

Chrono Cross Script FAQ

by Sheamon

Updated to v2.4 on Sep 23, 2001

The Complete Chrono Cross Script

Version 2.4

Last Updated on 9/23/2001

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IA. Things to Notice

Here is the complete script to the U.S. version of Chrono Cross. I made this guide so people like myself could use it as a story reference to refresh certain parts of the story, get favorite quotes, etc...

Obviously, the exact text may differ from the text you see when you play? Why? Well, Chrono Cross has 44 different playable characters, and it is virtually impossible to get every single character's text for a scene. The character who's text appears at that part of the script is the character I used, so when you play you might get something different. I also fixed any gramatical and spelling errors I found in the text.

Seeing as I am a college student, have a job and work on 2 web sites, do not expect this to be updated frequently. Don't be surprised if it takes a few months for it to be completed, after all, it will contain the entire story, plus all sidequests and the dialogue from all the town people as well when it's finished! It's gonna be a huge project, but eventually it will be finished.

The story part of the script is finished. Currently, the script is being revised in order to have dialogue from all the possible answers you can give when asked, and the text for each of the parts that branch out (like at Termina) Once that part of the script is finished, I will go back and get village people dialogue as well. If anyone wants to do this part in order to hasten this script's completion, you can email me asking to help.

This script has every spoiler imaginable. So, if you haven't beaten the game yet I suggest you don't read those parts you haven't gotten to yet!

IB. Disclaimer

The copyright to the game Chrono Cross, and all it's characters and terms belong to Squaresoft. However, this written down version of the script belongs to me. It may not be copied in any way, whether on paper or electronically without my permission. If you want permission to put it on your site unaltered, email me at bshea@worldnet.att.net and give me a good reason why you want to use my work. The following sites have gained my permission:

<http://www.gamefaqs.com>
<http://xenoquarters.xenogears.org>
<http://vgstrategies.about.com>
<http://www.thegamer.com>
<http://www.psxcodez.com>
<http://www.gznetwork.com>
<https://www.neoseeker.com>
<http://www.gamespot.com>

If you see the script on a page not listed here, please notify me. I would really appreciate it.

IC. Author Info

Main Author

Job: Everything but Village Dialogue

The author of this is Sheamon, who can be reached at cain@xenogears.org for all comments and suggestions. I have also done the complete xenogears script, which can be found at <http://xenoquarters.xenogears.org> and GameFAQs. I also work at Ground Zero Network, located at <http://www.gznetwork.com>, and am the webmaster for Visions of Escaflowne, located at <http://www.escaflowneonline.com>. My aliases include Sheex The Dark Stalker, ^^^IONS^^^ and Emperor Cain.

Author

Job: Village Dialogue

Clint wrote this...I don't have a fancy nickname...a kid once called me "guy", but that's probably because he didn't know who I was. Anyhow, you may have seen my work...ABSOLUTELY NOWHERE!!! That's right...I've never done a damn thing on the internet. I beat Chrono Cross and got almost everything available (that I knew about), but I still wanted to do something with it...and decided to write [this part of] the script. I can be contacted at mephistopholes@prodigy.net if you want to criticize, compliment, or make a suggestion about my work.

ID. FAQ

Q. Are you going to do the Chrono Trigger Script as Well?

A. No. The Chrono Trigger Script is already on the web, so there's no need for me to do it.

Q. Know of any good Chrono Cross sites?

A. See www.chronoshock.com, the only good site I've seen dedicated to Chrono Cross so far.

Q. Are you going to contain any walkthrough info here?

A. No, this is just for the script. There's plenty of other walkthroughs at www.gamefaqs.com. Use one of them.

IE. Versions

2.4

9/23/2001

Added the Draggy, Master Hammer, and Glenn returns to Termina sidequests. Also

added all the 'villager dialogue' for Chronopolis.

2.3

9/16/2001

Well... its been around 6 months but I've finally gotten around to working on this again. I suppose some explanation is needed. When I started this script a little over a year ago, I was greatly helped by the fact that I was able to use a laptop to type down all the dialogue. Without the laptop, I would have to write by hand everything down then go and type that on my computer. Well, with the help of the laptop I was able to get pretty much the entire script done. However, since it was lent to my by my school, I had to return it in December, mere days after the last real update. I'm glad to say that this semester I've once again been lent a laptop and am able to do extensive work on this script again. What remains? There's a few sidequests to do, all of the New Game + endings, and villager dialogue. So look forward to plenty of that stuff over the coming weeks as I wrap this gigantic project up. And what do I have for you now? I've got the Criosphinx sidequest dialogue up, check it out in the second sidequest section for the first disc. I've also got all the dialogue from the Developer's Ending, including the all converstions with every person you can talk to there. Its the first of the New Game + endings to make it to the script. Expect more updates in the coming days/weeks/months as this project heads towards completion.

2.2 minor revision

3/28/2001

Updated email address and site address.

2.2

12/19/2000

Wow, it's been a while, hasn't it? I've been really busy with school and websites, which is why I haven't updated this in a while. Clint has taken up the task of doing village dialogue for this script, and has submitted the dialogue for Arni Village in both the Home and Another World. He also submitted the Recruiting Mojyo sidequest, which can be found in the first sidequest section.

2.1

10/28/2000

I've added the second answers you could have given during the part of the game up to Viper Manor. You can tell it's the second answer by the {} Brackets that surround it. Look at the key for more info, it's not too difficult to understand. I also added the Pierre Branch of the quest.

2.0

10/25/2000

I'm glad to say that the first edition of the script is complete. Today I finally got the script done through the ending. Just to note, the dialogue from the book FMV at the end has some text missing, since I couldn't type fast enough to catch up. I'll be sure to fix that up soon. So, what's next? Well, this script is still far from done! Now I'll be going through the game again, going down the paths I didn't in the first, and getting those characters I missed. I'll also be doing the second choice that I didn't do when asked questions so I can get the opposite reaction. And finally, I'll be getting the dialogue from the additional ending. I'm taking a break for a few days, I hope you enjoy the first finished version!

1.17

10/23/2000

The rest of the Terra Tower part has been added.

1.16

10/18/2000

Sorry for not updating this lately, I've been quite busy. The script now goes up to the Dragon God fight.

1.15

10/7/2000

The script goes through Terra Tower, up through the defeat of the Aquator.

