"

OK: "What?"

CoD: "Who was the brute who chose not to ease the girl's pain, but to use his sword instead? Who was the fool who dragged the unwilling girl here?"

OK: "I, I--"

CoD: "The girl knew in her heart all along. That is why she was so reluctant! You have only yourself to blame for this. Your shallow cleverness got the best of you! Curse your own ignorance and powerlessness. Nothing you can do can save the girl!"

[CoD teleports away]

OK: "Terra..."

(Scene ends)

- DESTINY ODYSSEY III-5 -

[The Pride of Youth]

By understanding himself, and acknowledging others, the youth may recover a light brighter than any he's yet known...

(DO III part 6 of 9; DO scene 20)

[OK is standing still, deep in thought. Cosmos appears]

Cosmos: "I felt the fear in Terra's cry. She is in pain. The Cloud of Darkness has taken hold of her with her curse..."

OK: "It's my fault..."

Cosmos: "Yes. Because you were overconfident of your powers."

OK: "Cosmos, you know how... You know how to save Terra, don't you?"

Cosmos: "You must defeat the Cloud of Darkness."

OK: "Her...? But I can't fight her... I don't fight against anyone I can't beat... Oh, right! The crystal! I should be able to save Terra if I can get my hands on the crystal... It has the power to save the world, right? Then I won't have to fight anybody! Please, just tell me where I should go find the crystal!"

Cosmos: "Avoiding conflict is certainly a choice. Few would say it is wrong. But is that truly what is in your heart?"

OK: "What's in my heart...?"

Cosmos: "The crystal lights the way to what you seek. It is yours if you look inside your heart and follow what is most important to you. I'm afraid that is all I can tell you."

[Cosmos vanishes]

Golbez (offscreen): "Such a pity."

[Golbez walks onscreen]

OK: "Chaos's minion..."

Golbez: "Terra was her name, was it not? Unless the curse is lifted, she will live only to fight for the Cloud of Darkness. When at last her strength fails her, she will fall to some faceless foe. You cannot defeat the Cloud of Darkness. You'd show wisdom in choosing to avoid her. Why do you hesitate? You do not trust what your mind knows to be true?"

OK: "I..."

Golbez: "If not to reason, then listen to your heart."

[Golbez teleports away. OK grunts and runs offscreen]

(Scene ends)

OK: "I know I have to save Terra. But how can I fight HER and win? Wait... Yeah! That just might work..."

OK: "She must be close. I can smell the stench of darkness..."

(DO III part 7 of 9; DO scene 22)

[The setting is the World of Darkness. CoD floats above Terra, who is unconscious on the floor]

CoD: "Unconscious already... She's too fragile to be of any use."

[CoD looks offscreen]

CoD: "Well, now. Have you not learned yet? Are you here to challenge us again?"

[OK runs onscreen]

OK: "I don't fight anyone that I can't defeat. I will do whatever you want. So please, spare Terra's life."

CoD: "So you have learned after all. Your decision is a wise one. Very well. Then you shall serve us."

[CoD floats over to OK]

CoD: "Prove yourself more useful than the girl."

OK: "I didn't think you'd be so gullible."

[He suddenly strikes CoD with his sword, knocking her back slightly. He then runs over to Terra and stands between her and CoD]

OK: "No way I'm joining Chaos!"

CoD: [laughs] "Foolish child... You should know better by now than to deceive us!"

OK: "I finally got it. I was a fool to defy my heart, just to bind myself to reason. I will protect Terra with my own strength. That's what's most important to me! Don't get me wrong--I still won't fight against anyone I can't beat. But I've decided in my heart to fight. That's why I'm going to beat you!"

CoD: [laughs] "Enough chatter!"

[CoD teleports away]

(Scene ends)

(DO III part 8 of 9; DO scene 23)

[OK looks around for CoD, confused. She is walking down the steps at the back of the World of Darkness]

CoD: "You have already taken such a beating..."

[OK looks toward the steps, but CoD is already gone]

CoD (offscreen): "and you still want to save her?"

[CoD floats onscreen, emerging from behind a pillar behind OK. He turns and begins running toward her]

OK: "Gotcha!"

[OK swings his sword but CoD has teleported away before the strike can land. He falls to the ground and rolls, coming to a stop on his feet. He begins looking around for CoD again]

CoD (offscreen): "A lone heart will not change the world..."

[CoD appears again, this time at the opposite end of the stage from OK]

CoD: "What awaits when you awake is always--"

[CoD begins charging a blast. OK turns in her direction and gasps]

CoD: "nothing but despair."

[CoD fires the blast. It completely engulfs OK. The screen fades out to white. When it fades back in, CoD gasps. OK is fine, his arms crossed in front of him to shield himself. Smoke is pouring off of him]

OK: "Not even you can destroy this. What I've found is strength-- Strength to protect everyone!"

[CoD teleports again, appearing this time right in front of OK]

CoD: "But can you use it?"

(Scene ends)

[OK fights and defeats CoD]

(DO III part 9 of 9; DO scene 26)

CoD: [laughs] "We have been defeated by a child!"

[CoD beings discorporating into dark smoke. She vanishes]

OK: "Terra!"

[OK runs over to Terra]

OK: "Terra!!!"

Golbez: "She merely fainted. The girl drew too deeply upon her powers."

OK: "You again... You're not getting near Terra!"

Golbez: "I admire your resolve. You should protect her."

OK: "What?"

Golbez: "For all the awesome power she wields, the girl fears what she is. You must be her shield, her pillar of support."

OK: "I don't need you to tell me that!"

Golbez: "I suppose not. You know the path that lies before you. And the crystal lights the way to that which you seek."

[OK's crystal appears in front of him. Though smaller, its appearance is that of the Wind Crystal from FFIII]

OK: "This is the crystal..."

[He holds out his hand and claims it. When he looks back to where Golbez was, there's no one there. Terra wakes up]

Terra: "Where are we...?"

OK: "Terra... Everything is alright. I'll be right here, so you can rest."

[Terra shuts her eyes]

OK: "Because I'll protect you. But...maybe for a minute, I'll--"

[He lays down beside Terra and goes to sleep]

(Scene ends)

[The setting shifts elsewhere]

Kefka: "BOOOOOO!!! How could she not draw out the girl's powers? That hag isn't worth the dirt on the bottom of my boots! This is why I hate working with amateurs. Guess it's my turn to stir up some trouble!"

The boy had never doubted his own intellect.
He thought that avoiding mistakes
and making decisions based on logic--
instead of emotion--was the only way to reach the truth.
But the boy has learned--
that sometimes what the head decides
must be ignored in favor of the heart--
that he can tap into immeasurable strength
when he searches deep inside his heart.
The light has banished the darkness,
and a momentary calm has returned to the world.
The crystal shines like the light of dawn
and softly envelops the pair's peaceful slumber--

With faith in their comrades and in themselves,

the warriors press on towards Cosmos's goal.
If they can remain true to their path,
the journey will be easier to bear...

(DO scene 42)

[Terra and OK are walking across the moon area representing FFIV. Kefka and CoD are watching them from a cliff above. CoD begins charging a blast of energy aimed at them. Kefka pushes her hand down and laughs]

CoD: "Why not break her now? So fragile...it would be simple."

Kefka: "I wanna have some fun! After all, she's a-- good ol' friend of mine!"

[laughs]

[Kefka's laugh echoes across the plains. OK and Terra gasp, looking around for the owner of the laugh. They look toward the cliff where Kefka and CoD had been. No one is there]

(Scene ends)

4) Destiny Odyssey IV [5.4De]

The power of darkness and the power of light.
Within the knight Cecil dwells two opposite powers.
One who values the bonds of friendship,
Cecil has been journeying together with Tidus and Firion.
But he has yet to find a clue to the crystal.
As the seeds of misgiving take root in his heart,
a shadow approaches.
Could the words from the dark emissary
give hope to Cecil?

-Moonlit Knights-

(DO IV part 1 of 9; DO scene 43)

[The setting is the World of Darkness. Cecil is standing by himself]

Cecil: "(I thought if only I were diligent, what I sought would soon be mine. Yet still, the true path eludes me. What must I do to find the crystal? The world isn't waiting for me to--)"

Golbez (offscreen): "You seem to be in a pensive mood, Cecil."

[Cecil looks to his left. Golbez is approaching]

Cecil: "Brother!"

Golbez: "Lose yourself in the fog of doubt and reverie, and you will never reach the crystal. It will forever remain but a dream."

Cecil: "I lose my way because it is a dream."

Golbez: [chuckles] "What exactly do you think the crystals are? The true brilliance of the crystals is not visible to the eye. Casting about your gaze will not reveal a single mote of its light."

Cecil: "What does that mean?"

Firion (offscreen): "Cecil, where are you? What are you doing?"

Golbez: "If you want to know the secret of the crystal, follow my shadow."

[Golbez teleports away. Firion runs onscreen]

Firion: "Are you alright? That was...Golbez, wasn't it? Isn't he sided with Chaos?"

Cecil: "He's also...my brother."

Firion: "Be that as it may...he's with the enemy. What did he say to you?"

Cecil: "He said he knows the secret of the crystal-- that I should follow him if I want it."

Firion: "Cecil, this is hard for me to say... but lower your guard and the

darkness may lead you to a trap."

Cecil: "That can't be--"

Tidus (offscreen): "Come on, guys. What's going on over there?"

Firion: "Let's go. Tidus is getting impatient. It's better to forget what he told you. I don't want to see my friend walk into danger."

[Firion runs offscreen]

Cecil: "What should I do?"

(Scene ends)

Firion: "Let us be off, Cecil. We've no time to waste."

Cecil: "Of course..."

- DESTINY ODYSSEY IV-2 -

[Moonlit Knights]

Even ties of blood can become frayed,
filling one with uncertainty.
Is it a sin to doubt?

[The setting switches to Pandaemonium]

Emperor: "You are quite the thespian, Golbez. So, do you think we can lure him in?"

Golbez: "Not to worry. I know my brother. His faith is easily won."

Emperor: "Good. I am counting on you."

[The setting goes back to Cecil and his companions]

Cecil: "The secret of the crystal..."

Tidus: "What's the matter, Cecil? Something on your mind?"

Cecil: "No... Nothing at all. Let us hurry. The crystal may be near. ...
Brother... Can I believe you?"

Firion: "The enemies here are persistent. How are you faring, Cecil?"

Cecil: "What? Oh, I'm fine. ...Thank you, Firion."

- DESTINY ODYSSEY IV-3 -

[Moonlit Knights]

Light and darkness... Order and chaos...
What must the uncertain knight do
to find the crystal?

(DO IV part 2 of 9; DO scene 47)

Tidus: "Whatcha doin' out here?"

Cecil: "I was just thinking about what my brother said."

Tidus: "You mean that thing about 'the secret of the crystal'?"

Cecil: "The same. I wish I knew what he was trying to tell me."

Tidus: "Then why don't you just go ask him?"

Cecil: "What?"

Tidus: "That's what you really want to do, isn't it?"

Cecil: "Yes. When I think about the risks my brother must have taken to come see me, I--"

Tidus: "Save it, Cecil! You want to see him. That's all that counts!"

Cecil: "But Firion was concerned that--"

Tidus: "Who cares what Firion says? All that matters is that you come back in one piece! Let me worry about Firion, okay? Just hurry up and go already!"

Cecil: "Truly? Are you sure?"

Tidus: "Try listening to your friends more often!"

Cecil: "Thank you. I'll not be long. You've my word on it."

[Cecil runs off]

Tidus: "Family..."

[Firion is approaching Tidus from behind]

Tidus: "So...how will I explain this one?"

(Scene ends)

[The setting shifts over to Cecil]

Cecil: "I need to find some answers. Not only for myself, but for everyone! I must hurry to my brother!"

[Cecil finds a Summonstone]

Cecil: "Could this glow belong to a Summonstone?"

Carbuncle AUTO: "Call me whenever you need me! I'll lend you my light!"

(DO IV part 3 of 9; DO scene 52)

[The setting is the bottom of the Northern Crater from FFXVII. Cecil approaches Golbez]

Golbez: "So you've come, Cecil."

Cecil: "Why tell me the secret of the crystal?"

Golbez: "And why have you come all this way?" [chuckles] "Most likely for the same reason. A brother cares for his kin. Cecil...I am here to gauge whether or not you are worthy of obtaining the crystal."

Cecil: "Worthy?"

Golbez: "Indeed. That is why--"

[Exdeath's laughing is heard from offscreen. He teleports in]

Exdeath: "Two lost souls, wandering in the dark. Or is this what they mean by brotherly love? I did not expect you to be bound yet to the other side, Golbez." [chuckles] "You are a fool and a coward, longing for the light!"

Golbez: "It's none of your concern."

Exdeath: "On the contrary, feeble mortal. For it is I who shall punish those who betray us!"

[Cecil gets between the two and takes up a fighting stance]

Cecil: "I won't let you lay a finger on him!"

Golbez: "Cecil!"

Cecil: "I don't know if you'll deem me worthy. But... at least I can show you my strength!"

Exdeath: [laughs] "So you would willingly defend a traitor? What fools you are, the both of you. You and your ignorance shall return to the Void!"

(Scene ends)

[Cecil battles Exdeath and defeats him]

(DO IV part 4 of 9; DO scene 54)

[Exdeath collapses to his knees, screaming in pain as his body begins disincorporating into dark smoke]

Cecil: "My brother...is not the same as you!"

Exdeath: [laughs] "There is no difference. Light and dark have the same root. As do harmony and disorder..."

[Exdeath's body finishes vanishing]

Golbez: "Why has the crystal not appeared?"

Cecil: "What's wrong?"

Golbez: "You took on Exdeath yourself without depending on my aid. You've shown you have the ability to achieve what you desire. The crystal shines upon those who exhibit the strongest will. That is its secret. Seeing you as you are now, I thought you would be able to obtain it."

Cecil: "I only fought him for you... Please, won't you join me?"

Golbez: "What?"

Cecil: "I must tell my friends what you just told me. They too seek their own crystals. Once the crystals are gathered, the battle will be over. Then, you and I, we could--"

Golbez: "Enough. I am merely your shadow. I could not accept the darkness, yet I do not belong to the light."

Cecil: "What?"

Golbez: "You disappoint me, Cecil. Like this, you will not receive the crystal's eternal light."

[Golbez teleports away]

Cecil: "Brother...? Why?"

(Scene ends)

- DESTINY ODYSSEY IV-4 -

[Moonlit Knights]

There is no sin in questioning oneself.

Failures, once overcome, bring forth hope--
so long as he continues to move forward...

Cecil: "'You disappoint me'... I don't understand what he seeks. What am I to do?"

(DO IV part 5 of 9; DO scene 56)

[Cecil is walking through Crystal World and comes to a stop]

Cecil: "I should return to my friends. But--"

[Golbez teleports in]

Cecil: "Brother! You came!"

Golbez: "To set you on the proper path."

Cecil: "What?"

Golbez: "You cling to the skirts of your companions. Is that the sign of a strong will? The crystal will never shine on those who always depend on others. You must act alone to accomplish the goal you have been given."

Cecil: "But I cannot abandon my friends if they are in need! All I want is for us to look for our crystals together!"

Golbez: "So I see. In that case--"

[Golbez fires a blast of electricity at Cecil that brings him to his knees]

Cecil: "What are you--"

Golbez: "Now do you see? The bonds between people are unreliably fragile. The friendship you believe in is nothing but an illusion."

[Golbez teleports away, leaving Cecil on his knees]

Cecil: "Brother..."

(Scene ends)

[The setting shifts to Golbez and Jecht]

Jecht: "Lighten up, big guy. Did you really expect this to be a cakewalk?"

Golbez: "Jecht... So you were listening."

Jecht: "What a hassle, eh? Dealing with these types of relationships is the pits."

Golbez: "...I am Cecil's enemy. That is why I will not leave him again."

Jecht: "Sure, sure. Just, sometimes you've gotta let things go if you want 'em to succeed."

Golbez: "Indeed? And what is it you intend to abandon?"

- DESTINY ODYSSEY IV-5 -

[Moonlit Knights]

What must one beset by hesitation and doubt do?
The knight has finally found his answer
and, with it, wields his blade to prove himself.

(DO IV part 6 of 9; DO scene 63)

[The setting is the top of the Chaos Shrine. Cecil walks onscreen before coming to a stop]

Cosmos (offscreen): "Still confused?"

[She appears]

Cecil: "Cosmos... I'm not sure of anything anymore. Not once did I doubt that we could find the crystals by working together. In fact, I believed cooperation to be the only way. But my brother-- Golbez says that I must seek the crystal alone. Have I been naive to think we could work together? Is the bond I have with my friends really only an illusion?"

Cosmos: "Do you look to me for answers? The crystal does not shine on those who only depend on others. What your brother says is absolutely true."

Cecil: "How could that--"

Cosmos: "Do not be troubled. Cast your worries aside, for that which you seek lies near."

Cecil: "What?"

Cosmos: "You already know in your heart. To depend on others, and to work together with others-- are they the same things to you? I know that you can reach the light because you are worthy."

Cecil: "Cosmos, does that mean--"

Cosmos: "The answer can be found inside you."

[Cosmos vanishes]

Cecil: "I-- I must do this."

(Scene ends)

Cecil: "I must return to the people I trust. The answers lie with them!"

Cecil: "Now I know that I must fight... no matter who my opponent might be."

(DO IV part 7 of 9; DO scene 74)

[The setting is the moon from FFIV. Golbez is standing still while Cecil approaches]

Golbez: "There is a different air about you. You seem to have made a decision."

Cecil: "Yes. I will return to my friends."

Golbez: "What?"

Cecil: "Brother...I do not travel with companions to cover my own weakness. Their presence gives me strength. They encourage and support me. I travel with them so that I can aid them as they have aided me. A certain strength can only be born in the presence of my friends. That's why! This is what I believe!"

Golbez: "It looks as though our differences are irreconcilable."

Cecil: "Brother..."

Golbez: "You are a knight. If there is such determination behind your thoughts... prove it with your blade, my brother!"

[Golbez flies into the air]

(Scene ends)

(DO IV part 8 of 9; DO scene 75)

[Cecil has now flown into the air. He shifts from his Dark Knight armor to his

Paladin armor]

Cecil: "It's because I have friends that I can fight! Both light and darkness give me the guidance I need. Thus--"

[Cecil flies toward Golbez, who has returned to the ground, and swings his polearm at him. Golbez fires a blast of electricity into Cecil at the last second, sending him back, but not knocking him down. Cecil disperses the attack by switching back to Dark Knight. He then lands on the ground in a crouching position]

Cecil: "I can turn darkness--"

[He leaps toward Golbez, switching back to Paladin, and takes another swing at him. Golbez flies backward to avoid the attack]

Cecil: "into hallowed light!"

[Cecil switches back to Dark Knight]

Cecil: "Behold!"

[He fires the Dark Wave attack at Golbez, who floats out of its way. Golbez lands on a cliff edge]

Golbez: "You're naive, Cecil. Even knowing betrayal and despair, you would depend on the whims of others?"

[Cecil switches back to Paladin]

Cecil: "I swear on this blade-- I will not be dissuaded!"

(Scene ends)

[Cecil fights and defeats Golbez]

(DO scene 78; DO IV part 9 of 9)

[Golbez stumbles and nearly falls]

Golbez: "I see the strength of which you spoke."

[Cecil's crystal appears in front of him. It looks like the crystals from FFIV]

Cecil: "This is ours, Brother. We found this light together."

[Cecil holds out his hands and claims the crystal]

Golbez: "Spare me the folderol. You found that on your own."

Cecil: "But--"

Golbez: "This is only the beginning. Do your eyes see as far as the light shines?"

[Golbez teleports away]

Cecil: "Brother... No matter the hardship, I'll face it head on, together with my friends."

Cecil: "(And someday, with you as well. Because our bond is my guiding light.)"

Cecil: "My mind will not waver."

(Scene ends)

[The setting shifts to Pandaemonium]

Emperor: "It was right to give him space. We now see his true colors."

Exdeath: "Indeed. He is a betrayer to the last."

Emperor: "I suppose it was only a matter of time until he became aware of the light within him... Nevertheless, we must resolve this issue before Shrinnyu makes its move."

After the fierce battle with his own brother,

light finally shines on the gentle night.
Whatever trials and tribulations he may face,
the belief in the bond he has with his friends shall never fade.
Under the crystal's gentle glow, he makes a wish--
that he and his friends might overcome this adversity.
And that someday,
he might walk alongside his brother again...

Their roads divide, but will converge again.
The hope they bear lightens their steps.
Time flows peacefully, if only for a little while...

(DO scene 106)

[Tidus, Cloud and Squall are walking through the Rift. Tidus is slightly ahead of the other two]

Tidus: [You shoulda seen it. Just in the nick of time to save the day.]
[chuckles] "And then I bumped into you guys shortly afterwards. And that, my friends, is my story--"

[Tidus turns around but Cloud and Squall aren't there]

Squall: "You coming with us?"

[Tidus turns back the other way. The two of them are standing with impatient looks on their faces. Squall jerks his head as if to say, "Let's move"]

Cloud: "Guess what? The story continues."

[Squall and Cloud walk on ahead. Tidus chuckles nervously and begins to follow, but as he does so, he hears a strange sound. He looks around for the source. Seeing nothing, he goes to catch up with the others]

5) Destiny Odyssey V [5.5De]

Bartz, the adventurer,
travels the world like a free-spirited wind.
He was in the midst of a friendly race
with Zidane to see who could get his crystal first--
but he was caught in a trap
and transported alone to an enemy stronghold.
A new adventure begins
for the mimic warrior--

-Journey, Courage, Friends-

(DO V part 1 of 9; DO scene 40)

[The setting is in the Rift. Bartz is laying on the ground. Awakening, he stands and looks around him]

Bartz: "Where am I?"

[Seeing Kuja and Kefka approaching from offscreen, he runs to hide]

Kuja: "So now...where is that mouse you caught?"

Kefka: "Hmmm? Well, now, this is odd. He was here just a minute ago..."

Kuja: "Anyway, the one I'm after is Zidane." [groans] "I didn't even ask you to do this. Now you've made it harder to catch him."

Kefka: "But it looked like fun! No fair hogging it all!"

Kuja: "Though I suppose it would be foolish to let this mouse go to waste..."

Bartz: "(Huh, so that trap was supposed to be for Zidane.) (Good thing they didn't catch him,) (but who are they to call me a mouse!?) (I wonder what those guys are talking about over there.)"

Kefka: [laughs] "A brilliant plan! And I know the perfect one to carry it out."

[Kefka and Kuja walk off]

Bartz: "Might as well take a look around. With any luck, I just might find my crystal!"

[Generating Cloud's Buster Sword out of thin air, he swings it, then swings it again while it transforms into Squall's gunblade. The gunblade then transforms into Zidane's Mage Mashers and Bartz spins them into the air]

Bartz: "Everyone's skills are going to come in handy!"

(Scene ends)

Bartz: "Alrighty, now I've gotta find a way outta here. Hm... I might be able to transport to another place by smashing that insignia!"

Bartz: "I feel good! Keep 'em coming!"

[The setting switches to Pandaemonium]

Kuja: "I hear you let both the boy and girl go. So much for the destroyer image, hmmm?"

Exdeath: "When I am victorious, all will return to the Void. Why not allow them to witness it?"

Kuja: "Very well. As you seem to be bored, how would you like a role in my next play? It's the tale of an overly inquisitive wind that comes blustering into misfortune..."

Exdeath: "...I am listening."

- DESTINY ODYSSEY V-2 -

[Journey, Courage, Friends]

The wandering wind...

But, since time immemorial, such travels quickly come across trouble...

(DO V part 2 of 9; DO scene 50)

[Bartz is walking across the top of the Chaos Shrine]

Bartz: "As much as I like wandering around aimlessly, I gotta go somewhere."

[Walking past a pillar, he sees Ultimecia, Sephiroth and the Emperor in conversation]

Bartz: "(Oooh, I wonder what's going on over there.)"

[He runs to hide behind a closer pillar and listen]

Emperor: "No doubt paradise is within our grasp. What matters is afterwards. What say you join forces with me, Sephiroth? You, too, must be sickened by the feckless destroyers among us."

Sephiroth: "Not interested."

Ultimecia: "I don't think you quite understand the position you are in."

Sephiroth: "And if I don't?"

Bartz: "(Seriously? Are they fighting over a girl?)"

Emperor: "It seems we have an infestation."

[The three villains turn to look toward Bartz's hiding place. He comes into plain view]

Bartz: "Hey! Who do you think you're calling a bug!?"

[The Emperor and Ultimecia ominously stare at him while Sephiroth walks off]

Bartz: [D'oh!] "I'll be back!"

[He runs away]

Ultimecia: "Going after him?"

Emperor: "No. A far more intriguing 'light' approaches. This is perfect. I'll tell one of the destroyers where the insect went in exchange for the crystal."
Ultimecia: "Exdeath would be the most suitable choice."

[The Emperor chuckles]

(Scene ends)

Bartz: "...Huh? They're not coming after me. Whatever...time to get out of here. And this time, I'm keeping my mouth shut!"

Bartz: "Whew... Lots of bad guys around here. I've gotta stay on my toes."

Bartz: "The winds are blowing in my favor! Maybe I'm close to finding something..."

- DESTINY ODYSSEY V-3 -

[Journey, Courage, Friends]

The sea dragon, ruler of the watery depths...
His strength calls forth a new
source of courage in the warrior.

(DO V part 3 of 9; DO scene 65)

[Bartz is walking through Pandaemonium. He spots a crystal floating at the top of an incline]

Bartz: "Hey... Awright! The crystal!"

[He begins running toward it. Exdeath is waiting at the top of the ramp]

Exdeath: "Mwa-hahahaha! It seems the worm has finally slunk in."

Bartz: "Exdeath! Sorry, but I haven't got time to deal with you now. Me and Zidane... we've got a race on!"

[Bartz dashes away]

Exdeath: "Hrg. Must you even slip away from conversation?"

[Exdeath fires a blast at Bartz, which he evades. Bartz maneuvers around Exdeath and grabs the crystal]

Bartz: "I'm in a hurry. We can play later, okay?"

[Bartz runs out of the room]

Bartz: "Here's a nice souvenir..."

[With a chuckle, Kuja approaches Exdeath]

Kuja: "My! You're the consummate actor."

Exdeath: "Shallow cleverness."

Kuja: "You're the second one to tell me that. At the very least, be thankful. With this, we should both be on the way to getting what we want."

(Scene ends)

Bartz: "Yes! The crystal! I can't believe I found it so soon. I've gotta show this to Zidane fast!"

[Bartz finds a Summonstone]

Bartz: "Hm? I thought I heard something--"

Leviathan AUTO: "My waters cleanse all. They are yours in your time of need."

Bartz: "Sweet Cosmos, it's a talking rock!"

Bartz: "Alrighty... I'd better get back. I've got a bet to win! But if Chaos's bunch has been hiding the crystals... No wonder they're so hard to find!"

(DO scene 67; DO V part 4 of 9)

[Bartz is running across the moon from FFIV. Spotting Golbez ahead of him, he comes to a stop]

Bartz: "Are you with Chaos, too? You're not taking this crystal from me."

Golbez: "You've no hope as it is. One does not find the crystal simply by looking for it."

Bartz: "Give me a break. You guys were the ones holding on to it!"

Golbez: "The purity of a heart that only sees things as they are on the surface can also turn poisonous!"

[Golbez fires a bolt of electricity at Bartz]

Bartz: "What!? Hold on!"

[Bartz dodges the attack]

(Scene ends)

[Bartz fights Golbez]

(DO V part 5 of 9; DO scene 69)

Golbez: "Do not look outward for the light."

Bartz: "Who are you, anyway?"

[The ground suddenly begins to shake]

Golbez: "A light approaches."

Bartz: "I'm outta here!"

[He dashes past Exdeath]

Golbez: "The time is near. In the end, one must find for oneself the power that dwells within."

(Scene ends)

- DESTINY ODYSSEY V-4 -

[Journey, Courage, Friends]

Neither sight nor feel

gives any clue to its true identity.

Can the wind reveal the truth?

[The setting remains with Golbez. He's talking with Exdeath]

Exdeath: "And so you advise another. Do you fancy yourself the god of harmony?"

Golbez: "My actions are in keeping with the Emperor's plan."

Exdeath: "Oh, yes, you walk his path. But do you share his destination?"

Golbez: "You are one to talk. What do you intend to achieve with your 'Void'?"

Exdeath: "Mwa-hahahaha! How defensive you've become! I have no interest in what you do. My ambition exceeds your petty plots. What I desire is...a true ending."

[The setting shifts to Bartz]

Bartz: "'Do not look outward for the light'? What the heck does that mean? Eh, who cares? It's well past time I got outta here. Whatever that light was, I owe it one!"

Bartz: "I can't wait to see Zidane's face when I show him this crystal!"

(DO V part 6 of 9; DO scene 77)

[Bartz runs into Zidane and Squall at the bottom of the Northern Crater]

Zidane: "Bartz! Where've you been?"

Bartz: "Zidane! Squall, you came too!"

Squall: "You look alright."

Bartz: "Yeah, I managed to get away from a lot of mean-looking guys. But, never mind that. Look at this!"

[Bartz pulls out the crystal he captured earlier]

Bartz: "I nicked this crystal from them. Looks like I win!"

Zidane: [Ha.] "I don't believe it. And here I was actually worried about you!"

[Zidane reaches out to grab the crystal]

Squall: "Wait! Don't touch--"

[There's a flash of light and Zidane is gone]

Bartz: "Zidane!?"

[Exdeath appears, laughing]

Exdeath: "Did you really think obtaining the crystal would be that easy? That was nothing but an imitation I created from the Void."

Bartz: "What?"

Exdeath: "You've played straight into Kuja's hands. Your apelike companion has been sent to Kuja--and soon to the Void."

Bartz: "So you only used me!?"

Squall: "You think cheap tricks can defeat Zidane?"

Exdeath: [Hmph] "Enough babbling! You will be seeing him soon! Manikins, come forth and take them!"

[Exdeath begins to call in manikins]

Squall: "You ready? Bartz!"

Bartz: "Yeah."

Squall: "We'd better regroup later."

Bartz: "Sure."

[Squall and Bartz run away]

Exdeath: "It's no use running."

(Scene ends)

- DESTINY ODYSSEY V-5 -

[Journey, Courage, Friends]

The wandering wind...

Thoughts of his friends return,
as surely as the dawn breaks on a new day.

[The setting switches to Squall and Bartz]

Squall: "Zidane will be fine. Just focus on making it out of here for now."

Bartz: "Ah...right... How could I not have realized it was a fake crystal?"

Zidane, you'd better be okay..."

Bartz: "Dammit... If only I'd paid more attention..."

(DO V part 7 of 9; DO scene 86)

[Squall and Bartz are walking in the Rift. Bartz comes to a stop]

Squall: "What's wrong?"

Bartz: "It's all my fault. Zidane came to rescue me, and I got him trapped."

Squall: "Looks like you need this more than I do."

[Squall hands Bartz the chocobo feather he had given him earlier]

Bartz: "The feather..."

Squall: "Whenever I found myself in danger, this good-luck charm saved me.

Zidane risked his life trying to find you. So, what are you going to do?"

[Exdeath's laughter is suddenly heard. Exdeath himself then appears]

Exdeath: "I'll find you wherever you go!"

[Squall draws his gunblade]

Bartz: "Hold on. I'll take care of this."

Squall: "Bartz..."

Bartz: "I have to settle this myself. I have to fight him on my own!"

Squall: "When you're done, we're going to find Zidane."

Bartz: "Yeah. With a big smile on my face!"

Exdeath: "You have nowhere to run."

Bartz: "It's okay. I was getting tired of running!"

(Scene ends)

(DO V part 8 of 9; DO scene 87)

[Bartz lands on one of the islands in the rift. He's holding Zidane's combined form of the Mage Mashers. Exdeath appears in front of him]

Exdeath: "Did you think that would work?"

[Bartz charges at Exdeath, readying his weapon. Exdeath telekinetically controls his sword to engage Bartz in a duel. After several strikes and parries, Exdeath drives his sword straight at Bartz, who tries to block it. The Mage Mashers are split apart and flung into the air while Bartz is sent reeling as well, landing on his stomach. A few seconds later, the Mage Mashers come down and stick into the ground in an x-shape several feet away. They then vanish. Exdeath approaches Bartz and points his sword at him]

Exdeath: "You'll never defeat me playing around like this."

[Bartz quickly gets to his feet and leaps backwards, far from Exdeath. The Buster Sword appears in his right hand]

Bartz: "This is the first time--"

[Exdeath chuckles. Bartz generates Squall's gunblade in his left hand. Holding both swords, he assumes a fighting stance]

Bartz: "I'm serious! Now, showtime!"

[Bartz charges at Exdeath and begins unleashing a fierce barrage of attacks, each of which Exdeath blocks or dodges]

Bartz: "Here it comes!"

Exdeath: "You fool."

[Exdeath teleports. Bartz hops down to the lower level of the island, where Exdeath is standing]

Exdeath: "You shall wander within the Rift forever!"

[Bartz lets the swords he generated disappear]

Bartz: "That doesn't sound half bad!"

(Scene ends)

[Bartz fights and defeats Exdeath]

(DO V part 9 of 9; DO scene 90)

[Exdeath falls to his knees and begins disincorporating into dark smoke]

Exdeath: "You will be the next ones to fall...into the eternal Void."

[He vanishes. Squall walks up]

Squall: "You did it."

Bartz: "It was easy! And I owe it all to this."

[Bartz pulls out the chocobo feather]

Bartz: "Thanks so much, Squall."

[The feather suddenly transforms into Bartz's crystal. He takes hold of it]

Bartz: "What? You mean it was here all along? Talk about getting the runaround!"

Squall: "It suits your style."

[Bartz looks across the Rift]

Bartz: "Hey, over there!"

[Zidane is running up to join them]

Zidane: "Heeey!"

Bartz: "I gotta go show this to Zidane. And this time, it's for real!"

Squall: "You never learn..."

Bartz: "Come on. Let's get going!"

[Bartz rushes over to reunite with Zidane while Squall follows at a normal pace]

(Scene ends)

The crystal shined on the heart
that loves companionship and freedom.
It was not to be sought or found,
but something close to him from the start.
The wind races through the world--
ever wandering,
much like the heart of a true explorer...

One after another, the crystals appeared
before the warriors.
Each crystal was proof of victory over adversity.
Still, the warriors realize it was their companions
who gave them the strength they needed.

(DO scene 94)

[Zidane, Squall and Bartz are relaxing, admiring their crystals]

Zidane: "So-- what happens when we all get our crystals?"

Squall: "All Cosmos said was they would give us hope."

[Bartz sees Cosmos's reflection in his crystal. Indeed, she is shown to be standing on a ledge above and behind the three heroes. Bartz turns to look at her, but she has already gone]

Zidane: "What's up?"

Bartz: "Nothing."

[He looks at his crystal again]

Bartz: "Was that a phantom?"

6) Destiny Odyssey VI [5.6De]

Terra possesses vast magical potential inside.
She travels in search of her crystal
together with a boy known as the Onion Knight.
He has already obtained his crystal,
but she has no memory of when that happened.
The boy has spoken little since she woke from slumber.
The truth has yet to be revealed--

much like the powerful magic
that lies dormant inside Terra...

-Strength for Whom?-

(DO VI part 1 of 9; DO scene 44)

[Terra and OK are on the moon from FFIV]

OK: "Something bothering you?"

Terra: "The winds have stopped. I can't feel the enemies' moves-- or the presence of our friends. This has never happened before... But don't worry about me! I feel fine, so--"

OK: "I'll protect you."

Terra: "What?"

OK: "I'll always protect you, Terra. That's a promise."

[Terra smiles at him]

OK: "Is something funny?"

Terra: "I've just-- always thought of you as something of a rascal. Since when did you become so knightly?"

OK: "So...you don't remember anything."

Terra: "Huh?"

OK: "Nothing. Never mind. Come on, we should get going."

Terra: "(Ever since I woke up,) (it feels like I've forgotten something important.) (But I can't remember--) (what it could have been.) (Or even why I was asleep...)"

OK: "Terra, are you coming?"

Terra: "Oh-- Yes."

Terra: "(But I know it will come back to me) (And maybe then, I can find the way to the crystal...)"

(Scene ends)

Terra: "There's so many of them..."

OK: "You don't have to get all of them. Sometimes it's better not to fight."

Terra: "You're right... I'll do my best."

Terra: "...!"

OK: "Terra? What is it?"

Terra: "I thought I felt a presence. Eyes filled with a burning hatred..."

- DESTINY ODYSSEY VI-2 -

[Strength for Whom?]

A fearsome strength of unknown depth.

And a girl toyed with by fate...

[The setting shifts to Pandaemonium]

Emperor: "It seems that a pawn's allegiance is not so black and white. She is the proof."

Garland: "If she does not find her light, she will fall to Chaos."

Emperor: "And to think it would be at the hands of that clown... How remarkably droll."

Garland: "The clown is just as scheming as you are."

Emperor: "You would compare me to that gibbering nihilist? No, I have a goal; to escape the ultimate end...and build the future anew."

(DO VI part 2 of 9; DO scene 46)

[Terra and OK are walking through the area of the final battles of FFX]

Terra: "I wanted to thank you."

OK: "Huh?"

Terra: "For cheering me up back there. To be honest, I was getting scared. It

seems like I've been getting nowhere while everyone else is making strides. It frustrates me that I still don't know where to go. I wonder if things will change once I find the crystal."

OK: "Not exactly."

[OK holds out his hand and his crystal appears]

OK: "I got mine because things changed. Someone once told me-- 'The crystal lights the way to what you seek.' So all you have to do is follow the strongest feeling inside you."

Terra: "The strongest feeling... I don't think I feel anything."

OK: "Terra--"

Terra: "But I have to keep at it... and work hard, just like you did. As long as I never give up and keep going forward, someday--"

OK: "You're going to find it. I have a knack for knowing these things."

[OK taps his head a couple of times like he did earlier during his own Destiny Odyssey]

Terra: [giggles] "I'm counting on you."

(Scene ends)

OK: "Careful, Terra. Check out the enemy's equipment before going into battle, alright?"

Terra: "*chuckle*"

OK: "Wh-what?"

Terra: "Nothing. Let's go, shall we?"

Terra: "...We're being watched."

OK: "Huh?"

Terra: "It's as though... someone's been testing us all this time..."

(DO VI part 3 of 9; DO scene 55)

[Terra and OK are in the Chaos Shrine. Kefka is there too]

Kefka: "What a smashing display! A good demolition is so moving--but, of course, you know that, dear friend."

Terra: "Kefka! What are you scheming?"

Kefka: "I wanted to see how strong you were. You know, serving Chaos suited you so much better. Don't you think?"

Terra: "What do you mean?"

Kefka: "Oh, my! You really don't remember? Then allow me to refresh your memory. You used your powers to hurt your precious--"

OK: "Stop it!"

Kefka: "What's this? Oh, you're the one she thrashed, aren't you?"

OK: [grunts]

Kefka: "Aww, friends forever, huh?" [chuckles] "Please, stop. Makes me want to puke my guts out!"

Terra: "What... What are you saying? You don't mean--"

Kefka: "Bingo! That's exactly what I mean! You beat your precious companion, that little kid, to a bloody pulp! It looked like you were enjoying it. How could you forget?" [laughs] "You are such a dangerous creature. The more you fight, the more your powers grow out of control! Destruction, incarnate! That's what you are, my dear!"

Terra: "You're lying!"

Kefka: "'You're lying.' Oh, no. Look, here's another enemy for you!"

[Kefka fires a small blast at OK and Terra that produces several small explosions around them. Kefka laughs maniacally]

Kefka: "Aw, come on! I wanna see some more of that cataclysmic power! Let's destroy it all, you and me! Friends, enemies, everybody and everything!"

Terra: "I--"

[OK growls and rushes Kefka, swinging his sword at him. Kefka just barely jumps back in time]

Kefka: "Huh!? What the--"

OK: "I'll take you on! Terra, run!"

Terra: "But--"

Kefka: "What do you think you're doing, you little worm!?"

[Kefka teleports himself and OK away as they fight]

Terra: "What happened? Where did you go? I have to find him. But I..."

(Scene ends)

- DESTINY ODYSSEY VI-3 -

[Strength for Whom?]

An impenetrable wall...

Its strength calls forth a new
source of courage in the girl.

[The setting switches over to the OK and Kefka. They're in the World of Darkness]

Kefka: "Grrr... Aargh... I hate hate hate hate hate hate hate... hate hate hate hate hate hate hate hate hate HATE YOU! Why does someone always, always, ALWAYS have to get in my way!?"

OK: "What are YOU trying to do? Why are you so obsessed with Terra?"

Kefka: "What? Who do you think you are!? Keep your trap shut, you imitation hero!"

OK: "...Imitation?"

[The setting switches back to Terra]

Terra: "I can't do this alone... I didn't think I would be so lost without him..."

[Terra finds a Summonstone]

Terra: "Who are you...?"

Demon Wall AUTO: "If you are stepping into an unknown realm... I shall guard your hesitating heart."

Terra: "...? I feel a little feverish..."

(DO VI part 4 of 9; DO scene 62)

[Terra is thinking at the bottom of the Northern Crater]

Terra: "(I managed to defeat them, but...)"

[Terra recalls Kefka's words]

"It looked like you were enjoying it. Destruction incarnate! That's what you are, my dear!"

Terra: "I don't want to destroy anything-- What's this...!?"

[Terra suddenly begins emitting electricity like she did the time before she attacked OK]

Terra: "(I'm...burning up! I can't control my strength! What's happening to me?)"

[On a ledge above her, Cloud walks onscreen]

Terra: "Why are you here? Please! You have to get away!"

[Cloud draws his sword]

Terra: "What are you doing? Please don't!"

(Scene ends)

[Cloud and Terra battle]

(DO VI part 5 of 9; DO scene 64)

[Cloud approaches Terra]

Cloud: "You alright?"

Terra: "Why didn't you run?"

Cloud: "I didn't want to leave you there struggling. But I just couldn't think of another way."

Terra: "Are you saying...that you fought me-- just so you could calm my powers down?"

Cloud: "Sorry. I should have said something first. But I didn't expect THAT kind of power. Maybe I should have just run."

Terra: "Thank you."

Cloud: "I don't deserve your thanks. I wasn't sure if I could save you. To be honest, I didn't know what to do."

Terra: "But you did end up saving me. And I wanted to let you know that."

Cloud: "Even with these doubts, there are still some things I can handle."

Terra: "Is something wrong?"

Cloud: "No, just remembered something that happened before. Anyway, where's the kid? Wasn't he with you all this time?"

Terra: "What happened was--"

[The screen fades out to black while Terra shares her story with Cloud]

Cloud: "Alright. Let me help."

Terra: "Are you sure?"

Cloud: "Just my way of thanking you-- for letting me realize that even I can help someone."

(Scene ends)

- DESTINY ODYSSEY VI-4 -

[Strength for Whom?]

Hope does not illuminate only one.

I shines light on all those around...

Cloud: "I still don't understand. Why is Kefka after you?"

Terra: "Destruction incarnate..."

Cloud: "What?"

Terra: "That's what he called me. He says I'm dangerous...chaotic... I don't even know myself anymore..."

Terra: "I'm afraid to fight... But I have to keep moving forward."

(DO VI part 6 of 9; DO scene 68)

Cloud: "What's wrong?"

Terra: "I'm afraid of my powers. I want to go and help him, but if I were to lose control again--"

Cloud: "Everybody has doubts. Not many people can keep going without a second thought."

[Cloud holds out his hand. Firion's wild rose appears]

Terra: "What's that?"

Cloud: "It's Firon's 'dream.'"

Terra: "Dream?"

Cloud: "'A world full of wild roses.' That's what he wishes for. He says he'll keep fighting until he can make it come true. Must be nice to be that simple."

Terra: "He's an earnest man, isn't he? And you, Cloud... What's your dream?"

Cloud: "I've lost mine."

Terra: "What?"

Cloud: "And what about yourself?"

Terra: "I...I'm not sure. I've never given much thought about what the future really means. Because when I thought about what lay ahead, it only frightened me. But...now... Say, how about we share the dream?"

Cloud: "Share it? The world full of wild roses?"

Terra: "Yes. But it won't just be wild roses. There would be all kinds of flowers. My favorite flower, and my friend's favorite, too... After hearing his dreams, I can see a future that doesn't scare me. I've never felt this way before... But that's a world I'd like to live in--with all of you. We'll still have our doubts, I'm sure-- but if we hold on to that dream, our hearts will never waver. Because our favorite flowers would be there, too."

Cloud: "Not an easy dream to realize. But it doesn't sound that bad."

[Terra nods]

Cloud: "Then we know where to start."

Terra: "Let's find him."

(Scene ends)

- DESTINY ODYSSEY VI-5 -

[Strength for whom?]

She has long questioned what she is.

By following the strongest feeling in her heart,
perhaps she can find the answer...

[The setting shifts to the World of Darkness]

Golbez: "What is it that bothers you so?"

OK: "Golbez...!"

Golbez: "Regardless of what you have learned about your companion, you swore to protect her. That vow was enough to lead you to your crystal... Or was it an imitation as well?"

OK: "I..."

[The setting returns to Cloud and Terra]

Terra: "I'm okay. I know what I have to do now."

Cloud: "I know."

Terra: "I'll fight! To make sure that everyone has a future... And for myself--to keep my dream alive!"

Terra: "I'm taking everything back."

(DO VI part 7 of 9; DO scene 71)

[Cloud and Terra are walking when Kefka's laugh suddenly pierces the air. He appears in front of them]

Kefka: "Hello, my pretty! Oh! Another treat for me? You shouldn't have!"

Terra: "Kefka! What have you done to the boy?"

Kefka: "Who cares about that whelp? So how about it? Are you ready to come with me and destroy the world?"

Terra: "I am not like you."

Kefka: "Oh, but you are! No use acting holier-than-thou. You know you'll hurt more people when you lose control again!"

Terra: "I've found a future that I want to protect. No matter how strong my powers become... I will never lose sight of my dream!"

Kefka: "Hm? You done? Good. Well, in that case..."

[CoD teleports in behind Terra and Cloud]

CoD: "Let us destroy everything!"

[She fires a couple of blasts at Cloud, but he blocks them with his sword]

Terra: "Cloud!"

CoD: "Now...what will you do? Will you both surrender to our powers? Or will you--"

OK (offscreen): "We'll ride it out, all three of us!"

[OK runs onscreen and confronts the CoD]

Terra: "You're alright!"

OK: "I told you I'd protect you. Now, you can leave this nasty one to the two of us!"

[OK and Cloud take fighting positions in front of CoD]

Terra: "Right. And I must--"

Kefka: [sighs] "If you'd just let your powers take over and destroy your mind, you would have made such a better toy!"

Terra: "How could you--"

Kefka: [chuckles] "Oh, forget it. A coward that refuses to destroy anything-- is better off being destroyed by me!"

(Scene ends)

(DO VI part 8 of 9; DO scene 72)

[Terra flies into the air while Kefka hurls balls of energy at her. She evades them. They crash into the wall behind her, producing several explosions.

Kefka takes to the air after Terra, continuing to launch balls of energy at her while she continues to avoid them or destroy them]

Kefka: "Come on! Let's play! Dance! Dance!"

[Terra continues avoiding Kefka's attacks]

Kefka: [laughs maniacally] "Let the party begin!"

[Kefka causes several balls of energy to converge on Terra from several directions at once. Surrounded, she teleports away at the last second. The balls of energy collide and explode]

Kefka: "Was that it? I wanna play more!"

[Terra reappears in another part of the area, beside a large glass cylinder like the ones the Espers were kept in during FFVI. She's leaning on the cylinder, fatigued]

Terra: "I mustn't ruin everybody's hopes--"

[The camera pans around Terra. Kefka has just teleported inside the cylinder without her noticing. He puts his hands and face against the glass]

Kefka: "Hopes aren't worth dirt! I'm going to destroy everything!"

[Kefka raises his arms and the glass shatters]

Terra: "I won't let you...get away with it!"

(Scene ends)

[Terra fights and defeats Kefka]

(DO VI part 9 of 9; DO scene 76)

Kefka: [growls] "I'll get you back!"

[Kefka's body disorporates into dark smoke. Cloud and OK arrive]

OK: "Terra!"

Cloud: "You okay?"

Terra: "You two! I'm so glad."

[Suddenly, Terra's crystal appears in front of her. It looks like a magicite

from FFVI]

Terra: "Could this be... my...power?"

OK: "What did I tell you? I knew you'd find it."

[Terra holds out her hands and claims her crystal]

Terra: "Thank you."

Cloud: [Hm] "But there's no time to rest. Remember--the others are still on their journey."

Terra: "Yes. The real fight is yet to come. We'll join them. Let's go!"

[The three walk away while Terra thinks to herself]

Terra: "(A dream can be about the smallest things.) (Having a dream gives a person strength.) (And that strength, in turn,) (will always lead to another dream.)"

(Scene ends)

The girl feared to act
because of the powers she possessed.
But meeting her companions
gave her a future she could believe in,
and that belief became her crystal.
The trio sets out to meet their other comrades--
to share new dreams,
and turn them into a future to believe in...

A single goal...but the paths that lead there are many.
Many, too, are the thoughts hidden in each heart...

(DO scene 37)

[The setting is Crystal World. Squall and WoL stand a few feet from each other]

Squall: "I have only one goal."

[Squall draws his gunblade]

Squall: "I won't allow for distractions."

[Squall points his gunblade at WoL. WoL draws his sword]

WoL: "Can you carve out your path-- without the help of others?"

(Scene ends)

7) Destiny Odyssey VII [5.7De]

Destiny's burden weighs heavily on Cloud's giant sword.
He travels in search of his crystal
together with Firion, Cecil, and Tidus.
But his eyes always gaze out to the distance,
searching for what awaits at the end of his struggles.
If he obtains his shimmering crystal,
will he be able to cast a light
on the shadows hiding within?

-Fate-

[The setting is Pandaemonium]

Emperor: "What does he know? What is he after?"

Kefka: "Who cares? He's just another sadist with a god complex...like THAT'S something special!"