1.14

10/1/2000

The script now goes up to when you reach Terra Tower.

1.13

9/27/2000

The Return to Fort Dragonia and Chronopolis sections have been added to the script. The dialogue from the various ghosts and computers that I felt were necessary were put in, but some things may have been missed. In version 2, after the story script is finished, I'll go back and get dialogue from the other ghosts and computers. Also, the Dario sidequest has been added in the sidequest section.

1.12

9/25/2000

Huuuuuugggggggeeeee update today. The following sidequests have been added in the second sidequest section: Recruiting Janice, The Orlha fight in Guldove, Return to the Hydra Marshes, The Revival of Marbule and the Isle of the Damned fight with Solt and Peppor where you learn more of Karsh's past. Also, the whole Dragon Quest part has been added to the script.

1.11

9/23/2000

Another big update, The script now goes up to the part where Harle leaves the party.

1.10

9/20/2000

Wow, three updates in three days. Just goes to show how much I want to complete this. And using a lap top to do it makes everything a lot easier and quicker. Anyway, I've updated it through the events in the Dead Sea. It goes up to when the Sky Dragon drops you off at Marbule.

1.9

9/19/2000

I added the Zappa, Starky and Van sidequests, and updated the script up to the part when you get the Fiddler Crab from the Marbule Sage on the S.S. Zelbess.

1.8

9/18/2000

I added a lot more to the script, it now goes up the part where Harle, Lynx and Sprigg arrive at Hydra Marsh in Serge's home world.

1.7

9/16/2000

Well, I have some good news. My college lends out laptops, and I was able to get one so now instead of having to type/write down the script on paper, then convert it to the computer, I can do it right on the laptop, cutting the time to do the

script in half! Since I've been rather lax lately on it (well exxxccuuusse me for having schoolwork --) I spent 2 whole hours on it tonight, finishing the S.S. Invincible part, and adding both the Ice Breath quest and the trek through Mount Pyre. We also got the third Solt & Peppor battle in. Enjoy!

1.6
9/15/2000

Added the Hermit's Hideout part of the script and started the S.S. Invincible part.

1.5
9/10/2000

I added more to the Skelly sidequest, and finished up the Kid's Illness section. The script now goes up to the conversation with Glenn in Termina when you find out about Fort Dragonia.

1.4
9/8/2000

I added more stuff to the script, it now goes up to the completion of the Hydra Marshes.

1.3
9/4/2000

I added more to the script, up to the part in Guldove.

1.2
8/31/2000

I added more to the script, up to the part when Kid, Serge and Guile enter Viper Manor. I also fixed a few spelling errors earlier in the script. I might be offline for a few days, so while that doesn't mean that I won't update, it does mean that the updates won't go online until I'm back. Sorry.

1.1
8/30/2000

I changed the kid that Leena was babysitting from 'Kid' to 'Child' to avoid confusion with the character Kid. I also added more to the script, up to the introduction of Glenn in Termina. I also put up the first part of the sidequest section, the Skelly sidequest, and included the text from the first 2 Solt & Peppor battles. I fixed the ground zero network link error, I forgot to include the www part before.

1.0
8/29/2000

The original version of the script, it contained all the basic script info except for the faq, and contained the script up to when Serge heads to Opassa Beach for the first time.

IF. Key

The key is used to explain things in the script that may confuse you.

[text]

When something appears in brackets like the example above, it is a description of the actions currently occurring. None of the text in the brackets appear in the game.

[FMV]

Occasionally, you will see this symbol in front of another bracketed description.

This is there to show that that is an FMV scene. There will be another symbol like that to symbolize the FMV's end.

Name: text

The dialogue is simple to understand, the character's name who speaks the text appears, followed by a colon, and space and then the text the characters says appears. Not too difficult to understand, eh?

(Serge): text

Despite the fact that Serge doesn't have dialogue in the game, occasionally he is forced to make a decision in the game. When this occurs, the Serge name in rounded brackets will appear to symbolize this. After the colon the choice Serge made will be shown. Once I play through the entire game again, I will get the opposite choice, obviously it will be a little while until this is in the script.

{}

Sometimes you are offered choices. One choice will appear outside these brackets, the alternate choice will appear inside them.

2A. Script Disc 1: The Komodo Quest

[FMV]

[In the middle of a large mountain range lies a huge fortress. It is rectangular shaped and tall, with a small sphere like object levitating above the center. Surrounding the fortress is 6 dragon statues.]

[FMV]

[An elevator comes up to a hallway with 2 exits. Three people step out of the elevator.]

Irenes: What ist it, Herr Serge? You look troubled. Dis is it. Dere is no turning back, now!

Kid: Oi! C'mon Serge, Irenes!

[she turns and faces Serge]

Kid: Just you wait, Lynx! Today's gonna be the day of reckonin'!!! Say yer prayers ...Not that it'll do ya any good!!! Heh-heh-heh..... HA-HA-HA-HA-HAAA!

Irenes: Herr Serge!

[Serge comes out of the elevator and joins them. They head through the fortress and reach a room with a black beam emanating from the floor. When they approach it, it vanishes. They head back into the main hallway and step on a black circular object that like an elevator carries them up hundreds of feet to the spherical levitating object.]

Kid: Oi! What the bloody hell just happened?

[She looks over the edge of the platform they stand on.]

Kid: Woowoo! Bugger...!!! We're so high up! Is this thing floatin'!?

Irenes: Did it feel like your body passed t'rough the floor just now?

Kid: This sure is some fort... Eh, Serge? !?

[She turns and faces him.]

Kid: You alright, mate? You've been actin' all weird. Who knows what's up ahead, so just stay on your toes, eh!?

[Serge nods.]

[They head towards the door leading them in. Serge stands in front of it. His heart starts beating fast.]

[FMV]

[The door opens, suddenly Serge sees a vision. Kid falls to the floor, apparantly dead. Serge, with a bloody knife in his hand smiles. The vision ends.]

[FMV]

Voice: Serge... Good morning, Serge! C'mon sleepy head, get up!

[Serge wakes up from his bed. He is in his home, in Arni Village. He puts up the

shades then heads downstairs to see his mother.]