Emperor: "Sephiroth took his own life during the last battle, right in front of me."

Kefka: "Seriously? What did he do THAT for!?"

Emperor: "He must have had some ulterior motive. We'd best keep an eye on him..."

[The setting shifts to Cloud]

Cloud: "I feel like something is...calling me. A crystal? No, something...darker..."

Cloud: "Enemies, everywhere I look... Is this the way it's going to be forever?"

(DO VII part 1 of 9; DO scene 7)

[The setting is the World of Darkness. Cloud is walking along by himself and comes to a stop. Cecil, Tidus and Firion walk up to join him]

Firion: "Well? Any clues on the crystal?"

Cloud: "No, nothing..."

Tidus: "So, these crystals can save the world, huh? I wonder how we're supposed to find them."

Firion: "We probably have to fight more. Just defeat every enemy we encounter--"

Cloud: "Don't know if we should be running into battle without knowing what's going on. After all, most people can't win every fight."

Tidus: "I guess we gotta rest up sometime."

[Firion nods]

Firion: "There is some truth to that."

Cecil: "It's good to have you with us, Cloud. You've the sense to think things through."

Tidus: "You could learn something, Cecil."

Firion: "Look who's talking!"

[Everyone but Cloud chuckles]

Firion: "Guess we all need some of that sense!"

[The others begin to walk off while Cloud remains for a moment, thinking]

Cloud: "(Sense? No, that's not it. I'm just--)"

(Scene ends)

- DESTINY ODYSSEY VII-2 -

[Fate]

Why does one fight?

The warrior quietly continues
to ponder within himself...

Cecil: "We're beginning to see more enemies. We can't let them wear us down..."

Cloud: "Just watch them closely. Strike when they're off-guard, right after an attack. The manikins here are weak. The trick is not getting too caught up in the brawl."

Tidus: "Got that, Firion?"

Firion: "Yeah. I wish I were as calm as he is."

Cloud: "(...I'm not calm at all. I think...I'm more scared...)"

Tidus: "Not bad, Cloud! Hey, how about you and me have an exhibition match some time?"

Cloud: "...No, thanks."

(DO VII part 2 of 9; DO scene 9)

Tidus: "Can somebody tell me what the heck these crystals are, anyway?"

Cecil: "Once we obtain them, will we be able to defeat Chaos?"

Firion: "If that is what Cosmos wishes, it is up to us to fulfill it."

Cloud: "But what are we-- What exactly are we fighting for?"

Firion: "What do you mean? Isn't it to defeat Chaos and bring back peace to the world?"

Cloud: "Cosmos only said that we had to get the crystals. There's no guarantee that defeating Chaos will bring peace. Nobody knows for sure what's going to happen to the world."

Tidus: "I think we just have to keep faith!"

Firion: "We don't need to know much in order to fight, do we?"

Cloud: "I just...need some convincing. I don't want to find myself swept into more battles... without knowing why I'm there."

Cecil: "Cloud..."

Cloud: "Can any of you guys tell me? If there's a good reason to be here fighting, I want to hear it."

Cecil: "A reason to fight...I suppose I've never thought about that before."

Tidus: "I'm settling things with my old man! But that's a personal issue, I know..."

Cloud: "Good for you, Tidus."

Firion: "Could you give me some time?"

Firion: "I want to come up with an answer that would convince you."

[Cloud nods. The others begin to walk off]

Cloud: "An answer... Hm..."

(Scene ends)

- DESTINY ODYSSEY VII-3 -

[Fate]

A darkness, searching from within a shell...

That strength calls forth a new
source of courage in the warrior.

Tidus: "Whoa, check it out! Treasure everywhere!"

Cloud: "Gifts from the gods. They should help us in battle."

Cecil: "Then let's score as many as we can!"

Cloud: "Not so smart. If a nearby enemy looks too strong, it's wiser to stay away."

Tidus: "Guess with that heavy sword, you'd rather pick your fights, huh?"

Cloud: "...It's not heavy. It's...a memento."

Cloud: "(If only I had the strength...to keep from being swept into battle...)"

Cecil: "Are you tired, Cloud? Do you need to rest?"

Cloud: "No, I'm okay... I was just thinking about something."

[Cloud finds a Summonstone]

Magic Pot AUTO: "Gimme an elixir!"

Cloud: "...I don't have any."

Magic Pot AUTO: "Then I'm going to follow you until you do. I can be useful if you keep me close."

(DO VII part 3 of 9; DO scene 12)

Firion: "I've been thinking about why we have to fight. But...I'm finding it difficult to put into words."

Cloud: "I see..."

Firion: "There is one thing I came up with. Convincing or not..."

[Firion holds out his hand and a rose appears]

Cloud: "What's that?"

Firion: "The wild rose. There's something I've been longing to see. That's the reason I want to end this conflict. Of course, that's all just still a dream."

Cloud: "A dream?"

Firion: "Yes. It's a dream I can't give up on. That's the reason I can keep fighting."

Cloud: "Firion-- will you fight me?"

Firion: "What?"

Cloud: "I want to know. I have to know if that dream is really strong enough. Strong enough to keep you fighting."

Firion: "But Cloud--"

[There's a moment of silence between the two]

Firion: "Understood. I'll take you on."

(Scene ends)

[Cloud fights Firion]

(DO VII part 4 of 9; DO scene 14)

[Firion is on one knee, fatigued. Cloud is calm and still standing. He begins to turn away]

Firion: "It's not...over yet!"

[Firion telekinetically throws all of his weapons at Cloud. They encircle him and stop just inches away. After a few seconds, Firion allows them to clatter to the ground. Cloud looks at Firion, shocked. After a few seconds, he walks over to him and offers him his hand to help him to his feet]

Cloud: [Hm] "Not bad at all..."

Firion: "Like I said... I won't give up on my dream..."

[Firion takes Cloud's hand and Cloud pulls him to his feet]

Cloud: "Yeah. But... I can't be like you."

Firion: "Why not?"

Cloud: "I've looked, but I'm still empty-handed. And without a dream, what do you suppose I should do?"

[Firion looks startled]

Cloud: "Sorry. Didn't mean to confuse you."

[Cloud begins to walk off]

Cloud: "(Maybe what I'm looking for...) (isn't here...)"

(Scene ends)

- DESTINY ODYSSEY VII-4 -

[Fate]

The wishes of the living...

The suffering of those who grant them...

Dreams are the great equalizer.

[The setting shifts to the area of the final battles from FFX]

Sephiroth: "Garland... Do you have any memories from before you woke?"

Garland: "...Why do you ask?"

Sephiroth: "We often hear that memories can be suppressed. Watching him, I find myself thinking... Perhaps we are born knowing everything, but are only allowed to live after having had that knowledge sealed away."

Garland: "..."

Sephiroth: "One more question... When I awoke, I saw a dragon with an

unearthly glow. What was that?"

Garland: "...What makes you think I would know the answer?"

(DO VII part 5 of 9; DO scene 17)

Cecil: "Cloud. Did Firion give you his answer?"

Cloud: "Yeah. He says he has a dream. And that he'll keep fighting until he can make it come true."

Cecil: "Sounds like Firion, sure enough."

Cloud: "He told you?"

Cecil: "Yes, although he was embarassed at first. He says he wants to create a world where wild roses grow in perpetual peace."

Cloud: "Sounds so...childlike."

Cecil: "Honest men have honest dreams."

Cloud: "Maybe he wished it on a star. What about you, Cecil?"

Cecil: "I don't think I can give you the kind of answer you're looking for. But perhaps there is someone somewhere with an answer. Why not go and look for it?"

Cloud: "But I..."

Firion (offscreen): "You should go, Cloud."

[Firion and Tidus approach]

Cloud: "You too?"

Tidus: "We're rooting for you!"

Cloud: "You really don't mind?"

[Firion nods]

Firion: [Hm] "Just one thing: When you find your answer, you come and tell us what it is."

Cloud: "Got it. That's a promise."

[Cloud walks off]

(Scene ends)

Cloud: "Why am I fighting? Why do any of them fight? Someone must have the answer. A path I can follow..."

(DO VII part 6 of 9; DO scene 30)

[Cloud is walking through the area from FFX's final battles]

Sephiroth (offscreen): "Good to see you, Cloud."

[Sephiroth is standing on a ledge in front of Cloud]

Cloud: "Sephiroth!"

[Sephiroth assumes a fighting stance. Cloud does nothing]

Sephiroth: "Why won't you take up your sword?"

Cloud: "Fighting you...would be meaningless. I'm tired of taking part in pointless battles."

Sephiroth: "Then if you had a reason, you would fight anyone?"

Cloud: "No! All I want is to believe in why I fight."

Sephiroth: "Nothing but a puppet."

Cloud: "What?"

Sephiroth: "Then let me give you a reason."

[Sephiroth holds out his hand and Firion's wild rose appears]

Sephiroth: "A dream is easy to nip in the bud. How pitiful. To live life hanging on to something this fragile..."

[Sephiroth drops the rose in front of Cloud]

Cloud: "It's Firion's wild rose...!"

[Sephiroth chuckles]

Cloud: "No... What have you done to them!?"

Sephiroth: "So now you have your reason. Come after me."

[Sephiroth teleports away. Cloud stands silent for a moment, then grunts]

(Scene ends)

- DESTINY ODYSSEY VII-5 -

[Fate]

Why does one fight? The questioning warrior has been given many reasons. Who will decide which is for him?

Cloud: "(Grr... Still no answer. Only endless fighting...)"

Cloud: "Which one of you do I have to defeat to get to Sephiroth!?"

Cloud: "Out of the way!"

(DO VII part 7 of 9; DO scene 35)

[Sephiroth is awaiting Cloud in the bottom of the Northern Crater. Cloud approaches]

Sephiroth: "I knew you'd come. You always do as you're told, don't you?"

Cloud: "What?"

Sephiroth: "You look for a reason because you don't want to be swept into a fight..." [Hmph] "But all you do is look. You do nothing to follow that desire. That is why you are so eager to make someone else's reason your own."

Cloud: "What's your point?"

Sephiroth: "Your companions could get hurt, yet they'd still have the will to continue their search. But what about you? You're nothing but a puppet that gets swept away, unable to make any decisions on its own."

Cloud: "You're wrong! I just--"

Sephiroth: "So...I'll continue to provide you with a reason-- every time you need one."

Cloud: "Shut up! I've had enough of being told what to fight for. I came here of my own will!"

Sephiroth: "All you've ever wanted was to cling to old memories."

[Sephiroth takes a fighting stance. Cloud draws his sword]

Cloud: "You're the one who can't let go!"

(Scene ends)

(DO VII part 8 of 9; DO scene 36)

[Cloud attacks Sephiroth twice, while Sephiroth easily blocks both swings]

Cloud: "Sephiroth! It ends here."

[Cloud attempts to strike Sephiroth again. While Sephiroth blocks it, the force of the blow knocks him through a large rock floating in the area]

Cloud: "Go back to sleep."

[Cloud dives toward Sephiroth as he falls, his sword poised to skewer him.

Sephiroth lands on his feet, much to Cloud's surprise]

Sephiroth: "Accept it."

[Sephiroth blocks Cloud's newest attack and begins to unleash a fierce barrage against him. Though Cloud blocks each swing, he's giving ground as he does so]

Sephiroth: "I am the one who guides you-- forever."

[Sephiroth makes a particularly powerful swing and sends Cloud reeling through the air. He lands on his side, the Buster Sword clanking heavily against the ground]

Sephiroth: "If it's despair you want-- then I shall provide."

Cloud: "What I want most-- I'll find myself."

Sephiroth: "You're nothing but a puppet."

(Scene ends)

[Cloud fights Sephiroth]

(DO VII part 9 of 9; DO scene 38)

[Cloud's crystal appears in the air in front of him. Its appearance is that of a green materia. Cloud approaches it]

Cloud: "This is it--the crystal."

Sephiroth (offscreen): "It is also what you most despise."

[Sephiroth teleports in]

Sephiroth: "Take it, and you will be doomed to further conflicts and never know why."

Cloud: "So be it, if that's my destiny. I live in my reality, not yours."

Sephiroth: [Hmph] "Very well. Every time your eyes gaze upon it, remember: You were only able to obtain it with my guidance. And I will continue to pull your strings."

[Sephiroth teleports away. Cloud is silent for a moment]

Cloud: "I decide my own path."

Cloud: "(Even if I have my doubts... I have to find my own answer and tell my friends like I promised-- Until then, I'll keep fighting.)"

(Scene ends)

[The setting shifts to Pandaemonium]

Garland: "He has lost nothing. Just the opposite. He draws nearer to the truth with each step. He has become a threat to your plan."

Emperor: "There is no truth in this world. Or to put it another way-- The truth is what we make it."

Garland: "Emperor... You would dare rewrite the story of the gods?"

Emperor: "Indeed. I inted to create a legend all my own."

The light he holds may be small.
But the crystal continues to shine
brighter with every answer found.
The warrior has vowed to keep fighting --
and keep fighting he will,
until he can fulfill the promise he made
with his companions.
Etched in destiny,
his quest for answers continues on...

Now begins the saga of the warriors
who seek the crystals...and the saga of those
who stand on the side of Chaos.

(DO scene 4)

[An establishing shot of the Chaos Shrine is shown. All the villains are gathered]

Ultimacia: "All shall bear fruit in due time. The ultimate mortal conflict--"

Emperor: "as well as the absolute end of the world. Perhaps the only thing that

is out of our reach-- is the whimsy of the gods."

(Scene ends)

8) Destiny Odyssey VIII [5.8De]

Squall is a noble warrior with the pride of a lion.
He is on his lonely path when he sees his comrades
under attack by the manikins.

But to him, perhaps they are not comrades at all.
They may be mere strangers accidentally born
in the same world.

Without any hesitation, he plunges into battle.

-The Lion Stalks the Savannah-

(DO VIII part 1 of 10; DO scene 11)

[Zidane and Bartz run up to Squall]

Zidane: "Whew! You saved our hides. Thanks!"

Bartz: "Oh. Are you all by yourself?"

Squall: "Yeah."

Bartz: "Then you can come with us. Let's look for our crystals together!"

[Bartz and Zidane begin to walk ahead]

Squall: "(Why does this happen every time?)"

Squall: "No offense to you guys-- But I'd much rather be by myself."

[Bartz and Zidane stop and look at each other, then turn to look at Squall]

Zidane: "But doesn't it get...lonely sometimes?"

Bartz: "Well, I guess if [he] wants to go off on his own... Okay, well, we're heading that way."

[Bartz gestures with his head]

Zidane: "We'll meet up later-- after we get our crystals!"

[Zidane nods to Squall. He and Bartz then run off. Bartz comes running back a few seconds later]

Bartz: "I almost forgot--"

Squall: "What is it?"

Bartz: "I thought you should have something."

[Bartz pulls out a chocobo feather]

Bartz: "Here, take this!"

Squall: "What's that nasty-looking feather?"

Bartz: "Hey, watch your mouth!" [This] "That feather's been my trusted companion. Whenever I found myself in danger, this good-luck charm saved me."

Squall: "This is a battlefield. It's not the place to be concerned about others."

Bartz: "I'm just looking out for you. I'll be alright. I got Zidane with me. Just give it back the next time we meet."

[Bartz grabs Squall's hand and forces the feather into it]

Bartz: "Promise, okay?"

[Before Squall has a chance to protest, Bartz turns 'round and runs off]

Squall: "(Who said anything about a promise?)"

(Scene ends)

Squall: "(This feather... It must be important to him. But if so... Why did he give it to me?)"

Squall: "(They keep coming...one after another, swarming like locusts.)"

Squall: "(Hmph... I'm not doing half bad.)"

(DO VIII part 2 of 10; DO scene 19)

[The setting opens on Squall at the bottom of the Northern Crater. He pulls out Bartz's feather and looks at it]

Squall: "(A good-luck charm...)"

[Cosmos appears behind Squall]

Cosmos: "Did a friend give that to you?"

Squall: "More like shoved it down my throat."

Cosmos: "I can see it on your face, Squall."

[He shuts his eyes and turns his head away from her]

Cosmos: "You regret not going with them, do you not?"

Squall: "I don't regret anything. I just...never thought anyone cared about me. Sympathy is a burden I don't need. But it wouldn't hurt to know someone's got my back. Perhaps I...shouldn't have turned down their invitation."

Cosmos: "No. You made the right decision. In order to obtain the crystal, one must fight the real enemy that dwells inside his heart. That enemy must be confronted alone."

Squall: "My real enemy... Her..."

Cosmos: "Yes... Ultimecia, the witch who controls time. Defeat her, and the crystal shall be yours. It is a long and lonely road. Will you be able to maintain your lofty dedication to solitude?"

Squall: [Hmph] "That goes without saying. Or do you want me to swear it on this charm?"

[Squall walks off]

Cosmos (her voice and image doubled over with this individual's real identity: Ultimecia): "No... You're doing fine."

(Scene ends)

-DESTINY ODYSSEY VIII-2 -

[The Lion Stalks the Savannah]

No matter how faint,
when given a small clue...
There is nothing to do but accept one's fate.

[The setting stays with Ultimecia for a moment]

Garland: "Eliminate Cosmos, and the rest will fall. There is no need for unnecessary risks."

Ultimecia: "Do you mean to tell me that you truly have faith in the Emperor's schemes? Is it even possible to give Cosmos an absolute death?"

Garland: "...I suppose you have your own plan."

Ultimecia: "As do you. I know you have a direct link with Chaos."

Garland: "Hmph..."

Ultimecia: "I would do anything to live long enough to witness the dragon's coming. I trust I can count on your cooperation."

[The setting shifts back to Squall]

Squall: "('Lofty dedication to solitude'? Makes it sound like a pretty big deal. But I AM on my own. I'll have to proceed with caution. There must be some pattern to the way they fight. I just have to figure it out...)"

Squall: "...Seems like things have gotten lively."

- DESTINY ODYSSEY VIII-3 -

[The Lion Stalks the Savannah]

A grand dragon perched on a lofty summit...
Its strength calls forth a new
source of courage in the heart of the warrior.

[The setting is with Kefka and Kuja]

Kefka: "Mmmm. I think what you need is bait."

Kuja: "...Bait?"

Kefka: "That monkey would risk his own life to save a friend, right? There's your answer!"

Kuja: "But they travel together. The bait would be no easier to acquire than the prey..."

Kefka: "Nonsense! Haven't you noticed the loner yet? You never liked Ultimecia, anyway. I say kill two birds with one stone!"

[The setting returns to Squall]

Squall: "I used to think good-luck charms were stupid-- but after having one on me for a while, it doesn't feel bad at all."

[Squall finds a Summonstone]

Squall: "What's this little stone doing here?"

Bahamut AUTO: "I am the dragon king, ruler of all... To you I grant my strength."

Squall: "I know the enemy's supposed to be inexhaustible, but this is ridiculous."

(DO VIII part 3 of 10; DO scene 21)

[Squall is walking through the Interdimensional Rift when Kuja's voice is suddenly heard from offscreen. He teleports in, appearing in front of Squall as he finishes his sentence]

Kuja: "Are you enjoying your solitude?"

Squall: "What do you want?"

Kuja: "Just came to get my bait for Zidane-fishing. And a reckless, lonesome traveler like yourself is just what I needed."

Squall: "Sorry, but I'm not interested."

Kuja: "Beg pardon?"

Squall: "I see that Zidane has some worthless enemies."

[Squall draws his gunblade]

Kuja: [Hm] "Bark while you can, boy. You'll soon be yelping for mercy."

(Scene ends)

[Squall fights and defeats Kuja]

(DO VIII part 4 of 10; DO scene 24)

[Kuja is down on one knee]

Squall: "Knew you were all talk."

Kuja: "I've come to realize... that Zidane would never be interested in chasing a lone wolf like you. So, I have come up with a far better idea to make Zidane come to me."

Squall: "Enough!"

[Squall quickly lunges at Kuja and attempts to bisect him. Kuja narrowly darts upward into the air, avoiding the attack]

Kuja: "I am done dealing with you. Just sit back and watch the second act unfold."

[Kuja teleports away]

Squall: "(Is worrying about them going to help any? No, of course not...)"

[Squall remembers Zidane's last words to him]

"We'll meet up later-- after we get our crystals!"

[Next, he remembers Bartz's]

"Promise, okay?"

[Squall pulls Bartz's chocobo feather out and looks at it]

Squall: "There's something I have to do. I must...persevere."

(Scene ends)

- DESTINY ODYSSEY VIII-4 -

[The Lion Stalks the Savannah]

To others, the bonds of friendship
are light as feathers.

But he knows the weight of those chains...

Squall: "I have to keep fighting alone. If it's my mission to get the crystal as soon as possible, I have to..."

Squall: "Alright... Who's going down next?"

Squall: "(Pulses of light... Someone's coming.)"

(DO VIII part 5 of 10; DO scene 39)

[The setting opens on Squall standing in Crystal World. WoL approaches]

Squall: "(Wow... Such a dazzling fellow...)"

WoL: "Are you by yourself?"

Squall: "(Why does everybody ask me that?)"

Squall: "To obtain the crystal, each one of us must confront his real enemy. Cosmos told me that."

WoL: "Cosmos did?"

Squall: "Isn't that why you're by yourself, too? I just want to get the crystal and get out."

WoL: "The enemy is not one but many. They have joined forces to defeat us. Should you not look for someone to guard your back?"

Squall: "(Don't force your thoughts on me.) (Just stay out of my way.)"

Squall: "I have only one goal."

[Squall draws his gunblade]

Squall: "I won't allow for distractions."

Squall: "(I need that resolve to persevere.)"

[WoL's sword and shield appear in his hands]

WoL: "Why do you insist on fighting alone? Can you carve out your path-- without the help of others?"

(Scene ends)

[Squall fights WoL]

(DO VIII part 6 of 10; DO scene 41)

[WoL is down on one knee. He rises to his feet]

WoL: "You are strong. Don't you have any intention of using that strength to

protect the others?"

Squall: "Fighting together's not the only way."

[Squall pulls out the chocobo feather Bartz gave him]

Squall: "We can still help each other, even if we're apart. And whether or not I needed it, I received their support. So I'll return the favor in my own way. I have to carve out my path to change the situation."

WoL: "I'm afraid I have misjudged you. I had assumed you preferred to be alone because you did not trust your comrades. You should continue down this road you have chosen. Eventually, all paths join as one. Do not forget. None of us are alone."

[WoL walks off]

Squall: "(None of us are alone, huh...)"

(Scene ends)

- DESTINY ODYSSEY VIII-5 -

[The Lion Stalks the Savannah]

A prideful will...

Even if his words withhold the truth,
a warrior shows his light through his actions.

(DO scene 53; DO VIII part 7 of 10)

[Squall is walking across the top of the Chaos Shrine. "Cosmos" appears in front of him]

Cosmos (Ultimecia): "Take up your sword, Squall. Are you finally strong enough to fight me?"

[Ultimecia drops her disguise and reveals herself. Squall draws his gunblade]

Squall: "Ultimecia!"

Ultimecia: "I have been waiting for you... ..to obtain that level of ruthless determination."

Squall: "Ruthless?"

Ultimecia: "Yes, the determination to stubbornly follow your own path. The merciless heart that abandons friends! That is what will lead you to your crystal."

Squall: "I abandoned my friends!?"

Ultimecia: "Deep inside your heart, you trust no one. That is why you act alone, is it not? By now, Kuja should be having his way with Zidane and Bartz. And you did not even try to go save them. Does that not prove you think nothing of them?"

Squall: "(Think nothing of them?)"

Ultimecia: "You're doing well. Such is life on the battlefield. Now, let me see-- the strength of your pride!"

[Squall lowers his gunblade, saying nothing. His eyes are closed]

Ultimecia: [Hm] "Has fear taken hold of you? --I understand. I'll neither run nor hide. I shall be waiting until the time comes."

[Ultimecia teleports away]

Squall: "It's not as simple as you might think."

(Scene ends)

Squall: "I've always had the determination. If I fail, I'll lose everything I hold dear."

Squall: "I have only my own strength to rely on. That's enough."

(DO scene 57; DO VIII part 8 of 10)

[Squall walks into Ultimecia's clock tower. She's on the ramp ahead of him]

Ultimecia: "So you've come-- having abandoned your comrades only to satisfy your own desires."

Squall: "I only came to fulfill my promise. It's because of them that I can't allow myself to stop. I know that I'm not alone."

[Squall draws his gunblade]

Squall: "That's why I can fight by myself!"

Ultimecia: "Interesting. Then fight you shall."

[Garland approaches Squall from behind. He's caught between the two villains]

Garland: "Yes, against the two of us."

Ultimecia: "Will you still feign bravery?"

Squall: "This is better for me. If I can defeat both of you, then it will make it easier for them. I'll prove it to you. We may be apart, but we still fight together!"

[Garland looks to his right just in time to see Zidane come barreling into him, knocking him to the ground on one knee. Squall turns to look at what happened]

Zidane: "Trying to take the spotlight, eh, Squall?"

Squall: "Zidane! Why are you here?"

Zidane: "What? Do I need a reason to help someone? Why don't you just leave this big lummoX to me!"

Squall: "(He just doesn't get it...)"

Squall: "But I can live with that."

[He looks back at Ultimecia]

Squall: "Thanks for waiting. So--"

Ultimecia: "Shall we dance?"

(Scene ends)

(DO VIII part 9 of 10; DO scene 58)

[Squall is taking swing after swing at Ultimecia, but she teleports out of the way of each attack. Squall finally stops trying to keep up with her and gasps, catching his breath for a second while moving straight into his next move]

Squall: "How's this!?"

[Squall points his gunblade into the air and begins performing Blasting Zone]

Ultimecia: "Time!"

[Everything freezes in place. The gears in the clock tower, as well as Squall himself. Ultimecia moves outside the flow of time and begins walking over to the frozen Squall]

Ultimecia: "Foolish boy. Everything is an illusion."

[She rubs her hand down his arm as she walks past him. She then holds out her left hand as several sets of violet-colored energy spikes appear in the air, all pointed at Squall]

Ultimecia: "Your hopes, your friends-- Your life itself-- shall fade."

[Ultimecia restores the normal flow of time. Squall rapidly adjusts to the changed situation and begins blocking the energy spikes that now begin hurling themselves toward him. Casting a Fire spell, he destroys nearly all the remaining energy spikes. A small few remain, floating above Ultimecia]

Ultimecia: "So you would rather die hard."

Squall: "Your ability to mess with time-- is coming to an end!"

[Squall points his gunblade at her]

(Scene ends)

[Squall fights and defeats Ultimecia]

(DO VIII part 10 of 10; DO scene 60)

[Ultimecia's body begins disincorporating into dark smoke]

Ultimecia: "Someday, you too will know. The truth of time that can never be reclaimed!"

[She finishes vanishing]

Zidane (offscreen): "Squall!"

[Zidane runs up to Squall]

Squall: "Zidane, I owe you one."

Zidane: "Aww, it's okay... Wait a minute! Nothing's okay! We got trouble! Big trouble!"

Squall: "(I can't imagine bigger trouble than you...)"

Zidane: "Bartz! Bartz got caught! It was a trap! We gotta go find him! Now!"

Squall: "Bartz? Alright. Let's go."

Zidane: "Huh? Really?"

[Squall pulls out the feather Bartz gave him]

Squall: "Gotta give this back to him."

Zidane: "Is that why?"

Squall: "And because he's my friend."

Zidane: [gasps] "Yeah!"

[Squall's crystal suddenly appears in the air above him. It looks like ... something. It's most likely meant to be a wing. The chocobo feather begins to emit a golden glow and floats up by the crystal. The crystal suddenly emits a gold beam of light that leads off into the distance]

Zidane: "That light... You think it's pointing towards Bartz?"

Squall: "Hang in there..."

(Scene ends)

Fighting for his friends--

even from a distance, even if alone.

It was his resolve to fight alone

that brought him the crystal.

Its brilliance shines the way to his friend in distress.

They hurry under the light. To save their comrade's precious life...

Some hold fast to their faith.

Some adapt and move forward.

For each who has found his crystal,

there comes a brief respite...

(DO scene 107)

[The setting opens on Zidane and Firion in Ultimecia's clock tower]

Firion: "The wild rose... I guess that's...that's my one and only answer."

Zidane: "That's what you call your princess?" [Hm]

[Suddenly, the two hear a loud sound. They look around, trying to identify the source. After a moment, they run offscreen]

Zidane, the roving thief, is in search of his crystal.
After parting ways with Squall,
he continues on his exciting adventure
with his partner, Bartz.
But the strong bond between the two travelers
is about to be threatened by deadly music.
Will he find his true treasure
beyond the trials that await him?

-Melodies of Life-

[The setting opens on Ultimecia's clock tower]

Kuja: "No... That's a lie!"

Ultimecia: "I'm afraid not. Sadly, you are no more than a vessel...a flawed one at that."

Kuja: "Do not look down on me! My performance will be the brightest in this entire cast! Just you watch. When the curtain falls, even you will give me a standing ovation!"

[Kuja leaves]

Ultimecia: "What a pathetic child... But perhaps he can handle the little monkey."

(DO IX part 1 of 10; DO scene 15)

[The setting is the moon from FFIV]

Zidane: "Hey, Bartz. Wanna have a race?"

Bartz: "A race?"

Zidane: "Yeah. Whoever finds his crystal first wins. What do you think?"

Bartz: "So it's a treasure hunt. This is gonna be easy."

Zidane: "Hey, don't forget. You're talking to a professional thief here."

Bartz: "Then I'm going to be just like the thief and steal victory!"

[The two chuckle]

Zidane: "The treasure...is this way!"

[Zidane sets off running in that direction]

Bartz: "The treasure...is this way!"

[Bartz begins running in the same direction]

Bartz: "Go, go, go!"

Zidane: "Is that supposed to be me?"

(Scene ends)

Zidane: "...Hm?"

Bartz: "Hey, Zidane, something wrong?"

Zidane: "Uh...nothing. Heh, just let a real thief show you how it's done!"

Bartz: "More like I'll show YOU!"

Zidane: "(What...what is this feeling?)"

Zidane: "Hehe! Don't fall too far behind!"

Bartz: "Hey! Wait up!"

- DESTINY ODYSSEY IX-2 -

[Melodies of Life]

Only those who understand
how difficult it is to face consequences
can overcome a crisis...

[The setting shifts to the top of the Chaos Shrine]

Garland: "You have deliberately broken his spirit. I cannot say I approve of your behavior."

Ultimecia: "Do you mean Kuja? I merely told him the truth. Think of it as an inspirational chat. See how he now plots to catch the monkey?"

Garland: "I doubt his quarry will be so easily snared with cheap tricks..."

Ultimecia: "We should be on our way soon... The proud lion approaches our blind."

[Ultimecia leaves]

Garland: "...Again, I am forced to participate in these idiot schemes..."

[The setting returns to Zidane and Bartz]

Zidane: "Bartz, do you even have any idea where you're going? If you only focus on what's right in front of you, you'll never see the route ahead!"

Bartz: "Eh, I don't mind a little aimless wandering. In fact, it's what I do best! Besides, since there're all these guys trying to stop us, we must be going the right way!"

Zidane: "...Is this guy for real?"

Zidane: "Phew... I wonder if we're making any progress at all."

(DO IX part 2 of 10; DO scene 27)

[Zidane and Bartz are walking. They see a crystal floating ahead of them]

Bartz: "What could that be?"

Zidane: "It looks like--"

Bartz: "a crystal!"

[Bartz rushes forward]

Zidane: "Wha-? Hey, wait!"

[As Bartz reaches the crystal, he's enveloped in a rising pillar of light and teleported away]

Zidane: "Huh... Bartz? Where did he go? Heeey!"

Kefka (offscreen): "How perfectly poetic!"

[Kefka walks onscreen]

Kefka: "The mouse scampers off, but the monkey just keeps hanging around!"

[Zidane goes "Huh?"]

Kefka: "Well, whatever. This should still be interesting, at least."

Zidane: "Hey! Is this your doing? What did you do with Bartz?"

Kefka: "What's wrong with you, you noisy baboon? Too stupid to even get caught in a trap?"

Zidane: "Tell me where Bartz is... or I'll force it out of you!"

[Zidane draws his Mage Mashers]

(Scene ends)

[Zidane battles Kefka]

(DO IX part 3 of 10; DO scene 29)

Zidane: "Just give it up already. I wanna know where Bartz is!"

Kefka: [laughs maniacally] "I'm afraid the mouse is... SMACK ...dab in the middle of enemy territory. Go look for him if you want, but you'll just be wasting your time!"

[Kefka teleports away]

Zidane: "Bartz... I'm coming to find you!"

[Zidane grunts and runs off]

(Scene ends)

- DESTINY ODYSSEY IX-3 -

[Melodies of Life]

A castle towering above the heavens...
Its strength calls forth a new
source of courage in the warrior.

[The setting is Crystal World]

Kuja: "All my plans are ruined thanks to you. How do you plan on making up for this?"

Kefka: "My goodness, you seem absolutely piqued! Is someone having a bad hair day?"

Kuja: "Quiet, you! Don't you dare mock me!"

Kefka: "Hoo boy, I hate hissy fits... Okay, follow me. You're gonna like this."

[Kefka leaves]

Kuja: "Hmph, we'll see. ...Ugh, how far have I fallen that this clown is my closest ally? No matter. A poor prelude may yet lead to a grand finale."

[The setting returns to Zidane]

Zidane: "Ugh... How could I have let this happen? This is no time for self-pity. I have to find Bartz!"

Zidane: "Heeey! Bartz! Where are you?"

[Zidane finds a Summonstone]

Zidane: "Whoa! What's this?"

Alexander AUTO: "I am...the hallowed king... Revere...and worship me..."

Zidane: "If you wanna help, suits me! I'm taking all the help I can get!"

(DO IX part 4 of 10; DO scene 59)

[Zidane is running through Ultimecia's clock tower. He comes to a stop]

Zidane: "Come on, Bartz. Where are you?"

[Zidane then hears Squall talking to Ultimecia and Garland offscreen]

Squall: "I know that I'm not alone. That's why I can fight by myself!"

[Zidane runs to see what's going on. He spots him on the clock tower ramp below, with Garland and Ultimecia on either side]

Zidane: "Squall? That idiot!"

[Zidane runs off to find a way down]

Squall: "I'll prove it to you. We may be apart, but we still fight together!"

[Garland looks to his right just in time to see Zidane come barreling into him, knocking him to the ground on one knee. Squall turns to look at what happened]

Zidane: "Trying to take the spotlight, eh, Squall?"

Squall: "Zidane! Why are you here?"

Zidane: "What? Do I need a reason to help someone? Why don't you just leave this big lummoX to me!"

Garland: "So you challenge me without hesitation. You are quite the cocky one."

Zidane: "Didn't exactly want to fight against a lady. And I suggest you worry about yourself!"

[Zidane draws his Mage Mashers. Garland takes up a battle stance]

(Scene ends)

[Zidane fights Garland]

(DO IX part 5 of 10; DO scene 61)

Garland: [laughs] "That was just what I needed-- to work out some of the kinks!"

[Garland teleports away]

Zidane: "What's that guy MADE of?"

[Zidane runs off to find Squall]

Zidane: "Squall!"

Squall: "Zidane, I owe you one."

Zidane: "Aww, it's okay... Wait a minute! Nothing's okay! We got trouble! Big trouble!"

Zidane: "Bartz! Bartz got caught!"

[The setting shifts to a little while later. Squall and Zidane are walking through the World of Darkness]

Squall: "Never thought Bartz would fall for a trap."

Zidane: "It's my fault. We got too caught up in our race."

Squall: "Stay sharp. You seem to be one of their targets."

Zidane: "Yeah, maybe. But I'm not losing sight of MY target! I'm rescuing Bartz right away."

Zidane: "He's gotta be at the end of this light..."

[The camera shows the light from Squall's crystal that leads off into the distance]

(Scene ends)

- DESTINY ODYSSEY IX-4 -

[Melodies of Life]

A moment of negligence
commands the warrior to a solo performance.
Thus is the nature of battle.

Squall: "There's something I wanted to say... Thank you. I mean it. If you hadn't..."

Zidane: "Forget it! Together, it'll be even easier to save Bartz."

Squall: "Knowing you... Yeah, it won't be a problem."

Zidane: "The light's getting brighter! You think Bartz is near?"

Squall: "Straight ahead of us... Let's hurry!"

(DO IX part 6 of 10; DO scene 79)

[Zidane and Squall run into Bartz at the bottom of the Northern Crater]

Zidane: "Bartz! Where've you been?"

Bartz: "Zidane! Squall, you came too!"

Squall: "You look alright."

Bartz: "Yeah, I managed to get away from a lot of mean-looking guys. But, never mind that. Look at this!"

[Bartz pulls out the crystal he captured earlier]

Bartz: "I nicked this crystal from them. Looks like I win!"

Zidane: [Ha.] "I don't believe it. And here I was actually worried about you!"

[Zidane reaches out to grab the crystal]

Squall: "Wait! Don't touch--"

[There's a flash of light]

Bartz (offscreen): "Zidane!?"

[Zidane has been teleported to the top of the Chaos Shrine]

Kuja (offscreen): [Laughs] "We finally meet again."

[Kuja appears in front of Zidane]

Zidane: "Kuja!"

Kuja: "You have such a considerate friend. He didn't even think twice before delivering you my trap."

Zidane: "So it's all your fault, huh... What did you do to my friends?"

Kuja: "You're still worried about others in this situation? Such recklessness."

Zidane: "Just answer me."

Kuja: "Don't like being alone? What would you do if you were to lose that which you were trying to protect?"

Zidane: "What?"

Kuja: [Hm] "As one who shares your fate, I simply had to see how your heart would break upon realizing how powerless you truly are."

Zidane: "Grr..."

Kuja: "Your friends will get hurt, and there is nothing you can do. Like a bird trapped in a cage, you can only listen as they scream in terror..."

Zidane: "Shut up!"

Kuja: "I'll be looking forward to your solo performance."

[Kuja teleports away]

Zidane: "Guys..."

(Scene ends)

- DESTINY ODYSSEY IX-5 -

[Melodies of Life]

He cannot stop going forward.

Because he knows,

someday he will return to that place...

[The setting shifts to Crystal World]

Garland: "You are growing reckless, Kuja."

Kuja: "You again... Have you come to laugh at me, too?"

Garland: "Not at all. You and I are the same. Not just me. We are all the same. Even that witch, Ultimecia... We all bear the same fate. You have only been...directed...because you are new."

Kuja: "We are all the same...? I see... Hehe... Hehehe... Ahahahahaha! I finally understand. It's all so clear. How could I have let them convince me otherwise? I was born for the lead role, and they, merely the chorus."

(DO IX part 7 of 10; DO scene 85)

[The setting is Pandaemonium. Zidane is standing, his head held low]

Zidane: "(Guys? I don't-- What should I do?)"

[Cosmos appears. Zidane turns his head to the side, away from her]

Zidane: "Today's not a good day for a date."

Cosmos: "Zidane, don't be afraid."

Zidane: "But I'm powerless. There's nothing I can do for them."

Cosmos: "There is always something that can be done. Is there not?"

Zidane: "But...it might be too late..."

Cosmos: "Your friends believe in you. They do not think you will fail. You should believe in them."

Zidane: "Believe...in them..."

Cosmos: "Your friends are strong."

Zidane: "Yeah. You're right. They aren't the type to get beat up that easily. I have to make sure they're alright. That's--that's the least I can do! Thanks a lot, Cosmos. Wow. I guess I must really look pathetic. It's usually me who's cheering up the ladies."

[Cosmos shakes her head]

Cosmos: "Your gentleness is also your strength..."

[She vanishes]

Zidane: "Cosmos!"

[Silence for a moment]

Zidane: "Gotta... Gotta stay sure of myself!"

[Zidane walks on ahead]

(Scene ends)

Zidane: "I'm going back...to the friends that believe in me!"

Zidane: "It doesn't matter who I'm up against! Nothing can stop me now!"

(DO IX part 8 of 10; DO scene 88)

[The setting is Crystal World. Kuja appears in front of Zidane]

Zidane: "Kuja, get out of my way."

Kuja: "As if you have any place to go."

Zidane: "I'm going back to my friends."

Kuja: "Why not surrender? Do you despise being alone that much?"

Zidane: "I just believe in them."

Kuja: "Believe? In others? Why do you persist with this mummies' farce?"

Zidane: "Believe in my friends isn't a game. You should know. You've got friends, right?"

Kuja: "Friends? Don't you dare associate me with those animals!"

Zidane: "But--"

[Kuja fires a ball of energy at Zidane, which he dodges]

Kuja: [sighs] "You've disappointed me. I wanted so much to enjoy this hopeless tragedy. What an utter failure." [laughs] "It's time to close the curtains to this silly drama!"

(Scene ends)

(DO IX part 9 of 10; DO scene 89)

[Zidane is running up the side of one of the large pillars in Crystal World.

Kuja is flying through the air, chasing him]

Kuja: "Let me perform a piece for you. It's your requiem!"

[Kuja begins unleashing an onslaught of energy balls at Zidane, laughing all the while. Zidane dodges all of them]

Zidane: "You call that music?"

Kuja: "Just playing the overture."

Zidane: "Of course you are. Now I'm playing... the finale!"

[Zidane leaps toward Kuja]

(Scene ends)

[Zidane battles and defeats Kuja]

(DO IX part 10 of 10; DO scene 91)

[Kuja is kneeling, defeated. Zidane's crystal appears in the air above him. It looks like a small version of the crystal of creation. It floats down into his hands]

Zidane: "As long as I have my friends, losing just isn't an option."

[Kuja's body begins disincorporating into dark smoke]

Zidane: "Kuja, tell me something. Is it really so hard to trust in someone?"

Kuja: "What good is trust? You cling to others only because you are helpless alone. But if you have trust in others, then you're never alone."

Kuja: "Cease with the noise! I've heard enough! Never... When the curtain falls, it is I who shall bask in the applause."

[Kuja finishes disappearing]

Zidane: "Kuja..."

[Zidane's crystal begins floating away from him, leading him. He runs after it. The screen goes white]

Bartz (offscreen): "Is that--"

Zidane (offscreen): "Heeey!"

[The setting fades in to the Interdimensional Rift. Squall and Bartz are ahead of Zidane]

Zidane: "(I have friends who believe in me.)"

[Bartz runs to reunite with Tidus. Squall follows behind, walking]

Zidane: "(That's how I'm able to face any hardship.) (That's how it's always been, and that's how it'll always be.) (I'm going back...to where I belong.)"

(Scene ends)

At the end of darkness's performance,
the treasure was his to claim.
Unwavering trust in his friends
turned his fear into courage.
No matter how deep the world's despair,
the shining light of trust will never fade.
With the pursuit for his crystal at an end,
he calls out to his dear friends...

The crystals...the light of hope
also shines on those hidden in darkness.
They can never bathe in that light,
yet they cannot help but reach out for it...

(DO scene 32)

[Sephiroth and Golbez are walking past each other. They pass. Sephiroth stops]

Sephiroth: "Do you miss the light?"

[Golbez stops. He turns slightly to look at Sephiroth]

Golbez: [Hmph] "I merely have duties to fulfill."

Sephiroth: "Too close to the brightness, and you may get scorched."

10) Destiny Odyssey X [5.10De]

Tidus, the young man with the heart of an unflinching ace--
Traveling in search of his crystal,
he spurs on his companions with his cheerful disposition.
But his eyes were only on one man's back--
his father, Jecht--

now an enemy sided with Chaos.
Tidus must someday break clear
of his father's giant shadow...

-The Road to Tomorrow-

(DO X part 1 of 9; DO scene 34)

[The setting opens on the Chaos Shrine. Tidus puts away his sword]

Tidus: "Okay! We're done here!"

Firion: "I guess we got through that somehow."

Tidus: "Piece of cake! I'll take down every last one of Chaos's bunch!"

[Cecil approaches]

Cecil: "We're counting on you."

Tidus: "Yah...! E-every last one but Golbez. Don't worry. I won't finish HIM off."

Cecil: "Heh. He's no easy adversary."

Firion: "You have family, too, don't you?"

Cecil: "Jecht, wasn't it?"

Tidus: "My old man doesn't count."

Cecil: "What?"

Tidus: "He's going down first! I don't care if he begs for mercy."

Cecil: "But he's your own flesh and blood. Are you sure you're--"

Tidus: "I'm looking forward to it!"

[Tidus begins to run off. The others follow. Tidus provides narration here, as he did through much of FFX]

Tidus: "(My heart started to race.) (Just the thought of seeing my old man again...) (there was no way I could stay calm.)"

(Scene ends)

Tidus: "Okay, let's get this over with!"

Firion: "Slow down, Tidus. The road splits ahead... Cecil, what should we do?"

Cecil: "By deciding whether to prioritize speed or treasure, we can judge which path to take..."

Tidus: "Guys, you're totally overthinking this. Let's just go, and figure out the rest later!"

Tidus: "Alright! Who's next?"

Firion: "*sigh* At least he's not lacking in energy..."

Cecil: "That is so... And he's all the more blessed for it."

- DESTINY ODYSSEY X-2 -

[The Road to Tomorrow]

Because he's so close--

because he's so important--

he is all the harder to overcome...

[The setting shifts to Pandaemonium]

Emperor: "If Cosmos is given an absolute death, the cycle will break, and the world will be ours..."

Jecht: "And if that happens, things'll go back to they way they were before?"

Emperor: "Things will 'go' however we will them."

Jecht: "And the boy... We can both go home?"

Emperor: "Yes...that is a promise."

[The setting returns to Tidus's group]

Tidus: "There're still plenty of enemies out there... We'll just have to take them all out, too!"

Cecil: "Tidus... I envy your will. Nothing sways you from your path."

Tidus: "Huh?"

Cecil: "My brother...he's-- ...It's nothing. We should be off."

[Cecil goes on ahead]

Tidus: "...Geez, why doesn't he just go talk to the guy if he's so worried?"

Tidus: "Hey, Cecil..."

[The screen fades to black for a moment while DO scene 47 takes place]

Cecil: "...! Truly? Are you sure?"

Tidus: "Try listening to your friends more often!"

Cecil: "Thank you..."

- DESTINY ODYSSEY X-3 -

[The Road to Tomorrow]

Sisters with a powerful bond...

Their strength calls forth a new

source of courage in the warrior.

(DO X part 2 of 9; DO scene 48)

[Firion approaches Tidus from behind]

Firion: "Where is Cecil? Do you know where he went?"

Tidus: "Uhh..."

[The screen fades to black, then fades back in while Tidus explains what's going on. Tidus's words to Firion can't be heard, as Tidus is providing narration]

Tidus: "(I was afraid that he'd get mad. After all, I was the one who told Cecil to leave the party. So I made all kinds of excuses, trying to laugh my way out of it... I'm pretty good at that, you know.)"

Firion: "So in other words, you sent him to go see Golbez."

Tidus: "If you want to put it bluntly... Cecil seemed a bit preoccupied with Golbez, you know? So I thought it would be better for him to get and get some answers instead of wasting time all by himself. Was that...a bad idea?"

Firion: "No, it's alright."

[Tidus chuckles nervously]

Firion: "But Tidus, are you okay? You have family on the enemy's side, too."

Tidus: "No need to worry about him!"

Firion: "Why not? He is your father, right?"

Tidus: "And I hate his guts. He's a bully who always treated me like a little kid. I swore I'd beat the lights out of him someday. So, I'm gonna enjoy this!"

Firion: "Alright. In that case--"

Tidus: "Off we go!"

(Scene ends)

[Tidus finds a Summonstone]

Tidus: "What a weird looking ball..."

Magus Sisters AUTO: "It's a pleasure to make your acquaintance! We're the Magus Sisters. I'm Sandy! She's Cindy, and she's Mindy! Don't forget it!"

Tidus: "Phew, time for a break. Wonder if Firion's made it to the rendezvous point yet."

(DO X part 3 of 9; DO scene 80)

[The setting is in Pandaemonium. Tidus is putting away his sword]

Tidus: "Okay! All clear over here!"

[He turns around]

Tidus: "Huh? Firion! Yoohoo! Rosebud! Where are you? Is he lost?"

Jecht (offscreen): "Well, well, well. If it isn't Jecht's little boy."

[Jecht walks onscreen from behind Tidus]

Tidus: "Dad!"

Jecht: "What's wrong? I'm standing right here. Come and get me. Or are you so scared that you can't even move?"

Tidus: "I'm not scared!"

Emperor (offscreen): "Silence."

[The Emperor teleports in and walks onscreen]

Jecht: "What is it now, Your Majesty?"

Emperor: "Your son stands before you driven by a fierce hatred. This does not aid us in our endeavors."

Jecht: [Tah!] "What a hassle."

Tidus: "What are you guys babbling about!?"

Jecht: "He says we can't fight today. Let's save it for later."

[Jecht begins to walk away]

Tidus: "Wait a minute! Don't bail out on me!"

[Jecht keeps going]

Emperor: [Hm] "Do you hate your father?"

[Tidus draws his sword]

Tidus: "Outta the way!"

Emperor: "I suggest you direct that aggression towards me."

(Scene ends)

[Tidus fights the Emperor]

(DO X part 4 of 9; DO scene 82)

Emperor: "Hatred alone will never yield the crystal. Your prayers shall be heard by no one."

[The Emperor raises his staff and the floor underneath Tidus emits electricity, knocking him down on one knee. The Emperor teleports away]

Tidus: "What does that mean!? Try making some sense!"

[The Emperor's laughter can be heard. Tidus gets back to his feet, growling.

Tidus narrates once again]

Tidus: "(When it came down to it,) (my problem wasn't that he got away.)

(The thing that really made me mad was--)"

Tidus: "It just isn't like you... Taking orders like that!"

(Scene ends)

- DESTINY ODYSSEY X-4 -

[The Road to Tomorrow]

While in pursuit of a dream,
the path one must take is clear.
But when the dream is achieved...

[The setting shifts to the top of the Chaos Shrine]

Golbez: "Jecht. It seems you could not 'let go' of your past after all."

Jecht: "...The past ain't important. I just wanna know if doing this'll put the world back as it was."

Golbez: "If it does...will you be satisfied? Will you blindly follow that man's words until the moment he betrays you?"

Jecht: "I... Dammit!"

(DO X part 5 of 9; DO scene 84)

[Tidus runs up to join Firion]

Tidus: "Firion! Are you okay?"

Firion: "I get it now. Like father, like son. What a resemblance."

Tidus: "Was it him? Was my old man here?"

Firion: "Until just a second ago. We crossed swords, but I let him go. Jecht is yours to defeat. I can't take that from you. Come on, let's go finish this!"

Tidus: "Yeah..."

Firion: "What's wrong?"

Tidus: "That guy in gold... The Emperor? He said something to me. 'Hatred alone will never yield the crystal.' I wonder what that means."

Firion: "He uses words only as tools to deceive. All you need to do is stay true to yourself. You want to settle things with your father, don't you?"

Tidus: "You bet I do."

Firion: "Then hesitate no more. Let's go after Jecht!"

[Firion walks off while Tidus stays behind in thought for a moment. Tidus narrates]

Tidus: "(I wasn't hesitating.) (But still--) (something didn't feel right.) (Suddenly, I felt the urge to yell.)"

[Tidus begins running, rushing past Firion and then letting out a yell]

Tidus: "Graaahhh!"

[The screen fades to black]

Tidus: "(I've waited for this for so long--) (so why am I so confused?)"

(Scene ends)

Firion: "The manikins are out in force. Some of them even hold Summonstones...stay on your toes."

Tidus: "Don't have to tell me twice!"

Firion: "Not bad, Tidus!"

Tidus: "Ahh... Heh heh..."

- DESTINY ODYSSEY X-5 -

[The Road to Tomorrow]

Infinite potential...

Recognizing the challenge of making it a reality is the trademark of an ace.

(DO X part 6 of 9; DO scene 92)

[The setting is now the World of Darkness. Tidus and Firion are running through the area, but then come to a stop]

Firion: "There he is!"

[Jecht and the Emperor are ahead of them]

Tidus: "Looks like they're arguing."

[The camera moves in on Jecht]

Jecht: "I'm telling you. It's just not my style to sweat the small stuff."

[Jecht raises his sword and dashes toward the Emperor]

Emperor: "So that's your reason for ruining our plans?"

[Jecht reaches the Emperor and there's a white flash as the two battle. The light clears a moment later]

Tidus: "Dad!"

[He rushes forward. The Emperor and Jecht are both down on one knee. The Emperor's body, though, is beginning to disincorporate into dark smoke]
Emperor: "I have no more use for you. Fight your son to your heart's content."

[The Emperor finishes vanishing. Tidus walks up to his dad]
Jecht: "Well, there's no one to get in our way now."
Tidus: "You're... You're hurt, aren't you?"
Jecht: "Just a scratch. Can't even feel it. I can still snap you like a twig."

[Tidus is smiling]
Jecht: "I thought you came all the way out here to beat me, kid!"
Tidus: "Yeah, that's right, I did! I did, but--"
Jecht: "Well?"
Tidus: "Not like this... Something's not right!"
Jecht: "Still scared, huh? If you keep questioning yourself, you won't even get what's yours."

[Jecht rises to his feet. Using his sword for support, he slowly walks off. Firion walks up beside Tidus]
Firion: "It must be hard fighting against family."
Tidus: "No, that's not it. I still want to fight him and beat him. That hasn't changed a bit. But beating him like he is now-- doesn't feel right. The guy I want to beat--"

[Tidus looks in the direction Jecht walked and is silent for a long moment]
Tidus: "Firion-- I'm sorry. But I have to go do this alone."
Firion: "What?"
Tidus: "I have to settle this by myself."
Firion: [sighs] "You guys are all so selfish... Here, take this."

[Firion hands Tidus a potion]
Firion: "I've been saving this potion. You know what to do with it."
Tidus: "Thanks so much, Firion. I know I'm being selfish... But...this is my story."

(Scene ends)

Tidus: "Finally... I've figured out why I've wanted to beat you for so long. You'd better get ready, dad!"

Tidus: "Alright... Not much longer to the goal."

(DO X part 7 of 9; DO scene 96)

[The setting is the final area from FFX. On the long platform here, Jecht is down on one knee, holding himself up with one arm and breathing heavily. He looks up at Tidus]

Jecht: "So...have you made up your mind yet?"
Tidus: "I have."

[He approaches his father and pours the potion Firion had given him onto Jecht, healing his wounds. Jecht stands up while Tidus walks a few feet away before coming to a stop]

Jecht: "What's the big idea? You taking pity on me?"
Tidus: "It didn't feel right-- beating you when you're weak."

[Tidus draws his sword]
Tidus: "You're a no-good, self-centered old bastard! But I realized-- The old man I know-- is the guy that always wins, the toughest guy in the world! That's who I have to beat!"

Jecht: [Hm] "The skinny little kid, talking tough. You'd better not regret it later."

Tidus: "I'll regret it...if I don't fight you!"

(Scene ends)

(DO X part 8 of 9; DO scene 97)

Jecht: "Then let's do this, huh!?"

[Note: The onscreen text here is "Then let's do this!"]

Tidus: "You're finished!"

[Tidus rushes forward and performs his Spiral Cut Overdrive. It seemingly slashes right through Jecht, but doesn't phase him. He doesn't even seem to have noticed. Jecht then swings his right hand toward Tidus. Though it doesn't actually hit him, a shockwave off of the swing is produced. Tidus leaps out of the way of this and lands on his feet]

Jecht: "Oh?"

Tidus: "Just beginning!"

Jecht: "Then how's this?"

[He launches forward faster than Tidus can react and punches him in the stomach. The attack hurls Tidus into the large sword at the end of the platform. He slides down the sword, and is left laying against it, apparently unconscious. His sword clatters to the ground beside him]

Jecht: "Look what happens when I don't hold back."

[Jecht kneels down beside his son, his back also to the sword]

Jecht: "Well, now you know that nobody can beat me. You're still just a kid. You've got limitless potential running through your veins."

[Tidus's left hand moves slightly]

Jecht: "You'll be up on your feet by tomorrow."

[Jecht begins to walk off]

Tidus (offscreen): "Where are you going?"

[Tidus is on one knee, and propping himself up with his sword]

Tidus: "This isn't over yet. There's no tomorrow for me... unless I beat you today!"

Jecht: "Pesky little runt."

[Jecht turns back to face Tidus as a flame-like aura rises around Jecht]

Jecht: "Who do you take after?"

[Tidus leaps toward his father, his sword prepared to swing]

Tidus: "Go ask yourself!"

(Scene ends)

[Tidus fights and defeats his father]

(DO X part 9 of 9; DO scene 98)

[Jecht is down on one knee. He looks up at Tidus]

Jecht: "Boy, that stings..."

[Tidus rushes up to him]

Tidus: "Dad!"

[Jecht's body begins disincorporating into dark smoke]

Tidus: "Oh, come on... You're fading already?"

Jecht: "Looks like it."

Tidus: "I hate you. I hated you so much... I've always wished you'd be gone. But deep down... what I really wanted was just... your approval... for you to... tell me that I've grown strong--"

Jecht: [Ahh.] "Looks like the kid will never grow up."

Tidus: "That's not my fault. I can't help it. I'm your son, after all."

Jecht: [Haha.] "I guess you are."

[The two chuckle for a moment]

Jecht: "Hey, cry-baby..."

[Jecht stands]

Jecht: "You've grown strong."

[Jecht finishes vanishing. Tidus gasps. A moment later, his sphere appears in the air above him. It looks like the video spheres from FFX. Tidus reaches up and grabs it]

Tidus: "Don't worry. I'll take good care of this."

(Scene ends)

The crystal comes to him
after bidding his father farewell--
perhaps proof of the strength that meets
even his father's approval.
He hurries on, with the shining crystal in his hands--
and the true feelings that were buried in hatred
now in his heart--
And remembering a dream he had pursued since his youth--
about watching his father's back in the setting sun.

Though they share the same blood,
they walk different paths.
Will their paths never meet?

(DO scene 49)

[The setting is the bottom of the Northern Crater. Exdeath, Cecil and Golbez are there. Golbez is holding out his hands toward Exdeath, charging a lightning spell. Cecil is standing between the other two. He puts his hand out in front of Golbez while still facing Exdeath]

Golbez: "Cecil!"

Cecil: "At least I can show you my strength!"

[Cecil assumes a fighting stance]

Exdeath: [laughs] "So you would willingly defend a traitor? You and your ignorance shall return to the Void!"

(Scene ends)

-----Shade Impulse----- [6.0Sh]

Thus, with crystals in hand,
the warriors assembled around Cosmos,
to defeat Chaos, and save the world...

(DO scene 111)

[The setting is Cosmos's place. WoL approaches the other nine Warriors of Cosmos. He nods to them, then turns to look at Cosmos, who is sitting,

awaiting them. The group walks over to her, while she stands to greet them.
WoL pulls out his crystal]

WoL: "Let's end this fight, here and now."

Cosmos: "No... It has already been settled."

[Pyreflies begin to rise from Cosmos's body as she collapses to the ground]

Cosmos: "Your fate is to fall... into true darkness."

[The world around them suddenly becomes like Chaos's place, a barren wasteland filled with giant swords penetrating the earth and a rain of fire from the sky. Tidus takes in the spectacle for a moment before turning to look back at Cosmos, who has returned to her feet]

Tidus: "Cosmos!"

[Chaos is floating in the air directly in front of Cosmos. He's laughing]

Cosmos: "Chaos..."

[Tidus begins running toward Chaos, but, without raising a finger, Chaos telekinetically brings Tidus's charge to a stop and holds all the Warriors of Cosmos in place]

Chaos: "For all your wandering, still you end up in purgatory. What a shame, Cosmos."

Cosmos: "This is not for your to decide. What they must know is true darkness."

Chaos: "Your wish shall be granted... I will extinguish all light!"

[Chaos waves his right two hands toward Cosmos. A pillar of fire burst out of the ground, completely engulfing her]

Squall: "Cosmos!"

[Cosmos turns to look at the heroes before vanishing. The pillar of fire continues to rise for a few more seconds before abating. When it has gone, Cosmos is nowhere to be seen. All that remain are a few pyreflies floating in the air, though they soon vanish as well. Looks of horror and anger appear on the heroes' faces]

Chaos: "The world is unchanging."

[Chaos begins to fly away, and the screen goes black]

Chaos: "Powerless beings... Fall into the shadows of despair... and begone."

(Scene ends)

Each of the ten warriors, the world's last hope,
have followed their own paths to obtain the crystals--
But the goddess of harmony, Cosmos,
perished as they watched,
leaving the world in the hands of Chaos, the god of discord.
And as last spoken by the deity who summoned them--
The warriors were now about to experience
true darkness.

-A Truth Lost-

(SI scene 1)

[The setting opens on the heroes immediately following Cosmos's death and Chaos's departure. They're all still in shock over what has happened.

Suddenly, pyreflies begin pooling off of Tidus]

Tidus: [Huh?] "What... What the...!?"

[Likewise, pyreflies begin rising from Zidane and Bartz as well. Tidus falls to his knees and screams as he vanishes]

Bartz & Zidane: "Tidus!?"

[Exdeath's laugh is heard. Bartz and Zidane look toward him]

Exdeath: "The conflict of the gods has ended. Now you pawns must fade to darkness."

Kefka: "You're getting what you deserve. After all, Cosmos died-- because of what you did!"

[Pyreflies are now rising from all the heroes]

Zidane: "What did you say!?"

[Zidane gasps a couple of times and then disappears like Tidus. Squall follows, and then Cloud. Then Terra and Bartz. Cecil as well.]

Kefka: "It's better that you disappear than to know the brutal truth. Trust me."

Exdeath: "Fear not."

[OK and then Firion disappear as well]

Exdeath: "I will wait until you are gone-- before I return the world to the Void."

[We're now looking through WoL's eyes. Exdeath and Kefka begin laughing hysterically. WoL's vision gets blurry as he continues looking at them and trying to keep his eyes open. Finally, his eyes shut and the screen goes black]

WoL: "There is not even a speck of light-- I am in absolute darkness."

Tidus: "Did I really disappear? If all of us are gone, then that world--"

Squall: "Is this it? Is this the way it all ends?"

OK: "No... I don't want it to end."

[Suddenly, in the darkness, the 10 crystals appear]

OK: "I learned through all the battles that we can't just give up!"

[The crystals emanate a white light together that covers the screen]

OK: "Even in the deepest despair!"

[The crystals are now back in the air above Cosmos's place. They circle through the air and then each flies into the hands of its corresponding hero, who is also back in Cosmos's place]

Terra: "Could this be...Cosmos's doing?"

[Flashback to Cosmos's final moments]

Cosmos: "'What they must know is true darkness...'"

[The setting returns to the present]

Cecil: "But they said that we were the ones who killed Cosmos..."

Firion: "I think...we should find out the truth."

Bartz: "Why Cosmos had to disappear... If WE have to disappear as well..."

We've got to get some answers!"

Cloud: "We're not gonna let them have their way."

(Scene ends)

WoL: "...What is happening to this world?"

Bartz: "Everything's on the verge of being devoured by chaos..."

Tidus: "Guess we'd better get moving."

- SHADE IMPULSE CHAPTER 1-2 -

[A Truth Lost]

Souls who press for destruction to the very end

make a farce of the coming calamity...

[The setting shifts to Ultimecia's clock tower]

Ultimecia: "It seems the conflict is nearing its end. Shinryu is stirring."

CoD: "...Shinryu?"

Ultimecia: "Yes. That which purifies the world. The wyrm will cull the wheat from the chaff and wipe the world clean. A checkmate. And then the board is cleared for another match."

CoD: "So that is how these battles have repeated time and again..."

Ultimecia: "Yes. I have had an eternity to master my gambit. But I feel something...unusual this time. The world trembles like never before... Could the Emperor have been able to achieve an absolute death for--"

CoD: "We have no interest in that man's petty machinations. All that matters is to engulf all in our shadow. A return to the Void."

Ultimecia: "...Why?"

CoD: "The Void fascinates us. Unlike the world and its tiresome conspiracies, it is eternal."

[The setting returns to the heroes]

OK: "I've got a bad feeling... I just know something's waiting for us ahead."

Cloud: "Doesn't matter. We decided to fight. That means we'll deal with whatever comes our way."

OK: "Right!"

[The heroes encounter Kefka. If you aren't using Terra to fight him, the following occurs before and after the battle]

Kefka: "Welcome, dear, dear friends. I've been thinking of just the right thing to say when we met again. So here goes: I'll destroy EVERYTHING and create my own empire of death!"

[The heroes battle and defeat Kefka]

Kefka: "Why try so hard to keep living? In the end, nothing truly matters..."

[If you do use Terra in the battle, the following occurs instead]

(SI scene 2)

[Kefka's laughter is heard. The camera moves up to find him]

Kefka: "You're still alive? You pathetic dregs can't even die properly."

Terra: "Kefka..."

Kefka: "Oh, I know. You came here to be destroyed by me, right? Of course! After what you did to Cosmos, who wouldn't want to follow?"

Terra: "Tell me. What is it that you know?"

Kefka: "You want to hear? Do you? In that case... I'm not telling!"

Terra: "Stop fooling around!"

Kefka: [Sorry, man.] "Come on. What does it matter anymore?" [laughs hysterically] "Destruction is the fate of all things. Listen... Do you hear it? Those are fate's footsteps!"

[Kefka says, [Ta, la, tiyah!] and fires a ball of energy at Terra. It explodes around her]

Kefka: "Beyond the chaos, the end draws near."

(Scene ends)

[Terra battles and defeats Kefka]

- SHADE IMPULSE CHAPTER 1-3 -

[A Truth Lost]

A knight with a crushing strike...

His strength calls forth a new

source of courage in the warrior.

(SI scene 3)

[The setting opens on the Emperor talking to Jecht. The area is the final area of FFX]

Emperor: "The long conflict between the gods is finally over."

Jecht: "It's gonna start over again, right? We get 'purified' or whatever, then go play with the kids some more..."

Emperor: "Yes. That would usually be the case. But this time, we saw that Cosmos's death would not be transient, but absolute. Her warriors will also completely vanish...as will we, eventually."

Jecht: "What're you talking about?"

Emperor: "We return to being the mere vessels that we were. That is how this battle will see its true end."

Jecht: "Wait a minute, that doesn't sound right. You've been trying to off us all from the beginning? Is that why you called us all here--as pawns of Chaos to do your dirty work?"

Emperor: "You are wrong on one point, Jecht. You are not Chaos's pawn."

Jecht: "...What?"

(Scene ends)

(SI scene 4)

[Kefka is barely able to stand]

Kefka: "It's not enough... Destroy more... Have got to destroy more!" [gasps for air repeatedly]

Terra: "Just stop! None of this makes any sense!"

Kefka: [laughs] "Destruction isn't supposed to make sense! It's only fun when it's senseless! Why create, when it will only be destroyed? Why cling to life, knowing that you have to die? None of it will have meant anything once you do!"

Terra: "We live to protect what we hold dear. As long as you have that, you can find the meaning on your own."

Kefka: "Meaning schmeaning! The whole world's going bye-bye! You included! Life... Dreams... Hope... Where do they come from? And where do they go? None of that junk is enough to fulfill your hearts! Destruction... Destruction is what makes life worth living!"

[Kefka's body begins emitting electricity like Terra's had at times earlier in the story]

Kefka: "Destroy! Destroy! Destroy! Let's destroy everything!"

[Kefka explodes. Dark smoke and embers rise from the spot. His half-hearted laughter is heard for a moment, then fades away]

Terra: "It was your broken heart-- You were trying to fill it with destruction..."

Terra: "(This misery must not be repeated--ever)"

Terra: "I must keep moving forward."

(Scene ends)

[The heroes find a Summonstone]

Odin AUTO: "If you pledge to lead my soul down the true path... I shall be the savage blade that rends your enemies asunder."

- SHADE IMPULSE CHAPTER 1-4 -

[A Truth Lost]

The spirit can be passed on
even if its wishes go unanswered...

(SI scene 5)

[The setting is back with Jecht and the Emperor]

Emperor: "You are wrong on one point, Jecht. You are not Chaos's pawn."

Jecht: "...What?"

Emperor: "You most likely don't remember...but you were once a pawn of Cosmos. Harmony and disorder are always arbitrary. You just happen to be on our side now. You are a traitor, a body of the dark with a heart of light. So I set out to use you."

Jecht: "Use me?"

Emperor: "To make crystals--special ones suited for bodies of the dark. Light was born when you faced your son. Then I took the light when you fought him. Tremble in fear... Now I have powers the likes of which even gods can only dream!"

[Jecht turns away]

Jecht: "...I get it now. And I finally get what kind of guy you really are."

Emperor: "Where do you think you're going?"

[Jecht is walking off]

Jecht: "Off to fight--a REAL fight. With someone who's got the heart for it!"

Emperor: "...Hmph. Bark while you can. Your time is short. Only I have the power to survive the world's demise. I shall reign in the end!"

(Scene ends)

[The setting is back with the heroes]

Squall: "The fighting's been nonstop for some time now. Is everyone alright?"

Firion: "Yeah. We're fine. None of us are alone."

[The heroes encounter Jecht. If you aren't using Tidus to fight him, the following occurs before and after the battle]

Jecht: "So you made it this far, huh? Hmph, I don't see the kid around..."

Whatever. C'mon, show me what you've got. That's what you're here for, right?"

[The heroes fight and defeat Jecht]

Jecht: "Heh. Not too shabby. Looks like I've got nothing to worry about."

[If you do use Tidus in the battle, the following occurs instead]

(SI scene 6)

[The setting is the final area from FFX. Tidus runs to the end of the long platform here, where Jecht is waiting]

Jecht: "Hey."

Tidus: "What are you doing here!?"

Jecht: "What? Can't even greet your old man? To be honest, I don't really know, either. Well, maybe we've got some unfinished business."

Tidus: "What are you talking about?"

Jecht: "Haven't you learned anything? A real ace fights until the very end. And we just hit overtime."

Tidus: [Heh.] "Well, then--"

Jecht: "Where did we leave off?"

(Scene ends)

[Tidus fights and defeats Jecht]

(SI scene 7)

[Jecht is down on one knee. He stands up]

Jecht: "So? Are you ready to move on?"

Tidus: "What?"

Jecht: "I think you had so much on your mind that you couldn't even take your

next step."

Tidus: "That's not..."

Jecht: "You're pathetic. Can't even get one thing right without me, can you?"

Tidus: "I just--"

Jecht: [Heh.] "Well, if you don't understand it, try just accepting it."

Tidus: "Huh?"

Jecht: "Accept that you are weak. Accept the path you've taken. Accept that nothing makes sense in this whole damn world! Once you accept everything, then you can choose your next path-- the one path you really want to take."

Tidus: "You came here...just to tell me that?"

Jecht: "Gonna cry again?"

Tidus: "Shut up."

Jecht: [Heh heh heh.] "There. That's my boy. Now, don't make me come out here again, you hear?"

Tidus: "Not for a million gil."

[Jecht turns around]

Jecht: "See ya."

[Jecht begins to walk away]

Tidus: "Hey, Dad... Thanks, huh?"

[As Jecht walks away, pyreflies begin rising from him. He looks back over his shoulder toward Tidus]

Jecht: "It was fun. Being your dad and all."

[Jecht disappears]

Tidus: "Don't worry. I'll save the tears... until everything's over."

(Scene ends)

- SHADE IMPULSE CHAPTER 1-5 -

[A Truth Lost]

Before all returns to nothingness,
there is a task that must be done...

[The setting is Crystal World]

Terra: "Something's coming..."

WoL: "It feels as though the whole world is reeling..."

Cecil: "The air has become stagnant. Perhaps because Cosmos is no more..."

Terra: "I wonder what she meant by us knowing true darkness... What if the fate of the world is already decided...and all we've done was in vain?"

Zidane: "...Sure, maybe all we've done is gonna come to nothing. But are we just gonna give up? Now THAT would be a real waste!"

WoL: "That's right. All we can do now is keep moving forward. May the crystals bless our world..."

(SI scene 8)

[Bartz, Zidane and Tidus are walking through the Interdimensional Rift. Exdeath stands on the edge of a castle in front of them]

Exdeath: "So, you are all still alive. The power of the crystals is formidable indeed."

Bartz: "Power of the crystals? Exdeath, tell us what you know! What did you mean when you said that we killed Cosmos?"

Exdeath: "I suppose I can enlighten you with the truth now. Think of what the crystals are. They are born of the harmonious force possessed by a certain deity."

Tidus: "Harmonious force..." [gasps] "You don't mean--"

Exdeath: "Indeed, the crystals are shards of Cosmos. They themselves are the goddess's power. And it is because you had obtained them that Cosmos lost her

strength and perished. The power of the crystals has allowed the pawns to live on without their master. But so feeble is the light that remains. Even that shall soon fade to nothing."

Bartz: "If that light goes out, we would--"

Exdeath: "Return to the womb of the Void." [laughs maniacally]

Bartz: "Why'd you do this, Cosmos?"

Exdeath: "If you cannot wait, I will send you on the journey myself. All shall return to nothing, as will I... For eternity!"

(Scene ends)

[The heroes fight and defeat Exdeath]

(SI scene 9)

[Exdeath is down on one knee. Terra is there now in place of Tidus]

Exdeath: "This is the sensation. The boundaries of the flesh are broken, dissolving into nothingness... The Void is where all begins and all ends. Soon, all of you will become a part of this eternity!"

[Exdeath's body begins disincorporating into dark smoke. He laughs and stands up as he finishes vanishing]

Bartz: "Why did Cosmos make us get the crystals?"

[Flashback to Cosmos]

Cosmos: "I have been defeated."

[Another flashback to Cosmos]

Cosmos: "What they must know is true darkness."

[Another flashback to Cosmos]

Cosmos: "And you are the last hope left to this world."

[The setting returns to the present]

Terra: "Cosmos...must have known...that her death was a fate that couldn't be avoided."

Bartz: "And knowing that, still gave us the last of her strength? It must be because she had hope. She wanted to pass it on to us."

Terra: "If the crystals--no, if Cosmos granted us her last remaining moments--"

Bartz: "We can't let them go to waste. Let's fight--with our own strength!"

Zidane: "Let's do it! We'll fight until we drop!"

[The Emperor's laughter is heard. He walks onscreen]

Emperor: "I see the farce still continues."

(Scene ends)

The crystals obtained by the ten warriors were the last of Cosmos's strength. Predicting her own demise, the goddess had left the warriors with limited time--time they were not destined to have. The future is now left to the hands of the valiant. As they reaffirm their determination to follow the goddess's will, a dark shadow creeps closer...

-The Schemers-

(SI scene 10)

[The setting is with the Emperor and the heroes. Firion, Squall and OK are there]

Emperor: "How wonderful to see you all again."

Squall: "It can't be... You lost to Firion!"

Firion: "Emperor... You're still alive?!"

Emperor: "I've come back from the afterworld. This world seems to be looking for a new ruler."

Firion: "It's because of fiends like you that conflict never fades!"

Emperor: "Save your energy. You've yet to face the true crisis."

OK: "What?"

Squall: "Doesn't sound like he's bluffing."

Firion: "What are you saying?"

Emperor: "With Chaos victorious, the chains binding us are no more. One schemes the world's return to the Void, while another revels in its ultimate destruction. Each of us has begun to follow the naked desires in our hearts. It is the birth of an utterly chaotic world."

OK: "Well, we'll just stop every last one of them!"

Firion: "We're not handing you the future!"

Emperor: [laughs] "The future isn't yours to give or take. Be the opening act, dear warriors-- until the time comes for my reign."

[The Emperor teleports away, laughing]

OK: "We are all here--"

Firion: "because none of us are alone! There's no time to stand around."

Squall: "Let's get going."

[OK nods]

(Scene ends)

[The heroes encounter Kuja. If you aren't using Zidane to fight him, the following occurs before and after the battle]

Kuja: "I am nothing but an imitation, after all... I won't even live to see this world collapse. I have nothing left to fear! But I refuse to die alone... You will all join me! A fitting end to this tragic farce!"

[The heroes fight and defeat Kuja]

Kuja: "I had nothing more to lose... I only wish I could have realized what it truly means to live..."

[If you do use Zidane in the battle, the following occurs instead]

(SI scene 11)

[The setting is Crystal World. Kuja is talking]

Kuja: "Peace is but a shadow of death, desperate to forget about its painful past. Though we hope for promising years... After shedding a thousand tears, yesterday's sorrow constantly nears."

[Zidane walks onscreen]

Zidane: "I see that you're just as long-winded as ever."

Kuja: "And I see that you never learn. Where will you go after all has been lost?"

Zidane: "A lady has left the future up to me. I can't run away with my tail between my legs."

Kuja: [Hm] "Maybe you need to learn things the hard way."

Zidane: "Yeah. Let the curtains rise."

Kuja: "In this world, only the fittest survive. Resign yourself to vanish... into the mellifluous twilight that awaits!"

(Scene ends)

[Zidane fights and defeats Kuja]

(SI scene 12)

[Kuja falls to his knees]

Zidane: "As long as there's hope, I'm not going anywhere."

Kuja: "Then...I want you to...erase me."

Zidane: "What?"

Kuja: "The world has disowned me. I have been defeated by life itself."

[There's a long moment of silence between the two. Finally, Zidane walks up to Kuja and extends his hand to him]

Kuja: "Why?"

Zidane: "Do I need a reason...to help someone? Or is my help...not good enough for you?"

Kuja: "It's likely that...I will hurt you again."

Zidane: "I can take a beating."

Kuja: "I don't think...I will ever come to understand you."

[Kuja gently pushes Zidane's hand aside]

Zidane: "Kuja?"

[Kuja struggles to his feet on his own]

Kuja: "Off with you. Aren't there more important things for you to seize?"

[Kuja's body begins disincorporating into *white* smoke]

Kuja: "I return...to where I must..."

[Kuja finishes vanishing]

Zidane: "We're going back...to the same place."

(Scene ends)

- SHADE IMPULSE CHAPTER 2-2 -

[The Schemers]

A place untouched by light...

A truth, spoken with the darkness...

(SI scene 14)

[The setting is Pandaemonium. Golbez and the Emperor enter the room from different directions]

Emperor: "I finally see... You were tied to Cosmos all along."

Golbez: "Everything I did was to save him...but I'm afraid I was oblivious to your scheme. Using crystals possessing the power of darkness...to escape ruination..."

Emperor: "Do you not see, Golbez? Would you rather accept the end of the world with despair?"

Golbez: "No, not despair."

Emperor: "What?"

Golbez: "This world is formed of shards brought from different realms by the two gods. As long as Chaos reigns, the shards are fated to sink into endless darkness. But if Chaos perishes, the shards would be released, returning to where they once were. What I seek is hope. They have the strength to defeat Chaos!"

Emperor: "What foolishness. How could the god of destruction ever be ruined himself? There are no flaws to my plan. Someday, even the gods shall bow down to me!"

(Scene ends)

WoL: "Let us all be prepared. Our enemies will show us no quarter."

- SHADE IMPULSE CHAPTER 3-3 -

[The Schemers]

Hopes and dreams are not limited to the light.

Hope blossoms in the darkness as well...

[The setting is the moon from FFIV]

Garland: "This struggle of yours is unseemly, Golbez. And unnecessary. Your guidance led Cosmos to an absolute death. Now the cycle MUST come to an end."

Golbez: "We have endured many 'ends.' Surely you are aware that this is no different."

Garland: "You misunderstand the desires of the Great Will. My task is yet unfinished... This world is but a testing ground for the development of the ultimate weapon...Chaos. And that is precisely why the cycle of battle had to continue for all eternity."

Golbez: "Garland... What is it that you know? Who ARE you?"

[The setting shifts back to the heroes, who soon encounter CoD. If you aren't using OK to fight her, the following occurs before and after the battle]

CoD: "You have come. We have had an eternity in the Void to prepare. We will flood this world with darkness-- and return all to the Void."

[The heroes fight and defeat CoD]

CoD: "Mwahahaha... Such conviction. We will meet again, in the endless Void."

[If you do use OK for the battle, the following occurs instead]

(SI scene 13)

[The setting is the World of Darkness]

CoD: "In the end of infinite solitude-- Disorder shrouds the world in darkness. And now, all things belong in our arms."

OK (offscreen): "Not yet. We're still here!"

[OK runs up to her]

CoD: [laughs] "You cannot even stand on you feet without something to protect. What will you do without your goddess to defend?"

OK: "Her thoughts are with me. They live right here inside."

CoD: [laughs] "What insolence."

[OK draws his sword and CoD takes up a fighting stance]

CoD: "You should know that your bravado is what feeds the darkness!"

(Scene ends)

[OK battles and defeats the CoD]

(SI scene 15)

[CoD is slumped over, barely able to stand]

CoD: "With the gates to the Void wide open, you are already dissolving into darkness. There is nothing more you can do."

OK: "You're right. If I listened to my head, I'd probably just run."

CoD: "Then why fight?"

OK: "My friends give me the strength. I just need to follow 'this,' and the path will open up."

[OK puts his hand over his heart]

CoD: [chuckles] "Such interesting creatures. But there is no escaping the fate of doom. We will be waiting-- among the clouds in the Void..."

[CoD is surrounded by a swirl of brown clouds. They close around her and she's gone, leaving only a brief pillar of dark energy that dissolves into dark smoke]

OK: "It's only the end if we think it is. We'll change that."

[He runs on ahead]

(Scene ends)

[The heroes find a Summonstone]

Odin: "You want me to fight with you? I suppose I can help you if you keep it quick."

- SHADE IMPULSE CHAPTER 2-4 -

[The Schemers]

Perhaps if a land is free of conspiracy,
it is only due to fortune's blessing.

[The setting returns to Golbez and Garland on the surface of FFIV's moon]

Golbez: "Garland... What is it that you know? Who ARE you?"

Garland: "I am a prisoner of time, a witness to all dimensions, all worlds. Throughout all exists the Great Will... It is the key to escaping my eternal prison. And so I have monitored the endless worlds, guiding the conflict of Chaos and Cosmos."

Golbez: "That is the task you agreed to?"

Garland: "All was to nurture the power of disorder so Chaos could become the ultimate weapon."

Golbez: "But is that your true desire?"

Garland: "...What is your point?"

Golbez: "The world itself is a prisoner of time... A prisoner about to be freed. The wheel of fate has already begun to turn. Why not seek a new cycle of hope?"

Garland: "...There is no end to my cycle, Golbez. Not as long as he and I are one..."

Golbez: "..."

Garland: "Still...this could turn out to be interesting. Even if there is no hope in the future, I can still know satisfaction... .. at the end of this endless conflict."

[The setting returns to the heroes]

Terra: "A world of disorder ruled only by power and desire... Could anything be more sad?"

Bartz: "Everything's gonna be alright. That's why we're here! We have to do something for all the people who believed in us."

[The heroes encounter Golbez. If you aren't using Cecil to fight him, the following occurs before and after the battle]

Golbez: "Allow me to express my gratitude. Your light has given me hope. Now, draw your swords. I will accept my fate."

[The heroes battle and defeat Golbez]

Golbez: "The flesh may rot, but the soul never perishes..."

[If you do use Cecil for the battle, the following occurs instead]

(SI scene 16)

[Cecil is standing on the surface of FFIV's moon. He suddenly leaps out of the way of an incoming lightning blast from behind. He looks up to see Golbez standing on a ledge above]

Golbez: "So you still persist. I thought despair would have crushed you by

now."

Cecil: "Brother, why do you do this?"

Golbez: "In this world ruled by chaos, I care only that my wish be fulfilled."

Cecil: "And what is your wish?"

Golbez: "The answer must be obtained by your own hands. If you seek it..."

[Golbez rises into the air and crosses his hands, assuming a fighting stance]

Cecil: "I understand. The vow with my friends gives me strength!"

[Cecil draws his polearm and assumes a fighting stance]

(Scene ends)

[Cecil fights Golbez]

(SI scene 17)

Golbez: "The strength of your vow is impressive indeed."

Cecil: "Brother... Why do this?"

Golbez: "You've no chance against Chaos's forces... if, at this point, you lose the bond with your friends you so cherish."

Cecil: "You tested me?"

Golbez: "And your strength was impressive. You and your comrades should be able to overcome any despair. I will be waiting for that time to come."

[Golbez begins to walk off]

Cecil: "Where will you--"

[Golbez stops]

Golbez: "I was summoned by Chaos. That alone is a sign of my heart's weakness. I've no right to be near you."

[Golbez begins walking away again. Cecil runs after him]

Cecil: "Please wait..."

[Cecil stops]

Cecil: "Brother!"

[Golbez stops again]

Cecil: "Do you not care what I believe? Because I believe in you. You can fight and win against yourself. I know you can!"

Golbez: "Cecil..."

Cecil: "And you and I, we also have a bond between us! I swear that I will never lose. So please, when the time comes... Please join me and my friends--"

Golbez: "My brother, you are too kind-hearted to be a knight."

[Cecil sighs]

Golbez: "But maybe, someday... If the light should smile upon me..."

[Golbez begins to walk away again. Cecil shuts his eyes, content with that]

(Scene ends)

- SHADE IMPULSE CHAPTER 2-5 -

[The Schemers]

An emissary resurrected from hell...

Nothing can douse his ruthless ambition.

[The scene opens on the bottom of the Northern Crater]

OK: "With Cosmos gone, we're doomed to follow. The crystals are the only reason we're still here..."

Firion: "...Has what we've done actually made a difference? There was never a way to preserve ourselves, yet she encouraged us to dream... And she knew those hopes were false the whole time. How cruel can a goddess be?"

Cloud: "...That's not it. All we have to do is focus on saving this world. This is the center of everything. If we can restore balance here, the other worlds will come back too. We'll all go home, just how it was. Maybe better."

Tidus: "So, we're not vanishing, but returning... Then our dreams haven't all been for nothing?"

Cloud: "... ..I made that up."

Tidus: "What? You were lying!?"

Squall: "But...it's not a half-bad lie. Don't you agree, Firion?"

Firion: "Yeah. It's not bad at all."

[The screen fades to black for a moment before fading in on Ultimecia's clock tower]

OK: "Hey, Squall..."

Squall: "What?"

OK: "What Cloud said a minute ago... I believe it. I want to believe it's true."

Squall: "I've been a believer for a while now."

OK: "Really?"

Squall: "I remembered this promise I made... There's someone waiting for me."

OK: "...Wanna tell me more?"

Squall: "...No. This's a secret between you and me. Got that?"

(SI scene 18)

[Firion, Cecil and Tidus confront the Emperor in Pandaemonium]

Emperor: "My dear tools of war... Do you come to your master, finally tired of the struggles?"

Firion: "I've come to settle this."

Emperor: [laughs] "Insects may swarm, but they are insects nonetheless."

Zidane: "We're not as weak as you might think! We've overcome a lot of hardships to get this far."

Emperor: [chuckles] 'Overcome,' have you? Then I ask you this: Do you only credit yourselves for obtaining the crystals?"

Cecil: "What are you implying?"

Emperor: "That everything went as planned. True, giving you her strength was the will of Cosmos herself. But think carefully about who led you to your battles. Is it not obvious-- that you have us to thank?"

Firion: "Thank YOU?"

Emperor: "Cosmos may have been weak, but she was a goddess all the same. To eliminate her completely, it was best to force her-- to let go of her powers. We provided you with your trials. And indeed, you have obtained the crystals."

Zidane: "Grr..."

Emperor: "Granted, there were some amongst us who were overzealous. But you took care of them for us. Indeed, YOU are the forces of darkness that vanquished the goddess."

Cecil: "So everything was as planned? I've heard enough! You don't understand a thing."

[Cecil and Zidane step forward, drawing their weapons]

Zidane: "How could you mock all that Cosmos sacrificed her life for?"

Firion: "You don't take advantage of her will and get away with it!"

[Firion assumes a fighting stance]

Emperor: [laughs] "Silence! Death, life, even the divine shall come under my rule... For the only one suited to rule--is I!"

(Scene ends)

[The heroes fight and defeat the Emperor]

(SI scene 19)

[The Emperor is down on one knee. Cecil and Zidane have been replaced by Squall and OK]

Emperor: "How could I lose...not once but twice? Who ARE you?"

Firion: "Just a swarm of insects."

Squall: "You messed with the wrong bugs."

Emperor: "But this is not the end. As long as Chaos exists, so will we. I shall return to rule again..."

Firion: "You mean, back from the dead?"

Emperor: "Indeed... From the depths of hell, to this world once more--"

Firion: "Wait!"

[The Emperor's body begins rapidly disincorporating into dark smoke]

Emperor: "I will be back again!"

[The Emperor screams before exploding in a flash of light and plume of dark smoke accompanied by his classic "Uboar!" death cry]

OK: "Time is not on our side here..."

Firion: "But unless we defeat Chaos, they'll return again... They knew everything, right from the start..."

(Scene ends)

As long as the god Chaos lives,
there could be no end to the forces of discord.
To stop the cycle of conflict and bring back peace,
there is no alternative to defeating Chaos himself.
But discord continues to spread,
threatening to devour the smallest shred of harmony.
Even the warriors who had continued to fight
are starting to sense their own end...

-While Time Grows Short-

(SI scene 20)

[WoL, Squall, Cecil and OK are walking through Crystal World. WoL is in front. Suddenly, he gasps and falls to one knee, still gasping. The others run up to him. Pyreflies begin rising from his body]

OK: "Not again!"

[WoL's crystal appears above him and covers the area in a white light. When it clears, the pyreflies have stopped rising and WoL is able to stand again. He reaches up and grabs his crystal]

WoL: "I think our time... is running short."

Cloud: "Chaos, ruler of discord-- There is no end to the conflict unless we defeat him."

Squall: "Whether he's a god or not-- We've got to try. Even if our fate...is to disappear..."

OK: "I'm not running. Cosmos is still with us, fighting alongside us."

WoL: "But..."

[Suddenly, they all go quiet as a sound like rushing wind reaches their ears]

Cloud: "Is the world...crying?"

OK: "Whatever comes my way, I can take it."

(Scene ends)

[While Time Grows Short]

With borders and principles no longer defined,
a world without harmony
can only move towards destruction...

[The setting shifts to the top of the Chaos Shrine]

Sephiroth: "As disorder grows in strength, I seem to be regaining my memory. I once took my own life... Perhaps to find a lasting truth beyond this world's illusions."

Garland: "That is absurd. You cannot have regained memories from before you died."

Sephiroth: "Does the soul vanish when life ends?"

Garland: "...What?"

Sephiroth: "If the soul is released from the flesh--to unite with the world as spiritual energy..."

Garland: "...You are saying the soul lives on?"

Sephiroth: "This is merely conjecture. There is no need for you to take it as truth."

Garland: "... This world is composed of elements collected from different realms. If Chaos were to perish, all would be released to give life to new worlds."

Sephiroth: "So we're all going on a journey... If this world ends and a new world begins... what is your wish for the future?"

Garland: "My wish...? Do I have the right to have one? I am warfare incarnate, a prisoner to the cycle of battle. As it was, so it shall be... No matter what the world desires."

[The setting returns to the heroes]

Firion: "Discord rages with increasing intensity. We're running out of time."

OK: "Don't think of it as racing against the future! We decide the future ourselves!"

[The heroes encounter Ultimecia. If you aren't using Squall to fight her, the following occurs before and after the battle]

Ultimecia: "Fools. You would stand against a witch at the witching hour? Who dares face the Sorceress of Time? Not that it matters--the result will be the same!"

[The heroes fight and defeat Ultimecia]

Ultimecia: "Can you still remember the days when you were a child? The sensations, the words, the feelings... Time...it will not wait. No matter how hard you hold on, it escapes you. And...I..."

[If you do use Squall in the battle, the following occurs instead]

(SI scene 21)

[The setting is Ultimecia's clock tower]

Ultimecia: [chuckles] "Cosmos wished to be free, but ended up pleading for death. The god of discord should follow soon..."

Squall: "What exactly is it that you want?"

Ultimecia: [Hm] "A world of compressed time-- where you shall worship me, the eternal and solitary being!"

Squall: "Get over yourself."

[Squall's gunblade appears in his hand]

Ultimecia: "Why do you interfere? You are the same as I, trying to create an ideal world."

Squall: "Maybe so. But I also have a promise to keep."

Ultimecia: "Even that will dissolve when I compress the world and make it mine. Poor child. It is such a misfortune that you had to be born in my world."

Squall: "Then I suppose your misfortune was in being my enemy."

(Scene ends)

[Squall fights and defeats Ultimecia]

(SI scene 22)

[Ultimecia's body is disincorporating]

Ultimecia: "Time waits for no one. You can grab it, but it flies as soon as you loosen your grip. To condense and to bind-- this is all I desire!"

Squall: "No one can take away our time."

Ultimecia: "But all is destined to fade, merely to be swept away by each moment!"

[She holds up her hand, presumably to cast another spell. Squall rushes forward in the blink of an eye and slashes her head with his gunblade. She screams and the screen goes white. When it fades back in, Ultimecia is stationary, and her body dissipates quickly]

Squall: "I couldn't stand a day without a past or future. I need to live each moment-- to keep fighting here and now."

[Squall walks on ahead]

(Scene ends)

- SHADE IMPULSE CHAPTER 3-3 -

[While Time Grows Short]

An unimaginable sorrow.

To the idols of yore,

that sadness is deep and wide...

(SI scene 23)

[The setting is Chaos's place. He's talking with Garland]

Chaos: "I was having a long dream-- in the midst of disorder..."

[Garland kneels in front of him]

Garland: "So you are awake. What kind of dream was it?"

Chaos: "Hmph... It was ridiculous. Cosmos and I were governing the world together."

Garland: "...! That's--"

Chaos: "Laughable, is it not? In that world, I was a god that suppressed disorder. But strangely, the images are still vivid in my eyes... All the people smiling...the warmth of the days I spent with Cosmos... For one who has lost all memory, why did the dream have to be so cruel?"

(Scene ends)

[The heroes find a Summonstone]

Ramuh AUTO: "You request my judgment, do you? Then I accept. I shall hand down punishment to the wicked."

[The heroes find another Summonstone]

Barbariccia: "Mwa ha ha ha! You're the ones that have summoned me, then?

Arrogant fools! And yet... I suppose I can look after you for a while."

- SHADE IMPULSE CHAPTER 3-4 -

[While Time Grows Short]

What burden does the deadly star bear?

What does it bring?

For now, he rests within the planet's core...

(SI scene 25)

[The setting is still at Chaos's place]

Chaos: "For one who has lost all memory, why did the dream have to be so cruel?"

Garland: "Chaos...if this is to be our final battle, there is something I must share with you. That this conflict, which has endlessly repeated itself, is according to the Great Will. And I am the one who has made this world the battleground for harmony and disorder. You had no memory, so I guided you in accordance to the Great Will's wish."

Chaos: "It was just as I thought... You were the beginning."

Garland: "No, Chaos..."

[Garland stands up]

Garland: "For myself...you are the beginning. Before the Great Will led me to this realm, when I was on the edge of death, it was you who sent me two thousand years into the past. You are me... and I...am you."

Chaos: [Hm] "... Then I shall--"

(Scene ends)

[The setting returns to the heroes]

Zidane: "I hate to see a pretty lady lose her smile. Are you okay?"

Terra: "I'm fine... Sorry for worrying you."

Zidane: "It's my nature to protect a lady in need! Besides...we're all friends here."

[The heroes encounter Sephiroth. If you aren't using Cloud to fight him, the following occurs before and after the battle]

Sephiroth: "No one can stop me. Not even you. I am about to be reborn as a god. The soul lives on...and someday I will reach the Promised Land."

[The heroes fight and defeat Sephiroth]

Sephiroth: "I am going on a journey... Just as Mother did long ago... And together we will create a shining future in the Promised Land..."

[If you do use Cloud in the battle, the following occurs instead]

(SI scene 24)

[The scene opens on Cloud approaching Sephiroth at the bottom of the Northern Crater. Sephiroth's back is to him]

Sephiroth: "Such a good boy. You've come back to me-- where you belong."

Cloud: "What are you talking about?"

Sephiroth: "You cling to me because you can't stand the despair."

Cloud: "I don't remember clinging to you."

Sephiroth: [Hmph] "Relax, Cloud."

[Sephiroth turns to face him]

Sephiroth: "This disease called hope is eating you alive. The world of suffering was born out of such half-baked ideals."

Cloud: "If that's the case, I have to endure the suffering. There's no moving on if I run from it."

Sephiroth: "If that is what you wish for--"

[Sephiroth assumes a fighting stance]

Sephiroth: "You shall drown in the pain."

[Cloud takes on a fighting stance as well]

Sephiroth: "On your knees! I want you to beg for forgiveness."

(Scene ends)

[Cloud fights and defeats Sephiroth]

(SI scene 26)

[Sephiroth is down on one knee and grunts as he gets back to his feet]

Sephiroth: "What is it that drives you?"

Cloud: "Only myself."

Sephiroth: "You don't exist anywhere."

Cloud: "Enough! Looking for a reason to fight, wandering around for an answer... they're all my decisions."

[Cloud thrusts the Buster Sword forward, its point coming to a stop right in front of Sephiroth]

Cloud: "I'm not tied to you anymore!"

[Sephiroth gently brushes aside Cloud's sword. Cloud lowers it]

Sephiroth: "Yet my shadow is burned into your heart."

[Sephiroth walks right up beside Cloud, though facing the opposite direction]

Sephiroth: "We'll meet again, Cloud. I'll keep coming back-- as long as you are who you are."

[Sephiroth chuckles as light emerges from beneath him and he vanishes]

Cloud: "No thanks. The one I really want to meet is..."

(Scene ends)

- SHADE IMPULSE CHAPTER 3-5 -

[While Time Grows Short]

As told by the storyteller of yore,
you are here to free the world from
an endless cycle of death and rebirth...

(SI scene 27)

[The setting is the top of a castle in the Interdimensional Rift. WoL is standing at the edge, looking out. Tidus walks up to him]

Tidus: "Something wrong? Have you...finally lost it?"

WoL: "No. I am still determined to defeat Chaos. That hasn't wavered, but-- Unlike all of you, I have no memory of where I was, or where I must return. I don't even know my own name."

Bartz (offscreen): "Nothing is certain--not for any of us."

[Bartz and Cecil approach]

Bartz: "Anything in the future can easily change, like clouds in the wind."

Cecil: "Not to worry. It will come to you someday. And even if your past does not... You can still believe in the future. Right?"

WoL: "...Yes. Thank you, everyone."

[The screen fades out to white. When it fades back in, the WoL is walking through a hall in the Chaos Shrine. Tidus runs to catch up with him]

Tidus: "You know..."

[Both of them come to a stop. WoL turns to face Tidus]

WoL: "...What is it?"

Tidus: "There's more to memories than what happened before we got here. If we do end up going back to our separate worlds... it'd be nice if you remember fighting alongside us...just once in a while."

[Tidus runs on ahead]

WoL: "Of course. I won't forget this." [Hm]

[WoL nods]

WoL: "I will never forget this."

(Scene ends)

(SI scene 28)

[WoL enters the audience chamber of the Chaos Shrine, flanked by Cloud on his left and Squall on his right]

Garland: "Welcome, brave warriors. If Chaos is who you seek, he is up ahead, watching the mayhem unfold."

WoL: "Garland..."

[Pyreflies begin rising off the heroes]

WoL: "As expected, you live again."

Garland: "It appears the end draws near for you."

Cloud: [Hm] "We're not going quietly."

[The rise of pyreflies eases off and stops altogether]

WoL: "We will defeat Chaos, and stop the cycle of conflict. And that will be our final mission."

Garland: [laughs] "Then let us begin! We shall entrust our lives into fate's cold embrace... and revel in a joyous festival of chaos!"

(Scene ends)

[The heroes fight and defeat Chaos]

(SI scene 29)

[The setting is now the top of the Chaos Shrine. Garland is on his knees, grunting and struggling to stand. He finally does so, then begins laughing hysterically]

WoL: "What is so funny?"

Garland: "Rejoice. The chains of time have been severed. We shall never be reborn again. The cycle comes to an end as catastrophe draws near."

Squall: "Catastrophe?"