Marge: Good morning, Serge. You're finally up. The sun's already reached high noon. By the way, didn't you have plans to meet with Leena this morning? Leena came by to see if you were up, but you, young man, were still off in never-never land. You shouldn't break promises like that. Girls can be pretty scary if you make them angry! [Serge leaves his home and heads the the dock where Leena is watching over some kids.]

Leena: You're late, Serge. Sleeping in as usual, I suppose? You promised you'd go get some Komodo Dragon scales for my necklace, remember? Since you were late, my mom asked me to baby site the kids!

Child: Whoo-hoo! Sergey, Leena, look at me!

[Serge and Leena watch.]

Child: C'mon, you guys should join us! It feels really good!

Leena: Unlike the rest of you, we're not here to play! Don't swim out too far, now!

Kid: Oookay! Gotcha!

Leena: Kids sure have it easy... Remember when we were like that? Not a single care or worry on our minds... How each day lasted an eternity, filled with newness, fun and excitement... But the important thing now is not our childhood but my Komodo-scale necklace!!! YES! We have to face up to reality and live each day anew!!! So, I want you to go to Lizard Rock and get some scales for me! I would join you, but I still have to watch the kids... It's your fault; you were late! Once you collect some Komodo dragon scales, I'll catch up with you at Opassa Beach. Is that okay with you, Serge?

(Serge): Sure, no problem!

Leena: Good! That's what I wanted to hear! OK, then! Don't just stand around! Go collect some scales at Lizard rock... Let's see... I think 3 should be enough. Good luck, Serge! I'm counting on you!

{

(Serge): Nah, Forget it

Leena: EXCUSE ME!? What did you just say? Hm? Serge!? Think about it! It's your fault for sleeping in, you know! Seeing as how you let me down, I'd say you owe me a couple hundred of those scales! Now go! Go to Lizard Rock and get some scales for me! I'll let you off easy this time with only 3 scales. I'm counting on you, Serge. Good luck, OK?

}

[Serge heads to Lizard Rock, where he catches 3 Komodos and beats a full grown one as well. He heads to Opassa Beach, like Leena said.]

2B. Script Disc 1: Trapped in Another World

[After collecting 3 Komodo Scales, Serge heads south to Opassa Beach. He is surprised to see the beach empty. Suddenly, Leena calls out to him.]

Leena: There you are!

[She runs over next to him.]

Leena: Sorry I'm late. I hope you didn't wait too long, Serge. Well? How'd it go? Did you get the Komodo Dragon scales?

[Serge gives her the scales.]

Leena: Oh, they're beautiful! I'll be able to make a great necklace with these. Thank you, Serge! It sure has been a long time since we last came here. We used to come here all the time.

[They stare at the sea. Leena sits down.]

Leena: The sea never changes, does it...? It's been rolling in and out, like this, since before we were born. It's been here for eternity, it seems... It's probably seen many things... Heard many things... It'll probably keep rolling in and out, long after our lifetime... Without a singel change... Hey, Serge... Remember we used to sit and talk like this when we were kids? With the gentle sea breeze and the tranquil sound of the waves? Just the two of us... Talking... Do you still remember that day?

(Serge): I don't remember

Leena: Oh... Then I guess you forgot about the promise we made... Well, I guess it can't be helped. We were so young... On top of that, you almost drowned back then. It was

a traumatic time for you.

{

(Serge): I remember.

Leena: Really!? You do...? So, Serge, you haven't forgotten about the promise we made that day!? Hehee..... That makes me... happy.

}

Leena: But aren't memories strange? Just when you think that you've forgotten about something, it comes floating back into your heart. I guess it's just lying there in wait. Waiting for that right moment... Why, we might even remember this very moment someday! In 10, 20 years... when we're all grown up and married, and have kids of our own... Then one day... When that time comes, I wonder what kind of adults we'll be? What kind of life will I be leading...? I wonder what to make of this day...?

(Serge): We'll forget it eventually.

Leena: Yeah..... I guess so..... But..... That would be really sad... wouldn't it?

{

(Serge): We'll never forget this day!

Leena: Yeah... I hope you're right.

}

Voice: Serge...

Leena: Um, Serge... There's been something I've been wanting to...

Voice: Serge...

[Serge looks around, puzzled by the mysterious voice.]

Leena: What? What's wrong, Serge? Serge?

[FMV]

[Serge, looking at the sea sees a vision of a boy running, surrounded by 2 men and a panther. The waves come down over him as a green light surrounds him. The world seems to transform around him, and he passes out.]

[FMV]

Old Man: What are you doing there, boy? It's dangerous to sleep out here.

[Serge wakes up on the beach to see an old man and a baby Komodo dragon near him.]

Old Man: You alright, boy? What on earth are you doing lying down, anyway? For a second there, I thought you might have been a dead body, washed ashore.

[Serge gets up, and realizes Leena isn't there.]

Old Man: Huh? Where's Leena...? You were the only one I saw when I got here.

Are you a friend of Leena's? I believe she's in the village, babysitting.

Well, I'd best hbe on my way. Anyway, if you're looking for Leena, you should stop by the village. You know, yous shouldn't be playing you here, boy. Wouldn't want anything to happen to you, now.

[They leave. Serge heads back to the city and finds Leena on the dock, babysitting. He talks to her.]

Leena: Who are you? Have we met somewhere before...? Are you from Termina?

Child: HEEEEY! Yeah, YOU! Don't be tryin' to pull any moves on our Leena, you jerk!

Leena: Don't be silly! Don't go swimming out too far now, you hear!?

Child: Oookay! Gotcha!

Leena: Kids... I guess kids will be kids... Don't worry about them. Hmm... You know... You look a lot like the boy who used to live next door to me...

(Serge): What was his name...?

Leena: Why...? Why do you want to know his name?

{

(Serge): What happened to him?

Leena: What happened to him...? Why do you want to know? It's really none of your business.

}

Leena: That boy... died..... He drowned... When he was very young... This all happened 10 years ago. Soon after, his mother passed away, too... I was still very

young back then, so I don't remember too well, but my mom says his name was...
...Serge...

(Serge): I'm Serge!!!

Leena:!? You're Serge!? Oh, stop that! That's not even funny!!! The boy is dead, don't you understand!?

{

(Serge): That's nonsense!

Leena: Why would I lie about something like that!? Do you think I'm so cruel as to make something like that up!?