Garland: "Yes. The ultimate discord has awakened. Chaos means to use his powers to destroy the world--and himself."

WoL: "The world...along with himself? For what reason?"

Garland: "If chaos is a state without form, where all things collide and blend... then ultimate chaos would be the denial of all existence, would it not? At battle's end, there will be no joy, no glory, no salvation, no future. To the god Chaos, a world without Cosmos is naught but an empty husk."

WoL: "He'll destroy all because of the emptiness in his heart?"

Garland: [chuckles] "It is what the god has decided..."

WoL: "And you... Are you alright with this?"

Garland: [Hmph] "If this world loses its form, I only need to find another cycle. The soul of strife shall endure forever, beyond time and space!"

[Garland's body begins disincorporating into dark smoke]

Garland: "Farewell, warriors of Cosmos. May we meet again in the afterworld..."

[Garland vanishes completely]

WoL: "Chaos... Our next battle is our last."

(Scene ends)

The conflict that has lasted since time immemorial is finally nearing its end.

But it is an end desired by no one.

"Chaos means to use his powers to destroy the world--and himself."

Garland's last words rattle the warriors.

And as the crystals grow weaker,
they sense their own existence slowly fade away.

Their nemesis, Chaos, awaits.

But time, for them and for the world, is running short...

-The Decisive Battle-

(SI scene 30)

[All 10 Warriors of Cosmos are gathered atop the Chaos Shrine]

WoL: "The world now faces true disorder..."

[Pyreflies suddenly begin rising from everyone]

Tidus: "No! We're not vanishing just yet!"

[The rise of pyreflies abates. Suddenly, Chaos's roar can be heard through a vortex in the sky]

Terra: "Maybe Chaos is trying to erase even his own despair..."

Cecil: "The sadness of absolute solitude, having lost his equal in Cosmos..."

OK: "No way... That's just wrong! Trying to erase everything is no different than running away!"

Bartz: "Cosmos didn't run away, but held on to hope."

[Bartz pulls out his crystal]

Bartz: "And the crystals are what she gave us to prove that!"

[Everyone else has their crystals held out now as well]

Firion: "We are not mere pawns, being moved about by destiny. We've come this far because we have dreams we want to protect."

Cloud: "Once you stop traveling down the path you've chosen, you might as well have disappeared."

Squall: "We will stick to our paths 'til the end. And then... we'll have something to tell Chaos."

Zidane: "Right. Our time here may be limited. But there is always something we can leave behind."

WoL: "As Cosmos bestowed hope upon all of us-- we, too, bestow upon this world a similar gift. The light shall be passed."

(Scene ends)

[The heroes battle and defeat a Phantasmal Harlequin -- a manikin of Kefka]

Terra: "This will most likely be our final battle. Together, we'll protect the future... and return to our homes."

[They fight and defeat another manikin, this one a Transient Witch -- a manikin of Ultimecia]

Squall: "This has been a long battle. But it's all coming to an end. It's been a learning experience."

[Another manikin falls to the heroes; this time, an Imaginary Champion -- an imitation of Sephiroth]

Cloud: "We're all fighting for our own reasons. That's what gives us the strength to go on. Let's settle this once and for all!"

[The heroes destroy another manikin; this one a Capricious Reaper, an imitation of Kuja]

Zidane: "Our memories will live on inside others. So, I'm not afraid. We've come too far to lose. If we put our powers together, I know we can win."

[Yet another manikin is destroyed; this one had been an Ephemeral Phantom and imitated Jecht]

Tidus: "Alright! We're coming close to Chaos! ...C'mon guys! At least practice smiling for when we'll need it!"

[The heroes find a Summonstone]

Ramuh: "There are many paths. Remember that you alone choose the path on which you walk."

- SHADE IMPULSE CHAPTER 4-2 -

[The Decisive Battle]

The ultimate chaos has almost been achieved.

Everyone's role is set.

The final fantasy begins...

(SI scene 31)

[The setting is Chaos's place. Chaos is sitting on his throne, one of his left hands on the side of his head]

Chaos: "Grr... What is this...?"

[A light flashes on the left side of his forehead]

Chaos: "Rushing into me... Every single memory in the world...!"

[The light flashes again, and does so two more times while Chaos says his next line]

Chaos: "The never-ending cycle...of grief...infinte...discord...hatred...
...Graaaaaaagh!!!"

[The screen fades to white]

"Calm yourself... You have been granted understanding of the tale of the Great Will. The tale ends with your victory. The cycle ends. My burden ends. I shall lend you the glorious power of Shinryu, the wyrm that cleanses all. Let us crush Cosmos's remnants-- and bring this fantasy to its conclusion."

(Scene ends)

[The setting returns to the heroes. They battle and defeat a Counterfeit Wraith, a manikin of CoD]

OK: "Um... I... Uhh... I just want to... ...Nothing. Never mind!"

[Next, the heroes defeat a Fallacious Tree, an imitation of Exdeath]

Bartz: "Man, if it'd been just me against them, I'd be toast! Burnt toast, at that! Luckily, I'm okay... I'm not alone."

[The heroes then destroy a Delusory Warlock, a manikin of Golbez]

Cecil: "Chaos's grief and hatred... I feel them flowing into me... But I shall not falter. We will rely on whatever strength remains!"

[After that, the heroes defeat an Imitation Despot, an imitation of the Emperor]

Firion: "We won't stop here! Trust in the path and move forward! This is it! It's our last dream!"

[Finally, the heroes then defeat a False Stalwart, a manikin of Garland]

WoL: "... There is nothing more to say."

[The heroes find a Summonstone]

Tiamat: "I... Why am I here? You deem yourself worthy of my powers? Hah... We shall see."

(SI scene 32)

[The setting is Chaos's place. WoL is ascending the stairs of the dais. As he does so, the camera moves in to a closeup of each of the other Warriors of Cosmos, all of whom are already atop the platform. First Tidus is shown, then Zidane. Squall next, and then an overhead shot of everyone as the camera rotates around the area. Cloud comes next, and Terra after that. They're followed by Bartz, and then another rotation of the whole area. Cecil appears next, and then the OK. Firion follows after. Finally, the camera concludes its rotation around the area, coming to a stop as the WoL reaches the top of the stairs. The camera puts us behind the WoL's eyes for a moment as he looks at Chaos. Chaos stands]

Chaos: "At the end of the dream..."

[Chaos begins floating up into the air]

Chaos: "even chaos..."

[He begins charging energy in all four hands]

Chaos: "tears itself apart."

[Chaos unleashes a tremendous blast of energy in the sky above the heroes. It kicks up a strong wind that sweeps over all of them]

Chaos: "Let us mark the end of this... eternal conflict!"

(Scene ends)

[At the beginning of Round 1 against Chaos]

Chaos: "Destruction is what you truly long for."

[At the beginning of Round 2 against Chaos]

Chaos: "Hope does not exist."

[At the beginning of Round 3 -- the final battle against Chaos]

Chaos: "You cannot surpass me."

[The Warriors of Cosmos defeat Chaos]

-----Ending & Secret Ending----- [7.0En]

1) Ending [7.1En]

[Chaos is barely able to remain in the air. Areas along the surface of his body are bursting into flame. The large platform around him is splitting in various spots and spewing lava and fire into the air]

Chaos: "Cosmos... Now I know what you left behind."

[First Tidus, then Bartz and then Cloud disappear, all in short order. They leave behind a small trail of pyreflies as they go. Next, Firion and then Cecil vanish. Squall and then Zidane follow. Terra is next, followed by OK. WoL remains for a couple of seconds, then disappears as well. Dark smoke is rising from Chaos's body]

Chaos: "Here ends the war of the gods. Destiny's hand cannot be stayed. Begone, mortals..."

[More fissures open in the platform, some directly beneath Chaos. Pillars of flame erupt from these openings and completely engulf Chaos. The screen fades to white. When it fades back in, the heroes are all standing together in a grassy field with a forest behind them. Birds are chirping, the sun is shining brightly, and the wind is blowing gently. The heroes look around them in awe. They're all holding their crystals]

WoL: "The battle has come to an end..."

[Tidus notices that his crystal has begun to emanate a blue glow]

Tidus: "Gotta go, huh..."

[The blue glow transfers to him as well. He turns to look at the others]

Tidus: "Don't worry. The crystal knows the rest of the way. Besides-- I'm always right here."

[Tidus grins at the others, then turns and runs toward a nearby lake. He leaps into it in a manner reminiscent of his dive from the airship at the end of FFX. He vanishes as he descends toward the lake]

Zidane: "We're not vanishing. We're returning--"

[Zidane is sitting on a tree limb as he says this. His crystal begins to glow gold, as does he]

Zidane: "to where we're supposed to be."

[Zidane spins around the tree limb with the use of his tail and launches toward the sun. He's lost to view. A white feather then drifts down from that direction and Squall catches it. There's suddenly a field of flowers behind Squall as he glows blue]

Squall: "Perhaps we can go on a mission together again."

[Squall vanishes. Cloud is then visible, standing in the flower field]

Cloud: [Hm] "Not interested."

[Cloud walks off into the flower field, gaining a green glow. He vanishes. A snowflake then falls into Terra's right hand as her crystal begins to glow pink]

Terra: "I think I've learned how to keep going. Thank you-- and take care."

[Terra glows pink and then vanishes. Bartz throws a stick. He's glowing pink as well]

Bartz: "When you're having the most fun, that's when time always flies."

[Bartz vanishes]

Cecil: "It's mine to pass on--"

[A moon appears behind Cecil and goes through its phases as he begins to glow blue]

Cecil: "this strength I've gained from everyone."

[Cecil vanishes. OK hugs his crystal and looks up toward the sky]

OK: "Everyone...thank you!"

[OK briefly glows blue and then vanishes. There are wild roses at Firion's feet. He and WoL are looking toward the sky. WoL suddenly begins walking away while Firion looks down and sees the roses]

Firion: "This isn't the end. Another dream is waiting to begin."

[Firion gains a violet glow and then vanishes. WoL is walking through the field and then comes to a stop. He's looking at something]

WoL: "May the light forever shine upon us."

[The Final Fantasy "Ending Theme" then begins to play as the Warrior of Light walks down toward Castle Cornelia from the original Final Fantasy, his crystal in hand]

2) Secret Ending [7.2En]

Thus the long battle came to an end.

[The setting shifts to Cosmos's place. The narrator of Dissidia -- Cid of the Lufaine -- is talking to her. A disembodied entity, he is seemingly speaking out of the sky itself]

Cid: "Or perhaps I should say it was brought..." [chuckles] "to a rather unexpected ending."

Cosmos: "It is the result of the world opting for another choice."

Cid: "But as long as the world exists, there will be no end to conflict. Even harmony and discord are concepts born of the human mind, after all."

Cosmos: "Are you saying...that nothing changes?"

Cid: "That is a mystery that even we Lufenians cannot solve. For the truth can only be known--"

Cosmos: "to the future itself."

Cid: "So let us set out. Now that you have been chosen to reign over the living world, we shall journey on the road that continues to the final fantasy..."

-----Chronological script----- [8.0Ch]

(Silent Presage scene 1)

[The setting is Cosmos's place. WoL is running at top speed across the terrain]

WoL: "Might I be too late...? No, I have to make it!"

[WoL comes to a stop. A swirl of blue energy appears in front of him and produces a flash of light -- a crystalline version of WoL has appeared]

WoL: "What!? Abomination!"

[The entity points its sword at WoL]

WoL: "Intervene and be slain!"

[WoL points his sword at the entity]

(Scene ends)

[WoL battles and destroys the entity. He then fights another and defeats it as well. Two more fall to the WoL's blade]

(Silent Presage scene 2)

[WoL has his eyes closed. He looks up as someone approaches. It's Firion]

Firion: "Good to see that you're safe and sound!"

WoL: "The pulses of disorder are getting stronger!"

[The two of them stare off into the distance]

WoL: "Let us hurry. The fighting is far from over!"

[WoL and Firion run off in that direction together. The screen fades to white]

WoL: "We must win, or there is no future for us."

(Scene ends)

(DO scene 1)

[This is the game's opening FMV]

Cosmos, the goddess of harmony.

Chaos, the god of discord.

Reigning from distant realms,

the two gods had gathered warriors from

all lands to lead them in savage war.
Cosmos and Chaos were of equal strength.
It was believed the conflict would last forever.
But--

[Opening battle between the Warriors of Cosmos and the Warriors of Chaos,
culminating in the appearance of the Dissidia Final Fantasy logo and a
shot of the Warrior of Light laying face down in the area of Order's
Sanctuary]

(Scene ends)

The balance was broken.
Those who answered Chaos's call created an inexhaustible force.
And under vicious attack without relent, the warriors fighting for Cosmos
started to fall one by one.
The conflict that has continued for eons is now about to end in Chaos's favor.
The world has been torn asunder, sinking into a vortex of disorder.
As for the few surviving warriors--

(DO scene 2)

[WoL is shown awakening on the ground in Cosmos's place. He stands and looks
around]

Cosmos (offscreen): "I have been defeated."

WoL: "Cosmos!"

Cosmos (offscreen): "I could not...protect the world."

[A pillar of light emanates from the sky to the ground. WoL walks toward it]

(Scene ends)

WoL: "What is going on? My body doesn't move as it should... I must hurry to
Cosmos!"

[WoL battles a manikin and defeats it]

WoL: "Manikins... Shadow entities employed by Chaos's forces as troops. Such
shallow imitations have no chance against me."

[WoL battles and defeats another manikin]

[WoL battles and defeats two more manikins]

WoL: "What manner of fiend is that? It seems unlike the foes I've faced thus
far."

Cosmos (offscreen): "Remember, Warrior of Light... Even in the darkest of
times, there is always a light. Believe in your own radiance... Never give
up... There is always a way..."

WoL: "Cosmos...? Cosmos! I must find her... I have no time for these
interruptions!"

[WoL battles and defeats yet another enemy]

(DO scene 3)

[WoL sees Cosmos ahead of him. She has appeared at what was the base of the
pillar of light from earlier. She appears lathargic]

WoL: "Cosmos!"

Cosmos: "I have been defeated by Chaos. The god of discord, Chaos... His brutal
powers destroyed the balance of all things, threatening the fabric of reality
itself."

[Lights radiate from Cosmos upward into the sky. Astral projections of her are now speaking to all the other heroes as well, scattered in different areas.]
Cosmos: "All existence is on the brink of doom. Ten of you remain--and you are the last hope left to this world. I implore you. Obtain the light that even in a broken world could never fade-- the light of the crystals. The crystals embody the strength to face despair. With ten gathered, there is hope yet to save the world. The path to your crystal will be perilous... and different for each and every one of you. But you must believe in and follow your own path. Even if you know not where that path leads..."

Squall: "Not a problem. I've always gotten by on my own."

[In a different place; Zidane and Bartz are there]

Zidane: "If the treasure were really that easy to find, it wouldn't be a treasure hunt, would it?"

Bartz: "No horsing around, though. This isn't the time for games. It's time for some serious fun."

[Another place; Onion Knight and Terra are there]

OK: "You don't have to worry. I'm here with you. If it gets scary, just believe in me!"

Terra: "I'm counting on you."

[Another place; Cecil, Firion, Tidus and Cloud are there]

Cecil: "The paths to our crystals may be different for each of us. But we've strength in our allies."

Firion: "And if we put that strength together, we'll have nothing to fear."

Cloud: "I don't know. The god Chaos is leading his forces of disorder-- and they're headed straight for us. But I'm ready for whatever comes my way."

Tidus: "The tougher the enemy, the more fired up I get!"

Cosmos: "I thank you all--"

[Cosmos's astral projections vanish; we return to Cosmos and WoL]

Cosmos: "Though what remains of this world is on the verge of collapses... I must hold it together until you find your crystals... Forgive me... I want to be with you... But allow me to rest... Then soon..."

WoL: "Cosmos... Your radiant light shall always be with us."

[Cosmos teleports away. The heroes are all shown setting off on their journeys, WoL depicted last. The Dissidia Final Fantasy logo comes up again]

Now begins the saga of the warriors
who seek the crystals...and the saga of those
who stand on the side of Chaos.

(DO scene 4)

[An establishing shot of the Chaos Shrine is shown. All the villains are gathered]

Ultimecia: "All shall bear fruit in due time. The ultimate mortal conflict--"

Emperor: "as well as the absolute end of the world. Perhaps the only thing that is out of our reach-- is the whimsy of the gods."

(Scene ends)

[The setting is Chaos's place]

Chaos: "I am the god of discord--destined to rule this world. Am I not?"

Garland: "Indeed. Our objective is clear: to defeat Cosmos and bring chaos to the world."

Chaos: "The conflict will be brought to an end as soon as I regain my lost

strength. It is only a matter of time until all the pieces are in place for victory. And yet... Something does not feel right. Garland, are your words truly worthy of my trust?"

Garland: "...Of course, my lord."

[The setting switches to the Warrior of Light]

WoL: "I feel the presence of evil... Does anyone dare stand in my way?"

[WoL battles and defeats a Manikin]

WoL: "I've no time to waste. I must hurry, for Cosmos..."

(DO scene 5; DO I part 1 of 13)

[WoL is walking and recalling Cosmos's words]

"I implore you. Obtain the light that even in a broken world could never fade-- the light of the crystals."

WoL: "Cosmos... We have heard your wish, and we shall fulfill it. With crystals in our hands, we shall bring hope to the world--"

Garland: "And where do you think you're going?"

WoL: "Garland!"

Garland: "Do you dare run from a battle?"

WoL: "I do not intend to run from anything."

Garland: "Then let us start. Destiny is at hand. We might as well enjoy it!"

(Scene ends)

[WoL battles and defeats Garland]

(DO scene 6; DO III part 1 of 9)

OK: "Crystals...have the power to break through despair, huh? I wonder what they look like."

Terra: "Do you think we can find them? What if we do find them, but we still can't save the world?"

OK: "Gods always have a habit of sounding pretentious, don't they? There's no proof that Cosmos is telling the truth, but we don't know that she's wrong, either. Anyway, our only choice is to believe and move forward. Let's start with what we can do."

Terra: "Mm-hmm... You're right."

OK: "Standing around here isn't going to give us any answers. Come on, let's get moving. You don't need to worry. I'm going to figure this all out."

(Scene ends)

Terra: "Look...the path ahead is hidden. Could enemies be hiding there? Or..."

OK: "Could be an ambush, could be treasure. Until we know, we'll have to be careful."

[The setting is Pandaemonium]

Emperor: "What does he know? What is he after?"

Kefka: "Who cares? He's just another sadist with a god complex...like THAT'S something special!"

Emperor: "Sephiroth took his own life during the last battle, right in front of me."

Kefka: "Seriously? What did he do THAT for!?"

Emperor: "He must have had some ulterior motive. We'd best keep an eye on him..."

[The setting shifts to Cloud]

Cloud: "I feel like something is...calling me. A crystal? No,

something...darker..."

Cloud: "Enemies, everywhere I look... Is this the way it's going to be forever?"

(DO scene 7; DO VII part 1 of 9)

[The setting is the World of Darkness. Cloud is walking along by himself and comes to a stop. Cecil, Tidus and Firion walk up to join him]

Firion: "Well? Any clues on the crystal?"

Cloud: "No, nothing..."

Tidus: "So, these crystals can save the world, huh? I wonder how we're supposed to find them."

Firion: "We probably have to fight more. Just defeat every enemy we encounter--"

Cloud: "Don't know if we should be running into battle without knowing what's going on. After all, most people can't win every fight."

Tidus: "I guess we gotta rest up sometime."

[Firion nods]

Firion: "There is some truth to that."

Cecil: "It's good to have you with us, Cloud. You've the sense to think things through."

Tidus: "You could learn something, Cecil."

Firion: "Look who's talking!"

[Everyone but Cloud chuckles]

Firion: "Guess we all need some of that sense!"

[The others begin to walk off while Cloud remains for a moment, thinking]

Cloud: "(Sense? No, that's not it. I'm just--)"

(Scene ends)

(DO scene 8; DO I part 2 of 13)

[WoL defeats Garland. After the battle, Garland is down on one knee, grunting]

Garland: "You truly think that you can save this world?"

WoL: "That is precisely our mission. Our hopes have not been crushed yet."

Garland: "What a fool. What you hope for is nothing but an illusion. Pursue it, and it will run. You may draw near, but never obtain it."

WoL: "What?"

Garland: "Eventually you will see... the truth behind this conflict... and the world will betray you!"

[Garland's body disorporates into dark smoke as his laughter peals out]

WoL: "No matter what becomes of the world... the light will always be with us."

(Scene ends)

[The setting shifts to Cecil's group]

Cecil: "We're beginning to see more enemies. We can't let them wear us down..."

Cloud: "Just watch them closely. Strike when they're off-guard, right after an attack. The manikins here are weak. The trick is not getting too caught up in the brawl."

Tidus: "Got that, Firion?"

Firion: "Yeah. I wish I were as calm as he is."

Cloud: "(...I'm not calm at all. I think...I'm more scared...)"

Tidus: "Not bad, Cloud! Hey, how about you and me have an exhibition match

some time?"

Cloud: "...No, thanks."

(DO scene 9; DO VII part 2 of 9)

Tidus: "Can somebody tell me what the heck these crystals are, anyway?"

Cecil: "Once we obtain them, will we be able to defeat Chaos?"

Firion: "If that is what Cosmos wishes, it is up to us to fulfill it."

Cloud: "But what are we-- What exactly are we fighting for?"

Firion: "What do you mean? Isn't it to defeat Chaos and bring back peace to the world?"

Cloud: "Cosmos only said that we had to get the crystals. There's no guarantee that defeating Chaos will bring peace. Nobody knows for sure what's going to happen to the world."

Tidus: "I think we just have to keep faith!"

Firion: "We don't need to know much in order to fight, do we?"

Cloud: "I just...need some convincing. I don't want to find myself swept into more battles... without knowing why I'm there."

Cecil: "Cloud..."

Cloud: "Can any of you guys tell me? If there's a good reason to be here fighting, I want to hear it."

Cecil: "A reason to fight...I suppose I've never thought about that before."

Tidus: "I'm settling things with my old man! But that's a personal issue, I know..."

Cloud: "Good for you, Tidus."

Firion: "Could you give me some time?"

Firion: "I want to come up with an answer that would convince you."

[Cloud nods. The others begin to walk off]

Cloud: "An answer... Hm..."

(Scene ends)

[The setting shifts to the World of Darkness]

CoD: "Is that girl truly worth the trouble?"

Kefka: "Ab-so-lute-ly! Her powers are the real deal!"

CoD: "Then we will take your word. We shall soon see how strong she is."

Kefka: "You won't regret it...as long as she performs as well as she did before."

CoD: "Before?"

Kefka: "Oops, just talking to myself! Before, after, now, all the same! Now, off you go! Happy fighting!"

[The setting goes back to OK and Terra]

Terra: "I sense many enemies here, too. Are we going to be alright?"

OK: "You just have to take a good look at the enemy before going into battle. Based on their equipment, you can figure out their weakness--the spell or the sword."

(DO scene 10; DO III part 2 of 9)

[OK and Terra are walking through Crystal World. Terra suddenly stops]

Terra: "Wait a minute..."

OK: "What?"

Terra: "I feel something... Something very powerful from that direction..."

OK: "Do you think it's a crystal?"

Terra: "I can't tell. It's just a strong presence."

OK: "Let's check it out."

[OK begins to walk off, but Terra doesn't move]

OK: "What's wrong?"

Terra: "Something about this doesn't feel right. I don't think we should get

any closer."

OK: "Terra, even if it isn't a crystal, we might find some clues. It's alright. I can handle any enemy that comes our way."

Terra: "But..."

OK: "Chaos's puppets may be strong, but they're just big lunkheads. And I've got something they don't... Right here, if you know what I mean."

[OK taps his head]

OK: "Come on, let's keep going."

(Scene ends)

Terra: "Are you sure about this? I think the enemies are getting stronger..."

OK: "There's nothing to worry about, Terra. It'd be reckless to just dive in, but watch carefully, and we'll find an opening." Manikins are brainless, but we're not! Use your head, and there's nothing to be scared of."

Terra: "You're so strong. I envy your courage."

[OK and Terra find a Summonstone]

OK: "Could this be..."

Terra: "such a warm light..."

Ifrit AUTO: "Whenever your heart shatters, Flames of Rebirth shall protect you."

(DO scene 11; DO VIII part 1 of 10)

[Zidane and Bartz run up to Squall]

Zidane: "Whew! You saved our hides. Thanks!"

Bartz: "Oh. Are you all by yourself?"

Squall: "Yeah."

Bartz: "Then you can come with us. Let's look for our crystals together!"

[Bartz and Zidane begin to walk ahead]

Squall: "(Why does this happen every time?)"

Squall: "No offense to you guys-- But I'd much rather be by myself."

[Bartz and Zidane stop and look at each other, then turn to look at Squall]

Zidane: "But doesn't it get...lonely sometimes?"

Bartz: "Well, I guess if [he] wants to go off on his own... Okay, well, we're heading that way."

[Bartz gestures with his head]

Zidane: "We'll meet up later-- after we get our crystals!"

[Zidane nods to Squall. He and Bartz then run off. Bartz comes running back a few seconds later]

Bartz: "I almost forgot--"

Squall: "What is it?"

Bartz: "I thought you should have something."

[Bartz pulls out a chocobo feather]

Bartz: "Here, take this!"

Squall: "What's that nasty-looking feather?"

Bartz: "Hey, watch your mouth!" [This] "That feather's been my trusted companion. Whenever I found myself in danger, this good-luck charm saved me."

Squall: "This is a battlefield. It's not the place to be concerned about others."

Bartz: "I'm just looking out for you. I'll be alright. I got Zidane with me. Just give it back the next time we meet."

[Bartz grabs Squall's hand and forces the feather into it]

Bartz: "Promise, okay?"

[Before Squall has a chance to protest, Bartz turns 'round and runs off]

Squall: "(Who said anything about a promise?)"

(Scene ends)

Squall: "(This feather... It must be important to him. But if so... Why did he give it to me?)"

(DO scene 12; DO VII part 3 of 9)

Firion: "I've been thinking about why we have to fight. But...I'm finding it difficult to put into words."

Cloud: "I see..."

Firion: "There is one thing I came up with. Convincing or not..."

[Firion holds out his hand and a rose appears]

Cloud: "What's that?"

Firion: "The wild rose. There's something I've been longing to see. That's the reason I want to end this conflict. Of course, that's all just still a dream."

Cloud: "A dream?"

Firion: "Yes. It's a dream I can't give up on. That's the reason I can keep fighting."

Cloud: "Firion-- will you fight me?"

Firion: "What?"

Cloud: "I want to know. I have to know if that dream is really strong enough. Strong enough to keep you fighting."

Firion: "But Cloud--"

[There's a moment of silence between the two]

Firion: "Understood. I'll take you on."

(Scene ends)

[Cloud fights Firion]

(DO scene 13; DO III part 3 of 9)

OK: "Terra, you feel something?"

Terra: "It's still up ahead... Watch out!"

[Exdeath teleports in]

Exdeath: "Pawns of Cosmos, I presume."

OK: "(Whoa... What is with this guy?)"

Exdeath: "I come out here to kill the time, and what do I find but a woman and child."

OK: "(No way I can look after Terra while fighting him. I've got an idea...)"

OK: "C-could you possibly let us go, sir?"

Exdeath: "What?"

OK: "Our strength is no match to yours. We're hardly worth your time. I think you'd be much better off finding a stronger opponent to fight. Unless you're the cowardly type who only picks on those weaker than yourself..."

Exdeath: "I suppose there is no point in sending harmless insects to the void. Very well. I will let you go. But keep this in mind, little worm. The crystals shun the unworthy hands of those without valor."

OK: "Well, that was easy! Of course, even if he came for us, I would have run. I don't fight against anyone unless I know I can win."

Terra: "But...wasn't it a bit strange?"

OK: "What do you mean by that?"

Terra: "It seemed like he let us go on purpose. He sort of even gave you advice

when you wouldn't fight him..."

OK: "You mean the 'those without valor' line? Fighting against someone you can't beat isn't a sign of valor. It's simply being reckless!"

Terra: "I'm sorry. I just--"

OK: "Then I'll prove it to you by getting the crystal. That'll show I'm not 'without valor.' Let's go. Do you still feel the presence?"

Terra: "It's up ahead."

OK: "Right!"

(Scene ends)

[The setting is Pandaemonium]

Exdeath: "The girl awakens to the light. Your plans have come to nothing, Kefka."

Kefka: "Nothing? Are you blind or just stupid? You saw her power firsthand!"

Exdeath: "She was merely an empty vessel then. Not anymore. Even you must be aware that she acts on her own will now."

Kefka: "So?"

Exdeath: "So cease your plotting. She will never join Chaos. She is sided with Cosmos now."

[Exdeath leaves]

Kefka: "No way I'll give it up! I swear I'm going to draw her powers out. Then I'll be absolutely untouchable!"

[The setting is back with Terra and OK]

Terra: "I wonder where that man went... I hope everyone's doing alright."

OK: "Eh, let them figure it out. They can use their swords if they want. Me, I'm using my brains. I just know the crystal is close."

Terra: "It's just... I have a bad feeling..."

OK: "Do you still feel it? Is it up ahead?"

Terra: "Mm-hmm..."

OK: "Okay. We're almost there!"

(DO scene 14; DO VII part 4 of 9)

[Firion is on one knee, fatigued. Cloud is calm and still standing. He begins to turn away]

Firion: "It's not...over yet!"

[Firion telekinetically throws all of his weapons at Cloud. They encircle him and stop just inches away. After a few seconds, Firion allows them to clatter to the ground. Cloud looks at Firion, shocked. After a few seconds, he walks over to him and offers him his hand to help him to his feet]

Cloud: [Hm] "Not bad at all..."

Firion: "Like I said... I won't give up on my dream..."

[Firion takes Cloud's hand and Cloud pulls him to his feet]

Cloud: "Yeah. But... I can't be like you."

Firion: "Why not?"

Cloud: "I've looked, but I'm still empty-handed. And without a dream, what do you suppose I should do?"

[Firion looks startled]

Cloud: "Sorry. Didn't mean to confuse you."

[Cloud begins to walk off]

Cloud: "(Maybe what I'm looking for...) (isn't here...)"

(Scene ends)

[The setting opens on Ultimecia's clock tower]

Kuja: "No... That's a lie!"

Ultimecia: "I'm afraid not. Sadly, you are no more than a vessel...a flawed one at that."

Kuja: "Do not look down on me! My performance will be the brightest in this entire cast! Just you watch. When the curtain falls, even you will give me a standing ovation!"

[Kuja leaves]

Ultimecia: "What a pathetic child... But perhaps he can handle the little monkey."

(DO scene 15; DO IX part 1 of 10)

[The setting is the moon from FFIV]

Zidane: "Hey, Bartz. Wanna have a race?"

Bartz: "A race?"

Zidane: "Yeah. Whoever finds his crystal first wins. What do you think?"

Bartz: "So it's a treasure hunt. This is gonna be easy."

Zidane: "Hey, don't forget. You're talking to a professional thief here."

Bartz: "Then I'm going to be just like the thief and steal victory!"

[The two chuckle]

Zidane: "The treasure...is this way!"

[Zidane sets off running in that direction]

Bartz: "The treasure...is this way!"

[Bartz begins running in the same direction]

Bartz: "Go, go, go!"

Zidane: "Is that supposed to be me?"

(Scene ends)

Zidane: "...Hm?"

Bartz: "Hey, Zidane, something wrong?"

Zidane: "Uh...nothing. Heh, just let a real thief show you how it's done!"

Bartz: "More like I'll show YOU!"

Zidane: "(What...what is this feeling?)"

Zidane: "Hehe! Don't fall too far behind!"

Bartz: "Hey! Wait up!"

(DO scene 16; DO III part 4 of 9)

[The setting is the top of the Chaos Shrine]

Terra: "It's here. Something powerful is close by."

OK: "I don't see anything unusual. Let me go take a look around and--"

[Terra begins whimpering]

OK: "Terra?"

Terra: "What is...this voice...in my head?"

[Electricity begins emanating from Terra]

Terra: "No! What is this... Aaagh!"

OK: "Terra! What's going on!?"

[Terra suddenly looks at OK fiercely and begins firing blasts of energy at him while he dodges them]

OK: "Terra, what are you doing? Don't you recognize me!?"

[OK draws his sword]

OK: "Looks like I have no choice but to fight."

(Scene ends)

[OK battles Terra]

[The setting shifts to the area of the final battles from FFX]

Sephiroth: "Garland... Do you have any memories from before you woke?"

Garland: "...Why do you ask?"

Sephiroth: "We often hear that memories can be suppressed. Watching him, I find myself thinking... Perhaps we are born knowing everything, but are only allowed to live after having had that knowledge sealed away."

Garland: "..."

Sephiroth: "One more question... When I awoke, I saw a dragon with an unearthly glow. What was that?"

Garland: "...What makes you think I would know the answer?"

(DO scene 17; DO VII part 5 of 9)

Cecil: "Cloud. Did Firion give you his answer?"

Cloud: "Yeah. He says he has a dream. And that he'll keep fighting until he can make it come true."

Cecil: "Sounds like Firion, sure enough."

Cloud: "He told you?"

Cecil: "Yes, although he was embarassed at first. He says he wants to create a world where wild roses grow in perpetual peace."

Cloud: "Sounds so...childlike."

Cecil: "Honest men have honest dreams."

Cloud: "Maybe he wished it on a star. What about you, Cecil?"

Cecil: "I don't think I can give you the kind of answer you're looking for. But perhaps there is someone somewhere with an answer. Why not go and look for it?"

Cloud: "But I..."

Firion (offscreen): "You should go, Cloud."

[Firion and Tidus approach]

Cloud: "You too?"

Tidus: "We're rooting for you!"

Cloud: "You really don't mind?"

[Firion nods]

Firion: [Hm] "Just one thing: When you find your answer, you come and tell us what it is."

Cloud: "Got it. That's a promise."

[Cloud walks off]

(Scene ends)

Cloud: "Why am I fighting? Why do any of them fight? Someone must have the answer. A path I can follow..."

(DO scene 18; DO III part 5 of 9)

[Terra is still whimpering]

OK: "Terra! Terra! It's me! Are you alright? Terra!?"

[Terra suddenly screams and disappears. Several energy blasts are then fired from offscreen at the Onion Knight, but he dodges them. CoD floats onscreen, laughing]

CoD: "Stay out of the way. Her true powers are beginning to awaken."

OK: "What have you done to her!?"

CoD: [laughs] "The legendary Onion Knight. A title far too grand for a child such as you. Do you not understand who caused this to happen?"

OK: "What?"

CoD: "Who was the brute who chose not to ease the girl's pain, but to use his sword instead? Who was the fool who dragged the unwilling girl here?"

OK: "I, I--"

CoD: "The girl knew in her heart all along. That is why she was so reluctant! You have only yourself to blame for this. Your shallow cleverness got the best of you! Curse your own ignorance and powerlessness. Nothing you can do can save the girl!"

[CoD teleports away]

OK: "Terra..."

(Scene ends)

[The setting shifts to Squall]

Squall: "(They keep coming...one after another, swarming like locusts.)"

Squall: "(Hmph... I'm not doing half bad.)"

(DO scene 19; DO VIII part 2 of 10)

[The setting opens on Squall at the bottom of the Northern Crater. He pulls out Bartz's feather and looks at it]

Squall: "(A good-luck charm...)"

[Cosmos appears behind Squall]

Cosmos: "Did a friend give that to you?"

Squall: "More like shoved it down my throat."

Cosmos: "I can see it on your face, Squall."

[He shuts his eyes and turns his head away from her]

Cosmos: "You regret not going with them, do you not?"

Squall: "I don't regret anything. I just...never thought anyone cared about me. Sympathy is a burden I don't need. But it wouldn't hurt to know someone's got my back. Perhaps I...shouldn't have turned down their invitation."

Cosmos: "No. You made the right decision. In order to obtain the crystal, one must fight the real enemy that dwells inside his heart. That enemy must be confronted alone."

Squall: "My real enemy... Her..."

Cosmos: "Yes... Ultimecia, the witch who controls time. Defeat her, and the crystal shall be yours. It is a long and lonely road. Will you be able to maintain your lofty dedication to solitude?"

Squall: [Hmph] "That goes without saying. Or do you want me to swear it on this charm?"

[Squall walks off]

Cosmos (her voice and image doubled over with this individual's real identity: Ultimecia): "No... You're doing fine."

(Scene ends)

[The setting stays with Ultimecia for a moment]

Garland: "Eliminate Cosmos, and the rest will fall. There is no need for unnecessary risks."

Ultimecia: "Do you mean to tell me that you truly have faith in the Emperor's schemes? Is it even possible to give Cosmos an absolute death?"

Garland: "...I suppose you have your own plan."

Ultimecia: "As do you. I know you have a direct link with Chaos."

Garland: "Hmph..."

Ultimecia: "I would do anything to live long enough to witness the dragon's coming. I trust I can count on your cooperation."

[The setting shifts back to Squall]

Squall: "('Lofty dedication to solitude'? Makes it sound like a pretty big deal. But I AM on my own. I'll have to proceed with caution. There must be some pattern to the way they fight. I just have to figure it out...)"

Squall: "...Seems like things have gotten lively."

(DO scene 20; DO III part 6 of 9)

[OK is standing still, deep in thought. Cosmos appears]

Cosmos: "I felt the fear in Terra's cry. She is in pain. The Cloud of Darkness has taken hold of her with her curse..."

OK: "It's my fault..."

Cosmos: "Yes. Because you were overconfident of your powers."

OK: "Cosmos, you know how... You know how to save Terra, don't you?"

Cosmos: "You must defeat the Cloud of Darkness."

OK: "Her...? But I can't fight her... I don't fight against anyone I can't beat... Oh, right! The crystal! I should be able to save Terra if I can get my hands on the crystal... It has the power to save the world, right? Then I won't have to fight anybody! Please, just tell me where I should go find the crystal!"

Cosmos: "Avoiding conflict is certainly a choice. Few would say it is wrong. But is that truly what is in your heart?"

OK: "What's in my heart...?"

Cosmos: "The crystal lights the way to what you seek. It is yours if you look inside your heart and follow what is most important to you. I'm afraid that is all I can tell you."

[Cosmos vanishes]

Golbez (offscreen): "Such a pity."

[Golbez walks onscreen]

OK: "Chaos's minion..."

Golbez: "Terra was her name, was it not? Unless the curse is lifted, she will live only to fight for the Cloud of Darkness. When at last her strength fails her, she will fall to some faceless foe. You cannot defeat the Cloud of Darkness. You'd show wisdom in choosing to avoid her. Why do you hesitate? You do not trust what your mind knows to be true?"

OK: "I..."

Golbez: "If not to reason, then listen to your heart."

[Golbez teleports away. OK grunts and runs offscreen]

(Scene ends)

OK: "I know I have to save Terra. But how can I fight HER and win? Wait... Yeah! That just might work..."

OK: "She must be close. I can smell the stench of darkness..."

[The setting is with Kefka and Kuja]

Kefka: "Mmmm. I think what you need is bait."

Kuja: "...Bait?"

Kefka: "That monkey would risk his own life to save a friend, right? There's your answer!"

Kuja: "But they travel together. The bait would be no easier to acquire than

the prey..."

Kefka: "Nonsense! Haven't you noticed the loner yet? You never liked Ultimecia, anyway. I say kill two birds with one stone!"

[The setting returns to Squall]

Squall: "I used to think good-luck charms were stupid-- but after having one on me for a while, it doesn't feel bad at all."

[Squall finds a Summonstone]

Squall: "What's this little stone doing here?"

Bahamut AUTO: "I am the dragon king, ruler of all... To you I grant my strength."

Squall: "I know the enemy's supposed to be inexhaustible, but this is ridiculous."

(DO scene 21; DO VIII part 3 of 10)

[Squall is walking through the Interdimensional Rift when Kuja's voice is suddenly heard from offscreen. He teleports in, appearing in front of Squall as he finishes his sentence]

Kuja: "Are you enjoying your solitude?"

Squall: "What do you want?"

Kuja: "Just came to get my bait for Zidane-fishing. And a reckless, lonesome traveler like yourself is just what I needed."

Squall: "Sorry, but I'm not interested."

Kuja: "Beg pardon?"

Squall: "I see that Zidane has some worthless enemies."

[Squall draws his gunblade]

Kuja: [Hm] "Bark while you can, boy. You'll soon be yelping for mercy."

(Scene ends)

[Squall fights and defeats Kuja]

(DO scene 22; DO III part 7 of 9)

[The setting is the World of Darkness. CoD floats above Terra, who is unconscious on the floor]

CoD: "Unconscious already... She's too fragile to be of any use."

[CoD looks offscreen]

CoD: "Well, now. Have you not learned yet? Are you here to challenge us again?"

[OK runs onscreen]

OK: "I don't fight anyone that I can't defeat. I will do whatever you want. So please, spare Terra's life."

CoD: "So you have learned after all. Your decision is a wise one. Very well. Then you shall serve us."

[CoD floats over to OK]

CoD: "Prove yourself more useful than the girl."

OK: "I didn't think you'd be so gullible."

[He suddenly strikes CoD with his sword, knocking her back slightly. He then runs over to Terra and stands between her and CoD]

OK: "No way I'm joining Chaos!"

CoD: [laughs] "Foolish child... You should know better by now than to deceive us!"

OK: "I finally got it. I was a fool to defy my heart, just to bind myself to reason. I will protect Terra with my own strength. That's what's most important

to me! Don't get me wrong--I still won't fight against anyone I can't beat. But I've decided in my heart to fight. That's why I'm going to beat you!"

CoD: [laughs] "Enough chatter!"

[CoD teleports away]

(Scene ends)

(DO scene 23; DO III part 8 of 9)

[OK looks around for CoD, confused. She is walking down the steps at the back of the World of Darkness]

CoD: "You have already taken such a beating..."

[OK looks toward the steps, but CoD is already gone]

CoD (offscreen): "and you still want to save her?"

[CoD floats onscreen, emerging from behind a pillar behind OK. He turns and begins running toward her]

OK: "Gotcha!"

[OK swings his sword but CoD has teleported away before the strike can land. He falls to the ground and rolls, coming to a stop on his feet. He begins looking around for CoD again]

CoD (offscreen): "A lone heart will not change the world..."

[CoD appears again, this time at the opposite end of the stage from OK]

CoD: "What awaits when you awake is always--"

[CoD begins charging a blast. OK turns in her direction and gasps]

CoD: "nothing but despair."

[CoD fires the blast. It completely engulfs OK. The screen fades out to white. When it fades back in, CoD gasps. OK is fine, his arms crossed in front of him to shield himself. Smoke is pouring off of him]

OK: "Not even you can destroy this. What I've found is strength-- Strength to protect everyone!"

[CoD teleports again, appearing this time right in front of OK]

CoD: "But can you use it?"

(Scene ends)

[OK fights and defeats CoD]

(DO scene 24; DO VIII part 4 of 10)

[Kuja is down on one knee]

Squall: "Knew you were all talk."

Kuja: "I've come to realize... that Zidane would never be interested in chasing a lone wolf like you. So, I have come up with a far better idea to make Zidane come to me."

Squall: "Enough!"

[Squall quickly lunges at Kuja and attempts to bisect him. Kuja narrowly darts upward into the air, avoiding the attack]

Kuja: "I am done dealing with you. Just sit back and watch the second act unfold."

[Kuja teleports away]

Squall: "(Is worrying about them going to help any? No, of course not...)"

[Squall remembers Zidane's last words to him]

"We'll meet up later-- after we get our crystals!"

[Next, he remembers Bartz's]

"Promise, okay?"

[Squall pulls Bartz's chocobo feather out and looks at it]

Squall: "There's something I have to do. I must...persevere."

(Scene ends)

Squall: "I have to keep fighting alone. If it's my mission to get the crystal as soon as possible, I have to..."

Squall: "Alright... Who's going down next?"

[WoL runs into some of the other heroes]

WoL: "My comrades... What's wrong? Did something happen?"

Tidus: "We've got trouble! It's Firion!"

Cecil: "He headed for the enemy's lair alone; he said something precious of his was stolen."

WoL: "...In that direction?"

Cecil: "Yes. Let us join you!"

WoL: "No, leave this to me. You must attend to other duties."

Cecil: "But..."

WoL: "Cecil, please listen. Your brother knows something about this world. You must determine if he can be trusted. That is your current role."

Tidus: "Cecil, that last fight left you in bad shape. Let's listen to him, okay?"

Cecil: "...Understood. Please look after Firion. And may the goddess light your path!"

WoL: "To go so far into enemy territory alone... He must have lost something very dear."

WoL: "That was a rather odd enemy... So the manikins come in different varieties. But never mind that. Is Firion just ahead?"

(DO scene 25; DO I part 3 of 13)

[WoL comes upon Firion wounded from battling Sephiroth. Sephiroth stands calmly nearby as WoL runs between them]

WoL: "Firion! You've fought well. Leave the rest to me."

Firion: "I cannot!"

WoL: "You must go and look after our comrades to keep their paths to the crystals open."

[Firion hesitantly leaves]

Sephiroth: "A fresh one. You won't get your crystal fighting against me."

WoL: "I thought not."

Sephiroth: "Then why do you stand in my way?"

WoL: "You have injured one of my comrades."

Sephiroth: "And you want revenge, I take it. So, on a whim, you would risk your life--"

WoL: "Let us begin, and see this put to rest."

Sephiroth: "This might be entertaining."

(Scene ends)

[WoL battles Sephiroth]

(DO scene 26; DO III part 9 of 9)

CoD: [laughs] "We have been defeated by a child!"

[CoD beings discorporating into dark smoke. She vanishes]

OK: "Terra!"

[OK runs over to Terra]

OK: "Terra!!!"

Golbez: "She merely fainted. The girl drew too deeply upon her powers."

OK: "You again... You're not getting near Terra!"

Golbez: "I admire your resolve. You should protect her."

OK: "What?"

Golbez: "For all the awesome power she wields, the girl fears what she is. You must be her shield, her pillar of support."

OK: "I don't need you to tell me that!"

Golbez: "I suppose not. You know the path that lies before you. And the crystal lights the way to that which you seek."

[OK's crystal appears in front of him. Though smaller, its appearance is that of the Wind Crystal from FFIII]

OK: "This is the crystal..."

[He holds out his hand and claims it. When he looks back to where Golbez was, there's no one there. Terra wakes up]

Terra: "Where are we...?"

OK: "Terra... Everything is alright. I'll be right here, so you can rest."

[Terra shuts her eyes]

OK: "Because I'll protect you. But...maybe for a minute, I'll--"

[He lays down beside Terra and goes to sleep]

(Scene ends)

[The setting shifts elsewhere]

Kefka: "BOOOOOO!!! How could she not draw out the girl's powers? That hag isn't worth the dirt on the bottom of my boots! This is why I hate working with amateurs. Guess it's my turn to stir up some trouble!"

[The setting returns to Zidane and Bartz]

Zidane: "Bartz, do you even have any idea where you're going? If you only focus on what's right in front of you, you'll never see the route ahead!"

Bartz: "Eh, I don't mind a little aimless wandering. In fact, it's what I do best! Besides, since there're all these guys trying to stop us, we must be going the right way!"

Zidane: "...Is this guy for real?"

Zidane: "Phew... I wonder if we're making any progress at all."

(DO scene 27; DO IX part 2 of 10)

[Zidane and Bartz are walking. They see a crystal floating ahead of them]

Bartz: "What could that be?"

Zidane: "It looks like--"

Bartz: "a crystal!"

[Bartz rushes forward]

Zidane: "Wha-? Hey, wait!"

[As Bartz reaches the crystal, he's enveloped in a rising pillar of light and

teleported away]

Zidane: "Huh... Bartz? Where did he go? Heeey!"

Kefka (offscreen): "How perfectly poetic!"

[Kefka walks onscreen]

Kefka: "The mouse scampers off, but the monkey just keeps hanging around!"

[Zidane goes "Huh?"]

Kefka: "Well, whatever. This should still be interesting, at least."

Zidane: "Hey! Is this your doing? What did you do with Bartz?"

Kefka: "What's wrong with you, you noisy baboon? Too stupid to even get caught in a trap?"

Zidane: "Tell me where Bartz is... or I'll force it out of you!"

[Zidane draws his Mage Mashers]

(Scene ends)

[Zidane battles Kefka]

(DO scene 28; DO I part 4 of 13)

Sephiroth: "Not bad at all... But I now realize there is only one who could defeat me."

WoL: "What in the world are you--"

Sephiroth: "I have one question for you. For what reason do you take up that blade?"

WoL: "To obtain the crystal, and put an end to the conflict."

Sephiroth: "So you fight to end the fighting... You have a long road ahead. Do you really expect to end the conflict after all your battles?"

WoL: "However long the road, each battle brings me closer."

Sephiroth: "I think not. You don't wish an end to the fighting. You find pleasure in it, just as I do."

[Sephiroth holds out his hand and Firion's wild rose appears]

WoL: "(The wild rose...) (That must be what Firion came for...)"

Sephiroth: "You and I are the same-- entities befitting this closed world."

WoL: "Closed world?"

Sephiroth: "The time has come. I must face him and fulfill my obligation."

[Sephiroth teleports away]

WoL: "He got away..."

WoL: "(What does the enemy know about this world? ...No use worrying.)"

WoL: "For now, I must continue my quest for the crystal."

(Scene ends)

WoL: "Whatever truths the enemy know, I possess even firmer convictions."

[WoL finds a Summonstone]

WoL: "What an unearthly glow..."

Ifrit AUTO: "Traveler of time... When the need arises, flames of courage shall be yours."

(DO scene 29; DO IX part 3 of 10)

Zidane: "Just give it up already. I wanna know where Bartz is!"

Kefka: [laughs maniacally] "I'm afraid the mouse is... SMACK ...dab in the middle of enemy territory. Go look for him if you want, but you'll just be wasting your time!"

[Kefka teleports away]

Zidane: "Bartz... I'm coming to find you!"

[Zidane grunts and runs off]

(Scene ends)

[The setting is Crystal World]

Kuja: "All my plans are ruined thanks to you. How do you plan on making up for this?"