}

Leena: That boy... I guess I kinda liked him... If that boy were still alive today, I wonder what would've become of us? Sure is weird... Why am I opening up to you like this? Well, I guess there's no use thinking about the past. It's not like Serge is going to come back... Mom always tells me I shouldn't dwell on a lost love one...
..... You can find his grave up on Cape Howl. Actually, why don't you go visit the grave site? No one's been up there in a while... Well, I still have some chores to finish. Sorry I blew up at you like that. Good-bye...
stranger.

[Serge heads to Cape Howl, and he sees a small grave on the top of a summit.
He walks up to it and reads it.]

Grave: R.I.P. Our beloved Serge Died age 7 Nobody can take anything away from him. Nor can anyone give anything to him. What came from the sea, has returned to the sea.

Voice: So you must be Serge... The ghost of the boy who died 10 years ago.

[Serge turns and sees 3 men show up. 2 of them are in typical Acacia Dragoon armor, while the third, the leader is dressed more elegantly, with blue hair and red eyes. He speaks.]

Karsh: Don't move! ...It's no use. There's no escape that way. All you have to do is come with us.

Solt: But, Sir Karsh... do you think it is truly true that this chap is a ghost? He seems like a perfectly perfect young boy to me...

Karsh: That doesn't matter! We found the boy here, just as "he" said we would, didn't we? Now seize him!

[They get closer to Serge when a voice calls out.]

Voice: Hold yer sea horses!

[FMV]

[A young woman around Serge's age with blond hair shows up on the cliff overlooking them.]

[FMV]

Karsh: Who the...?

[She jumps down off the cliff and lands next to Serge.]

Karsh: Outta the way, missy! You don't wanna get hurt, now, do you?

Girl: Shut yer trap! You're the ones who'd betta get outta the way.

Peppor: ...You have a problem!? Do you have a shakin' idea who you're dealing with, missy?

Karsh: That's enough!!! Listen up, junior! Our orders are to take you in. We don't wanna hurt you. Just come with us. Or else... This axe o' mine will have to do the talkin'.

Girl: For cryin' out loud... Would ya just shut up and get on with it...! I'm gonna kick yer sorry arses so hard you'll kiss the moons!

Karsh: Fair enough... You leave us no choice. You'll regret this, missy!

[They fight, Kid and Serge are victorious.]

Peppor: S-Sir Karsh! I say we shake it on outta here, so that we can live to fight another day! Th-These aren't no ordinary brats we're dealing with...!

[Peppor and Solt run away.]

Karsh: Damn cowards! [He faces Kid.] As for you, missy...! We won't forget this!
[He leaves.]

Girl: Oooh, I'm sooo scaaaared! I'll be happy to take you on, anytime! Think I'll lose to scum like you!? Hah! [She turns to Serge.]

You alright, mate? Serge... You're name's Serge, ain't it? Oh, me? My

name's... Call me "Kid". Nice to meet ya. I just couldn't stand by and watch those blokes gang up on you like that they just pissed the bloody hell outta me. I wish I could've beat 'em up some more! But why was that mob after ya?

[Serge shakes his head.]

Kid: Whaddaya mean you've never met 'em before? Eh? Ahhh, forget it. Hey, Serge...! How about you and me team up for a while? That Karsh fella ain't gonna just leave you alone, that's for sure! And to tell ya the truthy, I'm new to these islands... It's pretty lonely travelin' around here on me own. Hehehe... So, how 'bout it, Serge? Perhaps it was fate that we would meet up like this!

(Serge): Travel together

Kid: Beauty, mate! That decides it then! We're real good mates now! Anyways, it'll be gettin' dark soon. I suggest we head to Arni and shack up for the night! Oh, and Serge. Don't be tryin' any funny stuff just coz I'm cute 'n all!

[They rest at the place that Serge thought was his home. When they awake...]

Kid: Oi! Let's get our arses down to Termina! Oh yeah, mate... I nearly forgot... Let me give ya this. It's a Tele-Porter. You'll be able to switch yer party members from afar. A really handy gadget. All you have to do is... Ahh, it's a pain in the arse to explain... Look it up in the menu.

{

(Serge): Refuse...

Kid: Hang on! Are you tellin' me, you're gonna refuse the company of a lonely, vulnerable, sweet little girl?

(Serge):

Kid: You sure there, mate? You might live to regret it, ya know!?

(Serge): No, thanks

Kid: Sheeze! Well, have it your way, mate!

[Kid leaves, turns on the way out.]

Kid: I'll be headin' up north to a town called Termina. It'll be gettin' dark pretty soon. I suggest ya go find a place to shack up for the night. Don't want ya to become Heckran bait,

now. Hehehe... Well... See ya!

[Leaves.]

[The next day Leena comes into Serge's house and opens the shades.]

Leena: Rise and shine! A new day awaits! I'm glad I found you here, though. Serge, right...?

Kinda feels odd calling you that... You know... I've been thinking... Maybe you had some kind

of accident and hit your head. That's why your memory's all messed up. You're really someone

else, but you think you're the Serge who died 10 years ago. I want to help you. I can't just leave you alone like this. And... You don't seem like such a bad person, either... You're planning to go to Termina, right? Then let me join you. I have some errands to run over there, anyway. And to tell you the truth... It feels like I've always known you...

Sounds

strange, doesn't it? Well, that's it! Shall we get going?

Poshul: Wait for I! Me am coming, too! A field trip we will go! A field trip we will go!

Hi-ho the merry-o, a field trip we will go!

Leena: OK! Let's head to Termina!

Poshul: PO-SHU-SHU! Full thpeed ahead!

}

[On their way out they are stopped by a man coming in.]

Man: Huh...? Who the...? What are you doing in my house? My house isn't a playgroud for you kids, alright? Go play outside. Huh...? Who? Marge...? Who the heck is that? I've lived in this house for 5 years now. Sorry, that name doesn't ring a bell. Whatever with all your gibberish man... Just get outta here.

[They head through Fossil Vally on their way to Termina.]

Guard: Our excavation is nearly complete. Just stick to the low path and make your way through. We still have some of our men working on the high ground, so do not interfere with their work.

[They head towards the exit, where Solt and Peppor wait.]

Peppor: Shake it! W-We can't just shake it on back to the manor like this...

We failed in our mission!

Solt: That was awfully awful back there, Peppor. I want a rematch!

Peppor: B-By the way... Do you remember what kinda outfit he was in?

Solt: Hmmm... [he turns and sees Serge.] Just something justly like that,

Peppor!

Peppor: O-Oh, you remember. So he looked like that, huh?

Solt: Actually, it is him, Peppor!

Peppor: So you're sure about this?

Solt: Wonderfully wonderful timing, Peppor!

Peppor: L-Let's shake it! W-We're really gonna shake it to you this time!!!

[After they are defeated...]

Solt: Retreat!!!

Peppor: L-Let's shake it on outta here!

[They leave the Fossil Valley and head to Termina.]

2C. Script Disc 1: Termina

[Kid and Serge enter Termina. They see a young man around their age in a uniform talk with a shopkeeper.]

Shopkeeper: Sorry, I'm totally out of bellflowers. There's a big ruskus down in Fossil Valley. Men from the dragoons were setting road blocks in the valley. I'll get some in a few days, so come back again then.

Young Man: You have my sincerest apologies. I understand we are here to protect you as Acacia Dragoons... Those knights should be done with their work shortly.

Shopekeeper: Oh, that's alright. I can get my flowers from other places, too. Never mind that. I haven't seen Karsh around here lately. What is he doing?

Young Man: Well... He said he was going ghost-hunting down south. I'm just a private, so I do not know for certain, but I heard a rumor that Lord Viper ordered him to go.

Shopkeeper: A ghost!? Now that is something... I just hope it's not a sign of a coming disaster. If you ever see him, give him my regards.

Young Man: I will do that. And I will be back, too.

[He leaves. Kid turns and faces Serge.]

Kid: Oi, did ya hear that? Karsh is that bastard we saw at the cape!? And that ghost he's huntin'... Ain't that you, mate? So, that Acacia Dragoon mob is behind this after all... Let's check this place out a bit more!

[As they head up the walkway, they hear a old man talking to a statue of General Viper.]

Old Man: Master Viper... I'm here to polish your statue again!!! Alright, all squeaky clean. It's got to be extra clean for the coming festivities. Have you folks come to see the Viper Festival? Termina is peaceful thanks to the watchful eye of our Master Viper. At times warm, at times strict, Master Viper watches over us always. With that said, of course, the real Master Viper resides in his manor, along with his Acacia Dragoons. If you'll allow me to brag a little bit, I was invited to the manor a while back. It is a magnificent place... If there is a heaven on earth that would be it... The manor is beautiful and its design incorporates the surrounding terrain to its advantage, making it an impenetrable fortress. On top of that, there are powerful soldiers standing guard in front of the main gates that can destroy any monster with just one blow! Well, an upright citizen like myself might be invited to the manor's garden party, but not so for you folks. The most you will get is a cold reception from the gate guards. Ho ho ho!

Kid: Alright, that's settled! We've gotta sneak into Viper Manor. You gotta find out what those Acacia Dragoons are up to, right? Why was Karsh tryin' to capture ya? I've got some business there as well, so I'll go with ya. How 'bout it, Serge?

(Serge): OK, let's go!

Kid: It's the obvious choice, right? According ot grandpa here, this Viper Manor's a bloody large place, which also means it'll be easy to break in to! There's gotta be more than one way in. If we don't plan this right, it'll cost us our lives.

{
If Kid is not in party, this dialogue follows after the introduction of Glenn.

[They head to Termina and encounter Kid.]

Kid: Gawd, you're slow!?! Ya made me wait forever. Makin' a lovely lady like.....!?!
Ahaa.....

So that's it. I get it! This sheila over here is yer sweetie, eh? I'm right, ain't I? No need

to be shy! I'm not so bold as to break up lover's tender moments. I'm understandin'...
I'll

wait till yer little date's over. Well then, have a bloody good time...!!!

[She leaves.]

Kid: Alright, that's settled! We've gotta sneak into Viper Manor. You gotta find out what those Acacia Dragoons are up to, right? Why was Karsh tryin' to capture ya? I've got some business there as well, so I'll go with ya. How 'bout it, Serge?

(Serge): OK, let's go!

Kid: It's the obvious choice, right? According ot grandpa here, this Viper Manor's a bloody large place, which also means it'll be easy to break in to! There's gotta be more than one way in. If we don't plan this right, it'll cost us our lives. Oh yeah, Serge, I'll leave this in your hands just in case. It's a Teleporter. This is a really handy gadget that allows ya to exchange party members from afar. The way ya use it is... Ah, forget it. Check it out for yerself. I hate explainin' the details.

[Kid joins the party.]

}
[They explore the town until they cross a bridge that contains a small shop. There is a blanket covering a large tank, and a woman tending it. A few kids walk up to the shop.]

Boy: Yahoo!

Woman: Hell there! Come and see for yourself! This is the prize of all prizes, a rare catch, a live mermaid! This is what you call a real treasure. Remember that, kids. Unfortunately, this one isn't for sale. She's my most valuable item.

[She removes the blanket, revealing the mermaid in the tank.]

Woman: So, what do you think? This isn't some stuffed animal or anything. She's really alive. Her pure, clear skin, like it's made from crystal. Her gem-like eyes. she is the ultimate collector's item! Phew... Nature's creations are indeed great. Such a beautiful thing...

Boy: Is this thing really alive? Hey, come on! Look over this way!

Girl: Oh, how beautiful she is...

[A young boy with a mohawk suddenly arrives, and throws a rock at the kids.]

Girl: Ouch!

Boy: Yeow!!!

Korcha: Hey, you! You think this is really fun? How wouldCHA feel if you were trapped in a tank like that, being stared at everyday, huh?

Boy: Yikes, it's Korcha!!! Run!!!

[The woman covers up the tank and speaks to Korcha.]

Woman: Korcha, not you again!?! Don't you go bothering my customers. This is no place for the likes of you! Just leave now!!!

Korcha: CHA! Shut up! What customers!?! You're sellin' a bunch of bull!

Why didn'tCHA keep the tank uncovered when I showed up? Heey everybody!!!

This shop is a bunch of boloney!!!

Woman: Sh-Shut your mouth! Don't you say such ridiculous things!!! Get back to your demi-human friends!