Kefka: "My goodness, you seem absolutely piqued! Is someone having a bad hair day?"

Kuja: "Quiet, you! Don't you dare mock me!"

Kefka: "Hoo boy, I hate hissy fits... Okay, follow me. You're gonna like this."

[Kefka leaves]

Kuja: "Hmph, we'll see. ...Ugh, how far have I fallen that this clown is my closest ally? No matter. A poor prelude may yet lead to a grand finale."

[The setting returns to Zidane]

Zidane: "Ugh... How could I have let this happen? This is no time for self-pity. I have to find Bartz!"

Zidane: "Heeey! Bartz! Where are you?"

[Zidane finds a Summonstone]

Zidane: "Whoa! What's this?"

Alexander AUTO: "I am...the hallowed king... Revere...and worship me..."

Zidane: "If you wanna help, suits me! I'm taking all the help I can get!"

(DO scene 30; DO VII part 6 of 9)

[Cloud is walking through the area from FFX's final battles]

Sephiroth (offscreen): "Good to see you, Cloud."

[Sephiroth is standing on a ledge in front of Cloud]

Cloud: "Sephiroth!"

[Sephiroth assumes a fighting stance. Cloud does nothing]

Sephiroth: "Why won't you take up your sword?"

Cloud: "Fighting you...would be meaningless. I'm tired of taking part in pointless battles."

Sephiroth: "Then if you had a reason, you would fight anyone?"

Cloud: "No! All I want is to believe in why I fight."

Sephiroth: "Nothing but a puppet."

Cloud: "What?"

Sephiroth: "Then let me give you a reason."

[Sephiroth holds out his hand and Firion's wild rose appears]

Sephiroth: "A dream is easy to nip in the bud. How pitiful. To live life hanging on to something this fragile..."

[Sephiroth drops the rose in front of Cloud]

Cloud: "It's Firion's wild rose...!"

[Sephiroth chuckles]

Cloud: "No... What have you done to them!?"

Sephiroth: "So now you have your reason. Come after me."

[Sephiroth teleports away. Cloud stands silent for a moment, then grunts]

(Scene ends)

(DO scene 31; DO I part 5 of 13)

[WoL is walking through Ultimecia's clock tower and comes to a stop]

WoL: "Do you think I don't notice your presence? Why not just show yourself?"

[Ultimecia appears several feet away]

Ultimecia: "Impressive."

WoL: "Ultimecia..."

Ultimecia: "Where are you headed? Might you still be in search of your precious crystal?"

WoL: "The crystals are indeed our goal. I do not intend to stop until I find mine."

Ultimecia: "Why don't you just give up? The crystals are nothing more than the fabrication of a fallen goddess. To so willingly risk your life over such things is beyond ridiculous."

WoL: "Are you finished talking?"

Ultimecia: "What?"

WoL: "If you have no business with me, you should leave now. The world's time runs short. There is not a moment to waste with the likes of you."

Ultimecia: "You are bold for one so young... Then have it your way. It is time for you to face the harshness of reality!"

(Scene ends)

[WoL battles and defeats Ultimecia]

The crystals...the light of hope
also shines on those hidden in darkness.
They can never bathe in that light,
yet they cannot help but reach out for it...

(DO scene 32)

[Sephiroth and Golbez are walking past each other. They pass. Sephiroth stops]

Sephiroth: "Do you miss the light?"

[Golbez stops. He turns slightly to look at Sephiroth]

Golbez: [Hmph] "I merely have duties to fulfill."

Sephiroth: "Too close to the brightness, and you may get scorched."

(DO scene 33; DO I part 6 of 13)

Ultimecia: "Do you think...your victory means the end? Nothing you do will ever matter. Your strength is not enough to save the world, no matter how hard you try."

WoL: "Your deceptions fail you. I have comrades who are in search of their own crystals."

Ultimecia: "I think you're rather unaware..."

WoL: "What?"

Ultimecia: "Those comrades that you speak of are suffering. Some do not yet know why they fight, while others stand alone, having lost faith in their comrades. When this conflict comes to an end... all you will gain is utter despair. You will not find hope. You will not find a future!"

[Ultimecia teleports away]

WoL: "(It is true, I have not yet found a way to the crystal,) (nor do I know what the future holds...)"

WoL: "But the future... is yet to come."

(Scene ends)

WoL: "Wait, could that be... Squall? You travel alone?"

Squall: "To obtain the crystal, each one of us must confront his real enemy by himself. Cosmos told me that."

Wol: "Cosmos did?"

[The setting switches to Cosmos's place]

Golbez: "You are fully aware of what your proposed actions imply?"

Cosmos: "I am. As long as the crystals shine, they will survive."

Golbez: "You would risk everything. Such conduct is unbecoming of a goddess."

Cosmos: "..."

Golbez: "Discord or harmony...the victor matters not. The dragon arises; the cycle continues. The gods will live again, as will their champions, and conflict will begin anew. Yet, if the cycle itself is as transient as the lives trapped within it... Think long upon this, goddess. If you lose this gamble, your warriors will never rise again."

Cosmos: "Then, a true ending means neverending discord...a perpetual darkness?"

Golbez: "Indeed. The world would fall into eternal despair."

(DO scene 34; DO X part 1 of 9)

[The setting opens on the Chaos Shrine. Tidus puts away his sword]

Tidus: "Okay! We're done here!"

Firion: "I guess we got through that somehow."

Tidus: "Piece of cake! I'll take down every last one of Chaos's bunch!"

[Cecil approaches]

Cecil: "We're counting on you."

Tidus: "Yah...! E-every last one but Golbez. Don't worry. I won't finish HIM off."

Cecil: "Heh. He's no easy adversary."

Firion: "You have family, too, don't you?"

Cecil: "Jecht, wasn't it?"

Tidus: "My old man doesn't count."

Cecil: "What?"

Tidus: "He's going down first! I don't care if he begs for mercy."

Cecil: "But he's your own flesh and blood. Are you sure you're--"

Tidus: "I'm looking forward to it!"

[Tidus begins to run off. The others follow. Tidus provides narration here, as he did through much of FFX]

Tidus: "(My heart started to race.) (Just the thought of seeing my old man again...) (there was no way I could stay calm.)"

(Scene ends)

Tidus: "Okay, let's get this over with!"

Firion: "Slow down, Tidus. The road splits ahead... Cecil, what should we do?"

Cecil: "By deciding whether to prioritize speed or treasure, we can judge which path to take..."

Tidus: "Guys, you're totally overthinking this. Let's just go, and figure out the rest later!"

Tidus: "Alright! Who's next?"

Firion: "*sigh* At least he's not lacking in energy..."

Cecil: "That is so... And he's all the more blessed for it."

[The setting shifts to Cloud]

Cloud: "(Grr... Still no answer. Only endless fighting...)"

Cloud: "Which one of you do I have to defeat to get to Sephiroth!?"

Cloud: "Out of the way!"

(DO scene 35; DO VII part 7 of 9)

[Sephiroth is awaiting Cloud in the bottom of the Northern Crater. Cloud approaches]

Sephiroth: "I knew you'd come. You always do as you're told, don't you?"

Cloud: "What?"

Sephiroth: "You look for a reason because you don't want to be swept into a fight..." [Hmph] "But all you do is look. You do nothing to follow that desire. That is why you are so eager to make someone else's reason your own."

Cloud: "What's your point?"

Sephiroth: "Your companions could get hurt, yet they'd still have the will to continue their search. But what about you? You're nothing but a puppet that gets swept away, unable to make any decisions on its own."

Cloud: "You're wrong! I just--"

Sephiroth: "So...I'll continue to provide you with a reason-- every time you need one."

Cloud: "Shut up! I've had enough of being told what to fight for. I came here of my own will!"

Sephiroth: "All you've ever wanted was to cling to old memories."

[Sephiroth takes a fighting stance. Cloud draws his sword]

Cloud: "You're the one who can't let go!"

(Scene ends)

(DO scene 36; DO VII part 8 of 9)

[Cloud attacks Sephiroth twice, while Sephiroth easily blocks both swings]

Cloud: "Sephiroth! It ends here."

[Cloud attempts to strike Sephiroth again. While Sephiroth blocks it, the force of the blow knocks him through a large rock floating in the area]

Cloud: "Go back to sleep."

[Cloud dives toward Sephiroth as he falls, his sword poised to skewer him. Sephiroth lands on his feet, much to Cloud's surprise]

Sephiroth: "Accept it."

[Sephiroth blocks Cloud's newest attack and begins to unleash a fierce barrage against him. Though Cloud blocks each swing, he's giving ground as he does so]

Sephiroth: "I am the one who guides you-- forever."

[Sephiroth makes a particularly powerful swing and sends Cloud reeling through the air. He lands on his side, the Buster Sword clanking heavily against the ground]

Sephiroth: "If it's despair you want-- then I shall provide."

Cloud: "What I want most-- I'll find myself."

Sephiroth: "You're nothing but a puppet."

(Scene ends)

[Cloud fights Sephiroth]

A single goal...but the paths that lead there are many.

Many, too, are the thoughts hidden in each heart...

(DO scene 37)

[The setting is Crystal World. Squall and WoL stand a few feet from each other]

Squall: "I have only one goal."

[Squall draws his gunblade]

Squall: "I won't allow for distractions."

[Squall points his gunblade at WoL. WoL draws his sword]

WoL: "Can you carve out your path-- without the help of others?"

(Scene ends)

(DO scene 38; DO VII part 9 of 9)

[Cloud's crystal appears in the air in front of him. Its appearance is that of a green materia. Cloud approaches it]

Cloud: "This is it--the crystal."

Sephiroth (offscreen): "It is also what you most despise."

[Sephiroth teleports in]

Sephiroth: "Take it, and you will be doomed to further conflicts and never know why."

Cloud: "So be it, if that's my destiny. I live in my reality, not yours."

Sephiroth: [Hmph] "Very well. Every time your eyes gaze upon it, remember: You were only able to obtain it with my guidance. And I will continue to pull your strings."

[Sephiroth teleports away. Cloud is silent for a moment]

Cloud: "I decide my own path."

Cloud: "(Even if I have my doubts... I have to find my own answer and tell my friends like I promised-- Until then, I'll keep fighting.)"

(Scene ends)

[The setting shifts to Pandaemonium]

Garland: "He has lost nothing. Just the opposite. He draws nearer to the truth with each step. He has become a threat to your plan."

Emperor: "There is no truth in this world. Or to put it another way-- The truth is what we make it."

Garland: "Emperor... You would dare rewrite the story of the gods?"

Emperor: "Indeed. I inted to create a legend all my own."

[The setting shifts to Squall]

Squall: "(Pulses of light... Someone's coming.)"

(DO scene 39; DO VIII part 5 of 10)

[The setting opens on Squall standing in Crystal World. WoL approaches]

Squall: "(Wow... Such a dazzling fellow...)"

WoL: "Are you by yourself?"

Squall: "(Why does everybody ask me that?)"

Squall: "To obtain the crystal, each one of us must confront his real enemy. Cosmos told me that."

WoL: "Cosmos did?"

Squall: "Isn't that why you're by yourself, too? I just want to get the crystal and get out."

WoL: "The enemy is not one but many. They have joined forces to defeat us. Should you not look for someone to guard your back?"

Squall: "(Don't force your thoughts on me.) (Just stay out of my way.)"

Squall: "I have only one goal."

[Squall draws his gunblade]

Squall: "I won't allow for distractions."

Squall: "(I need that resolve to persevere.)"

[WoL's sword and shield appear in his hands]

WoL: "Why do you insist on fighting alone? Can you carve out your path-- without the help of others?"

(Scene ends)

[Squall fights WoL]

(DO scene 40; DO V part 1 of 9)

[The setting is in the Rift. Bartz is laying on the ground. Awakening, he stands and looks around him]

Bartz: "Where am I?"

[Seeing Kuja and Kefka approaching from offscreen, he runs to hide]

Kuja: "So now...where is that mouse you caught?"

Kefka: "Hmmm? Well, now, this is odd. He was here just a minute ago..."

Kuja: "Anyway, the one I'm after is Zidane." [groans] "I didn't even ask you to do this. Now you've made it harder to catch him."

Kefka: "But it looked like fun! No fair hogging it all!"

Kuja: "Though I suppose it would be foolish to let this mouse go to waste..."

Bartz: "(Huh, so that trap was supposed to be for Zidane.) (Good thing they didn't catch him,) (but who are they to call me a mouse!?) (I wonder what those guys are talking about over there.)"

Kefka: [laughs] "A brilliant plan! And I know the perfect one to carry it out."

[Kefka and Kuja walk off]

Bartz: "Might as well take a look around. With any luck, I just might find my crystal!"

[Generating Cloud's Buster Sword out of thin air, he swings it, then swings it again while it transforms into Squall's gunblade. The gunblade then transforms into Zidane's Mage Mashers and Bartz spins them into the air]

Bartz: "Everyone's skills are going to come in handy!"

(Scene ends)

Bartz: "Alrighty, now I've gotta find a way outta here. Hm... I might be able to transport to another place by smashing that insignia!"

Bartz: "I feel good! Keep 'em coming!"

[The setting switches to Pandaemonium]

Kuja: "I hear you let both the boy and girl go. So much for the destroyer image, hmmm?"

Exdeath: "When I am victorious, all will return to the Void. Why not allow them to witness it?"

Kuja: "Very well. As you seem to be bored, how would you like a role in my next play? It's the tale of an overly inquisitive wind that comes blustering into misfortune..."

Exdeath: "...I am listening."

(DO scene 41; DO VIII part 6 of 10)

[WoL is down on one knee. He rises to his feet]

WoL: "You are strong. Don't you have any intention of using that strength to protect the others?"

Squall: "Fighting together's not the only way."

[Squall pulls out the chocobo feather Bartz gave him]

Squall: "We can still help each other, even if we're apart. And whether or not I needed it, I received their support. So I'll return the favor in my own way."

I have to carve out my path to change the situation."

WoL: "I'm afraid I have misjudged you. I had assumed you preferred to be alone because you did not trust your comrades. You should continue down this road you have chosen. Eventually, all paths join as one. Do not forget. None of us are alone."

[WoL walks off]

Squall: "(None of us are alone, huh...)"

(Scene ends)

With faith in their comrades and in themselves,
the warriors press on towards Cosmos's goal.
If they can remain true to their path,
the journey will be easier to bear...

(DO scene 42)

[Terra and OK are walking across the moon area representing FFIV. Kefka and CoD are watching them from a cliff above. CoD begins charging a blast of energy aimed at them. Kefka pushes her hand down and laughs]

CoD: "Why not break her now? So fragile...it would be simple."

Kefka: "I wanna have some fun! After all, she's a-- good ol' friend of mine!"
[laughs]

[Kefka's laugh echoes across the plains. OK and Terra gasp, looking around for the owner of the laugh. They look toward the cliff where Kefka and CoD had been. No one is there]

(Scene ends)

(DO scene 43; DO IV part 1 of 9)

[The setting is the World of Darkness. Cecil is standing by himself]

Cecil: "(I thought if only I were diligent, what I sought would soon be mine. Yet still, the true path eludes me. What must I do to find the crystal? The world isn't waiting for me to--)"

Golbez (offscreen): "You seem to be in a pensive mood, Cecil."

[Cecil looks to his left. Golbez is approaching]

Cecil: "Brother!"

Golbez: "Lose yourself in the fog of doubt and reverie, and you will never reach the crystal. It will forever remain but a dream."

Cecil: "I lose my way because it is a dream."

Golbez: [chuckles] "What exactly do you think the crystals are? The true brilliance of the crystals is not visible to the eye. Casting about your gaze will not reveal a single mote of its light."

Cecil: "What does that mean?"

Firion (offscreen): "Cecil, where are you? What are you doing?"

Golbez: "If you want to know the secret of the crystal, follow my shadow."

[Golbez teleports away. Firion runs onscreen]

Firion: "Are you alright? That was...Golbez, wasn't it? Isn't he sided with Chaos?"

Cecil: "He's also...my brother."

Firion: "Be that as it may...he's with the enemy. What did he say to you?"

Cecil: "He said he knows the secret of the crystal-- that I should follow him if I want it."

Firion: "Cecil, this is hard for me to say... but lower your guard and the darkness may lead you to a trap."

Cecil: "That can't be--"

Tidus (offscreen): "Come on, guys. What's going on over there?"

Firion: "Let's go. Tidus is getting impatient. It's better to forget what he told you. I don't want to see my friend walk into danger."

[Firion runs offscreen]

Cecil: "What should I do?"

(Scene ends)

Firion: "Let us be off, Cecil. We've no time to waste."

Cecil: "Of course..."

[The setting switches to Pandaemonium]

Emperor: "You are quite the thespian, Golbez. So, do you think we can lure him in?"

Golbez: "Not to worry. I know my brother. His faith is easily won."

Emperor: "Good. I am counting on you."

[The setting goes back to Cecil and his companions]

Cecil: "The secret of the crystal..."

Tidus: "What's the matter, Cecil? Something on your mind?"

Cecil: "No... Nothing at all. Let us hurry. The crystal may be near. ...

Brother... Can I believe you?"

Firion: "The enemies here are persistent. How are you faring, Cecil?"

Cecil: "What? Oh, I'm fine. ...Thank you, Firion."

(DO scene 44; DO VI part 1 of 9)

[Terra and OK are on the moon from FFIV]

OK: "Something bothering you?"

Terra: "The winds have stopped. I can't feel the enemies' moves-- or the presence of our friends. This has never happened before... But don't worry about me! I feel fine, so--"

OK: "I'll protect you."

Terra: "What?"

OK: "I'll always protect you, Terra. That's a promise."

[Terra smiles at him]

OK: "Is something funny?"

Terra: "I've just-- always thought of you as something of a rascal. Since when did you become so knightly?"

OK: "So...you don't remember anything."

Terra: "Huh?"

OK: "Nothing. Never mind. Come on, we should get going."

Terra: "(Ever since I woke up,) (it feels like I've forgotten something important.) (But I can't remember--) (what it could have been.) (Or even why I was asleep...)"

OK: "Terra, are you coming?"

Terra: "Oh-- Yes."

Terra: "(But I know it will come back to me) (And maybe then, I can find the way to the crystal...)"

(Scene ends)

Terra: "There's so many of them..."

OK: "You don't have to get all of them. Sometimes it's better not to fight."

Terra: "You're right... I'll do my best."

Terra: "...!"

OK: "Terra? What is it?"

Terra: "I thought I felt a presence. Eyes filled with a burning hatred..."

[The setting shifts to Pandaemonium]

Emperor: "It seems that a pawn's allegiance is not so black and white. She is the proof."

Garland: "If she does not find her light, she will fall to Chaos."

Emperor: "And to think it would be at the hands of that clown... How remarkably droll."

Garland: "The clown is just as scheming as you are."

Emperor: "You would compare me to that gibbering nihilist? No, I have a goal; to escape the ultimate end...and build the future anew."

Warriors may share a goal,
yet harbor different motives.
Racing to their goal, they deceive and use each other...

(DO scene 45)

[The setting is the World of Darkness. Kuja and Garland are there]

Kuja: "You think I'm outsmarting myself?" [chuckles] "I tire of your chirps, ignorant fool!"

[Kuja raises his left hand. A ball of blue energy appears there. Garland takes up a fighting stance]

Jecht (offscreen): "You guys having fun?"

[The other two look over at Jecht, who is leaning against a pillar. He walks toward them]

Jecht: "Let me in on it."

[After a long silence, Kuja discards his energy ball]

Kuja: "I've lost interest."

[He flies away. Garland looks at Jecht]

Garland: "Surely you have others to spar with."

[Garland walks away while Jecht chuckles]

(DO scene 46; DO VI part 2 of 9)

[Terra and OK are walking through the area of the final battles of FFX]

Terra: "I wanted to thank you."

OK: "Huh?"

Terra: "For cheering me up back there. To be honest, I was getting scared. It seems like I've been getting nowhere while everyone else is making strides. It frustrates me that I still don't know where to go. I wonder if things will change once I find the crystal."

OK: "Not exactly."

[OK holds out his hand and his crystal appears]

OK: "I got mine because things changed. Someone once told me-- 'The crystal lights the way to what you seek.' So all you have to do is follow the strongest feeling inside you."

Terra: "The strongest feeling... I don't think I feel anything."

OK: "Terra--"

Terra: "But I have to keep at it... and work hard, just like you did. As long as I never give up and keep going forward, someday--"

OK: "You're going to find it. I have a knack for knowing these things."

[OK taps his head a couple of times like he did earlier during his own Destiny Odyssey]

Terra: [giggles] "I'm counting on you."

(Scene ends)

OK: "Careful, Terra. Check out the enemy's equipment before going into battle, alright?"

Terra: "*chuckle*"

OK: "Wh-what?"

Terra: "Nothing. Let's go, shall we?"

[The setting shifts to Pandaemonium]

Emperor: "If Cosmos is given an absolute death, the cycle will break, and the world will be ours..."

Jecht: "And if that happens, things'll go back to they way they were before?"

Emperor: "Things will 'go' however we will them."

Jecht: "And the boy... We can both go home?"

Emperor: "Yes...that is a promise."

(DO scene 47; DO IV part 2 of 9)

Tidus: "Whatcha doin' out here?"

Cecil: "I was just thinking about what my brother said."

Tidus: "You mean that thing about 'the secret of the crystal'?"

Cecil: "The same. I wish I knew what he was trying to tell me."

Tidus: "Then why don't you just go ask him?"

Cecil: "What?"

Tidus: "That's what you really want to do, isn't it?"

Cecil: "Yes. When I think about the risks my brother must have taken to come see me, I--"

Tidus: "Save it, Cecil! You want to see him. That's all that counts!"

Cecil: "But Firion was concerned that--"

Tidus: "Who cares what Firion says? All that matters is that you come back in one piece! Let me worry about Firion, okay? Just hurry up and go already!"

Cecil: "Truly? Are you sure?"

Tidus: "Try listening to your friends more often!"

Cecil: "Thank you. I'll not be long. You've my word on it."

[Cecil runs off]

Tidus: "Family..."

[Firion is approaching Tidus from behind]

Tidus: "So...how will I explain this one?"

(Scene ends)

[The setting shifts over to Cecil]

Cecil: "I need to find some answers. Not only for myself, but for everyone! I must hurry to my brother!"

[Cecil finds a Summonstone]

Cecil: "Could this glow belong to a Summonstone?"

Carbuncle AUTO: "Call me whenever you need me! I'll lend you my light!"

Tidus: "There're still plenty of enemies out there... We'll just have to take them all out, too!"

Cecil: "Tidus... I envy your will. Nothing sways you from your path."

Tidus: "Huh?"

Cecil: "My brother...he's-- ...It's nothing. We should be off."

[Cecil goes on ahead]

Tidus: "...Geez, why doesn't he just go talk to the guy if he's so worried?"

Tidus: "Hey, Cecil..."

[The screen fades to black for a moment while DO scene 47 takes place]

Cecil: "...! Truly? Are you sure?"

Tidus: "Try listening to your friends more often!"

Cecil: "Thank you..."

(DO scene 48; DO X part 2 of 9)

[Firion approaches Tidus from behind]

Firion: "Where is Cecil? Do you know where he went?"

Tidus: "Uhh..."

[The screen fades to black, then fades back in while Tidus explains what's going on. Tidus's words to Firion can't be heard, as Tidus is providing narration]

Tidus: "(I was afraid that he'd get mad. After all, I was the one who told Cecil to leave the party. So I made all kinds of excuses, trying to laugh my way out of it... I'm pretty good at that, you know.)"

Firion: "So in other words, you sent him to go see Golbez."

Tidus: "If you want to put it bluntly... Cecil seemed a bit preoccupied with Golbez, you know? So I thought it would be better for him to get and get some answers instead of wasting time all by himself. Was that...a bad idea?"

Firion: "No, it's alright."

[Tidus chuckles nervously]

Firion: "But Tidus, are you okay? You have family on the enemy's side, too."

Tidus: "No need to worry about him!"

Firion: "Why not? He is your father, right?"

Tidus: "And I hate his guts. He's a bully who always treated me like a little kid. I swore I'd beat the lights out of him someday. So, I'm gonna enjoy this!"

Firion: "Alright. In that case--"

Tidus: "Off we go!"

(Scene ends)

[Tidus finds a Summonstone]

Tidus: "What a weird looking ball..."

Magus Sisters AUTO: "It's a pleasure to make your acquaintance! We're the Magus Sisters. I'm Sandy! She's Cindy, and she's Mindy! Don't forget it!"

Though they share the same blood,
they walk different paths.
Will their paths never meet?

(DO scene 49)

[The setting is the bottom of the Northern Crater. Exdeath, Cecil and Golbez are there. Golbez is holding out his hands toward Exdeath, charging a lightning spell. Cecil is standing between the other two. He puts his hand out in front of Golbez while still facing Exdeath]

Golbez: "Cecil!"

Cecil: "At least I can show you my strength!"

[Cecil assumes a fighting stance]

Exdeath: [laughs] "So you would willingly defend a traitor? You and your ignorance shall return to the Void!"

(Scene ends)

(DO scene 50; DO V part 2 of 9)

[Bartz is walking across the top of the Chaos Shrine]

Bartz: "As much as I like wandering around aimlessly, I gotta go somewhere."

[Walking past a pillar, he sees Ultimecia, Sephiroth and the Emperor in conversation]

Bartz: "(Oooh, I wonder what's going on over there.)"

[He runs to hide behind a closer pillar and listen]

Emperor: "No doubt paradise is within our grasp. What matters is afterwards. What say you join forces with me, Sephiroth? You, too, must be sickened by the feckless destroyers among us."

Sephiroth: "Not interested."

Ultimecia: "I don't think you quite understand the position you are in."

Sephiroth: "And if I don't?"

Bartz: "(Seriously? Are they fighting over a girl?)"

Emperor: "It seems we have an infestation."

[The three villains turn to look toward Bartz's hiding place. He comes into plain view]

Bartz: "Hey! Who do you think you're calling a bug!?"

[The Emperor and Ultimecia ominously stare at him while Sephiroth walks off]

Bartz: [D'oh!] "I'll be back!"

[He runs away]

Ultimecia: "Going after him?"

Emperor: "No. A far more intriguing 'light' approaches. This is perfect. I'll tell one of the destroyers where the insect went in exchange for the crystal."

Ultimecia: "Exdeath would be the most suitable choice."

[The Emperor chuckles]

(Scene ends)

Bartz: "...Huh? They're not coming after me. Whatever...time to get out of here. And this time, I'm keeping my mouth shut!"

Bartz: "Whew... Lots of bad guys around here. I've gotta stay on my toes."

(DO scene 51; DO I part 7 of 13)

[WoL is walking in a higher part of Ultimecia's clock tower]

WoL: "(What is this...? Could it be Chaos? Or another--)"

Cosmos (offscreen): "Wait."

[Cosmos appears]

WoL: "Cosmos..."

Cosmos: "Beyond this point, incredible danger awaits. The evils that lurk are great and many."

WoL: "It is better if the foes are in one place. I may be able to find clues to the crystal."

Cosmos: "There is a difference between bravery and recklessness."

WoL: "As there is a difference between cautious and cowardly. Even in the direst circumstances, there will always be a way. You were the one who taught me that. When all hope seemed lost for this world, you showed me the way. That as long as we do not give up, there is always something we can do. That there is yet hope for those of us who are left. I have made a vow...to obtain the crystal and save the world. That vow gives me strength."

Cosmos: "I understand your determination. Then I shall make a vow... to believe in all of you until the end..."

[Cosmos teleports away]

WoL: "Cosmos... That which we have all sworn to... shall always be my guiding

light."

(Scene ends)

WoL: "This world has not yet lost all hope. Though its glow wanes, my convictions shall not!

(DO scene 52; DO IV part 3 of 9)

[The setting is the bottom of the Northern Crater from FFVII. Cecil approaches Golbez]

Golbez: "So you've come, Cecil."

Cecil: "Why tell me the secret of the crystal?"

Golbez: "And why have you come all this way? [chuckles] Most likely for the same reason. A brother cares for his kin. Cecil...I am here to gauge whether or not you are worthy of obtaining the crystal."

Cecil: "Worthy?"

Golbez: "Indeed. That is why--"

[Exdeath's laughing is heard from offscreen. He teleports in]

Exdeath: "Two lost souls, wandering in the dark. Or is this what they mean by brotherly love? I did not expect you to be bound yet to the other side,

Golbez." [chuckles] "You are a fool and a coward, longing for the light!"

Golbez: "It's none of your concern."

Exdeath: "On the contrary, feeble mortal. For it is I who shall punish those who betray us!"

[Cecil gets between the two and takes up a fighting stance]

Cecil: "I won't let you lay a finger on him!"

Golbez: "Cecil!"

Cecil: "I don't know if you'll deem me worthy. But... at least I can show you my strength!"

Exdeath: [laughs] "So you would willingly defend a traitor? What fools you are, the both of you. You and your ignorance shall return to the Void!"

(Scene ends)

[Cecil battles Exdeath and defeats him]

(DO VIII part 7 of 10; DO scene 53)

[Squall is walking across the top of the Chaos Shrine. "Cosmos" appears in front of him]

Cosmos (Ultimecia): "Take up your sword, Squall. Are you finally strong enough to fight me?"

[Ultimecia drops her disguise and reveals herself. Squall draws his gunblade]

Squall: "Ultimecia!"

Ultimecia: "I have been waiting for you... ..to obtain that level of ruthless determination."

Squall: "Ruthless?"

Ultimecia: "Yes, the determination to stubbornly follow your own path. The merciless heart that abandons friends! That is what will lead you to your crystal."

Squall: "I abandoned my friends!?"

Ultimecia: "Deep inside your heart, you trust no one. That is why you act alone, is it not? By now, Kuja should be having his way with Zidane and Bartz. And you did not even try to go save them. Does that not prove you think nothing of them?"

Squall: "(Think nothing of them?)"

Ultimecia: "You're doing well. Such is life on the battlefield. Now, let me see-- the strength of your pride!"

[Squall lowers his gunblade, saying nothing. His eyes are closed]

Ultimecia: [Hm] "Has fear taken hold of you? --I understand. I'll neither run nor hide. I shall be waiting until the time comes."

[Ultimecia teleports away]

Squall: "It's not as simple as you might think."

(Scene ends)

Squall: "I've always had the determination. If I fail, I'll lose everything I hold dear."

Squall: "I have only my own strength to rely on. That's enough."

(DO scene 54; DO IV part 4 of 9)

[Exdeath collapses to his knees, screaming in pain as his body begins disincorporating into dark smoke]

Cecil: "My brother...is not the same as you!"

Exdeath: [laughs] "There is no difference. Light and dark have the same root. As do harmony and disorder..."

[Exdeath's body finishes vanishing]

Golbez: "Why has the crystal not appeared?"

Cecil: "What's wrong?"

Golbez: You took on Exdeath yourself without depending on my aid. You've shown you have the ability to achieve what you desire. The crystal shines upon those who exhibit the strongest will. That is its secret. Seeing you as you are now, I thought you would be able to obtain it."

Cecil: "I only fought him for you... Please, won't you join me?"

Golbez: "What?"

Cecil: "I must tell my friends what you just told me. They too seek their own crystals. Once the crystals are gathered, the battle will be over. Then, you and I, we could--"

Golbez: "Enough. I am merely your shadow. I could not accept the darkness, yet I do not belong to the light."

Cecil: "What?"

Golbez: "You disappoint me, Cecil. Like this, you will not receive the crystal's eternal light."

[Golbez teleports away]

Cecil: "Brother...? Why?"

(Scene ends)

Cecil: "'You disappoint me'... I don't understand what he seeks. What am I to do?"

[The setting returns to Terra and the OK]

Terra: "...We're being watched."

OK: "Huh?"

Terra: "It's as though... someone's been testing us all this time..."

(DO scene 55; DO VI part 3 of 9)

[Terra and OK are in the Chaos Shrine. Kefka is there too]

Kefka: "What a smashing display! A good demolition is so moving--but, of course, you know that, dear friend."

Terra: "Kefka! What are you scheming?"

Kefka: "I wanted to see how strong you were. You know, serving Chaos suited you

so much better. Don't you think?"

Terra: "What do you mean?"

Kefka: "Oh, my! You really don't remember? Then allow me to refresh your memory. You used your powers to hurt your precious--"

OK: "Stop it!"

Kefka: "What's this? Oh, you're the one she thrashed, aren't you?"

OK: [grunts]

Kefka: "Aww, friends forever, huh?" [chuckles] "Please, stop. Makes me want to puke my guts out!"

Terra: "What... What are you saying? You don't mean--"

Kefka: "Bingo! That's exactly what I mean! You beat your precious companion, that little kid, to a bloody pulp! It looked like you were enjoying it. How could you forget?" [laughs] "You are such a dangerous creature. The more you fight, the more your powers grow out of control! Destruction, incarnate! That's what you are, my dear!"

Terra: "You're lying!"

Kefka: "'You're lying.' Oh, no. Look, here's another enemy for you!"

[Kefka fires a small blast at OK and Terra that produces several small explosions around them. Kefka laughs maniacally]

Kefka: "Aw, come on! I wanna see some more of that cataclysmic power! Let's destroy it all, you and me! Friends, enemies, everybody and everything!"

Terra: "I--"

[OK growls and rushes Kefka, swinging his sword at him. Kefka just barely jumps back in time]

Kefka: "Huh!? What the--"

OK: "I'll take you on! Terra, run!"

Terra: "But--"

Kefka: "What do you think you're doing, you little worm!?"

[Kefka teleports himself and OK away as they fight]

Terra: "What happened? Where did you go? I have to find him. But I..."

(Scene ends)

[The setting switches over to the OK and Kefka. They're in the World of Darkness]

Kefka: "Grrr... Aargh... I hate hate hate hate hate hate hate... hate hate hate hate hate hate hate hate hate HATE YOU! Why does someone always, always, ALWAYS have to get in my way!?"

OK: "What are YOU trying to do? Why are you so obsessed with Terra?"

Kefka: "What? Who do you think you are!? Keep your trap shut, you imitation hero!"

OK: "...Imitation?"

[The setting switches back to Terra]

Terra: "I can't do this alone... I didn't think I would be so lost without him..."

[Terra finds a Summonstone]

Terra: "Who are you...?"

Demon Wall AUTO: "If you are stepping into an unknown realm... I shall guard your hesitating heart."

(DO scene 56; DO IV part 5 of 9)

[Cecil is walking through Crystal World and comes to a stop]

Cecil: "I should return to my friends. But--"

[Golbez teleports in]

Cecil: "Brother! You came!"

Golbez: "To set you on the proper path."

Cecil: "What?"

Golbez: "You cling to the skirts of your companions. Is that the sign of a strong will? The crystal will never shine on those who always depend on others. You must act alone to accomplish the goal you have been given."

Cecil: "But I cannot abandon my friends if they are in need! All I want is for us to look for our crystals together!"

Golbez: "So I see. In that case--"

[Golbez fires a blast of electricity at Cecil that brings him to his knees]

Cecil: "What are you--"

Golbez: "Now do you see? The bonds between people are unreliably fragile. The friendship you believe in is nothing but an illusion."

[Golbez teleports away, leaving Cecil on his knees]

Cecil: "Brother..."

(Scene ends)

[The setting shifts to Golbez and Jecht]

Jecht: "Lighten up, big guy. Did you really expect this to be a cakewalk?"

Golbez: "Jecht... So you were listening."

Jecht: "What a hassle, eh? Dealing with these types of relationships is the pits."

Golbez: "...I am Cecil's enemy. That is why I will not leave him again."

Jecht: "Sure, sure. Just, sometimes you've gotta let things go if you want 'em to succeed."

Golbez: "Indeed? And what is it you intend to abandon?"

(DO scene 57; DO VIII part 8 of 10)

[Squall walks into Ultimecia's clock tower. She's on the ramp ahead of him]

Ultimecia: "So you've come-- having abandoned your comrades only to satisfy your own desires."

Squall: "I only came to fulfill my promise. It's because of them that I can't allow myself to stop. I know that I'm not alone."

[Squall draws his gunblade]

Squall: "That's why I can fight by myself!"

Ultimecia: "Interesting. Then fight you shall."

[Garland approaches Squall from behind. He's caught between the two villains]

Garland: "Yes, against the two of us."

Ultimecia: "Will you still feign bravery?"

Squall: "This is better for me. If I can defeat both of you, then it will make it easier for them. I'll prove it to you. We may be apart, but we still fight together!"

[Garland looks to his right just in time to see Zidane come barreling into him, knocking him to the ground on one knee. Squall turns to look at what happened]

Zidane: "Trying to take the spotlight, eh, Squall?"

Squall: "Zidane! Why are you here?"

Zidane: "What? Do I need a reason to help someone? Why don't you just leave this big lummoX to me!"

Squall: "(He just doesn't get it...)"

Squall: "But I can live with that."

[He looks back at Ultimecia]

Squall: "Thanks for waiting. So--"

Ultimecia: "Shall we dance?"

(Scene ends)

(DO scene 58; DO VIII part 9 of 10)

[Squall is taking swing after swing at Ultimecia, but she teleports out of the way of each attack. Squall finally stops trying to keep up with her and gasps, catching his breath for a second while moving straight into his next move]

Squall: "How's this!?"

[Squall points his gunblade into the air and begins performing Blasting Zone]

Ultimecia: "Time!"

[Everything freezes in place. The gears in the clock tower, as well as Squall himself. Ultimecia moves outside the flow of time and begins walking over to the frozen Squall]

Ultimecia: "Foolish boy. Everything is an illusion."

[She rubs her hand down his arm as she walks past him. She then holds out her left hand as several sets of violet-colored energy spikes appear in the air, all pointed at Squall]

Ultimecia: "Your hopes, your friends-- Your life itself-- shall fade."

[Ultimecia restores the normal flow of time. Squall rapidly adjusts to the changed situation and begins blocking the energy spikes that now begin hurling themselves toward him. Casting a Fire spell, he destroys nearly all the remaining energy spikes. A small few remain, floating above Ultimecia]

Ultimecia: "So you would rather die hard."

Squall: "Your ability to mess with time-- is coming to an end!"

[Squall points his gunblade at her]

(Scene ends)

[Squall fights and defeats Ultimecia]

(DO scene 59; DO IX part 4 of 10)

[Zidane is running through Ultimecia's clock tower. He comes to a stop]

Zidane: "Come on, Bartz. Where are you?"

[Zidane then hears Squall talking to Ultimecia and Garland offscreen]

Squall: "I know that I'm not alone. That's why I can fight by myself!"

[Zidane runs to see what's going on. He spots him on the clock tower ramp below, with Garland and Ultimecia on either side]

Zidane: "Squall? That idiot!"

[Zidane runs off to find a way down]

Squall: "I'll prove it to you. We may be apart, but we still fight together!"

[Garland looks to his right just in time to see Zidane come barreling into him, knocking him to the ground on one knee. Squall turns to look at what happened]

Zidane: "Trying to take the spotlight, eh, Squall?"

Squall: "Zidane! Why are you here?"

Zidane: "What? Do I need a reason to help someone? Why don't you just leave this big lummoX to me!"

Garland: "So you challenge me without hesitation. You are quite the cocky one."

Zidane: "Didn't exactly want to fight against a lady. And I suggest you worry

about yourself!"

[Zidane draws his Mage Mashers. Garland takes up a battle stance]

(Scene ends)

[Zidane fights Garland]

(DO scene 60; DO VIII part 10 of 10)

[Ultimecia's body begins discorporating into dark smoke]

Ultimecia: "Someday, you too will know. The truth of time that can never be reclaimed!"

[She finishes vanishing]

Zidane (offscreen): "Squall!"

[Zidane runs up to Squall]

Squall: "Zidane, I owe you one."

Zidane: "Aww, it's okay... Wait a minute! Nothing's okay! We got trouble! Big trouble!"

Squall: "(I can't imagine bigger trouble than you...)"

Zidane: "Bartz! Bartz got caught! It was a trap! We gotta go find him! Now!"

Squall: "Bartz? Alright. Let's go."

Zidane: "Huh? Really?"

[Squall pulls out the feather Bartz gave him]

Squall: "Gotta give this back to him."

Zidane: "Is that why?"

Squall: "And because he's my friend."

Zidane: [gasps] "Yeah!"

[Squall's crystal suddenly appears in the air above him. It looks like ... something. It's most likely meant to be a wing. The chocobo feather begins to emit a golden glow and floats up by the crystal. The crystal suddenly emits a gold beam of light that leads off into the distance]

Zidane: "That light... You think it's pointing towards Bartz?"

Squall: "Hang in there..."

(Scene ends)

(DO scene 61; DO IX part 5 of 10)

Garland: [laughs] "That was just what I needed-- to work out some of the kinks!"

[Garland teleports away]

Zidane: "What's that guy MADE of?"

[Zidane runs off to find Squall]

Zidane: "Squall!"

Squall: "Zidane, I owe you one."

Zidane: "Aww, it's okay... Wait a minute! Nothing's okay! We got trouble! Big trouble!"

Zidane: "Bartz! Bartz got caught!"

[The setting shifts to a little while later. Squall and Zidane are walking through the World of Darkness]

Squall: "Never thought Bartz would fall for a trap."

Zidane: "It's my fault. We got too caught up in our race."

Squall: "Stay sharp. You seem to be one of their targets."

Zidane: "Yeah, maybe. But I'm not losing sight of MY target! I'm rescuing

Bartz right away."

Zidane: "He's gotta be at the end of this light..."

[The camera shows the light from Squall's crystal that leads off into the distance]

(Scene ends)

Squall: "There's something I wanted to say... Thank you. I mean it. If you hadn't..."

Zidane: "Forget it! Together, it'll be even easier to save Bartz."

Squall: "Knowing you... Yeah, it won't be a problem."

Terra: "...? I feel a little feverish..."

(DO scene 62; DO VI part 4 of 9)

[Terra is thinking at the bottom of the Northern Crater]

Terra: "(I managed to defeat them, but...)"

[Terra recalls Kefka's words]

"It looked like you were enjoying it. Destruction incarnate! That's what you are, my dear!"

Terra: "I don't want to destroy anything-- What's this...!?"

[Terra suddenly begins emitting electricity like she did the time before she attacked OK]

Terra: "(I'm...burning up! I can't control my strength! What's happening to me?)"

[On a ledge above her, Cloud walks onscreen]

Terra: "Why are you here? Please! You have to get away!"

[Cloud draws his sword]

Terra: "What are you doing? Please don't!"

(Scene ends)

[Cloud and Terra battle]

(DO scene 63; DO IV part 6 of 9)

[The setting is the top of the Chaos Shrine. Cecil walks onscreen before coming to a stop]

Cosmos (offscreen): "Still confused?"

[She appears]

Cecil: "Cosmos... I'm not sure of anything anymore. Not once did I doubt that we could find the crystals by working together. In fact, I believed cooperation to be the only way. But my brother-- Golbez says that I must seek the crystal alone. Have I been naive to think we could work together? Is the bond I have with my friends really only an illusion?"

Cosmos: "Do you look to me for answers? The crystal does not shine on those who only depend on others. What your brother says is absolutely true."

Cecil: "How could that--"

Cosmos: "Do not be troubled. Cast your worries aside, for that which you seek lies near."

Cecil: "What?"

Cosmos: "You already know in your heart. To depend on others, and to work together with others-- are they the same things to you? I know that you can reach the light because you are worthy."

Cecil: "Cosmos, does that mean--"

Cosmos: "The answer can be found inside you."

[Cosmos vanishes]

Cecil: "I-- I must do this."

(Scene ends)

Cecil: "I must return to the people I trust. The answers lie with them!"

Cecil: "Now I know that I must fight... no matter who my opponent might be."

(DO scene 64; DO VI part 5 of 9)

[Cloud approaches Terra]

Cloud: "You alright?"

Terra: "Why didn't you run?"

Cloud: "I didn't want to leave you there struggling. But I just couldn't think of another way."

Terra: "Are you saying...that you fought me-- just so you could calm my powers down?"

Cloud: "Sorry. I should have said something first. But I didn't expect THAT kind of power. Maybe I should have just run."

Terra: "Thank you."

Cloud: "I don't deserve your thanks. I wasn't sure if I could save you. To be honest, I didn't know what to do."

Terra: "But you did end up saving me. And I wanted to let you know that."

Cloud: "Even with these doubts, there are still some things I can handle."

Terra: "Is something wrong?"

Cloud: "No, just remembered something that happened before. Anyway, where's the kid? Wasn't he with you all this time?"

Terra: "What happened was--"

[The screen fades out to black while Terra shares her story with Cloud]

Cloud: "Alright. Let me help."

Terra: "Are you sure?"

Cloud: "Just my way of thanking you-- for letting me realize that even I can help someone."

(Scene ends)

Cloud: "I still don't understand. Why is Kefka after you?"

Terra: "Destruction incarnate..."

Cloud: "What?"

Terra: "That's what he called me. He says I'm dangerous...chaotic... I don't even know myself anymore..."

Terra: "I'm afraid to fight... But I have to keep moving forward."

[The setting shifts to Bartz]

Bartz: "The winds are blowing in my favor! Maybe I'm close to finding something..."

(DO scene 65; DO V part 3 of 9)

[Bartz is walking through Pandaemonium. He spots a crystal floating at the top of an incline]

Bartz: "Hey... Awright! The crystal!"

[He begins running toward it. Exdeath is waiting at the top of the ramp]

Exdeath: "Mwa-hahahaha! It seems the worm has finally slunk in."

Bartz: "Exdeath! Sorry, but I haven't got time to deal with you now. Me and Zidane... we've got a race on!"

[Bartz dashes away]

Exdeath: "Hrg. Must you even slip away from conversation?"

[Exdeath fires a blast at Bartz, which he evades. Bartz maneuvers around Exdeath and grabs the crystal]

Bartz: "I'm in a hurry. We can play later, okay?"

[Bartz runs out of the room]

Bartz: "Here's a nice souvenir..."

[With a chuckle, Kuja approaches Exdeath]

Kuja: "My! You're the consummate actor."

Exdeath: "Shallow cleverness."

Kuja: "You're the second one to tell me that. At the very least, be thankful. With this, we should both be on the way to getting what we want."

(Scene ends)

Bartz: "Yes! The crystal! I can't believe I found it so soon. I've gotta show this to Zidane fast!"

[Bartz finds a Summonstone]

Bartz: "Hm? I thought I heard something--"

Leviathan AUTO: "My waters cleanse all. They are yours in your time of need."

Bartz: "Sweet Cosmos, it's a talking rock!"

Bartz: "Alrighty... I'd better get back. I've got a bet to win! But if Chaos's bunch has been hiding the crystals... No wonder they're so hard to find!"

(DO scene 66; DO II part 1 of 10)

[The setting shows Firion leaning against a wall while Tidus sits on top of it. Firion generates a rose in his hand]

Tidus: "What are you doing?"

[Firion makes the rose vanish]

Firion: "It's the wild rose. (Oh yeah. That's right...) (The enemy stole it from me that time...)"

Tidus: "So, tell me all about the wild rose!"

Firion: "Break time's over. We should get going soon."

[Firion begins to walk away]

Tidus: "Heh. All right, then."

[Tidus stretches and begins to follow Firion]

Tidus: "Once I deal with my old man and find my crystal, I'll make you tell me."

Firion: "You're so nosy, Tidus."

Tidus: "Firion, what's your goal in life?"

Firion: "What do you mean?"

Tidus: "You know, to become the world's best swordsman! Or, there's a guy you just have to beat! Like Cloud and Cecil, a goal to strive for as you go down your own path! You gotta have one to make it through what we're facing."

Firion: "Right now, all I can think of is to end the conflict, no matter what it takes."

Tidus: "Ahhh, you're so uptight!"

Firion: "Something wrong with that?"

Tidus: "In times like these, you just gotta let yourself go!"

[Tidus runs off. Firion walks after him]

(Scene ends)

Firion: "Of course, with the enemies so numerous, ending this conflict will be no small feat..."

Tidus: "It doesn't matter how many there are. All we have to do is shoot for the goal!"

Firion: "You're right. Let us choose our course wisely."

[Firion and Tidus come across a treasure chest. Firion opens it]

Tidus: "You're just gonna TAKE that?"

Firion: "What? It's free!"

Tidus: "That's what I like about you, Firion! So...what's the wild rose, huh?"

Firion: "Heh... I was just thinking about that myself."

[Flashback]

WoL: "Where did that come from?"

Firion: "No idea... It was here when I woke up. Cosmos, do you know?"

Cosmos: "I do not. But I do sense something special about it. It seems to have come from a distant past..."

Firion: "Wild rose... Just saying the name gives me a sense of nostalgia..."

[The setting changes to Pandaemonium back in the present]

Garland: "His feelings bloom within him. Was the flower your idea? I hope you realize that no amount of trickery will give them more time."

Golbez: "The past is past. I need only create a new future."

Garland: "Hoping you can save them this time?"

Golbez: "Hmph..."

[The setting changes back to Firion and Tidus]

Firion: "There are too many of them... Tidus, what do you say we split up?"

Tidus: "You bet! See you later!"

Firion: "There is something to be learned from how light he is on his feet..."

(DO scene 67; DO V part 4 of 9)

[Bartz is running across the moon from FFIV. Spotting Golbez ahead of him, he comes to a stop]

Bartz: "Are you with Chaos, too? You're not taking this crystal from me."

Golbez: "You've no hope as it is. One does not find the crystal simply by looking for it."

Bartz: "Give me a break. You guys were the ones holding on to it!"

Golbez: "The purity of a heart that only sees things as they are on the surface can also turn poisonous!"

[Golbez fires a bolt of electricity at Bartz]

Bartz: "What!? Hold on!"

[Bartz dodges the attack]

(Scene ends)

[Bartz fights Golbez]

(DO scene 68; DO VI part 6 of 9)

Cloud: "What's wrong?"

Terra: "I'm afraid of my powers. I want to go and help him, but if I were to lose control again--"

Cloud: "Everybody has doubts. Not many people can keep going without a second thought."

[Cloud holds out his hand. Firion's wild rose appears]

Terra: "What's that?"

Cloud: "It's Firon's 'dream.'"

Terra: "Dream?"

Cloud: "'A world full of wild roses.' That's what he wishes for. He says he'll keep fighting until he can make it come true. Must be nice to be that simple."

Terra: "He's an earnest man, isn't he? And you, Cloud... What's your dream?"

Cloud: "I've lost mine."

Terra: "What?"

Cloud: "And what about yourself?"

Terra: "I...I'm not sure. I've never given much thought about what the future really means. Because when I thought about what lay ahead, it only frightened me. But...now... Say, how about we share the dream?"

Cloud: "Share it? The world full of wild roses?"

Terra: "Yes. But it won't just be wild roses. There would be all kinds of flowers. My favorite flower, and my friend's favorite, too... After hearing his dreams, I can see a future that doesn't scare me. I've never felt this way before... But that's a world I'd like to live in--with all of you. We'll still have our doubts, I'm sure-- but if we hold on to that dream, our hearts will never waver. Because our favorite flowers would be there, too."

Cloud: "Not an easy dream to realize. But it doesn't sound that bad."

[Terra nods]

Cloud: "Then we know where to start."

Terra: "Let's find him."

(Scene ends)

[The setting shifts to the World of Darkness]

Golbez: "What is it that bothers you so?"

OK: "Golbez...!"

Golbez: "Regardless of what you have learned about your companion, you swore to protect her. That vow was enough to lead you to your crystal... Or was it an imitation as well?"

OK: "I..."

[The setting returns to Cloud and Terra]

Terra: "I'm okay. I know what I have to do now."

Cloud: "I know."

Terra: "I'll fight! To make sure that everyone has a future... And for myself--to keep my dream alive!"

Terra: "I'm taking everything back."

(DO scene 69; DO V part 5 of 9)

Golbez: "Do not look outward for the light."

Bartz: "Who are you, anyway?"

[The ground suddenly begins to shake]

Golbez: "A light approaches."

Bartz: "I'm outta here!"

[He dashes past Exdeath]

Golbez: "The time is near. In the end, one must find for oneself the power that dwells within."

(Scene ends)

[The setting remains with Golbez. He's talking with Exdeath]

Exdeath: "And so you advise another. Do you fancy yourself the god of harmony?"

Golbez: "My actions are in keeping with the Emperor's plan."

Exdeath: "Oh, yes, you walk his path. But do you share his destination?"

Golbez: "You are one to talk. What do you intend to achieve with your 'Void'?"

Exdeath: "Mwa-hahahaha! How defensive you've become! I have no interest in what you do. My ambition exceeds your petty plots. What I desire is...a true ending."

[The setting shifts to Bartz]

Bartz: "'Do not look outward for the light'? What the heck does that mean? Eh, who cares? It's well past time I got outta here. Whatever that light was, I owe it one!"

Bartz: "I can't wait to see Zidane's face when I show him this crystal!"

[The setting shifts to WoL]

WoL: "Was that a voice I heard? I have felt this presence before..."

(DO scene 70; DO I part 8 of 13)

[WoL is walking through Pandaemonium]

Emperor: "That was quite the performance. But I believe you owe us now. It's thanks to your antics that we lost that Bartz character."

WoL: "(Bartz? What was he doing here? But wait...) It is very much like him to escape in the midst of this mayhem."

Emperor: "He is a lucky one, indeed. But surely you must be aware by now... Victory is unobtainable for you in this battle. But your prowess with the light should not go to waste. What would you say to using your powers for me? Your loyalty will not go unrewarded."

[The Emperor waves his staff and a blue crystal appears]

Emperor: "Your search is over. This crystal shall be yours to keep."

WoL: "I see. So that was your plan."

[WoL swings his sword toward the crystal, emanating a wave of light that shatters it]

Emperor: "Oh... So you would your only hope and crush it? The crystals--were they not what you were after?"

WoL: "I have vowed to put an end to this conflict with my own hands. It is for that reason that I must find the crystal by myself. It is not charity I should receive from the enemy. That was nothing but an imitation."

Emperor: "And I suppose your determination is true."

(Scene ends)

[WoL battles and defeats the Emperor]

(DO scene 71; DO VI part 7 of 9)

[Cloud and Terra are walking when Kefka's laugh suddenly pierces the air. He appears in front of them]

Kefka: "Hello, my pretty! Oh! Another treat for me? You shouldn't have!"

Terra: "Kefka! What have you done to the boy?"

Kefka: "Who cares about that whelp? So how about it? Are you ready to come with me and destroy the world?"

Terra: "I am not like you."

Kefka: "Oh, but you are! No use acting holier-than-thou. You know you'll hurt more people when you lose control again!"

Terra: "I've found a future that I want to protect. No matter how strong my

powers become... I will never lose sight of my dream!"

Kefka: "Hm? You done? Good. Well, in that case..."

[CoD teleports in behind Terra and Cloud]

CoD: "Let us destroy everything!"

[She fires a couple of blasts at Cloud, but he blocks them with his sword]

Terra: "Cloud!"

CoD: "Now...what will you do? Will you both surrender to our powers? Or will you--"

OK (offscreen): "We'll ride it out, all three of us!"

[OK runs onscreen and confronts the CoD]

Terra: "You're alright!"

OK: "I told you I'd protect you. Now, you can leave this nasty one to the two of us!"

[OK and Cloud take fighting positions in front of CoD]

Terra: "Right. And I must--"

Kefka: [sighs] "If you'd just let your powers take over and destroy your mind, you would have made such a better toy!"

Terra: "How could you--"

Kefka: [chuckles] "Oh, forget it. A coward that refuses to destroy anything-- is better off being destroyed by me!"

(Scene ends)

(DO scene 72; DO VI part 8 of 9)

[Terra flies into the air while Kefka hurls balls of energy at her. She evades them. They crash into the wall behind her, producing several explosions.]

Kefka takes to the air after Terra, continuing to launch balls of energy at her while she continues to avoid them or destroy them]

Kefka: "Come on! Let's play! Dance! Dance!"

[Terra continues avoiding Kefka's attacks]

Kefka: [laughs maniacally] "Let the party begin!"

[Kefka causes several balls of energy to converge on Terra from several directions at once. Surrounded, she teleports away at the last second. The balls of energy collide and explode]

Kefka: "Was that it? I wanna play more!"

[Terra reappears in another part of the area, beside a large glass cylinder like the ones the Espers were kept in during FFVI. She's leaning on the cylinder, fatigued]

Terra: "I mustn't ruin everybody's hopes--"

[The camera pans around Terra. Kefka has just teleported inside the cylinder without her noticing. He puts his hands and face against the glass]

Kefka: "Hopes aren't worth dirt! I'm going to destroy everything!"

[Kefka raises his arms and the glass shatters]

Terra: "I won't let you...get away with it!"

(Scene ends)

[Terra fights and defeats Kefka]

(DO scene 73; DO I part 9 of 13)

[The Emperor is on one knee]

Emperor: "Your resolve to end the conflict is most impressive. But will you still be as determined after you know the truth?"

[The Emperor disincorporates into dark smoke]

WoL: "Where could he have gone?"

[Garland enters the room]

Garland: "Looks like it's my turn now..."

WoL: "You... Garland!"

Garland: "Why are you so surprised? As long as you live, I will keep coming back to life. That is the destiny this world has chosen for us."

WoL: "What does that mean?"

Garland: "If the truth behind the conflict is what you seek...come find me."

[Garland teleports away]

WoL: "Wait! The truth behind the conflict...?"

(Scene ends)

Garland: "So... You finally seem ready to learn the whole truth. But now you are the only champion without his crystal. Do not think you can defeat me when you have nothing to prove your worth!"

WoL: "Nothing? I have the light, and that is enough. I remain steadfast in my convictions, no matter how many times I must fight you!"

Garland: "As time runs its course, men like you can only travel the paths given you by fate. But my power surpasses time. And with it, I will destroy you. You will meet your end here, while I will live forever!"

(DO scene 74; DO IV part 7 of 9)

[The setting is the moon from FFIV. Golbez is standing still while Cecil approaches]

Golbez: "There is a different air about you. You seem to have made a decision."

Cecil: "Yes. I will return to my friends."

Golbez: "What?"

Cecil: "Brother...I do not travel with companions to cover my own weakness. Their presence gives me strength. They encourage and support me. I travel with them so that I can aid them as they have aided me. A certain strength can only be born in the presence of my friends. That's why! This is what I believe!"

Golbez: "It looks as though our differences are irreconcilable."

Cecil: "Brother..."

Golbez: "You are a knight. If there is such determination behind your thoughts... prove it with your blade, my brother!"

[Golbez flies into the air]

(Scene ends)

(DO scene 75; DO IV part 8 of 9)

[Cecil has now flown into the air. He shifts from his Dark Knight armor to his Paladin armor]

Cecil: "It's because I have friends that I can fight! Both light and darkness give me the guidance I need. Thus--"

[Cecil flies toward Golbez, who has returned to the ground, and swings his polearm at him. Golbez fires a blast of electricity into Cecil at the last second, sending him back, but not knocking him down. Cecil disperses the attack by switching back to Dark Knight. He then lands on the ground in a crouching position]

Cecil: "I can turn darkness--"

[He leaps toward Golbez, switching back to Paladin, and takes another swing at him. Golbez flies backward to avoid the attack]

Cecil: "into hallowed light!"

[Cecil switches back to Dark Knight]

Cecil: "Behold!"

[He fires the Dark Wave attack at Golbez, who floats out of its way. Golbez lands on a cliff edge]

Golbez: "You're naive, Cecil. Even knowing betrayal and despair, you would depend on the whims of others?"

[Cecil switches back to Paladin]

Cecil: "I swear on this blade-- I will not be dissuaded!"

(Scene ends)

[Cecil fights and defeats Golbez]

(DO scene 76; DO VI part 9 of 9)

Kefka: [growls] "I'll get you back!"

[Kefka's body disorporates into dark smoke. Cloud and OK arrive]

OK: "Terra!"

Cloud: "You okay?"

Terra: "You two! I'm so glad."

[Suddenly, Terra's crystal appears in front of her. It looks like a magicite from FFVI]

Terra: "Could this be... my...power?"

OK: "What did I tell you? I knew you'd find it."

[Terra holds out her hands and claims her crystal]

Terra: "Thank you."

Cloud: [Hm] "But there's no time to rest. Remember--the others are still on their journey."

Terra: "Yes. The real fight is yet to come. We'll join them. Let's go!"

[The three walk away while Terra thinks to herself]

Terra: "(A dream can be about the smallest things.) (Having a dream gives a person strength.) (And that strength, in turn,) (will always lead to another dream.)"

(Scene ends)

[The setting returns to Zidane and Squall]

Zidane: "The light's getting brighter! You think Bartz is near?"

Squall: "Straight ahead of us... Let's hurry!"

(DO scene 77; DO V part 6 of 9)

[Bartz runs into Zidane and Squall at the bottom of the Northern Crater]

Zidane: "Bartz! Where've you been?"

Bartz: "Zidane! Squall, you came too!"

Squall: "You look alright."

Bartz: "Yeah, I managed to get away from a lot of mean-looking guys. But, never mind that. Look at this!"

[Bartz pulls out the crystal he captured earlier]

Bartz: "I nicked this crystal from them. Looks like I win!"

Zidane: [Ha.] "I don't believe it. And here I was actually worried about you!"

[Zidane reaches out to grab the crystal]

Squall: "Wait! Don't touch--"

[There's a flash of light and Zidane is gone]

Bartz: "Zidane!?"

[Exdeath appears, laughing]

Exdeath: "Did you really think obtaining the crystal would be that easy? That was nothing but an imitation I created from the Void."

Bartz: "What?"

Exdeath: "You've played straight into Kuja's hands. Your apelike companion has been sent to Kuja--and soon to the Void."

Bartz: "So you only used me!?"

Squall: "You think cheap tricks can defeat Zidane?"

Exdeath: [Hmph] "Enough babbling! You will be seeing him soon! Manikins, come forth and take them!"

[Exdeath begins to call in manikins]

Squall: "You ready? Bartz!"

Bartz: "Yeah."

Squall: "We'd better regroup later."

Bartz: "Sure."

[Squall and Bartz run away]

Exdeath: "It's no use running."

(Scene ends)

[The setting switches to Squall and Bartz]

Squall: "Zidane will be fine. Just focus on making it out of here for now."

Bartz: "Ah...right... How could I not have realized it was a fake crystal?

Zidane, you'd better be okay..."

(DO scene 78; DO IV part 9 of 9)

[Golbez stumbles and nearly falls]

Golbez: "I see the strength of which you spoke."

[Cecil's crystal appears in front of him. It looks like the crystals from FFIV]

Cecil: "This is ours, Brother. We found this light together."

[Cecil holds out his hands and claims the crystal]

Golbez: "Spare me the folderol. You found that on your own."

Cecil: "But--"

Golbez: "This is only the beginning. Do your eyes see as far as the light shines?"

[Golbez teleports away]

Cecil: "Brother... No matter the hardship, I'll face it head on, together with my friends."

Cecil: "(And someday, with you as well. Because our bond is my guiding light.)"

Cecil: "My mind will not waver."

(Scene ends)

[The setting shifts to Pandaemonium]

Emperor: "It was right to give him space. We now see his true colors."

Exdeath: "Indeed. He is a betrayer to the last."

Emperor: "I suppose it was only a matter of time until he became aware of the light within him... Nevertheless, we must resolve this issue before Shrinyu

makes its move."

(DO scene 79; DO IX part 6 of 10)

[Zidane and Squall run into Bartz at the bottom of the Northern Crater]

Zidane: "Bartz! Where've you been?"

Bartz: "Zidane! Squall, you came too!"

Squall: "You look alright."

Bartz: "Yeah, I managed to get away from a lot of mean-looking guys. But, never mind that. Look at this!"

[Bartz pulls out the crystal he captured earlier]

Bartz: "I nicked this crystal from them. Looks like I win!"

Zidane: [Ha.] "I don't believe it. And here I was actually worried about you!"

[Zidane reaches out to grab the crystal]

Squall: "Wait! Don't touch--"

[There's a flash of light]

Bartz (offscreen): "Zidane!?"

[Zidane has been teleported to the top of the Chaos Shrine]

Kuja (offscreen): [Laughs] "We finally meet again."

[Kuja appears in front of Zidane]

Zidane: "Kuja!"

Kuja: "You have such a considerate friend. He didn't even think twice before delivering you my trap."

Zidane: "So it's all your fault, huh... What did you do to my friends?"

Kuja: "You're still worried about others in this situation? Such recklessness."

Zidane: "Just answer me."

Kuja: "Don't like being alone? What would you do if you were to lose that which you were trying to protect?"

Zidane: "What?"

Kuja: [Hm] "As one who shares your fate, I simply had to see how your heart would break upon realizing how powerless you truly are."

Zidane: "Grr..."

Kuja: "Your friends will get hurt, and there is nothing you can do. Like a bird trapped in a cage, you can only listen as they scream in terror..."

Zidane: "Shut up!"

Kuja: "I'll be looking forward to your solo performance."

[Kuja teleports away]

Zidane: "Guys..."

(Scene ends)

[The setting shifts to Crystal World]

Garland: "You are growing reckless, Kuja."

Kuja: "You again... Have you come to laugh at me, too?"

Garland: "Not at all. You and I are the same. Not just me. We are all the same. Even that witch, Ultimecia... We all bear the same fate. You have only been...directed...because you are new."

Kuja: "We are all the same...? I see... Hehe... Hehehe... Ahahahahaha! I finally understand. It's all so clear. How could I have let them convince me otherwise? I was born for the lead role, and they, merely the chorus."

[The setting returns to Tidus]

Tidus: "Phew, time for a break. Wonder if Firion's made it to the rendezvous point yet."

(DO scene 80; DO X part 3 of 9)

[The setting is in Pandaemonium. Tidus is putting away his sword]

Tidus: "Okay! All clear over here!"

[He turns around]

Tidus: "Huh? Firion! Yoo-hoo! Rosebud! Where are you? Is he lost?"

Jecht (offscreen): "Well, well, well. If it isn't Jecht's little boy."

[Jecht walks onscreen from behind Tidus]

Tidus: "Dad!"

Jecht: "What's wrong? I'm standing right here. Come and get me. Or are you so scared that you can't even move?"

Tidus: "I'm not scared!"

Emperor (offscreen): "Silence."

[The Emperor teleports in and walks onscreen]

Jecht: "What is it now, Your Majesty?"

Emperor: "Your son stands before you driven by a fierce hatred. This does not aid us in our endeavors."

Jecht: [Tah!] "What a hassle."

Tidus: "What are you guys babbling about!?"

Jecht: "He says we can't fight today. Let's save it for later."

[Jecht begins to walk away]

Tidus: "Wait a minute! Don't bail out on me!"

[Jecht keeps going]

Emperor: [Hm] "Do you hate your father?"

[Tidus draws his sword]

Tidus: "Outta the way!"

Emperor: "I suggest you direct that aggression towards me."

(Scene ends)

[Tidus fights the Emperor]

(DO scene 81; DO II part 2 of 10)

Firion: "Well, that's that. Tidus! Where are you?"

Jecht: "Don't know where he is, but he's fine!"

Firion: "Hold on. You're Tidus's father, aren't you? What did you do to him?"

Jecht: "Didn't do a damned thing. I've been told there's no point in me fighting him yet."

Firion: "Tidus has been looking forward to settling things with you. Don't tell me you ran from the fight."

Jecht: "That wasn't funny, kid. Everyone's getting in my way, and it's kinda ticking me off. Think I'll take it out on you!"

(Scene ends)

[Firion battles Jecht]

(DO scene 82; DO X part 4 of 9)

Emperor: "Hatred alone will never yield the crystal. Your prayers shall be heard by no one."

[The Emperor raises his staff and the floor underneath Tidus emits electricity, knocking him down on one knee. The Emperor teleports away]

Tidus: "What does that mean!? Try making some sense!"

[The Emperor's laughter can be heard. Tidus gets back to his feet, growling.
Tidus narrates once again]

Tidus: "(When it came down to it,) (my problem wasn't that he got away.)

(The thing that really made me mad was--)"

Tidus: "It just isn't like you... Taking orders like that!"

(Scene ends)

(DO scene 83; DO II part 3 of 10)

Jecht: "You're not half bad! Come on. We're not done yet!"

Firion: "I won't fight against you."

Jecht: "What? What's the matter?"

Firion: "I realized something as I fought you. The one you really want to fight isn't me. It's Tidus! Why use me as a substitute when you know he's determined to face you?"

Jecht: "Here's another kid who thinks he knows it all. But you sure know how to hit a guy where it hurts."

Firion: "Where are you going?"

Jecht: "I finally see where I'm supposed to go, thanks to all your meddling. You know, when you're having a bad day, you just gotta let yourself go!"

[Jecht walks off. Tidus runs up a few seconds later]

Tidus: "Firion! Are you okay?"

Firion: "I get it now. Like father, like son. What a resemblance."

(Scene ends)

(DO scene 84; DO X part 5 of 9)

[Tidus runs up to join Firion]

Tidus: "Firion! Are you okay?"

Firion: "I get it now. Like father, like son. What a resemblance."

Tidus: "Was it him? Was my old man here?"

Firion: "Until just a second ago. We crossed swords, but I let him go. Jecht is yours to defeat. I can't take that from you. Come on, let's go finish this!"

Tidus: "Yeah..."

Firion: "What's wrong?"

Tidus: "That guy in gold... The Emperor? He said something to me. 'Hatred alone will never yield the crystal.' I wonder what that means."

Firion: "He uses words only as tools to deceive. All you need to do is stay true to yourself. You want to settle things with your father, don't you?"

Tidus: "You bet I do."

Firion: "Then hesitate no more. Let's go after Jecht!"

[Firion walks off while Tidus stays behind in thought for a moment. Tidus narrates]

Tidus: "(I wasn't hesitating.) (But still--) (something didn't feel right.)
(Suddenly, I felt the urge to yell.)"

[Tidus begins running, rushing past Firion and then letting out a yell]

Tidus: "Graaahhh!"

[The screen fades to black]

Tidus: "(I've waited for this for so long--) (so why am I so confused?)"

(Scene ends)

Firion: "The manikins are out in force. Some of them even hold Summonstones...stay on your toes."

Tidus: "Don't have to tell me twice!"

Firion: "Not bad, Tidus!"

Tidus: "Ahh... Heh heh..."

[The setting shifts to the top of the Chaos Shrine]

Golbez: "Jecht. It seems you could not 'let go' of your past after all."

Jecht: "...The past ain't important. I just wanna know if doing this'll put the world back as it was."

Golbez: "If it does...will you be satisfied? Will you blindly follow that man's words until the moment he betrays you?"

Jecht: "I... Dammit!"

[The setting returns to Tidus and Firion]

Tidus: "So you fought my old man, right? What did you think?"

Firion: "This may sound odd...but the look in his eyes almost made me forget he was with Chaos."

Tidus: "I see..."

Firion: "Are you alright? You had best stay focused. There are plenty more enemies ahead."

Tidus: "Don't worry about me. I'm doing fine. No, great!"

[Firion finds a Summonstone]

Shiva AUTO: "I cannot answer your call, but I can save you from danger. Allow me to lend you my powers."

Firion: "I, er, I don't know... Um, what kind of 'powers' are we talking about?"

Shiva AUTO: "Come to me, Firion. I don't enjoy being teased..."

Firion: "Um..."

Firion: "So Tidus, what's YOUR goal in life?"

Tidus: "Huh?"

Firion: "A goal to strive for as you go down your own path--you have one, right? It was only because you encouraged Cecil that he was able to move forward. Are you satisfied with standing still?"

Tidus: "Firion..."

(DO scene 85; DO IX part 7 of 10)

[The setting is Pandaemonium. Zidane is standing, his head held low]

Zidane: "(Guys? I don't-- What should I do?)"

[Cosmos appears. Zidane turns his head to the side, away from her]

Zidane: "Today's not a good day for a date."

Cosmos: "Zidane, don't be afraid."

Zidane: "But I'm powerless. There's nothing I can do for them."

Cosmos: "There is always something that can be done. Is there not?"

Zidane: "But...it might be too late..."

Cosmos: "Your friends believe in you. They do not think you will fail. You should believe in them."

Zidane: "Believe...in them..."

Cosmos: "Your friends are strong."

Zidane: "Yeah. You're right. They aren't the type to get beat up that easily. I have to make sure they're alright. That's--that's the least I can do!

Thanks a lot, Cosmos. Wow. I guess I must really look pathetic. It's usually me who's cheering up the ladies."

[Cosmos shakes her head]

Cosmos: "Your gentleness is also your strength..."

[She vanishes]

Zidane: "Cosmos!"

[Silence for a moment]

Zidane: "Gotta... Gotta stay sure of myself!"

[Zidane walks on ahead]

(Scene ends)

Zidane: "I'm going back...to the friends that believe in me!"

Zidane: "It doesn't matter who I'm up against! Nothing can stop me now!"

(DO scene 86; DO V part 7 of 9)

[Squall and Bartz are walking in the Rift. Bartz comes to a stop]

Squall: "What's wrong?"

Bartz: "It's all my fault. Zidane came to rescue me, and I got him trapped."

Squall: "Looks like you need this more than I do."

[Squall hands Bartz the chocobo feather he had given him earlier]

Bartz: "The feather..."

Squall: "Whenever I found myself in danger, this good-luck charm saved me.

Zidane risked his life trying to find you. So, what are you going to do?"

[Exdeath's laughter is suddenly heard. Exdeath himself then appears]

Exdeath: "I'll find you wherever you go!"

[Squall draws his gunblade]

Bartz: "Hold on. I'll take care of this."

Squall: "Bartz..."

Bartz: "I have to settle this myself. I have to fight him on my own!"

Squall: "When you're done, we're going to find Zidane."

Bartz: "Yeah. With a big smile on my face!"

Exdeath: "You have nowhere to run."

Bartz: "It's okay. I was getting tired of running!"

(Scene ends)

(DO scene 87; DO V part 8 of 9)

[Bartz lands on one of the islands in the rift. He's holding Zidane's

combined form of the Mage Mashers. Exdeath appears in front of him]

Exdeath: "Did you think that would work?"

[Bartz charges at Exdeath, readying his weapon. Exdeath telekinetically controls his sword to engage Bartz in a duel. After several strikes and parries, Exdeath drives his sword straight at Bartz, who tries to block it. The Mage Mashers are split apart and flung into the air while Bartz is sent reeling as well, landing on his stomach. A few seconds later, the Mage Mashers come down and stick into the ground in an x-shape several feet away. They then vanish. Exdeath approaches Bartz and points his sword at him]

Exdeath: "You'll never defeat me playing around like this."

[Bartz quickly gets to his feet and leaps backwards, far from Exdeath. The Buster Sword appears in his right hand]

Bartz: "This is the first time--"

[Exdeath chuckles. Bartz generates Squall's gunblade in his left hand. Holding both swords, he assumes a fighting stance]

Bartz: "I'm serious! Now, showtime!"

[Bartz charges at Exdeath and begins unleashing a fierce barrage of attacks, each of which Exdeath blocks or dodges]

Bartz: "Here it comes!"

Exdeath: "You fool."

[Exdeath teleports. Bartz hops down to the lower level of the island, where Exdeath is standing]

Exdeath: "You shall wander within the Rift forever!"

[Bartz lets the swords he generated disappear]

Bartz: "That doesn't sound half bad!"

(Scene ends)

[Bartz fights and defeats Exdeath]

(DO scene 88; DO IX part 8 of 10)

[The setting is Crystal World. Kuja appears in front of Zidane]

Zidane: "Kuja, get out of my way."

Kuja: "As if you have any place to go."

Zidane: "I'm going back to my friends."

Kuja: "Why not surrender? Do you despise being alone that much?"

Zidane: "I just believe in them."

Kuja: "Believe? In others? Why do you persist with this mummies' farce?"

Zidane: "Believe in my friends isn't a game. You should know. You've got friends, right?"

Kuja: "Friends? Don't you dare associate me with those animals!"

Zidane: "But--"

[Kuja fires a ball of energy at Zidane, which he dodges]

Kuja: [sighs] "You've disappointed me. I wanted so much to enjoy this hopeless tragedy. What an utter failure." [laughs] "It's time to close the curtains to this silly drama!"

(Scene ends)

(DO scene 89; DO IX part 9 of 10)

[Zidane is running up the side of one of the large pillars in Crystal World.

Kuja is flying through the air, chasing him]

Kuja: "Let me perform a piece for you. It's your requiem!"

[Kuja begins unleashing an onslaught of energy balls at Zidane, laughing all the while. Zidane dodges all of them]

Zidane: "You call that music?"

Kuja: "Just playing the overture."

Zidane: "Of course you are. Now I'm playing... the finale!"

[Zidane leaps toward Kuja]

(Scene ends)

[Zidane battles and defeats Kuja]

(DO scene 90; DO V part 9 of 9)

[Exdeath falls to his knees and begins disincorporating into dark smoke]

Exdeath: "You will be the next ones to fall...into the eternal Void."

[He vanishes. Squall walks up]

Squall: "You did it."

Bartz: "It was easy! And I owe it all to this."

[Bartz pulls out the chocobo feather]

Bartz: "Thanks so much, Squall."

[The feather suddenly transforms into Bartz's crystal. He takes hold of it]

Bartz: "What? You mean it was here all along? Talk about getting the runaround!" Squall: "It suits your style."

[Bartz looks across the Rift]

Bartz: "Hey, over there!"

[Zidane is running up to join them]

Zidane: "Heeey!"

Bartz: "I gotta go show this to Zidane. And this time, it's for real!"

Squall: "You never learn..."

Bartz: "Come on. Let's get going!"

[Bartz rushes over to reunite with Zidane while Squall follows at a normal pace]

(Scene ends)

(DO scene 91; DO IX part 10 of 10)

[Kuja is kneeling, defeated. Zidane's crystal appears in the air above him. It looks like a small version of the crystal of creation. It floats down into his hands]

Zidane: "As long as I have my friends, losing just isn't an option."

[Kuja's body begins disincorporating into dark smoke]

Zidane: "Kuja, tell me something. Is it really so hard to trust in someone?"

Kuja: "What good is trust? You cling to others only because you are helpless alone. But if you have trust in others, then you're never alone."

Kuja: "Cease with the noise! I've heard enough! Never... When the curtain falls, it is I who shall bask in the applause."

[Kuja finishes disappearing]

Zidane: "Kuja..."

[Zidane's crystal begins floating away from him, leading him. He runs after it. The screen goes white]

Bartz (offscreen): "Is that--"

Zidane (offscreen): "Heeey!"

[The setting fades in to the Interdimensional Rift. Squall and Bartz are ahead of Zidane]

Zidane: "(I have friends who believe in me.)"

[Bartz runs to reunite with Tidus. Squall follows behind, walking]

Zidane: "(That's how I'm able to face any hardship.) (That's how it's always been, and that's how it'll always be.) (I'm going back...to where I belong.)"

(Scene ends)

(DO scene 92; DO X part 6 of 9)

[The setting is now the World of Darkness. Tidus and Firion are running through the area, but then come to a stop]

Firion: "There he is!"

[Jecht and the Emperor are ahead of them]

Tidus: "Looks like they're arguing."

[The camera moves in on Jecht]

Jecht: "I'm telling you. It's just not my style to sweat the small stuff."

[Jecht raises his sword and dashes toward the Emperor]

Emperor: "So that's your reason for ruining our plans?"

[Jecht reaches the Emperor and there's a white flash as the two battle. The light clears a moment later]

Tidus: "Dad!"

[He rushes forward. The Emperor and Jecht are both down on one knee. The Emperor's body, though, is beginning to disincorporate into dark smoke]

Emperor: "I have no more use for you. Fight your son to your heart's content."

[The Emperor finishes vanishing. Tidus walks up to his dad]

Jecht: "Well, there's no one to get in our way now."

Tidus: "You're... You're hurt, aren't you?"

Jecht: "Just a scratch. Can't even feel it. I can still snap you like a twig."

[Tidus is smiling]

Jecht: "I thought you came all the way out here to beat me, kid!"

Tidus: "Yeah, that's right, I did! I did, but--"

Jecht: "Well?"

Tidus: "Not like this... Something's not right!"

Jecht: "Still scared, huh? If you keep questioning yourself, you won't even get what's yours."

[Jecht rises to his feet. Using his sword for support, he slowly walks off.

Firion walks up beside Tidus]

Firion: "It must be hard fighting against family."

Tidus: "No, that's not it. I still want to fight him and beat him. That hasn't changed a bit. But beating him like he is now-- doesn't feel right. The guy I want to beat--"

[Tidus looks in the direction Jecht walked and is silent for a long moment]

Tidus: "Firion-- I'm sorry. But I have to go do this alone."

Firion: "What?"

Tidus: "I have to settle this by myself."

Firion: [sighs] "You guys are all so selfish... Here, take this."

[Firion hands Tidus a potion]

Firion: "I've been saving this potion. You know what to do with it."

Tidus: "Thanks so much, Firion. I know I'm being selfish... But...this is my story."

(Scene ends)

Tidus: "Finally... I've figured out why I've wanted to beat you for so long. You'd better get ready, dad!"

Tidus: "Alright... Not much longer to the goal."

(DO scene 93; DO II part 4 of 10)

Tidus: "Sorry for being so selfish, but I gotta do this..."

Firion: "Don't worry about it. It's the story you have to tell."

Tidus: "I'm gonna settle things with my old man."

Firion: "Yeah. Now off you go!"

[Tidus runs off]

Firion: "So we go our separate ways."

[The Emperor appears, laughing]

Emperor: "It looks like you are all alone. Have all your friends abandoned you?"

Firon: "Emperor! They have only gone to do what they must!"

Emperor: "Oh? Then do you know what it is that you must do?"

Firion: "Of course I do! I must bring an end to this conflict!"

Emperor: [chuckles] "Such a grand statement from a mere cog in the war machine. He's going to end the conflict, so he says."

[Ultimecia appears, laughing]

Ultimecia: "Then we should teach him a lesson... on the futility of wishing for an end."

(Scene ends)

[Firion battles Ultimecia]

One after another, the crystals appeared before the warriors.

Each crystal was proof of victory over adversity.

Still, the warriors realize it was their companions who gave them the strength they needed.

(DO scene 94)

[Zidane, Squall and Bartz are relaxing, admiring their crystals]

Zidane: "So-- what happens when we all get our crystals?"

Squall: "All Cosmos said was they would give us hope."

[Bartz sees Cosmos's reflection in his crystal. Indeed, she is shown to be standing on a ledge above and behind the three heroes. Bartz turns to look at her, but she has already gone]

Zidane: "What's up?"

Bartz: "Nothing."

[He looks at his crystal again]

Bartz: "Was that a phantom?"

(DO scene 95; DO II part 5 of 10)

Ultimecia: "Did I not say it was futile?"

Firion: "What!?"

Ultimecia: "You are in the midst of a battle that has been fought between the gods for ages. What do you possibly think you could do?"

Emperor: "How pathetic. I'm afraid your dream of obtaining the crystals will never become reality. Even the efforts of your friends will all be for naught."

Firion: "I will not let their struggles be wasted. I will obtain the crystal, and bring an end to this--"

Emperor: "Is that truly your will?"

Firion: "What do you mean?"

Emperor: "That is why you are weak. You only fight because you are told to. You are nothing but Cosmos's tool."

[Ultimecia and the Emperor teleport away]

Firion: "Am I...just Cosmos's tool?"

(Scene ends)

(DO scene 96; DO X part 7 of 9)

[The setting is the final area from FFX. On the long platform here, Jecht is

down on one knee, holding himself up with one arm and breathing heavily. He looks up at Tidus]

Jecht: "So...have you made up your mind yet?"

Tidus: "I have."

[He approaches his father and pours the potion Firion had given him onto Jecht, healing his wounds. Jecht stands up while Tidus walks a few feet away before coming to a stop]

Jecht: "What's the big idea? You taking pity on me?"

Tidus: "It didn't feel right-- beating you when you're weak."

[Tidus draws his sword]

Tidus: "You're a no-good, self-centered old bastard! But I realized-- The old man I know-- is the guy that always wins, the toughest guy in the world! That's who I have to beat!"

Jecht: [Hm] "The skinny little kid, talking tough. You'd better not regret it later."

Tidus: "I'll regret it...if I don't fight you!"

(Scene ends)

(DO scene 97; DO X part 8 of 9)

Jecht: "Then let's do this, huh!?"

[Note: The onscreen text here is "Then let's do this!"]

Tidus: "You're finished!"

[Tidus rushes forward and performs his Spiral Cut Overdrive. It seemingly slashes right through Jecht, but doesn't phase him. He doesn't even seem to have noticed. Jecht then swings his right hand toward Tidus. Though it doesn't actually hit him, a shockwave off of the swing is produced. Tidus leaps out of the way of this and lands on his feet]

Jecht: "Oh?"

Tidus: "Just beginning!"

Jecht: "Then how's this?"

[He launches forward faster than Tidus can react and punches him in the stomach. The attack hurls Tidus into the large sword at the end of the platform. He slides down the sword, and is left laying against it, apparently unconscious. His sword clatters to the ground beside him]

Jecht: "Look what happens when I don't hold back."

[Jecht kneels down beside his son, his back also to the sword]

Jecht: "Well, now you know that nobody can beat me. You're still just a kid. You've got limitless potential running through your veins."

[Tidus's left hand moves slightly]

Jecht: "You'll be up on your feet by tomorrow."

[Jecht begins to walk off]

Tidus (offscreen): "Where are you going?"

[Tidus is on one knee, and propping himself up with his sword]

Tidus: "This isn't over yet. There's no tomorrow for me... unless I beat you today!"

Jecht: "Pesky little runt."

[Jecht turns back to face Tidus as a flame-like aura rises around Jecht]

Jecht: "Who do you take after?"

[Tidus leaps toward his father, his sword prepared to swing]

Tidus: "Go ask yourself!"

(Scene ends)

[Tidus fights and defeats his father]

(DO scene 98; DO X part 9 of 9)

[Jecht is down on one knee. He looks up at Tidus]

Jecht: "Boy, that stings..."

[Tidus rushes up to him]

Tidus: "Dad!"

[Jecht's body begins disincorporating into dark smoke]

Tidus: "Oh, come on... You're fading already?"

Jecht: "Looks like it."

Tidus: "I hate you. I hated you so much... I've always wished you'd be gone. But deep down... what I really wanted was just... your approval... for you to... tell me that I've grown strong--"

Jecht: [Ahh.] "Looks like the kid will never grow up."

Tidus: "That's not my fault. I can't help it. I'm your son, after all."

Jecht: [Haha.] "I guess you are."

[The two chuckle for a moment]

Jecht: "Hey, cry-baby..."

[Jecht stands]

Jecht: "You've grown strong."

[Jecht finishes vanishing. Tidus gasps. A moment later, his sphere appears in the air above him. It looks like the video spheres from FFX. Tidus reaches up and grabs it]

Tidus: "Don't worry. I'll take good care of this."

(Scene ends)

(DO scene 99; DO II part 6 of 10)

[Firion is standing alone, thinking. Cosmos appears]

Firion: "Cosmos!"

Cosmos: "Cloud, Cecil, and Tidus have each obtained their crystals."

Firion: "They've done it... They've really done it!"

Cosmos: "Yes. Because they never stopped walking down the paths they chose."

Firion: "The paths they chose..."

Cosmos: "Have you lost yours?"

Firion: "I...never had a specific objective I could call my own... like winning against my father, or winning alongside my brother. I just wanted to bring an end to the conflict. It's like the Emperor said. I'm only a tool without a will of my own."

Cosmos: "That is untrue. You do have a goal. A dream that you have kept inside your heart for a long time."

Firion: "But my dream is nothing special. It's more like...just a childish dream."

Cosmos: "Tell me your dream-- and the future you wish for in your heart."

Firion: "Wild roses... My dream is a world filled with wild roses. When the battle is over, I want to fill the world with flowers. A world where we can overcome what we have lost, where even the rain and the wind can provide us with strength..."

Cosmos: "It's a beautiful dream. A dream that was born out of none other than

you. If you were a mere tool, you would not have had such a dream."

Firion: "Cosmos... You're right. It is my dream. And it's up to me to seize it."

Cosmos: "I wish I could have such a dream..."

[Cosmos vanishes]

Firion: "And you can. I promise."

(Scene ends)

Firion: "(Many people lose their lives in times of war... They may die trying to protect friends, or trying to give strength to others. But in the end, they die. And there are others who lose hope, and grieve...)"

Firion: "A future where happiness blooms like a wild rose... That's what I'm fighting for!"

Firion: "I must press onward... For Cosmos's dream...and my own!"

(DO scene 100; DO II part 7 of 10)

Emperor: "What does an aimless tool of war want with me?"

Firion: "I am not just a tool. I fight in order to make my dream come true!"

Emperor: [laughs] "Wild roses? You shouldn't risk your life over such a worthless dream. You don't even have the strength to take hold of it."

[The Emperor fires several energy blasts at Firion. They hit him and bring him to his knees]

Emperor: "What's the matter? Are you done dreaming?"

[Cloud and Tidus run up and get between the Emperor and Firion]

Cloud: "We won't let it end!"

Firion: "You guys!?"

Cloud: "You've gone far enough on your own."

Tidus: "A friend's dream is our dream... We'll defend it together!"

[The Emperor fires three more blasts. Each Warrior of Cosmos present blocks one]

Emperor: [Heh] "The time has come..."

[The Emperor teleports away]

Emperor (offscreen): "Firion! Come to where I am! Come and show me your will!"

Cloud: "Cecil and Terra should be joining us soon, but--"

Tidus: "You're going alone, aren't you?"

Firion: "I must settle this."

[Cloud holds out his hand to Firion. The wild rose appears there]

Firion: "How did you--"

Cloud: "Show us the rest of your dream."

Tidus: "That's right! We'll all be waiting for you."

Firion: "I'll be back!"

(Scene ends)

[The setting is the Chaos Shrine]

Sephiroth: "Always the same desires, the same aims... Mere puppets who cannot see their own strings."

Garland: "Such is the cycle."

Sephiroth: "And again, you are saved by the light. Tell me, is your will so

much stronger than the truth?"

Garland: "... Your words matter not. All is nothing against the 'great will.'"

[The setting changes back to Firion]

Firion: "Everyone has supported me all this time... I won't keep them waiting any longer! I must succeed!"

Firion: "I must carve my own path!"

(DO scene 101; DO II part 8 of 10)

Emperor: "You've come."

Firion: "I will not lose to one who calls me a tool of war!"

Emperor: "You and your pathetic dream. I should erase such flights of fancy. You're far better off as just a tool."

Firion: "Impossible. I have friends who share my dream. As long as my friends are here, the dream will never fade. You could never erase our hopes for the future!"

Emperor: "In that case--I shall simply make everything mine."

[The Emperor raises his staff]

(Scene ends)

(DO scene 102; DO II part 9 of 10)

[Several spikes appear around Firion]

Firion: "What!?"

[Lightning begins charging between the spikes]

Firion: "I'm trapped!"

[The spikes explode, engulfing Firion in a large explosion. The Emperor laughs. When the smoke clears, Firion collapses, his various weapons on the floor around him]

Emperor: "You should have disposed of your fantasy and accepted me as master."

[Firion's weapons suddenly float into the air and fly toward the Emperor, neutralizing several balls of energy that were floating in the air. There's a blue aura around them and Firion]

Emperor: "What...?"

[The weapons continue to fly toward the Emperor, stopping abruptly just a few inches from his face and body. Firion rises to his feet, the aura still pooling off him]

Firion: "There is no meaning in strength only used to hurt others."

[Firion's weapons fly back toward him. He begins running toward the Emperor, catching his axe as he goes]

Firion: "I have dreams..."

[Firion catches the rest of his weapons, grabbing the sword last while leaping into the air. He lands right in front of the Emperor and points his sword at him]

Firion: "Dreams worth dying for!"

Emperor: "What will an insect like you do?"

Firion: "Believe in the future-- And persist in the present. That's what I'll

do!"

(Scene ends)

[Firion fights and defeats the Emperor]

WoL: "Prepare yourself, Garland... If destiny calls us to fight, then I welcome it!"

(DO scene 103; DO I part 10 of 13)

[WoL enters the Chaos Shrine and confronts Garland]

Garland: "So you've come..."

WoL: "To learn the truth, and put an end to the conflict."

Garland: "Your foolish efforts amount to naught. We are trapped in eternal conflict... A cycle of battle without end."

WoL: "Battle without end?"

Garland: "Indeed. As the conflict between the gods carries on for all eternity, so our battles will also be repeated forever and ever! That is the truth of this world! We cannot escape this fate! Far better for you to rid yourself of any hope. It is time for you to accept the cycle and embrace combat's grim pleasure!"

WoL: "Garland, I pity you."

Garland: "Pardon?"

WoL: "You are bound by the chains of destiny and steeped in despair. And for that, I pity you. Indeed, we have repeated our battles time and time again. You could say that we have been caught in the cycle of battle. But now that I know the truth, I can overcome it. All that is left to do now is fight to end the cycle!"

Garland: "You can defeat me here, but that would only be another step in the cycle!"

WoL: "Whatever destiny the world may hold for me, I can never give up! This battle shall come to an end, and I shall save you, too!"

Garland: "You? Save me? I have heard enough nonsense!"

(Scene ends)

(DO scene 104; DO I part 11 of 13)

[WoL charges toward Garland, while Garland swings his sword, damaging the shrine and causing debris to rain down on WoL. WoL easily destroys the fragments of stone and generates several blades of light in the air above him]

WoL: "Come, light!"

Garland: "This is the cycle of battle!"

[Garland smashes his sword into the ground, causing a large fissure in the middle of the shrine that moves in WoL's direction. WoL easily gets past it and reaches Garland, making a powerful swing of his sword which Garland blocks with his own. The two combatants with their weapons locked, Garland begins to speak again]

Garland: "We will never come to accept one another. We shall always be in conflict!"

[Garland breaks the sword lock and the two begin a short series of strikes and parries. WoL leaps away from Garland for a moment]

WoL: "Destiny--ends here!"

Garland: "End it if you can!"

[WoL leaps toward Garland and swings his blade down at him as the action goes into slow motion and Garland prepares to swing at WoL as well]

(Scene ends)

[WoL fights and defeats Garland]

(DO scene 105; DO II part 10 of 10)

[The Emperor is on his knees, his body beginning to disincorporate into dark smoke]

Emperor: "This isn't over. Just you wait. Once you see how your dreams are crushed, you will be begging for my reign!"

[The Emperor's body finishes vanishing. Firion's crystal appears in front of him, a pink obelisk-like object. Firion approaches it and claims it]

Firion: "(Perhaps the battle has just begun.) (In that case, let us keep dreaming.) (A world full of wild roses--) (Along with my friends, I'll make it come true.) It will come true. Someday!"

(Scene ends)

(DO scene 106)

[Tidus, Cloud and Squall are walking through the Rift. Tidus is slightly ahead of the other two]

Tidus: [You shoulda seen it. Just in the nick of time to save the day.]

[chuckles] "And then I bumped into you guys shortly afterwards. And that, my friends, is my story--"

[Tidus turns around but Cloud and Squall aren't there]

Squall: "You coming with us?"

[Tidus turns back the other way. The two of them are standing with impatient looks on their faces. Squall jerks his head as if to say, "Let's move"]

Cloud: "Guess what? The story continues."

[Squall and Cloud walk on ahead. Tidus chuckles nervously and begins to follow, but as he does so, he hears a strange sound. He looks around for the source. Seeing nothing, he goes to catch up with the others]

(DO scene 107)

[The setting opens on Zidane and Firion in Ultimecia's clock tower]

Firion: "The wild rose... I guess that's...that's my one and only answer."

Zidane: "That's what you call your princess?" [Hm]

[Suddenly, the two hear a loud sound. They look around, trying to identify the source. After a moment, they run offscreen]

(DO scene 108; DO I part 12 of 13)

[Now on top of the Chaos Shrine. Garland is kneeling, defeated, while WoL continues standing. Suddenly, a light is generated in the air above him and a blue crystal appears in its wake]

WoL: "This light..."

[WoL approaches his crystal and claims it]

WoL: "The crystal..."

Garland: "So you have obtained it. The crystal holds the power to sever the shackles of time."

WoL: "Then it has the power to bring this conflict to a close."

Garland: "And even put an end to the gods' existence."

WoL: "What did you say?"

Garland: "What would happen to the gods if all the crystals were gathered? What would happen to the world if its cycle of conflicts was suddenly broken? Not even the gods could foresee the bedlam that awaits... We shall meet again-- in

the near future!"

[Garland disincorporates into dark smoke]

WoL: "(The cycle is not yet over.) (I will have to face Garland again) (unless we win the real conflict.) (But...)"

(Scene ends)

(DO scene 109; DO I part 13 of 13)

Zidane: "Looks like you finally got it."

[All the other Warriors of Cosmos are approaching WoL on top of the Chaos Shrine]

WoL: "Is everyone alright?"

OK: "Of course! It was a piece of cake."

Firion: "So now we all have our crystals. We should get going!"

WoL: "Yes. Let us hurry. Cosmos is waiting."

[Everyone begins to leave. WoL stops for a moment to reflect]

WoL: "(No matter how many times darkness threatens to swallow the world--)(the light will always be with us.)"

(Scene ends)

[The setting switches to Chaos's place]

Emperor: "Well, if it isn't the god of destruction. Have you regained your powers?"

Chaos: "How fares your plot, Emperor?"

Emperor: "Ah, so you already know. In truth, the real plan has yet to be executed."

Chaos: "What?"

Emperor: "You need only focus on your duty. I shall be the author of this tale's end."

Cosmos, defender of a world torn asunder by Chaos.

Is the world reflected in her eyes

one restored to harmony, or...?

(DO scene 110)

[The setting is Cosmos's place. Cosmos is sitting]

Cosmos: "Battle-scarred warriors... I..."

[Cosmos closes her eyes and flashbacks to Gabranth and Shantotto being there]

Gabranth: "There is no future for the bystander. As there is naught he can defend."

Shantotto: [laughs] "Of course! The future is for one to take by brute force!"

[Cosmos's thoughts return to the present]

Cosmos: "It is all an endless dream. Yet still..."

[The ten Warriors of Cosmos are approaching her]

Cosmos: "The fantasy must come to an end..."

Thus, with crystals in hand,
the warriors assembled around Cosmos,
to defeat Chaos, and save the world...

(DO scene 111)

[The setting is Cosmos's place. WoL approaches the other nine Warriors of Cosmos. He nods to them, then turns to look at Cosmos, who is sitting,

awaiting them. The group walks over to her, while she stands to greet them.
WoL pulls out his crystal]

WoL: "Let's end this fight, here and now."

Cosmos: "No... It has already been settled."

[Pyreflies begin to rise from Cosmos's body as she collapses to the ground]

Cosmos: "Your fate is to fall... into true darkness."

[The world around them suddenly becomes like Chaos's place, a barren wasteland filled with giant swords penetrating the earth and a rain of fire from the sky. Tidus takes in the spectacle for a moment before turning to look back at Cosmos, who has returned to her feet]

Tidus: "Cosmos!"

[Chaos is floating in the air directly in front of Cosmos. He's laughing]

Cosmos: "Chaos..."

[Tidus begins running toward Chaos, but, without raising a finger, Chaos telekinetically brings Tidus's charge to a stop and holds all the Warriors of Cosmos in place]

Chaos: "For all your wandering, still you end up in purgatory. What a shame, Cosmos."

Cosmos: "This is not for your to decide. What they must know is true darkness."

Chaos: "Your wish shall be granted... I will extinguish all light!"

[Chaos waves his right two hands toward Cosmos. A pillar of fire burst out of the ground, completely engulfing her]

Squall: "Cosmos!"

[Cosmos turns to look at the heroes before vanishing. The pillar of fire continues to rise for a few more seconds before abating. When it has gone, Cosmos is nowhere to be seen. All that remain are a few pyreflies floating in the air, though they soon vanish as well. Looks of horror and anger appear on the heroes' faces]

Chaos: "The world is unchanging."

[Chaos begins to fly away, and the screen goes black]

Chaos: "Powerless beings... Fall into the shadows of despair... and begone."