Korcha: Heh, I won't take that from a sleaze-bag like you! Hey, you guys. Your'e not from around here, eh? Don'tCHA wander around too much, or you're gonna get burned. Just watch your back.

[He jumps off the bridge on to his boat and leaves.]

Woman: That's Korcha! He's from Guldove. I wonder why he hangs around here in Termina all the time? You shouldn't mess with the likes of him!

I tell you... he's nothing but trouble!

[Kid and Serge continue through town until they reach a gravesite, where the young man from earlier, and a young woman visit a grave.]

Young Lady: So, she was out of flowers... That is unfortunate. Then let us pray without any flowers for today.

Young Man: Hmmm...?

[He walks over to Serge.]

Young Man: Is that a bellflower you have there? Would you be so kind as to give up that flower to us? We need a bellflower for our prayer.

(Serge): Give it for free

Young Man: For free? Are you sure? I thank you deeply.

[He takes it.]

Young Lady: Please, let me offer you my gratitude as well. The souls that rest beneath this sword loved this flower in life. That is why we always bring some here when we pray here... Dario, here is a bellflower that you used to love so much. Soon, the flower's seeds shall sprout, bring leaves, and bloom flowers everywhere. And we shall age another year, while you will remain the same, in memory.

[She puts the flower on the grave.]

Young Man: Father... Brother...

Young Lady: It is such a mystery; this sword never rusts, even when left in the rain... It's seems as if the souls of its masters live within it. Do you not think so, Glenn?

Glenn: Yes... I have engraved in my memory the lives of my father and brother, who had wielded the sacred sword Einlanzer.

Young Lady: Let us hope that is true...

Glenn: What do you mean by that? Miss Riddel, I cannot allow even you to...

Riddel: Do you think there is something odd about the dragoons of late...?

Daddy's face shows anguish, and even Karsh was saying he was sent on a "ghost hunt"...

Glenn: Miss Riddel...

Riddel: Everyone has been acting oddly, ever since that beastly guest arrived in the manor.

Glenn:

Riddel: Glenn, promise me to always keep the unclouded truth in sight. Do not be swayed by the masses. The splendor of the Einlanzer must no be tarnished...

Glenn: ...As you wish.

Riddel: ...Chuckle...

Glenn: ...?

Riddel: Oh, forgive me. I just found it a little awkward to hear you say such words... Chucle...

Glenn:..... Miss Riddel, a chill wind has risen. Shall we return to the manor?

Riddel: Yes... Of course.

[They leave.]

2C. Script Disc 1: Termina Branch 1: Guile

[Kid and Serge go into the bar, where they meet a blue haired, masked man.]

Guile: My name is Guile. I am having a certain bet with the fortune-teller

by the bridge. If I can bring the item of proof from the manor within a week, I shall win. If I cannot, I shall lose, but... As there is a trick behind any mysterious magic... there is no such things as an impregnable fortress in this world. A toast to my coming victory...! Hmm, so you have business at the manor as well... interesting. Gambling is a lot more interesting with higher stakes... What we need now is a seasoned sailor and a sturdy boat to cross the rough waters. If you can find one, Leave the rest to me. I will guide you to Viper Manor. What will it be?

(Serge): Ask for his help

Guile: Once you find a boat, leave the rest to me. I shall guide you. I believe the fortune-teller said the target for the bet is located in the manor's mess hall...

[They head to the shrine area, where Korcha is talking to a boy.]

Korcha: ...and that guy rushed and hid it as soon as I got there. It was a hilarious sight!

Boy: Hya hya hya, that's great!

Korcha: Oops, I've got customers. Sorry, I'll getCHA some BIG fish next time you come by.

Boy: Alright, Korcha. But is it really gonna be big this time? [(There is another sentence here, but I missed it, sorry!)] Your boating skills are first class, but your fishing skills suck...

Korcha: Aw, shawdup!

Boy: See ya

Korcha: Oh it's you guys. You're tourists, right? The festival's a waste of time. My name's Korcha. I'm here from Guldove workin' as a ferryman. I can take you anywhere you like with this boat. I take money, but don't worry, it's not that much. My boatin skills are quite famous around here, I guarantee a comfortable ride.

Kid: Hey, you. We want to get to Viper Manor. Can you take us there?

Korcha: Viper Manor? WhatCHA gonna do up in that place? Ya gonna go steal treasure from the vaults or somethin'?

Kid: Don't go snooping into yer customers' privacy. Are ya gonna take us there or what?

Korcha: As long as you pay me, I'll take you anywhere you want. It's just that I don't know how to get to the manor. If you want to get there, bring someone who does.

Guile: I shall guide you there.

Korcha: Are you sure you can get into a place like that?

Guile: Yes, trust me. All you need to do is prepare the boat.

Korcha: You got it. but, it'll cost ya! It's gonna be 100G.

(Serge): Pay it

[Korcha gets on the boat.]

Korcha: Come on, get on board. It's a little tight with four of us, but it'll be a short trip. Don'tCHA worry about a thing.

[They get on and get going.]

[They pass under the large bridge in town.]

Woman: Hey! Those guys didn't listen to me! Geez...

[They pass by a boy looking at the water.]

Boy: Wow! It's Korcha's boat!

[They eventually reach a the bottom of a cliff near Viper Manor. They get off the boat.]

Korcha: Don'tCHA think it's pretty dangerous!?

Guile: Indeed... We'll make it...

Kid: You sound confident... Alright, let's get our arses in gear.

[They start climbing. Unfortunately, a soldier notices them.]

Soldier: Huh!? Intruders! Begin stone toss! Raarrhhhh Arghhhhh!

[He starts throwing stuff at them from above.]

[Eventually, they reach the top.]

Soldier: AHHH! They made it up!? HA-HA-HA HA-HA Let this be the end of you!

[He attacks them, but is defeated.]

Soldier: Darn! Have some of this! Darn it! Huh?

[A weird bird man comes and throws him off the cliff.]

Soldier: AHHHH!

[They defeat the bird man and head inside the manor courtyard.]

Kid: Oi, Serge. We're inside the premises. Let's wait here till nightfall.

2D. Script Disc 1: Termina Branch 2 Pierre

[They find a man looking at himself in the mirror in Zappa's House.]