(Scene ends)

Each of the ten warriors, the world's last hope,
have followed their own paths to obtain the crystals--
But the goddess of harmony, Cosmos,
perished as they watched,
leaving the world in the hands of Chaos, the god of discord.
And as last spoken by the deity who summoned them--
The warriors were now about to experience
true darkness.

-A Truth Lost-

(SI scene 1)

[The setting opens on the heroes immediately following Cosmos's death and Chaos's departure. They're all still in shock over what has happened.

Suddenly, pyreflies begin pooling off of Tidus]

Tidus: [Huh?] "What... What the...!?"

[Likewise, pyreflies begin rising from Zidane and Bartz as well. Tidus falls to his knees and screams as he vanishes]

Bartz & Zidane: "Tidus!?"

[Exdeath's laugh is heard. Bartz and Zidane look toward him]

Exdeath: "The conflict of the gods has ended. Now you pawns must fade to darkness."

Kefka: "You're getting what you deserve. After all, Cosmos died-- because of what you did!"

[Pyreflies are now rising from all the heroes]

Zidane: "What did you say!?"

[Zidane gasps a couple of times and then disappears like Tidus. Squall follows, and then Cloud. Then Terra and Bartz. Cecil as well.]

Kefka: "It's better that you disappear than to know the brutal truth. Trust me."

Exdeath: "Fear not."

[OK and then Firion disappear as well]

Exdeath: "I will wait until you are gone-- before I return the world to the Void."

[We're now looking through WoL's eyes. Exdeath and Kefka begin laughing hysterically. WoL's vision gets blurry as he continues looking at them and trying to keep his eyes open. Finally, his eyes shut and the screen goes black]

WoL: "There is not even a speck of light-- I am in absolute darkness."

Tidus: "Did I really disappear? If all of us are gone, then that world--"

Squall: "Is this it? Is this the way it all ends?"

OK: "No... I don't want it to end."

[Suddenly, in the darkness, the 10 crystals appear]

OK: "I learned through all the battles that we can't just give up!"

[The crystals emanate a white light together that covers the screen]

OK: "Even in the deepest despair!"

[The crystals are now back in the air above Cosmos's place. They circle through the air and then each flies into the hands of its corresponding hero, who is also back in Cosmos's place]

Terra: "Could this be...Cosmos's doing?"

[Flashback to Cosmos's final moments]

Cosmos: "'What they must know is true darkness...'"

[The setting returns to the present]

Cecil: "But they said that we were the ones who killed Cosmos..."

Firion: "I think...we should find out the truth."

Bartz: "Why Cosmos had to disappear... If WE have to disappear as well..."

We've got to get some answers!"

Cloud: "We're not gonna let them have their way."

(Scene ends)

WoL: "...What is happening to this world?"

Bartz: "Everything's on the verge of being devoured by chaos..."

Tidus: "Guess we'd better get moving."

- SHADE IMPULSE CHAPTER 1-2 -

[A Truth Lost]

Souls who press for destruction to the very end

make a farce of the coming calamity...

[The setting shifts to Ultimecia's clock tower]

Ultimecia: "It seems the conflict is nearing its end. Shinryu is stirring."

CoD: "...Shinryu?"

Ultimecia: "Yes. That which purifies the world. The wyrm will cull the wheat from the chaff and wipe the world clean. A checkmate. And then the board is cleared for another match."

CoD: "So that is how these battles have repeated time and again..."

Ultimecia: "Yes. I have had an eternity to master my gambit. But I feel something...unusual this time. The world trembles like never before... Could the Emperor have been able to achieve an absolute death for--"

CoD: "We have no interest in that man's petty machinations. All that matters is to engulf all in our shadow. A return to the Void."

Ultimecia: "...Why?"

CoD: "The Void fascinates us. Unlike the world and its tiresome conspiracies, it is eternal."

[The setting returns to the heroes]

OK: "I've got a bad feeling... I just know something's waiting for us ahead."

Cloud: "Doesn't matter. We decided to fight. That means we'll deal with whatever comes our way."

OK: "Right!"

[The heroes encounter Kefka. If you aren't using Terra to fight him, the following occurs before and after the battle]

Kefka: "Welcome, dear, dear friends. I've been thinking of just the right thing to say when we met again. So here goes: I'll destroy EVERYTHING and create my own empire of death!"

[The heroes battle and defeat Kefka]

Kefka: "Why try so hard to keep living? In the end, nothing truly matters..."

[If you do use Terra in the battle, the following occurs instead]

(SI scene 2)

[Kefka's laughter is heard. The camera moves up to find him]

Kefka: "You're still alive? You pathetic dregs can't even die properly."

Terra: "Kefka..."

Kefka: "Oh, I know. You came here to be destroyed by me, right? Of course! After what you did to Cosmos, who wouldn't want to follow?"

Terra: "Tell me. What is it that you know?"

Kefka: "You want to hear? Do you? In that case... I'm not telling!"

Terra: "Stop fooling around!"

Kefka: [Sorry, man.] "Come on. What does it matter anymore?" [laughs hysterically] "Destruction is the fate of all things. Listen... Do you hear it? Those are fate's footsteps!"

[Kefka says, [Ta, la, tiyah!] and fires a ball of energy at Terra. It explodes around her]

Kefka: "Beyond the chaos, the end draws near."

(Scene ends)

[Terra battles and defeats Kefka]

- SHADE IMPULSE CHAPTER 1-3 -

[A Truth Lost]

A knight with a crushing strike...

His strength calls forth a new

source of courage in the warrior.

(SI scene 3)

[The setting opens on the Emperor talking to Jecht. The area is the final area of FFX]

Emperor: "The long conflict between the gods is finally over."

Jecht: "It's gonna start over again, right? We get 'purified' or whatever, then go play with the kids some more..."

Emperor: "Yes. That would usually be the case. But this time, we saw that Cosmos's death would not be transient, but absolute. Her warriors will also completely vanish...as will we, eventually."

Jecht: "What're you talking about?"

Emperor: "We return to being the mere vessels that we were. That is how this battle will see its true end."

Jecht: "Wait a minute, that doesn't sound right. You've been trying to off us all from the beginning? Is that why you called us all here--as pawns of Chaos to do your dirty work?"

Emperor: "You are wrong on one point, Jecht. You are not Chaos's pawn."

Jecht: "...What?"

(Scene ends)

(SI scene 4)

[Kefka is barely able to stand]

Kefka: "It's not enough... Destroy more... Have got to destroy more!" [gasps for air repeatedly]

Terra: "Just stop! None of this makes any sense!"

Kefka: [laughs] "Destruction isn't supposed to make sense! It's only fun when it's senseless! Why create, when it will only be destroyed? Why cling to life, knowing that you have to die? None of it will have meant anything once you do!"

Terra: "We live to protect what we hold dear. As long as you have that, you can find the meaning on your own."

Kefka: "Meaning schmeaning! The whole world's going bye-bye! You included! Life... Dreams... Hope... Where do they come from? And where do they go? None of that junk is enough to fulfill your hearts! Destruction... Destruction is what makes life worth living!"

[Kefka's body begins emitting electricity like Terra's had at times earlier in the story]

Kefka: "Destroy! Destroy! Destroy! Let's destroy everything!"

[Kefka explodes. Dark smoke and embers rise from the spot. His half-hearted laughter is heard for a moment, then fades away]

Terra: "It was your broken heart-- You were trying to fill it with destruction..."

Terra: "(This misery must not be repeated--ever)"

Terra: "I must keep moving forward."

(Scene ends)

[The heroes find a Summonstone]

Odin AUTO: "If you pledge to lead my soul down the true path... I shall be the savage blade that rends your enemies asunder."

- SHADE IMPULSE CHAPTER 1-4 -

[A Truth Lost]

The spirit can be passed on
even if its wishes go unanswered...

(SI scene 5)

[The setting is back with Jecht and the Emperor]

Emperor: "You are wrong on one point, Jecht. You are not Chaos's pawn."

Jecht: "...What?"

Emperor: "You most likely don't remember...but you were once a pawn of Cosmos. Harmony and disorder are always arbitrary. You just happen to be on our side now. You are a traitor, a body of the dark with a heart of light. So I set out to use you."

Jecht: "Use me?"

Emperor: "To make crystals--special ones suited for bodies of the dark. Light was born when you faced your son. Then I took the light when you fought him. Tremble in fear... Now I have powers the likes of which even gods can only dream!"

[Jecht turns away]

Jecht: "...I get it now. And I finally get what kind of guy you really are."

Emperor: "Where do you think you're going?"

[Jecht is walking off]

Jecht: "Off to fight--a REAL fight. With someone who's got the heart for it!"

Emperor: "...Hmph. Bark while you can. Your time is short. Only I have the power to survive the world's demise. I shall reign in the end!"

(Scene ends)

[The setting is back with the heroes]

Squall: "The fighting's been nonstop for some time now. Is everyone alright?"

Firion: "Yeah. We're fine. None of us are alone."

[The heroes encounter Jecht. If you aren't using Tidus to fight him, the following occurs before and after the battle]

Jecht: "So you made it this far, huh? Hmph, I don't see the kid around..."

Whatever. C'mon, show me what you've got. That's what you're here for, right?"

[The heroes fight and defeat Jecht]

Jecht: "Heh. Not too shabby. Looks like I've got nothing to worry about."

[If you do use Tidus in the battle, the following occurs instead]

(SI scene 6)

[The setting is the final area from FFX. Tidus runs to the end of the long platform here, where Jecht is waiting]

Jecht: "Hey."

Tidus: "What are you doing here!?"

Jecht: "What? Can't even greet your old man? To be honest, I don't really know, either. Well, maybe we've got some unfinished business."

Tidus: "What are you talking about?"

Jecht: "Haven't you learned anything? A real ace fights until the very end. And we just hit overtime."

Tidus: [Heh.] "Well, then--"

Jecht: "Where did we leave off?"

(Scene ends)

[Tidus fights and defeats Jecht]

(SI scene 7)

[Jecht is down on one knee. He stands up]

Jecht: "So? Are you ready to move on?"

Tidus: "What?"

Jecht: "I think you had so much on your mind that you couldn't even take your

next step."

Tidus: "That's not..."

Jecht: "You're pathetic. Can't even get one thing right without me, can you?"

Tidus: "I just--"

Jecht: [Heh.] "Well, if you don't understand it, try just accepting it."

Tidus: "Huh?"

Jecht: "Accept that you are weak. Accept the path you've taken. Accept that nothing makes sense in this whole damn world! Once you accept everything, then you can choose your next path-- the one path you really want to take."

Tidus: "You came here...just to tell me that?"

Jecht: "Gonna cry again?"

Tidus: "Shut up."

Jecht: [Heh heh heh.] "There. That's my boy. Now, don't make me come out here again, you hear?"

Tidus: "Not for a million gil."

[Jecht turns around]

Jecht: "See ya."

[Jecht begins to walk away]

Tidus: "Hey, Dad... Thanks, huh?"

[As Jecht walks away, pyreflies begin rising from him. He looks back over his shoulder toward Tidus]

Jecht: "It was fun. Being your dad and all."

[Jecht disappears]

Tidus: "Don't worry. I'll save the tears... until everything's over."

(Scene ends)

- SHADE IMPULSE CHAPTER 1-5 -

[A Truth Lost]

Before all returns to nothingness,
there is a task that must be done...

[The setting is Crystal World]

Terra: "Something's coming..."

WoL: "It feels as though the whole world is reeling..."

Cecil: "The air has become stagnant. Perhaps because Cosmos is no more..."

Terra: "I wonder what she meant by us knowing true darkness... What if the fate of the world is already decided...and all we've done was in vain?"

Zidane: "...Sure, maybe all we've done is gonna come to nothing. But are we just gonna give up? Now THAT would be a real waste!"

WoL: "That's right. All we can do now is keep moving forward. May the crystals bless our world..."

(SI scene 8)

[Bartz, Zidane and Tidus are walking through the Interdimensional Rift. Exdeath stands on the edge of a castle in front of them]

Exdeath: "So, you are all still alive. The power of the crystals is formidable indeed."

Bartz: "Power of the crystals? Exdeath, tell us what you know! What did you mean when you said that we killed Cosmos?"

Exdeath: "I suppose I can enlighten you with the truth now. Think of what the crystals are. They are born of the harmonious force possessed by a certain deity."

Tidus: "Harmonious force..." [gasps] "You don't mean--"

Exdeath: "Indeed, the crystals are shards of Cosmos. They themselves are the goddess's power. And it is because you had obtained them that Cosmos lost her

strength and perished. The power of the crystals has allowed the pawns to live on without their master. But so feeble is the light that remains. Even that shall soon fade to nothing."

Bartz: "If that light goes out, we would--"

Exdeath: "Return to the womb of the Void." [laughs maniacally]

Bartz: "Why'd you do this, Cosmos?"

Exdeath: "If you cannot wait, I will send you on the journey myself. All shall return to nothing, as will I... For eternity!"

(Scene ends)

[The heroes fight and defeat Exdeath]

(SI scene 9)

[Exdeath is down on one knee. Terra is there now in place of Tidus]

Exdeath: "This is the sensation. The boundaries of the flesh are broken, dissolving into nothingness... The Void is where all begins and all ends. Soon, all of you will become a part of this eternity!"

[Exdeath's body begins disincorporating into dark smoke. He laughs and stands up as he finishes vanishing]

Bartz: "Why did Cosmos make us get the crystals?"

[Flashback to Cosmos]

Cosmos: "I have been defeated."

[Another flashback to Cosmos]

Cosmos: "What they must know is true darkness."

[Another flashback to Cosmos]

Cosmos: "And you are the last hope left to this world."

[The setting returns to the present]

Terra: "Cosmos...must have known...that her death was a fate that couldn't be avoided."

Bartz: "And knowing that, still gave us the last of her strength? It must be because she had hope. She wanted to pass it on to us."

Terra: "If the crystals--no, if Cosmos granted us her last remaining moments--"

Bartz: "We can't let them go to waste. Let's fight--with our own strength!"

Zidane: "Let's do it! We'll fight until we drop!"

[The Emperor's laughter is heard. He walks onscreen]

Emperor: "I see the farce still continues."

(Scene ends)

The crystals obtained by the ten warriors were the last of Cosmos's strength. Predicting her own demise, the goddess had left the warriors with limited time--time they were not destined to have. The future is now left to the hands of the valiant. As they reaffirm their determination to follow the goddess's will, a dark shadow creeps closer...

-The Schemers-

(SI scene 10)

[The setting is with the Emperor and the heroes. Firion, Squall and OK are there]

Emperor: "How wonderful to see you all again."

Squall: "It can't be... You lost to Firion!"

Firion: "Emperor... You're still alive?!"

Emperor: "I've come back from the afterworld. This world seems to be looking for a new ruler."

Firion: "It's because of fiends like you that conflict never fades!"

Emperor: "Save your energy. You've yet to face the true crisis."

OK: "What?"

Squall: "Doesn't sound like he's bluffing."

Firion: "What are you saying?"

Emperor: "With Chaos victorious, the chains binding us are no more. One schemes the world's return to the Void, while another revels in its ultimate destruction. Each of us has begun to follow the naked desires in our hearts. It is the birth of an utterly chaotic world."

OK: "Well, we'll just stop every last one of them!"

Firion: "We're not handing you the future!"

Emperor: [laughs] "The future isn't yours to give or take. Be the opening act, dear warriors-- until the time comes for my reign."

[The Emperor teleports away, laughing]

OK: "We are all here--"

Firion: "because none of us are alone! There's no time to stand around."

Squall: "Let's get going."

[OK nods]

(Scene ends)

[The heroes encounter Kuja. If you aren't using Zidane to fight him, the following occurs before and after the battle]

Kuja: "I am nothing but an imitation, after all... I won't even live to see this world collapse. I have nothing left to fear! But I refuse to die alone... You will all join me! A fitting end to this tragic farce!"

[The heroes fight and defeat Kuja]

Kuja: "I had nothing more to lose... I only wish I could have realized what it truly means to live..."

[If you do use Zidane in the battle, the following occurs instead]

(SI scene 11)

[The setting is Crystal World. Kuja is talking]

Kuja: "Peace is but a shadow of death, desperate to forget about its painful past. Though we hope for promising years... After shedding a thousand tears, yesterday's sorrow constantly nears."

[Zidane walks onscreen]

Zidane: "I see that you're just as long-winded as ever."

Kuja: "And I see that you never learn. Where will you go after all has been lost?"

Zidane: "A lady has left the future up to me. I can't run away with my tail between my legs."

Kuja: [Hm] "Maybe you need to learn things the hard way."

Zidane: "Yeah. Let the curtains rise."

Kuja: "In this world, only the fittest survive. Resign yourself to vanish... into the mellifluous twilight that awaits!"

(Scene ends)

[Zidane fights and defeats Kuja]

(SI scene 12)

[Kuja falls to his knees]

Zidane: "As long as there's hope, I'm not going anywhere."

Kuja: "Then...I want you to...erase me."

Zidane: "What?"

Kuja: "The world has disowned me. I have been defeated by life itself."

[There's a long moment of silence between the two. Finally, Zidane walks up to Kuja and extends his hand to him]

Kuja: "Why?"

Zidane: "Do I need a reason...to help someone? Or is my help...not good enough for you?"

Kuja: "It's likely that...I will hurt you again."

Zidane: "I can take a beating."

Kuja: "I don't think...I will ever come to understand you."

[Kuja gently pushes Zidane's hand aside]

Zidane: "Kuja?"

[Kuja struggles to his feet on his own]

Kuja: "Off with you. Aren't there more important things for you to seize?"

[Kuja's body begins disincorporating into *white* smoke]

Kuja: "I return...to where I must..."

[Kuja finishes vanishing]

Zidane: "We're going back...to the same place."

(Scene ends)

- SHADE IMPULSE CHAPTER 2-2 -

[The Schemers]

A place untouched by light...

A truth, spoken with the darkness...

(SI scene 14)

[The setting is Pandaemonium. Golbez and the Emperor enter the room from different directions]

Emperor: "I finally see... You were tied to Cosmos all along."

Golbez: "Everything I did was to save him...but I'm afraid I was oblivious to your scheme. Using crystals possessing the power of darkness...to escape ruination..."

Emperor: "Do you not see, Golbez? Would you rather accept the end of the world with despair?"

Golbez: "No, not despair."

Emperor: "What?"

Golbez: "This world is formed of shards brought from different realms by the two gods. As long as Chaos reigns, the shards are fated to sink into endless darkness. But if Chaos perishes, the shards would be released, returning to where they once were. What I seek is hope. They have the strength to defeat Chaos!"

Emperor: "What foolishness. How could the god of destruction ever be ruined himself? There are no flaws to my plan. Someday, even the gods shall bow down to me!"

(Scene ends)

WoL: "Let us all be prepared. Our enemies will show us no quarter."

- SHADE IMPULSE CHAPTER 3-3 -

[The Schemers]

Hopes and dreams are not limited to the light.

Hope blossoms in the darkness as well...

[The setting is the moon from FFIV]

Garland: "This struggle of yours is unseemly, Golbez. And unnecessary. Your guidance led Cosmos to an absolute death. Now the cycle MUST come to an end."

Golbez: "We have endured many 'ends.' Surely you are aware that this is no different."

Garland: "You misunderstand the desires of the Great Will. My task is yet unfinished... This world is but a testing ground for the development of the ultimate weapon...Chaos. And that is precisely why the cycle of battle had to continue for all eternity."

Golbez: "Garland... What is it that you know? Who ARE you?"

[The setting shifts back to the heroes, who soon encounter CoD. If you aren't using OK to fight her, the following occurs before and after the battle]

CoD: "You have come. We have had an eternity in the Void to prepare. We will flood this world with darkness-- and return all to the Void."

[The heroes fight and defeat CoD]

CoD: "Mwahahaha... Such conviction. We will meet again, in the endless Void."

[If you do use OK for the battle, the following occurs instead]

(SI scene 13)

[The setting is the World of Darkness]

CoD: "In the end of infinite solitude-- Disorder shrouds the world in darkness. And now, all things belong in our arms."

OK (offscreen): "Not yet. We're still here!"

[OK runs up to her]

CoD: [laughs] "You cannot even stand on your feet without something to protect. What will you do without your goddess to defend?"

OK: "Her thoughts are with me. They live right here inside."

CoD: [laughs] "What insolence."

[OK draws his sword and CoD takes up a fighting stance]

CoD: "You should know that your bravado is what feeds the darkness!"

(Scene ends)

[OK battles and defeats the CoD]

(SI scene 15)

[CoD is slumped over, barely able to stand]

CoD: "With the gates to the Void wide open, you are already dissolving into darkness. There is nothing more you can do."

OK: "You're right. If I listened to my head, I'd probably just run."

CoD: "Then why fight?"

OK: "My friends give me the strength. I just need to follow 'this,' and the path will open up."

[OK puts his hand over his heart]

CoD: [chuckles] "Such interesting creatures. But there is no escaping the fate of doom. We will be waiting-- among the clouds in the Void..."

[CoD is surrounded by a swirl of brown clouds. They close around her and she's gone, leaving only a brief pillar of dark energy that dissolves into dark smoke]

OK: "It's only the end if we think it is. We'll change that."

[He runs on ahead]

(Scene ends)

[The heroes find a Summonstone]

Odin: "You want me to fight with you? I suppose I can help you if you keep it quick."

- SHADE IMPULSE CHAPTER 2-4 -

[The Schemers]

Perhaps if a land is free of conspiracy,
it is only due to fortune's blessing.

[The setting returns to Golbez and Garland on the surface of FFIV's moon]

Golbez: "Garland... What is it that you know? Who ARE you?"

Garland: "I am a prisoner of time, a witness to all dimensions, all worlds. Throughout all exists the Great Will... It is the key to escaping my eternal prison. And so I have monitored the endless worlds, guiding the conflict of Chaos and Cosmos."

Golbez: "That is the task you agreed to?"

Garland: "All was to nurture the power of disorder so Chaos could become the ultimate weapon."

Golbez: "But is that your true desire?"

Garland: "...What is your point?"

Golbez: "The world itself is a prisoner of time... A prisoner about to be freed. The wheel of fate has already begun to turn. Why not seek a new cycle of hope?"

Garland: "...There is no end to my cycle, Golbez. Not as long as he and I are one..."

Golbez: "..."

Garland: "Still...this could turn out to be interesting. Even if there is no hope in the future, I can still know satisfaction... .. at the end of this endless conflict."

[The setting returns to the heroes]

Terra: "A world of disorder ruled only by power and desire... Could anything be more sad?"

Bartz: "Everything's gonna be alright. That's why we're here! We have to do something for all the people who believed in us."

[The heroes encounter Golbez. If you aren't using Cecil to fight him, the following occurs before and after the battle]

Golbez: "Allow me to express my gratitude. Your light has given me hope. Now, draw your swords. I will accept my fate."

[The heroes battle and defeat Golbez]

Golbez: "The flesh may rot, but the soul never perishes..."

[If you do use Cecil for the battle, the following occurs instead]

(SI scene 16)

[Cecil is standing on the surface of FFIV's moon. He suddenly hears a shout behind him and is forced to leap out of the way of an incoming lightning blast from behind. He looks up to see Golbez standing on a ledge above]

Golbez: "So you still persist. I thought despair would have crushed you by

now."

Cecil: "Brother, why do you do this?"

Golbez: "In this world ruled by chaos, I care only that my wish be fulfilled."

Cecil: "And what is your wish?"

Golbez: "The answer must be obtained by your own hands. If you seek it..."

[Golbez rises into the air and crosses his hands, assuming a fighting stance]

Cecil: "I understand. The vow with my friends gives me strength!"

[Cecil draws his polearm and assumes a fighting stance]

(Scene ends)

[Cecil fights Golbez]

(SI scene 17)

Golbez: "The strength of your vow is impressive indeed."

Cecil: "Brother... Why do this?"

Golbez: "You've no chance against Chaos's forces... if, at this point, you lose the bond with your friends you so cherish."

Cecil: "You tested me?"

Golbez: "And your strength was impressive. You and your comrades should be able to overcome any despair. I will be waiting for that time to come."

[Golbez begins to walk off]

Cecil: "Where will you--"

[Golbez stops]

Golbez: "I was summoned by Chaos. That alone is a sign of my heart's weakness. I've no right to be near you."

[Golbez begins walking away again. Cecil runs after him]

Cecil: "Please wait..."

[Cecil stops]

Cecil: "Brother!"

[Golbez stops again]

Cecil: "Do you not care what I believe? Because I believe in you. You can fight and win against yourself. I know you can!"

Golbez: "Cecil..."

Cecil: "And you and I, we also have a bond between us! I swear that I will never lose. So please, when the time comes... Please join me and my friends--"

Golbez: "My brother, you are too kind-hearted to be a knight."

[Cecil sighs]

Golbez: "But maybe, someday... If the light should smile upon me..."

[Golbez begins to walk away again. Cecil shuts his eyes, content with that]

(Scene ends)

- SHADE IMPULSE CHAPTER 2-5 -

[The Schemers]

An emissary resurrected from hell...

Nothing can douse his ruthless ambition.

[The scene opens on the bottom of the Northern Crater]

OK: "With Cosmos gone, we're doomed to follow. The crystals are the only reason we're still here..."

Firion: "...Has what we've done actually made a difference? There was never a way to preserve ourselves, yet she encouraged us to dream... And she knew those hopes were false the whole time. How cruel can a goddess be?"

Cloud: "...That's not it. All we have to do is focus on saving this world. This is the center of everything. If we can restore balance here, the other worlds will come back too. We'll all go home, just how it was. Maybe better."

Tidus: "So, we're not vanishing, but returning... Then our dreams haven't all been for nothing?"

Cloud: "... ...I made that up."

Tidus: "What? You were lying!?"

Squall: "But...it's not a half-bad lie. Don't you agree, Firion?"

Firion: "Yeah. It's not bad at all."

[The screen fades to black for a moment before fading in on Ultimecia's clock tower]

OK: "Hey, Squall..."

Squall: "What?"

OK: "What Cloud said a minute ago... I believe it. I want to believe it's true."

Squall: "I've been a believer for a while now."

OK: "Really?"

Squall: "I remembered this promise I made... There's someone waiting for me."

OK: "...Wanna tell me more?"

Squall: "...No. This's a secret between you and me. Got that?"

(SI scene 18)

[Firion, Cecil and Tidus confront the Emperor in Pandaemonium]

Emperor: "My dear tools of war... Do you come to your master, finally tired of the struggles?"

Firion: "I've come to settle this."

Emperor: [laughs] "Insects may swarm, but they are insects nonetheless."

Zidane: "We're not as weak as you might think! We've overcome a lot of hardships to get this far."

Emperor: [chuckles] 'Overcome,' have you? Then I ask you this: Do you only credit yourselves for obtaining the crystals?"

Cecil: "What are you implying?"

Emperor: "That everything went as planned. True, giving you her strength was the will of Cosmos herself. But think carefully about who led you to your battles. Is it not obvious-- that you have us to thank?"

Firion: "Thank YOU?"

Emperor: "Cosmos may have been weak, but she was a goddess all the same. To eliminate her completely, it was best to force her-- to let go of her powers. We provided you with your trials. And indeed, you have obtained the crystals."

Zidane: "Grr..."

Emperor: "Granted, there were some amongst us who were overzealous. But you took care of them for us. Indeed, YOU are the forces of darkness that vanquished the goddess."

Cecil: "So everything was as planned? I've heard enough! You don't understand a thing."

[Cecil and Zidane step forward, drawing their weapons]

Zidane: "How could you mock all that Cosmos sacrificed her life for?"

Firion: "You don't take advantage of her will and get away with it!"

[Firion assumes a fighting stance]

Emperor: [laughs] "Silence! Death, life, even the divine shall come under my rule... For the only one suited to rule--is I!"

(Scene ends)

[The heroes fight and defeat the Emperor]

(SI scene 19)

[The Emperor is down on one knee. Cecil and Zidane have been replaced by Squall and OK]

Emperor: "How could I lose...not once but twice? Who ARE you?"

Firion: "Just a swarm of insects."

Squall: "You messed with the wrong bugs."

Emperor: "But this is not the end. As long as Chaos exists, so will we. I shall return to rule again..."

Firion: "You mean, back from the dead?"

Emperor: "Indeed... From the depths of hell, to this world once more--"

Firion: "Wait!"

[The Emperor's body begins rapidly disincorporating into dark smoke]

Emperor: "I will be back again!"

[The Emperor screams before exploding in a flash of light and plume of dark smoke accompanied by his classic "Uboar!" death cry]

OK: "Time is not on our side here..."

Firion: "But unless we defeat Chaos, they'll return again... They knew everything, right from the start..."

(Scene ends)

As long as the god Chaos lives,
there could be no end to the forces of discord.
To stop the cycle of conflict and bring back peace,
there is no alternative to defeating Chaos himself.
But discord continues to spread,
threatening to devour the smallest shred of harmony.
Even the warriors who had continued to fight
are starting to sense their own end...

-While Time Grows Short-

(SI scene 20)

[WoL, Squall, Cecil and OK are walking through Crystal World. WoL is in front. Suddenly, he gasps and falls to one knee, still gasping. The others run up to him. Pyreflies begin rising from his body]

OK: "Not again!"

[WoL's crystal appears above him and covers the area in a white light. When it clears, the pyreflies have stopped rising and WoL is able to stand again. He reaches up and grabs his crystal]

WoL: "I think our time... is running short."

Cloud: "Chaos, ruler of discord-- There is no end to the conflict unless we defeat him."

Squall: "Whether he's a god or not-- We've got to try. Even if our fate...is to disappear..."

OK: "I'm not running. Cosmos is still with us, fighting alongside us."

WoL: "But..."

[Suddenly, they all go quiet as a sound like rushing wind reaches their ears]

Cloud: "Is the world...crying?"

OK: "Whatever comes my way, I can take it."

(Scene ends)

[While Time Grows Short]

With borders and principles no longer defined,
a world without harmony
can only move towards destruction...

[The setting shifts to the top of the Chaos Shrine]

Sephiroth: "As disorder grows in strength, I seem to be regaining my memory. I once took my own life... Perhaps to find a lasting truth beyond this world's illusions."

Garland: "That is absurd. You cannot have regained memories from before you died."

Sephiroth: "Does the soul vanish when life ends?"

Garland: "...What?"

Sephiroth: "If the soul is released from the flesh--to unite with the world as spiritual energy..."

Garland: "...You are saying the soul lives on?"

Sephiroth: "This is merely conjecture. There is no need for you to take it as truth."

Garland: "... This world is composed of elements collected from different realms. If Chaos were to perish, all would be released to give life to new worlds."

Sephiroth: "So we're all going on a journey... If this world ends and a new world begins... what is your wish for the future?"

Garland: "My wish...? Do I have the right to have one? I am warfare incarnate, a prisoner to the cycle of battle. As it was, so it shall be... No matter what the world desires."

[The setting returns to the heroes]

Firion: "Discord rages with increasing intensity. We're running out of time."

OK: "Don't think of it as racing against the future! We decide the future ourselves!"

[The heroes encounter Ultimecia. If you aren't using Squall to fight her, the following occurs before and after the battle]

Ultimecia: "Fools. You would stand against a witch at the witching hour? Who dares face the Sorceress of Time? Not that it matters--the result will be the same!"

[The heroes fight and defeat Ultimecia]

Ultimecia: "Can you still remember the days when you were a child? The sensations, the words, the feelings... Time...it will not wait. No matter how hard you hold on, it escapes you. And...I..."

[If you do use Squall in the battle, the following occurs instead]

(SI scene 21)

[The setting is Ultimecia's clock tower]

Ultimecia: [chuckles] "Cosmos wished to be free, but ended up pleading for death. The god of discord should follow soon..."

Squall: "What exactly is it that you want?"

Ultimecia: [Hm] "A world of compressed time-- where you shall worship me, the eternal and solitary being!"

Squall: "Get over yourself."

[Squall's gunblade appears in his hand]

Ultimecia: "Why do you interfere? You are the same as I, trying to create an ideal world."

Squall: "Maybe so. But I also have a promise to keep."

Ultimecia: "Even that will dissolve when I compress the world and make it mine. Poor child. It is such a misfortune that you had to be born in my world."

Squall: "Then I suppose your misfortune was in being my enemy."

(Scene ends)

[Squall fights and defeats Ultimecia]

(SI scene 22)

[Ultimecia's body is disincorporating]

Ultimecia: "Time waits for no one. You can grab it, but it flies as soon as you loosen your grip. To condense and to bind-- this is all I desire!"

Squall: "No one can take away our time."

Ultimecia: "But all is destined to fade, merely to be swept away by each moment!"

[She holds up her hand, presumably to cast another spell. Squall rushes forward in the blink of an eye and slashes her head with his gunblade. She screams and the screen goes white. When it fades back in, Ultimecia is stationary, and her body dissipates quickly]

Squall: "I couldn't stand a day without a past or future. I need to live each moment-- to keep fighting here and now."

[Squall walks on ahead]

(Scene ends)

- SHADE IMPULSE CHAPTER 3-3 -

[While Time Grows Short]

An unimaginable sorrow.

To the idols of yore,

that sadness is deep and wide...

(SI scene 23)

[The setting is Chaos's place. He's talking with Garland]

Chaos: "I was having a long dream-- in the midst of disorder..."

[Garland kneels in front of him]

Garland: "So you are awake. What kind of dream was it?"

Chaos: "Hmph... It was ridiculous. Cosmos and I were governing the world together."

Garland: "...! That's--"

Chaos: "Laughable, is it not? In that world, I was a god that suppressed disorder. But strangely, the images are still vivid in my eyes... All the people smiling...the warmth of the days I spent with Cosmos... For one who has lost all memory, why did the dream have to be so cruel?"

(Scene ends)

[The heroes find a Summonstone]

Ramuh AUTO: "You request my judgment, do you? Then I accept. I shall hand down punishment to the wicked."

[The heroes find another Summonstone]

Barbariccia: "Mwa ha ha ha! You're the ones that have summoned me, then?

Arrogant fools! And yet... I suppose I can look after you for a while."

- SHADE IMPULSE CHAPTER 3-4 -

[While Time Grows Short]

What burden does the deadly star bear?

What does it bring?

For now, he rests within the planet's core...

(SI scene 25)

[The setting is still at Chaos's place]

Chaos: "For one who has lost all memory, why did the dream have to be so cruel?"

Garland: "Chaos...if this is to be our final battle, there is something I must share with you. That this conflict, which has endlessly repeated itself, is according to the Great Will. And I am the one who has made this world the battleground for harmony and disorder. You had no memory, so I guided you in accordance to the Great Will's wish."

Chaos: "It was just as I thought... You were the beginning."

Garland: "No, Chaos..."

[Garland stands up]

Garland: "For myself...you are the beginning. Before the Great Will led me to this realm, when I was on the edge of death, it was you who sent me two thousand years into the past. You are me... and I...am you."

Chaos: [Hm] "... Then I shall--"

(Scene ends)

[The setting returns to the heroes]

Zidane: "I hate to see a pretty lady lose her smile. Are you okay?"

Terra: "I'm fine... Sorry for worrying you."

Zidane: "It's my nature to protect a lady in need! Besides...we're all friends here."

[The heroes encounter Sephiroth. If you aren't using Cloud to fight him, the following occurs before and after the battle]

Sephiroth: "No one can stop me. Not even you. I am about to be reborn as a god. The soul lives on...and someday I will reach the Promised Land."

[The heroes fight and defeat Sephiroth]

Sephiroth: "I am going on a journey... Just as Mother did long ago... And together we will create a shining future in the Promised Land..."

[If you do use Cloud in the battle, the following occurs instead]

(SI scene 24)

[The setting opens on Cloud approaching Sephiroth at the bottom of the Northern Crater. Sephiroth's back is to him]

Sephiroth: "Such a good boy. You've come back to me-- where you belong."

Cloud: "What are you talking about?"

Sephiroth: "You cling to me because you can't stand the despair."

Cloud: "I don't remember clinging to you."

Sephiroth: [Hmph] "Relax, Cloud."

[Sephiroth turns to face him]

Sephiroth: "This disease called hope is eating you alive. The world of suffering was born out of such half-baked ideals."

Cloud: "If that's the case, I have to endure the suffering. There's no moving on if I run from it."

Sephiroth: "If that is what you wish for--"

[Sephiroth assumes a fighting stance]

Sephiroth: "You shall drown in the pain."

[Cloud takes on a fighting stance as well]

Sephiroth: "On your knees! I want you to beg for forgiveness."

(Scene ends)

[Cloud fights and defeats Sephiroth]

(SI scene 26)

[Sephiroth is down on one knee and grunts as he gets back to his feet]

Sephiroth: "What is it that drives you?"

Cloud: "Only myself."

Sephiroth: "You don't exist anywhere."

Cloud: "Enough! Looking for a reason to fight, wandering around for an answer... they're all my decisions."

[Cloud thrusts the Buster Sword forward, its point coming to a stop right in front of Sephiroth]

Cloud: "I'm not tied to you anymore!"

[Sephiroth gently brushes aside Cloud's sword. Cloud lowers it]

Sephiroth: "Yet my shadow is burned into your heart."

[Sephiroth walks right up beside Cloud, though facing the opposite direction]

Sephiroth: "We'll meet again, Cloud. I'll keep coming back-- as long as you are who you are."

[Sephiroth chuckles as light emerges from beneath him and he vanishes]

Cloud: "No thanks. The one I really want to meet is..."

(Scene ends)

- SHADE IMPULSE CHAPTER 3-5 -

[While Time Grows Short]

As told by the storyteller of yore,
you are here to free the world from
an endless cycle of death and rebirth...

(SI scene 27)

[The setting is the top of a castle in the Interdimensional Rift. WoL is standing at the edge, looking out. Tidus walks up to him]

Tidus: "Something wrong? Have you...finally lost it?"

WoL: "No. I am still determined to defeat Chaos. That hasn't wavered, but-- Unlike all of you, I have no memory of where I was, or where I must return. I don't even know my own name."

Bartz (offscreen): "Nothing is certain--not for any of us."

[Bartz and Cecil approach]

Bartz: "Anything in the future can easily change, like clouds in the wind."

Cecil: "Not to worry. It will come to you someday. And even if your past does not... You can still believe in the future. Right?"

WoL: "...Yes. Thank you, everyone."

[The screen fades out to white. When it fades back in, the WoL is walking through a hall in the Chaos Shrine. Tidus runs to catch up with him]

Tidus: "You know..."

[Both of them come to a stop. WoL turns to face Tidus]

WoL: "...What is it?"

Tidus: "There's more to memories than what happened before we got here. If we do end up going back to our separate worlds... it'd be nice if you remember fighting alongside us...just once in a while."

[Tidus runs on ahead]

WoL: "Of course. I won't forget this." [Hm]

[WoL nods]

WoL: "I will never forget this."

(Scene ends)

(SI scene 28)

[WoL enters the audience chamber of the Chaos Shrine, flanked by Cloud on his left and Squall on his right]

Garland: "Welcome, brave warriors. If Chaos is who you seek, he is up ahead, watching the mayhem unfold."

WoL: "Garland..."

[Pyreflies begin rising off the heroes]

WoL: "As expected, you live again."

Garland: "It appears the end draws near for you."

Cloud: [Hm] "We're not going quietly."

[The rise of pyreflies eases off and stops altogether]

WoL: "We will defeat Chaos, and stop the cycle of conflict. And that will be our final mission."

Garland: [laughs] "Then let us begin! We shall entrust our lives into fate's cold embrace... and revel in a joyous festival of chaos!"

(Scene ends)

[The heroes fight and defeat Chaos]

(SI scene 29)

[The setting is now the top of the Chaos Shrine. Garland is on his knees, grunting and struggling to stand. He finally does so, then begins laughing hysterically]

WoL: "What is so funny?"

Garland: "Rejoice. The chains of time have been severed. We shall never be reborn again. The cycle comes to an end as catastrophe draws near."

Squall: "Catastrophe?"

Garland: "Yes. The ultimate discord has awakened. Chaos means to use his powers to destroy the world--and himself."

WoL: "The world...along with himself? For what reason?"

Garland: "If chaos is a state without form, where all things collide and blend... then ultimate chaos would be the denial of all existence, would it not? At battle's end, there will be no joy, no glory, no salvation, no future. To the god Chaos, a world without Cosmos is naught but an empty husk."

WoL: "He'll destroy all because of the emptiness in his heart?"

Garland: [chuckles] "It is what the god has decided..."

WoL: "And you... Are you alright with this?"

Garland: [Hmph] "If this world loses its form, I only need to find another cycle. The soul of strife shall endure forever, beyond time and space!"

[Garland's body begins disincorporating into dark smoke]

Garland: "Farewell, warriors of Cosmos. May we meet again in the afterworld..."

[Garland vanishes completely]

WoL: "Chaos... Our next battle is our last."

(Scene ends)

The conflict that has lasted since time immemorial is finally nearing its end.

But it is an end desired by no one.

"Chaos means to use his powers to destroy the world--and himself."

Garland's last words rattle the warriors.

And as the crystals grow weaker,
they sense their own existence slowly fade away.

Their nemesis, Chaos, awaits.

But time, for them and for the world, is running short...

-The Decisive Battle-

(SI scene 30)

[All 10 Warriors of Cosmos are gathered atop the Chaos Shrine]

WoL: "The world now faces true disorder..."

[Pyreflies suddenly begin rising from everyone]

Tidus: "No! We're not vanishing just yet!"

[The rise of pyreflies abates. Suddenly, Chaos's roar can be heard through a vortex in the sky]

Terra: "Maybe Chaos is trying to erase even his own despair..."

Cecil: "The sadness of absolute solitude, having lost his equal in Cosmos..."

OK: "No way... That's just wrong! Trying to erase everything is no different than running away!"

Bartz: "Cosmos didn't run away, but held on to hope."

[Bartz pulls out his crystal]

Bartz: "And the crystals are what she gave us to prove that!"

[Everyone else has their crystals held out now as well]

Firion: "We are not mere pawns, being moved about by destiny. We've come this far because we have dreams we want to protect."

Cloud: "Once you stop traveling down the path you've chosen, you might as well have disappeared."

Squall: "We will stick to our paths 'til the end. And then... we'll have something to tell Chaos."

Zidane: "Right. Our time here may be limited. But there is always something we can leave behind."

WoL: "As Cosmos bestowed hope upon all of us-- we, too, bestow upon this world a similar gift. The light shall be passed."

(Scene ends)

[The heroes battle and defeat a Phantasmal Harlequin -- a manikin of Kefka]

Terra: "This will most likely be our final battle. Together, we'll protect the future... and return to our homes."

[They fight and defeat another manikin, this one a Transient Witch -- a manikin of Ultimecia]

Squall: "This has been a long battle. But it's all coming to an end. It's been a learning experience."

[Another manikin falls to the heroes; this time, an Imaginary Champion -- an imitation of Sephiroth]

Cloud: "We're all fighting for our own reasons. That's what gives us the strength to go on. Let's settle this once and for all!"

[The heroes destroy another manikin; this one a Capricious Reaper, an imitation of Kuja]

Zidane: "Our memories will live on inside others. So, I'm not afraid. We've come too far to lose. If we put our powers together, I know we can win."

[Yet another manikin is destroyed; this one had been an Ephemeral Phantom and imitated Jecht]

Tidus: "Alright! We're coming close to Chaos! ...C'mon guys! At least practice smiling for when we'll need it!"

[The heroes find a Summonstone]

Ramuh: "There are many paths. Remember that you alone choose the path on which you walk."

- SHADE IMPULSE CHAPTER 4-2 -

[The Decisive Battle]

The ultimate chaos has almost been achieved.

Everyone's role is set.

The final fantasy begins...

(SI scene 31)

[The setting is Chaos's place. Chaos is sitting on his throne, one of his left hands on the side of his head]

Chaos: "Grr... What is this...?"

[A light flashes on the left side of his forehead]

Chaos: "Rushing into me... Every single memory in the world...!"

[The light flashes again, and does so two more times while Chaos says his next line]

Chaos: "The never-ending cycle...of grief...infinte...discord...hatred...
...Graaaaaaagh!!!"

[The screen fades to white]

"Calm yourself... You have been granted understanding of the tale of the Great Will. The tale ends with your victory. The cycle ends. My burden ends. I shall lend you the glorious power of Shinryu, the wyrm that cleanses all. Let us crush Cosmos's remnants-- and bring this fantasy to its conclusion."

(Scene ends)

[The setting returns to the heroes. They battle and defeat a Counterfeit Wraith, a manikin of CoD]

OK: "Um... I... Uhh... I just want to... ...Nothing. Never mind!"

[Next, the heroes defeat a Fallacious Tree, an imitation of Exdeath]

Bartz: "Man, if it'd been just me against them, I'd be toast! Burnt toast, at that! Luckily, I'm okay... I'm not alone."

[The heroes then destroy a Delusory Warlock, a manikin of Golbez]

Cecil: "Chaos's grief and hatred... I feel them flowing into me... But I shall not falter. We will rely on whatever strength remains!"

[After that, the heroes defeat an Imitation Despot, an imitation of the Emperor]

Firion: "We won't stop here! Trust in the path and move forward! This is it! It's our last dream!"

[Finally, the heroes then defeat a False Stalwart, a manikin of Garland]

WoL: "... There is nothing more to say."

[The heroes find a Summonstone]

Tiamat: "I... Why am I here? You deem yourself worthy of my powers? Hah... We shall see."

(SI scene 32)

[The setting is Chaos's place. WoL is ascending the stairs of the dais. As he does so, the camera moves in to a closeup of each of the other Warriors of Cosmos, all of whom are already atop the platform. First Tidus is shown, then Zidane. Squall next, and then an overhead shot of everyone as the camera rotates around the area. Cloud comes next, and Terra after that. They're followed by Bartz, and then another rotation of the whole area. Cecil appears next, and then the OK. Firion follows after. Finally, the camera concludes its rotation around the area, coming to a stop as the WoL reaches the top of the stairs. The camera puts us behind the WoL's eyes for a moment as he looks at Chaos. Chaos stands]

Chaos: "At the end of the dream..."

[Chaos begins floating up into the air]

Chaos: "even chaos..."

[He begins charging energy in all four hands]

Chaos: "tears itself apart."

[Chaos unleashes a tremendous blast of energy in the sky above the heroes. It kicks up a strong wind that sweeps over all of them]

Chaos: "Let us mark the end of this... eternal conflict!"

(Scene ends)

[At the beginning of Round 1 against Chaos]

Chaos: "Destruction is what you truly long for."

[At the beginning of Round 2 against Chaos]

Chaos: "Hope does not exist."

[At the beginning of Round 3 -- the final battle against Chaos]

Chaos: "You cannot surpass me."

[The Warriors of Cosmos defeat Chaos]

[Chaos is barely able to remain in the air. Areas along the surface of his body are bursting into flame. The large platform around him is splitting in various spots and spewing lava and fire into the air]

Chaos: "Cosmos... Now I know what you left behind."

[First Tidus, then Bartz and then Cloud disappear, all in short order. They leave behind a small trail of pyreflies as they go. Next, Firion and then Cecil vanish. Squall and then Zidane follow. Terra is next, followed by OK. WoL remains for a couple of seconds, then disappears as well. Dark smoke is rising from Chaos's body]

Chaos: "Here ends the war of the gods. Destiny's hand cannot be stayed.

Begone, mortals..."

[More fissures open in the platform, some directly beneath Chaos. Pillars of flame erupt from these openings and completely engulf Chaos. The screen fades to white. When it fades back in, the heroes are all standing together in a grassy field with a forest behind them. Birds are chirping, the sun is shining brightly, and the wind is blowing gently. The heroes look around them in awe. They're all holding their crystals]

WoL: "The battle has come to an end..."

[Tidus notices that his crystal has begun to emanate a blue glow]

Tidus: "Gotta go, huh..."

[The blue glow transfers to him as well. He turns to look at the others]
Tidus: "Don't worry. The crystal knows the rest of the way. Besides-- I'm always right here."

[Tidus grins at the others, then turns and runs toward a nearby lake. He leaps into it in a manner reminiscent of his dive from the airship at the end of FFX. He vanishes as he descends toward the lake]
Zidane: "We're not vanishing. We're returning--"

[Zidane is sitting on a tree limb as he says this. His crystal begins to glow gold, as does he]
Zidane: "to where we're supposed to be."

[Zidane spins around the tree limb with the use of his tail and launches toward the sun. He's lost to view. A white feather then drifts down from that direction and Squall catches it. There's suddenly a field of flowers behind Squall as he glows blue]
Squall: "Perhaps we can go on a mission together again."

[Squall vanishes. Cloud is then visible, standing in the flower field]
Cloud: [Hm] "Not interested."

[Cloud walks off into the flower field, gaining a green glow. He vanishes. A snowflake then falls into Terra's right hand as her crystal begins to glow pink]
Terra: "I think I've learned how to keep going. Thank you-- and take care."

[Terra glows pink and then vanishes. Bartz throws a stick. He's glowing pink as well]
Bartz: "When you're having the most fun, that's when time always flies."

[Bartz vanishes]
Cecil: "It's mine to pass on--"

[A moon appears behind Cecil and goes through its phases as he begins to glow blue]
Cecil: "this strength I've gained from everyone."

[Cecil vanishes. OK hugs his crystal and looks up toward the sky]
OK: "Everyone...thank you!"

[OK briefly glows blue and then vanishes. There are wild roses at Firion's feet. He and WoL are looking toward the sky. WoL suddenly begins walking away while Firion looks down and sees the roses]
Firion: "This isn't the end. Another dream is waiting to begin."

[Firion gains a violet glow and then vanishes. WoL is walking through the field and then comes to a stop. He's looking at something]
WoL: "May the light forever shine upon us."

[The Final Fantasy "Ending Theme" then begins to play as the Warrior of Light walks down toward Castle Cornelia from the original Final Fantasy, his crystal in hand]

Thus the long battle came to an end.

[The setting shifts to Cosmos's place. The narrator of Dissidia -- Cid of the Lufaine -- is talking to her. A disembodied entity, he is seemingly speaking out of the sky itself]

Cid: "Or perhaps I should say it was brought..." [chuckles] "to a rather unexpected ending."