Mysterious Swordsman: Swordsmanship is as beautiful as a rose. The rouge ambition hidden beneath its beauty... Ahh, these words fit moi perfectly... Oh, pardon me monsieur. Moi forgot

to introduce myself. Mon name is Pierre. I am renting this room from Monsieur Zappa. I am on my way to see this General Viper soon. From what I hear, there is a vacancy among the 4 Devas of

the Acacia Dragoons. Such a position is perfect for such a splendid swordsman as moi... One

graceful flash of mon sword will surely have them saluting moi as the guest of honor... But

I have lost mon precious medal, symbol of heroism... Without it, I will certainly be turned

away at the gate. Sacre bleu! What am I to do?

[Outside...]

Boy: I just found something super! Tadaa!!! It's cool, ain't it? A shiny medal on my chest!

It fits me perfectly!

Leena: I know someone who's looking for that...

Boy: Well... I'd be a thief if I didn't return lost items... And I want to be a hero, not a

thief! OK, here you go!

[They see Pierre.]

Pierre: Oui, monsieur! That is my medal! Merci, merci, thank you!!! Ahh la lah, what a darling

you are! Now I can finally head to Viper Manor! I insist you take moi when you call at the gates of Viper Manor. Alone, of course, moi would have no problems, but you could also be useful... After all, thorns like you are necessary to add charm to a rose... Now, come with

moi!

(Serge): OK, let's go.

[Pierre joins.]

Pierre: Now, follow my lead to Viper Manor, mon faithful followers!

[They go to Viper Manor.]

Pierre: Yoo-hoo, there! Monsieur soldier-man! Moi have come here to do you a favor and join

the Dragoons. Open the gates, mon frere. Ta-ta-tah!

Dragoon: We don't need any street performers.

Dragoon2: Now go on home. Get!

Pierre: Non, non, non... Moi am a hero... Ahh la lah... They said, non. Even mon hero's medal

didn't work. Ahh la lah...? What should we do? We can't just barge in...

(Serge): Charge!

Kid: Hell yeah! C'mon!

Pierre: A-Are you serious...?

Kid: Oi! Open up and let us through!

Dragoon: You asked for it!

Dragoon2: Don't mess with the Acacia Dragoons!

Both: C'mon!

[They are defeated.]

[They head inside and see Solt and Peppor.]

Solt: What is it? Is there something wrongly wrong, Peppor?

Peppor: S-Someone shook the gate open.

Solt: You are...!?

Peppor: Serge!

Solt: You cannot seriously be serious about coming through the front gate!?

Peppor: W-We're gonna shake it to you good and get our revenge!

[They battle.]

Peppor: The nerve of these guys! Thinking they can storm our front gate! This time we ought

to give them the shaking they deserve!

Solt: I agreeingly agree!

Peppor: Today we brought along a helping hand! He's tough! He's mean! And he's really, really

big, too! Show them what you can do!!! I said show them what you can do!

Yoo-hoo~! Oh, Ketcho~p! Come out, come out, wherever you are!

[A large man appears.]

Ketchop: T-T-T-TOOOMMAAAATTTTOOOO!!!

[He kills Serge.]

Peppor: Ooooohhh! You see...!? My, my! Aren't we stong now!? This time we're gonna beat you for

sure!!!

Solt: What a manly man!

Ketchop: S-S-S-SSAAAAUUUCCCEE! (He seems happy... perhaps?)

Peppor: Yes, that's the spirit! Show us what you can do!

Solt: Go! Go! Ketchop!!! Try out your special Karate-Ket-Chop on them!

Ketchop: T-T-TOOOMMAAAATTTTOOO!!! (He seems pumped... perhaps?)

[Solt heals Serge.]

Peppor: Hey! What the hell are you doing? What did you heal them for?

Solt: Well... I thought that we all wouldn't get to see how fiercely fierce Ketchop is if they

were left exhausted like that!

Peppor: Have you got your priorities straight!? Doesn't that defeat our whole purpose!? Do it again, and you're shaken dead meat, Solt!

Ketchop: S-S-SSSAAAUCCCEE! (He seems angry... perhaps?)

[Later in the battle...]

Peppor: This doesn't look good! We could be shaken here...! Hey Ketchop! Why don't you shaking-well do something?

Ketchop: T-T-TTOOMMAATTOO!!!

Peppor: Huh??? Wwaaaahh!!! What are you doing!?

[He kills Solt and Peppor.]

[After battle.]

Pierre: Escuse Moi, but shouldn't we wait till nightfall?

Kid: Oi, I suppose so...

2D. Script Disc 1: Viper Manor

[FMV]

Eventually, night comes to the manor.]

[FMV]

[They head through the courtyard to a small barn and go inside.]

Old Man: Who are you? Oh yeah... You must be the new helpers I was told about.

(Serge): That's right.

Old Man: Oh great. You're just in time. My back gave out recently... and I can't feed the dragons. I want you to take over for me.

Kid: Do ya have a key to the manor?

Old Man: Sure do. Wouldn't mind givin' it to ya if you take on this job.

Kid: Do it, Serge.

Will you feed 'em?

(Serge): Sure

Old Man: All you have to do is feed the dragons and satisfy their hunger.

I'll give you a nice gift depending on how many times you feed the dragons.

How many times?

(Serge): 10 times.

Old Man: 10 times, eh? OK, I'll be countin' Good luck to ya!

[Serge feeds the dragons.]

Old Man: Good! A job well done. You'll find the key in the cupboard. Take it. And here's the gift that I promised. Come feed the dragons for me again, sometime.

[With the key, the 3 of them are finally able to enter the manor through the front door.]

[They find a door they cannot open at the end of the hall.]

Kid: Wishful thinkin'...

Guile: This door does not have a keyhole.

Kid: Is this a trick door of some type?

Guile: There must be a way to open it.

[Serge finds a snake like statue next to the door. He turns a knob on it, causing the floor to collapse from beneath them. They fall in a cell, surrounded by 3 troops.]

Soldier1: !!!

Soldier2: Intruders!?

Soldier1: How'd you get past our security?

Soldier3: Heh heh... I can't believe you would fall for a trap like this...

What should we do with these fools?

Kid: Hehehe...

Soldier1: What's so funny?!

Kid: You dragoons are a bunch of dag-nuts!

Soldier2: You're askin for it!

Soldier3: Take it easy.

Kid: So you're afraid of us, eh? CHICK-EN!