Cosmos: "It is the result of the world opting for another choice."

Cid: "But as long as the world exists, there will be no end to conflict. Even harmony and discord are concepts born of the human mind, after all."

Cosmos: "Are you saying...that nothing changes?"

Cid: "That is a mystery that even we Lufenians cannot solve. For the truth can only be known--"

Cosmos: "to the future itself."

Cid: "So let us set out. Now that you have been chosen to reign over the living world, we shall journey on the road that continues to the final fantasy..."

-----Cosmos & Chaos Reports----- [9.0Co]

1) Cosmos Reports [9.1Co]

-Cosmos Report 1-

Your memories are of great significance.
Just as you've already realized,
this tale is most likely closely
related to the coming disaster.

Do you truly believe that is so?

My story is merely that of a single researcher...
no more than the tale of a mother and child.

I fear the telling of this tale will most
likely do little more than add further
confusion to people living in a world that
has fallen into the depths of despair.

I do not intend to tell them.
After taking down your story,
I will keep the reports firmly sealed,
hidden from the outside world.

Yet, someday, a strong-willed person
will uncover the reports.
By the time they are read... this
story will be no more than a myth.
Still, we have a duty to hold it dear.
Stories are proof of life, after all.

Come then, speak.
Tell the story carved into your memories...

-Cosmos Report 2-

The child was tiny, nothing about him hinting at
the unimaginable power hidden within. Until that
power manifested itself, the state was to look
after him, but we took the child in and decided
to raise him as our own. Looking into those
guileless eyes, it was impossible to do otherwise.

We knew all too well the painful truth: he was
not ours, and someday he would be taken away
by the state. We knew, and yet...

My husband began to question the duty he'd

been given. Levistones and airships, these were things he had invented to improve people's quality of life. The child was different. He was a tool of war.

However, disaster loomed on the horizon. The neighboring country had powerful weapons in the form of summons and Omega. We had no other way to stand up to them.

For the sake of a peaceful world, we had to continue his research.

-Cosmos Report 3-

Once the child began to speak, he would try so hard to express his thoughts. Calling me Mama and him Papa, there wasn't a hint of doubt his love for us.

Whenever the child would smile at us, we, who spent our days preparing for war, were given a small measure of happiness.

However, that pleasant time was soon to end. War had finally begun.

The child was taken from us. The army's decision was swift; they would use the child.

-Cosmos Report 4-

As the child grew older, so, too, grew his terrifying strength, and with it his usefulness as an instrument of war. But he would not follow the army's orders.

Emissaries from the government took me into custody. Assuming he'd be more likely to listen to orders coming from his "mother," the army asked me to control him.

In the end, the child destroyed the neighboring country. Countless homes were consumed by hellfire; his strength was even enough to seal summons and Omega alike...

The scene could not have been different from that of the underworld.

...Yet, there had been no other way. If a weapon does not perform its function, it is discarded and destroyed. He was no different, the army stressed. That is why I did as they asked. I had to save him.

I wanted to keep the child safe, no matter the cost.

-Cosmos Report 5-

I steadfastly refused to help the next time the

child was called to duty. My husband and I were named traitors and locked deep underground.

As I suffered under the grief of having abetted the murder of countless innocent people, I overheard word of another research project being conducted by the army.

This was to make a clone... one of myself. With it, the state would control the child as they wished, without having to use me.

It was proof of how much the child's power was worth to them that they would go so far.

I could not allow such a thing to happen. Even a created life is a life. Why was it that only he was refused happiness? Why must he be forced to destroy, over and over again?

The date the research was expected to be completed drew near. I decided on a course of action.

-Cosmos Report 6-

The dungeon into which we were sealed was a cavern, home to many monsters.

After studying the traits of these monsters, my husband and I were able to exploit them to escape. Watching our backs the whole time, we ran to the research facilities where the child was being kept.

At the labs we found a specimen that, while still unfinished, still resembled me a great deal. With it was the child. I barely recognized him, he was so gaunt. His eyes were vacant, a hazy flash of hatred flickering deep within them.

There wasn't time to speak in-depth, so I explained the situation as best I could, and we set off together.

-Cosmos Report 7-

It happened while the three of us were fleeing... A soldier spotted me, and I was shot.

The rest is only bits and pieces...
The sensation of falling.
The child's wail, as if from a great distance.
A sharp, dark premonition.
My husband's face, dark with rage...

Sadly, my premonition was dead-on.
A space-time distortion appeared in front of the child, and began to draw everything within.
The darkness grew into an enormous vortex...

I remember nothing after that. I lost

consciousness. When I next woke, I was in the ruined shell of the research laboratory.

Neither the child nor my husband were anywhere to be found.

-Cosmos Report 8-

Originally, we were both from a clan that handed down memories through ritual ceremony. In addition to my own unique traits, my husband's intelligence and technical skill are also boons of this tradition.

I decided to use the teleportation device we had meant to use for our escape to return to the clan. That way, even if I died, our memories could live on as they should.

I arrived in the middle of a forest. Nearby was the village, Wing of the Hawk, where our clan lived in peaceful tranquility.

Suddenly, as if fleeing from the darkness that had appeared in the world, the clan used the Levistones my husband had left so that the village itself began to float in the air.

I explained the situation, and they quickly understood. They immediately began the memory successor ceremony...

-Cosmos Report 9-

So, those are all of the memories you've inherited, then?

Yes. Though I am averse to the transience of the written word, the skill of handing down memories is a dying art. These memories are too precious to die with it.

Do you believe there is some connection between what you've just told me and the Four Fiends who currently aim to wreak havoc within the world?

That is something even I do not know. However, it seems that several locations key to the story overlap.

In the memories, they are places with fissures in space-time. The places where the Four Fiends reside... Each and every one of them are locations from my memories.

-Cosmos Report 10-

I see... Thank you.

I give my word that we will keep the history you have allowed me to record in confidence.

...Lukahh, if you would allow me to ask you a question for once?

The ones of whom you have prophesied, the four Warriors of Light... You say they will save the world from disaster. Will warriors bearing the crystals truly appear?

It is true men call me a sage, but in truth I am a historian. The omen echoes from worlds that have been and worlds that will be.

The Warriors of Light will most certainly appear.

And with them, this world--no, the people of this world--can finally be freed from this endless cycle of death and rebirth.

2) Chaos Reports [9.2Co]

-Chaos Report 1-

Who...what am I?

My name no longer holds any meaning in this world.

Long, long ago, my entire homeland quaked in fear of the attack of unknown destroyers. I searched for a final salvation. At last, I found it...the power of discord, a power that consumes and controls all others. Intoxicated by its potential, my homeland asked me to strengthen it--to use it more and more. Yet, the one bearing that power had no desire to destroy any more than was necessary. Frustrated, the country culled his memories to create a new being...one of harmony that could subdue and control discord.

-Chaos Report 2-

Even if I can create a being of harmony to manipulate discord, I cannot recreate the one I loved.

An irreplaceable person has been stolen from me. Now, here in this new world, my new goal is clear. I will use anything I must to achieve it.

Once the homeland decided that dedicating itself to creating the ultimate weapon was in the country's best interests... It is long past time to complete that task.

One might ask if there is any connection between this decision and the loss of my wife... To that, I say I am a scientist. I know well the line between public and personal matters.

...And it is drawn here.

-Chaos Report 3-

I have entered into a contract with a certain dragon wandering through space and time. I asked that whenever a conflict between the gods ends, the defeated god be brought back with new pawns to start fighting again. In payment, I gave up my flesh. Already, it was weak and feeble, thus its loss has been even less of an inconvenience than I imagined. I need discord to absorb even greater powers... this is the the way to salvation left to me.

-Chaos Report 4-

Each of the two entities overflowed with a pure, unwavering strength. But it was precisely their diametric nature that kept the power in check and stabilized the world. I decided the realms of possibility could not be allowed to be shackled and end there. At length, I found a certain intriguing existence... a knight driven by hatred, trapped within the chains of time. Discord had called to him...or perhaps it was he who called discord to himself. I do not know, and it does not matter. What does is that he has accepted a destiny of unending conflict, and that he will stand at the right hand of discord to see it through. With this, the eternal war finally begins.

-Chaos Report 5-

Harmony and discord are both created beings. While observing how they acquired pawns to fight in their conflict, I found that a great number of the consciousnesses had drifted to this world from other dimensions. I wondered if I might be able to give those consciousnesses physical form. After countless experiments, finally my testing reached success. The failures were sealed in the Interdimensional Rift. Within the created pawns were some whose faith in themselves wavered--who questioned their very reason for living. It seemed that existence itself was not sufficient incentive. It causes me to wonder...Were those drifting consciousnesses remnants created in the past? Or spirits meant to exist into the future? This is something no one can know.

-Chaos Report 6-

The pawns continue to fight this war, split down the lines of harmony and discord. To my eyes, their power is trivial. Yet, there has been an anomaly. After one war ended and Shinryu came to purify the world, some pawns were reborn retaining memories from their previous lives. It does not seem to be limited to any one side's followers, so long as the being in question is wrapped in some strong emotion. Faith, regret,

fear, it does not seem to matter.
This must be some sort of omen...

-Chaos Report 7-

A pawn has appeared, willing to sacrifice himself to further understand the truth of this world.

Was he able to retain his memories, somehow? Or, perhaps he found a way to escape the world's cleansing?

While the way my people pass down memories makes a physical body unnecessary, in truth, there is no such thing as a permanently physical object to begin with.

As if to illustrate this fact, the goddess of harmony fragments her own vessel.

Perhaps this unending war to create the ultimate weapon has already brought forth its own demise.

-Chaos Report 8-

It seems someone has found a use for the failed experiments I sealed into the Interdimensional Rift.

These soulless pawns are used as tools of war, destroying the delicate balance between harmony and discord.

Yet the pawns of harmony choose to stand and face this challenge, while the pawns of discord fight on, groping towards an understanding of the truth behind this world.

The world of a vessel is fluid, only determined by that which fills it.

In this, the thirteenth matchup of the vessels of the world--the god and goddess--one can only wonder what properties they will gain.

-Chaos Report 9-

All men are brought into the world in a flood of tears. In the beginning, at least, all men are equal.

However, somewhere along the line, this inevitably changes. Even pawns--while their makeup is the same, the experiences that shape them give them individual forms, sending them down different paths.

The one bringing this long, long cycle of conflict to an end is a pawn seemingly bred for war.

I was unable to achieve the power of utter chaos. I could not complete my revenge. And yet...I have no more regrets.

I can only wish for a peaceful future for the world that so long ago was my home.

-Chaos Report 10-

All was born from hatred--creating this world, dragging him to it...swearing revenge on those who ravenously desired power--endless experiments meant to induce a greater and more deadly strength.

However, he--they both have taught me

something through this neverending battle...
Even the Great Will himself can be led.
What path will they follow from now on?
As a researcher, I cannot help but be intrigued.

-----Distant Glory----- [10.0Di]

1) The Lady of Legend [10.1Di]

(The Lady of Legend scene 1)

[The setting is Cosmos's place. The player's selected character is walking. Shantotto suddenly walks past them, stops, turns around, and walks up to them]

Shantotto: "Why, hello! And, oh...goodbye! This is where scholars can further enjoy the pursuit of knowledge in peace as a reward. It is not a place where plebians like you should enter of your own accord! Oh, there's no need to pout. You say that you're trapped know not the way out?"

[Shantotto begins walking away]

Shantotto: "You can curl up and die here--or, make it a tad further, and I may lend you my ear."

(Scene ends)

Shantotto: "(Oh, how did I get myself in such trouble? I need to find help soon, on the double.)"

- DISTANT GLORY 2 -

[The Lady of Legend]

Another time...another place...

A lady makes a grand proclamation.

Shantotto: "How resourceful we are! Never did I believe a loser like you would make it this far! But you must prove you will not cower before I put any faith into your loser power!"

Shantotto: "Ohoho! This one's quite skilled. And might be of some use before getting himself killed."

- DISTANTY GLORY 3 -

[The Lady of Legend]

So long as a pure future exists,
one's choices are unlimited
and everlasting...

Shantotto: "Very well, I've seen enough. I've a job for which I believe you've got the right stuff."

[The player is offered two choices]

"Your wish is my command."

"Ask someone your own size!"

[After picking one]

Shantotto: "That illusion of choice was a mere formality. Your task has already been decided, you see. Now, do you recall those mysterious automatons you encountered in the past? Well, they're wreaking havoc here, and I need you to take care of them fast!"

Shantotto: "Ohohohoho! Simply stupendous!"

- DISTANT GLORY 4 -

[The Lady of Legend]

Thou art but a single person in time.

Yet time is made of more than one person.

Go together, with friends that can shape the future...

Shantotto: "Wonderful. It seems you've put a great deal of those beasts to rest."

Shantotto: "(Though I can't let anyone know that it was I who gathered the manikins here to test. But who could have made them and why? It must have been one truly brilliant guy.)"

Shantotto: "...Oh! Why are you just standing there like you've won? Your work here is far from done!"

Shantotto: "(Oho, much better than I--)"

Shantotto: "Ahem! Just some personal musings. Carry on!"

- DISTANT GLORY 5 -

[The Lady of Legend]

To grant the lady's wish...

That which bridges worlds

lies at the end of light's path.

Shantotto: "Your disposal of the pests was really quite swift. When I find the time, I'll be sure to seal them up within the Interdimensional Rift. By the way, while I would have preferred a fellow Taru, beggars can't be choosers. I must admit, you did fairly well ...that is, for a total loser. Now come a bit closer, before I become bored and let me present you with a little reward."

Shantotto: "And off goes the last one, back into the Rift. ...Well now, is there anything left?"

(The Lady of Legend scene 2)

[The setting is Cosmos's place. The player character approaches Shantotto]

Shantotto: "A fairly decent job, even with all the fuss, I hereby score you a Solid B-. And now for your promised reward... A special private lesson, at a price you can afford! And by special, I mean very much so. You would cry tears of joy! Ohohohoho!"

(Scene ends)

[The player character fights and defeats Shantotto]

(The Lady of Legend scene 3)

Shantotto: "Not too bad...for someone who could barely handle my powerful magic. A little bit of work, and maybe your days as a total loser won't be so tragic. But enough of the pleasantries... I've more pressing matters at hand."

[She takes a few steps forward]

Shantotto: "A date with a lad named Chas...or was it one of his lackeys--Gabri...Gabro...Gabrand?"

[She begins walking forward again, while still talking]

Shantotto: "Some brute with armor covering his chest has challenged me to a duel--a bloodfest! It's been too long since the last war I won."

[She stops again]

Shantotto: "I can tell you right now, it will be fun!" [chuckles]

[She turns to look at the player character]

Shantotto: "'Oh, and by the way, keep your eye out for the mysterious cavernous maws. You don't know where you'll end up after getting trapped in one's jaws! Or perhaps on the matter of how you arrived here, we've finally found the cause?"

[She begins walking away again as she continues talking]

Shantotto: "Now don't forget all that you've learned. And on that note, class is adjourned!"

2) The Redeemed Warrior [10.2Di]

(The Redeemed Warrior scene 1)

[The setting is Chaos's place. The player's character is standing at the top of the steps]

Gabranth (offscreen): "...Who are you?"

[Gabranth approaches the player character]

Gabranth: "Hmph. Just another stray being played with by the gods. No matter. Choose the path you wish to take. All paths lead to the same end, anyway. You keep fighting...and die like a dog."

[Gabranth walks off]

(Scene ends)

Gabranth: "...Not completely incapable. Good."

- DISTANT GLORY 2 -

[The Redeemed Warrior]

Another time...another place...

A warrior makes a grand proclamation.

Gabranth: "What did you do to end up here? Hmph. Do you even know where you are? We are disconnected from the gods fight over the fate of the world. We are in a hell where broken warriors fight empty battles. Those who overcome the trials here are summoned back to the battle of the gods... But going back only means more fighting. What could be more pointless? We are shackled to endless conflict. You should surrender to your fate."

Gabranth: "...Still not giving in?"

- DISTANT GLORY 3 -

[The Redeemed Warrior]

A past that can never be undone...

A title bought with betrayal...

The warrior suffers from the weight of that sin.

Gabranth: "I was robbed of everything. My brothers in arms, the pride I was to defend... You should be the same...wandering this wasteland after having lost everything. Why have you not lost yourself yet? For what do you keep struggling!?"

[The player character finds a Summonstone]

Iron Giant: "THOUGH KINGDOMS RISE AND FALL TO DUST, MY IRON AEGIS NEVER RUSTS. MASTER...I AWAIT YOUR COMMAND."

Gabranth: "Do you long to return to the battlefield of the gods? To keep fighting ever more?"

- DISTANT GLORY 4 -

[The Redeemed Warrior]

Tortured by the past, trapped by the past,
living in the past.

Yet, if there were a way out, then...

Gabranth: "Let me tell you about a hound I knew. The gods bid the cur to face a certain mage. He fought without hesitation or restraint... As the struggle continued, the hound swelled with pride...this was what he had lived for. But to the gods, the hound's pride and the future it bought meant less than nothing. The gods filled the world with disorder... Then the wurm sent all life to the Void. The hound was cast aside like a broken toy. Thus Judge Gabranth was sent to this hell. This is what comes of standing against the gods. But fight, if you still desire it."

Gabranth: "...I see you have no hesitation."

- DISTANT GLORY 5 -

[The Redeemed Warrior]

The warrior is shown mercy...

Perhaps he too shall be shown mercy...

Gabranth: "You would fight the gods again... The world you left must hold much meaning for you."

(The Redeemed Warrior scene 2)

[The player character approaches Gabranth, who is standing in front of Chaos's throne. His back is to them]

Gabranth: "Very well. I am the Judge Magister."

[Gabranth turns and walks forward]

Gabranth: "As Hell's watchdog, I shall judge whether or not your life is worth living!"

(Scene ends)

[The player character fights and defeats Gabranth]

(The Redeemed Warrior scene 3)

[Gabranth and the player character stand several feet apart, their backs to one another. The player character is facing the steps]

Gabranth: "Go. Straight ahead is the exit...or rather, the entrance to the battlefield. You know this, and still you would leave? Then allow me to give you one last word. What must be defended is inevitably lost. You will know despair and emptiness. But remember, surrender to despair, and you will be no more than a pathetic dog. Never cast away hope, and live on with pride. Don't ever become like me."

[The player character walks on ahead. The camera turns to show that Gabranth has disappeared]

-----Inward Chaos----- [11.0In]

-Towards the Ultimate Fantasy-

"You'd do well to leave... This is a forbidden place, one with neither past nor future... The naive, the feeble, the ignorant, and irresolute shall all find their grave here. The weak may go no further. Only those with power will we accept within..."

[The player's character encounters a moogle. If using any Warrior of Cosmos but Terra, the following scene occurs]

(Moogle scene 1)

[The setting is Cosmos's place. A pillar of light is emanating from the sky to Cosmos's throne. The player character approaches it. Suddenly, the pillar of light flashes at its base and vanishes. In its place is a moogle flying above the throne. It lands on the throne, staring at the player character. The moogle makes a moogle sound and the screen fades to white]

Moogle: "I'm gonna help you, kupo! Gimme a call whenever you need, kupo."

(Scene ends)

[If using a Warrior of Chaos, the following scene occurs instead]

(Moogle scene 2)

[The setting is Chaos's place. Flames are shooting up all around it. The player character moves into the middle of the platform. Suddenly, a pillar of fire emanates from around Chaos's throne. After it passes, a moogle is flying above the throne. It flutters down onto the throne, staring at the player character. The moogle makes a moogle sound and the screen fades to white]

Moogle: "We moogles're generous, kupo. I'll help you out--even if you're with those Chaos creeps."

(Scene ends)

[If using Terra, the following scene occurs instead]

(Moogle scene 3)

[The setting is Cosmos's place. A pillar of light is emanating from the sky to Cosmos's throne. Terra approaches it. Suddenly, the pillar of light flashes at its base and vanishes. In its place is a moogle flying above the throne. It lands on the throne, staring at the player character. The moogle makes a moogle sound. Terra stares back with a puzzled expression. Suddenly, pink hearts appear in the air around her. She dashes up to the moogle, picks him up and begins nuzzling him while more hearts appear around them. The screen fades to white]

Moogle: "I'm gonna help you, kupo! Gimme a call whenever you need, kupo. But Terra... Lay off on the fur ruffling, wouldja kupo?"

- INWARD CHAOS 2 -

[Towards the Ultimate Fantasy]

An unending dream...

"Harmony and discord are arbitrary, meaningless concepts. All things are one... A presence that can give anyone strength and feed anyone's hopes."

[The player's character finds a Summonstone]

Omega: "Identifying target... Target acquired. All who face you shall be exterminated."

- INWARD CHAOS 3 -

[Towards the Ultimate Fantasy]

A hope for the future...

"The path you must take is the one laid out for you by the Great Will... Yet, the thought of a new path opening is...!"

- INWARD Chaos 4 -

[Towards the Ultimate Fantasy]

An unflinching courage...

"After endless iterations of the same world, the Great Will discovered a possibility. Something that could envelop all existence... The power of chaos. Thus I have come to stand watch; to bear witness to absolute chaos... I, Shinryu, emissary of the gods."

- INWARD CHAOS 5 -

[Towards the Ultimate Fantasy]

The fantasy will repeat once again.

The crystals shall eternally bring light...

[The player's character reaches Chaos]

"The instant Chaos was destroyed, the power of discord distorted the fabric of time and space, creating a new realm of possibilities... That Chaos has never known defeat. At the darkest edge of despair he waits, eternally tortured by the flames of the abyss... Into the endless emptiness of Chaos's heart, I, Shinryu, shall let flow my power. This is a fantasy that ought not exist... Moreover...it is one without end."

[The player's character fights and defeats Chaos]

"It seems your power outstrips that of the gods... I see... Despite gaining knowledge and wisdom, this is something he could not inherit. This world is ended...as is my duty. When next we meet, I hope to view the world not from above, but as you do. Do you not feel the same? You, the god of creation...the Great Will..."

-----Museum----- [12.0Mu]

1) Character Files [12.1Mu]

1. Warrior of Light [12.11Mu]

Final Fantasy I

A legendary warrior blessed by the light. Bearing sword and shield, he is skilled in all aspects of combat.

In the original game, the Warrior set out to rescue Princess Sarah of Cornelia, and ended up saving the world.

His origins, his destination, his goals and motivations are unknown--even to him.

2. Garland [12.12Mu]

Final Fantasy I

A knight sworn to face the Warrior of Light. He wields a powerful, adaptive weapon.

In the original game, he was a famed knight of Cornelia when he suddenly went rogue, kidnapping the princess of Cornelia and taking her to the ruins of the Chaos Shrine.

Just before dying, he was transported 2000 years into the past, where he

robbed the future of its strength as he survived in solitude. Chained by time and growing ever-more hateful, one can only imagine what sort of eternity he dreams of...

3. Firion [12.13Mu] Final Fantasy II

A young warrior skilled in many types of weaponry. He is hot-blooded, with a strong sense of duty.

In the original game, his hometown of Fynn was invaded by the Empire of Palamecia, killing his parents and severely wounding him.

Later he joined a resistance group identifying themselves by the watchword "Wild Rose." The reference to his hometown holds deep meaning for him, but he is reluctant to speak it aloud for fear of attracting imperial soldiers.

4. The Emperor [12.14Mu] Final Fantasy II

A ruthless, single-minded man with an insatiable lust for power.

In the original game, he lead the military empire of Palamecia, bringing country after country under his heel. With his incredible sorcery, he was even able to command demons and the Cyclone.

He will do anything for power--including selling his soul. His pride is almost fearsome in its intensity.

5. Onion Knight [12.15Mu] Final Fantasy III

A youth bearing the title of Onion Knight. Intelligent and mischievous, he unquestionably believes there's nothing he can't do.

In the original game, he was an orphan raised by the Ur village elder, Topapa. After a sudden earthquake opened a cavern in the ground, the boy and his friends went to investigate and fell into the Altar Cave. Eventually they were chosen as Warriors of the Light by the Wind Crystal.

6. Cloud of Darkness [12.16Mu] Final Fantasy III

An existence that wishes for all to return to nothingness. She has transcended the abstract and is the embodiment of fear.

In the original game, she had been defeated by a flood of light 1000 years previous. However, a flood of darkness created by Master Xande allowed her to return. Seeing the imbalances of light and darkness in the world, she decided to destroy all existence.

The two tentacles at her right and left have differing special abilities. It is rumored their personalities are different as well.

7. Cecil Harvey [12.17Mu]

Final Fantasy IV

A kind-hearted knight that wields the accursed power of darkness.

In the original game, he was Lord Captain of Baron's airship force, the Red Wings, until circumstances led to his dismissal and embarkation on a journey of self-discovery. Eventually he was able to overcome his dark past and start down the path of a paladin.

He is gentle and humble towards everyone, including children such as Porom and Palom.

8. Golbez [12.18Mu]

Final Fantasy IV

A figure clad in armor of deepest night who walks the path of darkness.

In the original game, he commanded the four elemental archfiends and took control of the Red Wings after Cecil's departure.

He resents that evil was able to cloud his soul, despite being of the same pure Lunarian blood as Cecil.

9. Bartz Klauser [12.19Mu]

Final Fantasy V

A cheerful man with a strong sense of justice and the inability to ignore those in trouble.

In the original game, at his father's dying wish, he traveled the world along with his chocobo, Boko.

Free-spirited and spunky, one would never know that a childhood trauma left him with a paralyzing fear of high places. For good or ill, this too is part of his innocent, youthful personality.

10. Exdeath [12.110Mu]

Final Fantasy V

A magus of supreme darkness, born from a great evil sealed into a tree.

In the original game, his soul was sealed away by the sage Ghido and the four Dawn Warriors, but he was still able to use the power of darkness to be reborn.

By joining the world's two dimensions into one, he desired to gain the power of the Void.

11. Terra Branford [12.111Mu]

Final Fantasy VI

A pure, innocent girl born with the power of magic.

In the original game, she was a soldier for the Geshtahlian Empire, which aimed to take over the world. In reality, her mind and actions were controlled by a hypnotic device. Upon traveling to the snow-covered mining town of Narshe, she met a man named Locke and was stolen away to the resistance group, the

Returners.

She has a fondness for moogles and enjoys fluffing their fur, especially as she drifts off to sleep.

12. Kefka Palazzo [12.112Mu]
Final Fantasy VI

A mage who finds no greater joy than in destruction.

In the original game, he was the right hand of Emperor Gestahl. A proven military strategist, he favored effective, if inhumane, methods that caused countless casualties. His pushy methods left him disliked by anyone unlucky enough to work under him.

Infusions of Magitek power have caused him to lose his grip on sanity. Thirty-five years old, he is known for his high, lingering laugh.

13. Cloud Strife [12.113Mu]
Final Fantasy VII

An acerbic young swordsman with glowing eyes who wields a blade as large as he is.

In the original game, after leaving the Shinra Company, he started working as a jack-of-all-trades in the city of Midgar. After joining the anti-Shinra group Avalanche, he became entangled in a battle for the future of the planet.

On the surface he looks disaffected with most everything, but he is quite a fan of extreme sports such as snowboarding, motorcycling, and chocobo riding.

14. Sephiroth [12.114Mu]
Final Fantasy VII

A legendary member of SOLDIER once revered as a hero.

In the original game, after learning that he was the product of genetic experimentation, he decided he was fated to destroy the planet--and he had more than enough power to do so.

During his stint in SOLDIER, he learned well how to slash enemies with an impossibly-long sword. His fighting prowess is perhaps the only thing he values from the time he considered himself to be human.

15. Squall Leonhart [12.115Mu]
Final Fantasy VIII

A cold, taciturn youth who wields a gunblade, a weapon part sword, part gun

In the original game, he was raised as a mercenary at the Balamb Garden Military Academy, and belonged to the special military force, SeeD.

It is arguable whether his decision to train with the old-fashioned and notoriously difficult to master gunblade is more of a show of strength or of stubbornness.

16. Ultimecia [12.116Mu]
Final Fantasy VIII

A powerful sorceress possessing a deep-seated rage and the ability to control space and time.

In the original game, she reigned over the far future. Using time compression magic, she aimed to create a world where the past present, and future were one, and only she might exist.

17. Zidane [12.117Mu]
Final Fantasy IX

A thief with great energy and a sharp wit, though all is lost when it comes to women.

In the original game, he was a member of Tantalus, a gang of thieves masquerading as a traveling theater group. After kidnapping the beguiling Princess Garnet, he was drawn into a conflict that concerned his very birth.

While usually cheerful and waggish, he does have bouts of despair. However, this may be another part of his charm.

18. Kuja [12.118Mu]
Final Fantasy IX

A sadistic, narcissitic silver-haired man of a delicate, epicene beauty.

In the original game, he threw the continent into disarray by providing black mages, mass-produced soldiers created from Mist, to Alexandria's Queen Brahne.

Born for the stage, he has a tendency to get carried away with his own flowery speech. On the other hand, those who get on his bad side are treated with bitter venom.

19. Tidus [12.119Mu]
Final Fantasy X

A light-hearted, cheerful youth able to calm others even through the most trying of situations.

In the original game, he was an ace blitzball player for the Zanarkand Abes.

After an assault from the monster Sin, he found himself in a world called Spira and began traveling with a summoner, Yuna.

20. Jecht [12.120Mu]
Final Fantasy X

A former blitzball star, and Tidus's father. His surly and rough-spoken nature belie a much gentler heart.

In the original game, he accidentally came into contact with Sin while training out at sea--an event which doomed him for eternity.

Tidus's signature move, the Jecht Shot, was originally named the "Sublimely Magnificent Jecht Shot Mark III." Until Tidus, no one else could successfully perform it.

21. Shantotto [12.121Mu]
Final Fantasy XI

A war hero with immeasurable magical power.

Former minister of the Orastery, then head of the Parliament of Patriarchs, in the original game, Shantotto was one of the top minds in the Federation of Windurst.

It's said her pride is higher than the pinnacles of the Gustaberg range, and her temper hotter than the magma flowing from the mighty Mount Yuhtunga. Her age is unknown, and having thus far neglected to marry seems to be her only regret in life.

22. Gabranth [12.122Mu]
Final Fantasy XII

A warrior who swears his life to those he trusts.

In the original game, he served as a Judge Magister of the Archadian Empire.

Despite being non-native to the Empire, he advanced to the position of Judge at an impressive speed. However, his heart was filled with regret from being unable to protect his home country, and he despised his older brother Basch for abandoning him and their mother.

23. Cosmos [12.123Mu]
Dissidia Final Fantasy

Goddess of harmony.

For eons, she has struggled against the god of discord, Chaos. In order to protect the ten warriors from his immense power, she chose to sacrifice herself and is being absorbed by the power of discord.

Despite her waning strength, she holds the world together on her own, continuing to believe in the ten warriors.

24. Chaos [12.124Mu]
Dissidia Final Fantasy

God of discord.

Taking the world's subjugation as his given duty, he has fought unyieldingly for ages to defeat the goddess of harmony, Cosmos.

Why does he fight? What does he wish to gain? Perhaps the answer to that can only be found when all conflict ends.

2) Summon Compendium [12.2Mu]

1. Ifrit (AUTO) [12.21Mu]
III, IV, V, VI, VII, VIII, IX, X, XI

A powerful djinn with control over scorching flames hot enough to turn the whole world to ashes.

Often appearing early in the story, Ifrit has saved many a low-level adventurer with his "Hellfire" attack.

As the series has progressed, little by little his appearance has changed. In recent games he has grown more feral

2. Ifrit [12.22Mu]
III, IV, V, VI, VII, VIII, IX, X, XI

A powerful djinn with control over scorching flames hot enough to turn the whole world to ashes.

Ifrit seems to be on good terms with many other summons. In particular, he has been seen to be close enough to Shiva and Ramuh to converse with them at times.

Considering that he is acquired near the beginning of each game, he seems to be a familiar face to humans.

3. Shiva (AUTO) [12.23Mu]
III, IV, V, VI, VII, VIII, IX, X, XI

The empress of ice, wreathed in frost. She is known for her signature move, "Diamond Dust," which freezes everything in an instant.

According to one source, she is moody and temperamental. However, she has never gone against her summoner's wishes, making her easy to use for beginners.

4. Shiva [12.24Mu]
III, IV, V, VI, VII, VIII, IX, X, XI

The empress of ice, wreathed in frost.

Throughout the series shes has worn everything from dresses to capes, but her graceful stance has remained unchanged.

Depending on the world, she is known as a snow or ice spirit.

5. Ramuh (AUTO) [12.25Mu]
III, IV, V, VI, VII, IX, XI

An ancient, ageless mage bearing the dazzling power of lightning.

From far off, he can ascertain evil and hand down punishment with his "Judgment Bolt."

That said, he has a comparatively gentle personality. In Final Fantasy IX, by giving Dagger many trials, he helped awaken her ability as a summoner.

6. Ramuh [12.26Mu]

III, IV, V, VI, VII, IX, XI

An ancient, ageless mage bearing the dazzling power of lightning.

His imposing gravitas and bushy beard have remained unchanged throughout the series.

In Final Fantasy VI, he nursed Terra back to health after she went berserk, as well as taught a moogles human language. No matter how you look at it, he is a kind soul at heart.

7. Carbuncle (AUTO) [12.27Mu]

III, V, VI, VIII, IX, XI

A beast with a crimson jewel shining from its forehead.

The stone is known as Carbuncle's ruby, and has different powers depending on the game.

In Final Fantasy IX, the ruby can be switched out with other add-on jewels to give Carbuncle different spells and effects-- something very useful in battle.

8. Carbuncle [12.28Mu]

III, V, VI, VIII, IX, XI

A beast with a crimson jewel shining from its forehead.

In this game, like others, Carbuncle's form is cute, but as a monster appearing in Final Fantasy III, it had a much more gruesome appearance.

In Final Fantasy V it gained its current form, and it has only become more and more adorable.

9. Magic Pot (AUTO) [12.29Mu]

V, VI, VII, X, XI, XII

A mysterious being that hides within a pot, patiently staring out.

It has a mischievous personality, crying for Elixirs, but fleeing one it receives them.

Owing to their considerable defensive power, Magic Pots are quite difficult to defeat by ordinary means.

10. Magic Pot [12.210Mu]

V, VI, VII, X, XI, XII

A mysterious being that hides within a pot, patiently staring out.

Depending on the game, some Magic Pots, instead of wanting Elixirs, have used various tinctures on adventures.

Defeating one gives great rewards--something that is uniform across the entire series.

11. Demon Wall (AUTO) [12.211Mu]
IV, VII, XII

A demon living within a wall, usually trapping adventures as it creeps closer and closer.

Depending on the game, they are more than just walls, sometimes appearing as fearsome foes bearing blades or feet.

Even after fleeing them once, they eventually must be fought. These inescapable battles have brought more than a few adventurers to tears.

12. Demon Wall [12.212Mu]
IV, VII, XII

A demon living within a wall, usually trapping adventures as it creeps closer and closer.

Its tough body and unquestionable strength have led countless treasure-seeking adventurers to their demise.

Not allowing enemies to live, yet not killing them outright--just cornering them... These actions clearly show the depth of its depravity.

13. Magus Sisters (AUTO) [12.213Mu]
IV, X, XI

Eldest sister Cindy, middle sister Sandy, and youngest sister Mindy: the Magus Sisters.

For some reason, they wear bug costumes, dressing as a mantis, ladybug, and bee. By the way, from the tallest on the right they are Sandy, Cindy, and Mindy.

Each of them is quite strong, but if the three of them were to fight each other, common knowledge puts money on Mindy as the fiercest.

14. Magus Sisters [12.214Mu]
IV, X, XI

Eldest sister Cindy, middle sister Sandy, and youngest sister Mindy: the Magus Sisters.

Casting Reflect and then bouncing spells at foes, their "Delta Attack" has been the bane of many an adventurer. When one of the sisters is defeated, the others quickly bring her back--testament to their strong link.

They never forget to introduce themselves before a battle, considering it part of the nature of a warrior.

15. Odin (AUTO) [12.215Mu]
III, IV, V, VI, VII, VIII, IX, XI

A legendary knight who rides his beloved horse Sleipnir to deliver a crushing blow, the "Zantetsuken."

Usually he is known for his stunning one-hit kills. However, in Final Fantasy VIII, Seifer was able to counter the Zantetsuken, splitting Odin in two instead.

Odin's memory of this shameful event is something he would gladly sunder with Zantetsuken.

16. Odin [12.216Mu]
III, IV, V, VI, VII, VIII, IX, XI

A legendary knight who rides his beloved horse Sleipnir to deliver a crushing blow, the "Zantetsuken."

In Final Fantasy VI, a queen loved him with all her heart. However, their love was a star-crossed one, as they were torn apart for a thousand years due to the War of the Magi.

17. Phoenix (AUTO) [12.217Mu]
V, VI, VII, VIII, IX, XI, XII

An eternal, undying bird.

Its tears are rumored to have curative properties, and it is said that he who tastes the Phoenix's blood will have eternal life.

Its signature move is "Flames of Rebirth." Sealed in magicite or called through a Phoenix Pinion, its form has changed throughout the series.

18. Phoenix [12.218Mu]
V, VI, VII, VIII, IX, XI, XII

An eternal, undying bird.

Every few hundred years, it immolates itself, rising from its own ashes--or so the legend goes.

Throughout the series, the Phoenix has saved adventurers from countless predicaments. In Final Fantasy V, a strong desire to protect Lenna allowed the wind drake Hiryu to be reincarnated as the Phoenix.

19. Alexander (AUTO) [12.219Mu]
VI, VII, VIII, IX, XI

An ancient weapon imbued with a sacred power.

When overconfident men summon intractable powers, Alexander appears as a guardian deity, handing down judgment.

Its "Divine Judgment" sacrifices the wicked with blessed fire.

20. Alexander [12.220Mu]
VI, VII, VIII, IX, XI

An ancient weapon imbued with a sacred power.

In certain games, Alexander has directly challenged--and defeated--the likes of Bahamut, proving itself to be among the strongest of summons.

While it has a fearsome amount of power, its true purpose is unknown.

21. Leviathan (AUTO) [12.221Mu]
II, III, IV, V, VII, VIII, IX, XI

A massive sea serpent that effortlessly controls water and rules all who dwell in the oceans.

The raging swell of his "Tsunami" is enough to consume even the fiercest of foes.

Known even outside of the world of summons, Leviathan is the name of an airship in Final Fantasy XII.

22. Leviathan [12.222Mu]
II, III, IV, V, VII, VIII, IX, XI

A massive sea serpent that effortlessly controls water and rules all who dwell in the oceans.

As king of the Eidolons in Final Fantasy IV, he took Rydia to hone her summoning powers.

In Final Fantasy II, he appeared not as a summon, but as a dungeon, in which the heroes must fight their way out of his innards.

23. Bahamut (AUTO) [12.223Mu]
I, III, IV, V, VI, VII, VIII, IX, X, XI

Conqueror of the skies, Bahamut has known many names--the Dragon King, the Hallowed Father, the First Sire.

He knows many diverse spells, such as Aura and Mega Flare. He also has advanced forms, such as Neo Bahamut and Bahamut ZERO.

Considering his evolution throughout the series, he can no longer be classified strictly as a dragon.

24. Bahamut [12.224Mu]
I, III, IV, V, VI, VII, VIII, IX, X, XI

Conqueror of the skies, Bahamut has known many names--the Dragon King, the Hallowed Father, the First Sire.

In Final Fantasy I, he was not a summon, but ruler of the dragons. In that capacity he helped the heroes become stronger.

His first outing as a summon was Final Fantasy III, and he has been a regular fixture ever since.

25. Chocobo [12.225Mu]
II, III, IV, V, VI, VII, VIII, IX, X, XI, XII

Large forest-dwelling birds that run quickly on two legs.

In addition to the common yellow chocobo, there are many other types, such as white, black, mountain, river, and fat chocobos. No matter the variety, chocobos are always valuable companions.

Healthy chocobos can maintain a pace of 20 mph. Due to their remarkable speed, some worlds require riders to have a chocobo license.

26. Moogle [12.226Mu]

III, V, VI, VII, VIII, IX, X, XI, XII

Mysterious creatures with red pom-poms on their heads and wings on their backs.

Different varieties have different traits. Many moogles say "kupo," while others say "nyaa."

They can fly, but not by flapping their wings. They suck up a large amount of air, allowing them to float. The wings are only used for steering.

27. Mandragora [12.227Mu]

III, VII, IX, X, XI, XII

Plant-type monsters with buds sprouting from their heads.

Common legend has it that the shriek they emit at being pulled from the ground inspires despair in even the most stouthearted of men.

Though favoring salt water, they are often found wreaking havoc in fields. This causes them to be frequent targets of hunters hired by wronged farmers.

28. Bomb [12.228Mu]

II, III, IV, V, VI, VII, VIII, IX, X, XI, XII

Living explosives, prone to destroying themselves along with their enemies with their powerful "Self-Destruct."

Bombs take the rage built up by being attacked and transform it into energy. This, in turn, makes them grow, sometimes to incredible sizes.

To maximize the efficiency of their explosions, their limbs have regressed, and their bodies have evolved into an almost perfect sphere.

29. Asura [12.229Mu]

IV

A six-armed summon with three faces--anger, benevolence, and joy.

Her attacks change according to her personalities. In Final Fantasy IV, she ruled the Feymarch as Leviathan's queen.

She has only appeared in the series once thus far, but in that outing made a considerable impact.

30. Titan [12.230Mu]

III, IV, V, VII, XI

A legendary giant with considerable physical strength.

Rending the earth itself and tossing slabs at foes, his attack, "Gaia's Wrath," crushes his enemies to death.

In most games, his attacks are ineffective against enemies that fly, causing him much bitterness. However, in this world, he is not so limited.

31. Atomos [12.231Mu]

V, IX, XI, XII

A summon with control over gravity.

Its vast mouth inhales all that comes near. Some say it is the gate to another dimension.

It specializes in attacks as hideous as its appearance--crushing enemies down to the molecular level before swallowing them into its gaping maw.

32. Iron Giant [12.232Mu]

II, V, VII, VIII, IX, X

Armored giants known by their dark blue-black armor and massive weapons.

The strength radiating from their massive bodies causes even the bravest adventurers to abandon their weapons and flee the oncoming colossus. That said, Iron Giants often carry rare items, which serve as valuable rewards for those who succeed in bringing down these lofty warriors.

33. Cactaur [12.233Mu]

VI, VII, VIII, IX, X, XI, XII

Anthropomorphic cactus monsters. Usually they seem to be running towards something.

Due to their rarity, they are often sought by adventures, but their speed has enabled them to not only survive but even branch out into different subspecies.

Their signature move "1000 Needles," sends a great number of spines shooting towards their foe.

34. Tonberry [12.234Mu]

V, VI, VII, VIII, IX, X, XI

Sneaky beings that slowly creep through the darkness carrying knives and lanterns.

Their incessant, innocent stare stabs through opponents, pushing them over the brink of despair. Recently, they have learned a new move, "Karma."

Every so often, they trip and fall, becoming unable to move.

35. Malboro [12.235Mu]

II, IV, VI, VII, VIII, IX, X, XI, XII

Grotesque, strange, plant-like beasts with countless tentacles and gaping maws. Despite being plant life, some are able to fly.

Malboros frequently inflict status ailments on opponents with their "Bad Breath."

Their tentacles are used as ingredients in many different things, one of the most famous being malboro wine. Its pungent scent makes it quite popular with tired travelers.

36. Ultros [12.236Mu]

VI, XII

An octopus-like monster. He often hires "Mr. Typhon" to help out with his exploits.

He appears in Final Fantasy VI, attempting to disrupt the opera in which Celes appears by dropping a large weight onto the stage. However, he is foiled when the weight proves too heavy for him to move.

All of his subsequent plots are foiled, and in the end he just gets a normal job.

37. Typhon [12.237Mu]

VI, VII

A monster first appearing in Final Fantasy VI. Ultros never fails to call him "mister."

With a harsh cry of "FUNGAH!!!" he uses his powerful Snort to send foes flying.

As he disposes of most enemies without getting his hands dirty, perhaps Ultros was right-on when he hired Typhon as his bodyguard.

38. Deathgaze [12.238Mu]

VI, IX, XII

An outlaw who terrorizes the skies with it's massive wings.

In the past, it has assaulted airships, causing major problems for the people inside.

While it is terribly disruptive, it's said Deathgaze has quite an advanced sense of danger. Perhaps that's why it does not appear before airships plotting its extermination.

39. Behemoth [12.239Mu]

II, III, IV, VI, VII, VIII, IX, X, XI, XII

Ferocious beasts with regal, fluttering manes and roars violent enough to shake the earth itself.

After rending foes with long claws and horns, they usually use their sharp

teeth to deal the killing blow. Also known to use high-level magic, Behemoths are enemies of the top rank.

It is a common occurrence for adventurers to run across Behemoths just when they especially wish to avoid enemies and keep up their strength.

40. PuPu [12.240Mu]

VIII, X

Odd creatures that appear after unidentified flying objects have been knocked down.

It is unknown why they desire Elixirs so, yet if given them, they often return the favor with rare items.

One source suggests that the name "PuPu" comes from the unique sound it makes when it walks.

41. Lich [12.241Mu]

I, VI, IX, XI, XII

The Fiend of Earth, who drains and decays the soil itself.

Using vampires as his minions to terrorize the populace, the Lich lives in a cave deep underground, feeding off the power of earth.

Outside of Final Fantasy I, he has appeared as an undead monster. Nothing seems able to completely extinguish his dark malice.

42. Marilith [12.242Mu]

I, IX, XII

The Fiend of Fire, who uses the many limbs of her serpentine body to wield deadly weapons.

Of the Four Fiends, she is the only one crimson in color. Her slumber was disturbed when she sensed the Fiend of Earth's demise, throwing her into a fearsome rage.

In Final Fantasy XII, Marilith secretes Serpentwyne Must, the main ingredient of Serpentwyne.

43. Kraken [12.243Mu]

I, III, IX, XI

The Fiend of Water, who nests in the Sunken Shrine, befouling the waters and stealing the ocean's light.

Shaped similarly to a squid or octopus, the Kraken is surprisingly eloquent. However, its voice always sounds slightly distorted, as if heard through water.

Perhaps it has learned to speak solely from listening to the other Fiends.

44. Tiamat [12.244Mu]

I, II, VIII, IX, XI, XII

The Fiend of Wind, who dominates the heavens from her lofty perch.

Having taken over the Flying Fortress built by the ancient Sky People, she saps the power of wind. In Final Fantasy I, she is the first Fiend to awaken to her purpose.

Well-suited to the name of a demonic dragon lord, she is one of the rulers of hell.

45. Scarmiglione [12.245Mu]

IV

One of Golbez's elemental archfiends, the Blighted Despot, archfiend of earth.

Even after being killed, he returned from the grave to attack once again, thus making him known as one fearsome even in death.

He is infamous for his peculiar, creepy hiss and characteristic death knell.

46. Cagnazzo [12.246Mu]

IV

One of Golbez's elemental archfiends, the Drowned King, archfiend of water.

His abilities are many--one of those being the power to control the hearts of men, which he used to dispose of the king of Baron before taking his place. When things stop going his way, he hides in his shell.

His defeat triggered the collapse of a nearby passage, trapping the heroes inside. Porom and Palom sacrificed themselves here to save the others.

47. Barbariccia [12.247Mu]

IV

One of Golbez's elemental archfiends, the beguiling Empress of the Winds.

She can use her hair, which is three times the length of her body, to whip winds into cyclones, or as a protective shell. However this lends her no defense against jumping attacks, making the dragoon Kain her mortal enemy.

48. Rubicante [12.248Mu]

IV

Leader of Golbez's elemental archfiends, dubbed the Aurach of Flame.

Only interested in strength, he takes the trouble to restore weakened opponents to full health before challenging them in battle.

To protect himself from frost, he hides beneath a cloak of flame.

49. Gilgamesh [12.249Mu]

V, VIII, IX, XI, XII

A master swordsman wandering the Dimensional Rift.

He fancies himself a seeker of rare blades, but is easily duped with fakes and often mistakes people for others, calling his judgement into doubt.

These humorous foibles have helped him become a beloved character, but his strength is no joke. He wields a power that once decimated an entire army.

50. Ultima Weapon [12.250Mu]

VI, VII, VIII, X, XI

An incredibly powerful mystic beast created in the distant past.

Its name has often been given to incredibly powerful weapons. It neither harbors nor represents life, but is rather a manifestation of pure power.

A constant stream of adventurers challenge the beast, aiming to test themselves. While it seems a ridiculously difficult challenge, it is an adventurer's nature to do such a thing.

51. Omega [12.251Mu]

V, XI

A soulless entity from a faraway sky.

Created by an ancient civilization as a machine capable of utter destruction, no one is certain for what purpose it was built. One source suggests it was created to eliminate some other massive power.

With its creators long gone, it traverses dimensions, aiming only to complete its objective.

52. Shinryu [12.252Mu]

V, X

An ancient dragon dwelling in the Dimensional Rift.

A massively strong will once consigned it to a certain task, but all details are unknown.

It often rains devastation on those who would destroy it, causing even gods to fear its strength.

-----Acknowledgements----- [13.0Ac]

Thanks are due first off to Square Enix for making what turned out to be -- despite my expectations -- a great game. It's a genuinely good story, and has made some FF characters who I never really cared that much about before into some of my favorites. Garland and Firion in particular.

When you can see the fan service coming *two miles* away and it seems like the company can't stop milking their past successes regardless of artistic integrity, you don't expect much in terms of overall quality -- but I'll be damned if they didn't deliver with this game.

Clearly, the development team as a whole had a lot of passion for this project and the works it drew upon. It really shows. This is fan service in a genuine sense.

Secondly, as I didn't feel like doing a run through the game to acquire all the dialogue I'd need to put together this script, the owners of the following YouTube channels are owed my thanks for having videos I could use -- making it unnecessary to even pick up a PSP:

<https://www.youtube.com/user/RandomChannelPlox>

<https://www.youtube.com/user/VersusXIII>

<https://www.youtube.com/user/KyKiske7>

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