Soldier2: This should be interesting. Let's teach them a lesson! Open it up.

Soldier3: Man, don't be taken in by her fast talk.

Kid: Bring it on, chums!

[They open the cell.]

Soldier2: Now, get out! We'll teach you a lesson!

[The soldiers are defeated.]

Kid: Why don't we disguise ourselves with these suits?

[They put on the dragoon uniforms.]

[They head into the mess hall and talk with a dragoon.]

Dragoon: What!? It fell down again? How many times do I have to tell you? It's to the right and to the left. Got that?

Glenn: Better write this down before I forget.

[He leaves. They follow him to the soldier's quarters.]

Glenn: I better write that down.

[They head to the library, where a little girl waits. An old man stands on the balcony above them.]

Girl: So, like... What are you doin' here!? Dragoons aren't allowed up here, you know?

Kid: We're not really dragoons.

Girl: What are you talkin' about?

[They remove their dragoon costumes.]

Girl: So, like... What's your point?

Old Man: What is it, Marcy? Is someone there?

Marcy: Some weirdos.

Old Man: Hmmm... Marcy, lower the ladder, please.

Marcy: Alright.

[She pushes a switch on the wall, causing a ladder to fall from the balcony so

the old man can come down.]

Old Man: If you did not know you were not allowed in here... Then you must not be one of our dragoons. Oh my... You must be... Yes, yes... You must be Serge. My, how you have grown.

Marcy: Like, can I kill 'em yet?

Old Man: Patience child, patience! I need to have a word with these people...

Kid: Who are ya? And how do you know Serge?

Old Man: Hmmm... How do I explain...? I guess you could say I am the prophet of time. Listen carefully. The world is not just a single entity. Another world similar to ours exists in another dimension. There you will find what you might have become, a world of possibilities that might have existed, a whole history that has not been written yet... It is out there somewhere... We are simply unable to see, feel, or experience it.

[The background changes, to a space like environment. Maps of the 2 worlds appear behind them.]

Prophet: Serge... This world is not the world you grew up in. 10 years ago, something happened that put your very soul teetering on the balancing scales of fate... with a fifty-fifty chance of life or death! This is when your future was split in twain. In your home world, you survived to live a happy and prosperous life. That is how you made it to the present point in time. However, here in this "alternate" world, you are, in fact, very dead and buried. You died 10 years ago, but this world's time line has flowed on regardless. You have no place in this world... Here, you are but a ghost brought back from the past! I do not know what happened 10 years ago... Nor can I guess what triggered your entrance into this world. The locations where such divisions in the time-space continua occur are called, "ANGELUS ERRARE" - "Where Angels Lose Their Way." It is said that, there, the borders of two dimensions fluctuate in such a way as to make the passage between the parallel realities a possibility. Perhaps in this world, you are the missing piece from a giant puzzle. And maybe, just maybe... the vacuum created by your non-existence here has drawn you across the border between the dimensions to fill the void in that puzzle. Of course, no one can say for sure.

[The background changes back to normal.]

Prophet: However, it appears as though these 2 worlds are connected by some unknown force. Depending on the location, the 2 worlds influence each other in strange ways. I am quite certain there is a wormhole that connects the 2 parallel worlds... For your information, if you press the START button while on the world map, a menu window will appear that allows you to display which world you are in: Your Home World or Another World. Select ON to display this.

Kid: If what you say is true, and this world is an alternate reality... Then why the bloody hell did Serge die...? The reason has to be somethin' that happened 10 years ago!

Prophet: You can only find out by moving on...

Marcy: No way I'm gonna let you!

Kid: Shut up, you little brat!

Marcy: Can I!? Can I!?

Prophet: I guess it cannot be helped... This may be fate in itself.

Kid: We ain't here to play jacks!

Prophet: I advise you not to take Marcy lightly. This child is one of the 4 Devas, the highest rank of the Acacia Dragoons.

Kid: What!? This little brat?

Marcy: Hee-Hee...! Too late now. Say bye-bye!

[She is defeated.]

Marcy: Hmph! It's not over yet! I'll get you next time!

[She leaves.]

Prophet: Hoh-hoh-hoh... I did not think you would be able to defeat Marcy. Very well. I shall advise you of your next step. There are 8 pillars standing in the main hall. Behind the 2nd to last pillar on the left is a button to release the platform. Dragoons are not allowed up there, so it is best that you go up as you are. Beware, however... There is a much stronger being you will encounter.

[They head back in the hallway, and make their way to the pillars. A Harlequin stands

in their way though.]

Kid: Huh!? Who the...?

Harlequin: Hmmm... You are Serge? You are even more sexy than I thought! Ooh la lah!

Kid: And who the bloody hell are you!?

Harlequin: And this vulgar one must be Kid... You disgust moi!

Kid: What'dja say!? If you're gonna insult someone, you should at least speak proper English!

Harlequin: Je m'appelle Harle. I am the right-hand harlequin to Monsieur Lynx. Serge, mon puzé... If you lie down with a dog like this femme, you will surely catch fleas, non? I think you can do much better if you gave her up! Actually, I suggest you all turn back. You should not defy him.

Kid: Oi!!! What's your problem...!?

Harle: Please, mon Serge. I would hate to see anything sad happen to you.

Kid: I've had it up to here with you!!!

Harle: Taisez-vous! You shut up! I am having a serious conversation with Serge! Why don't you mind your own business!

Kid: THAT'S IT! Put up your dukes! I'm gonna kick your arse so hard, you'll kiss the moon!

Harle: You are the one who is going to have her derriere kicked!! Non? But alas... I cannot be caught fighting you here... Imagine the trouble I would get into... Au revoir, mon Serge! See you again! And Serge, please dream of moi! Oui?

[She leaves.]

Kid: Sheeze! What's her problem?

[They push the switch and head up to the higher floor on the elevating platform after defeating a pair of soldiers. They head into a room where a large blue crystal lays on a desk.]

Kid: Oi! Could this be...!? Naah... It ain't the Frozen Flame. Don't see any other booty here, either. I guess I better ask the general directly then...

[The bookcase behind the desk moves over and the general comes out.]

Viper: What is it you want to ask me?

Kid:!

Viper: My compliments on getting past my security. Now, may I ask you, who in heaven's name are you?

Kid: So you're General Viper? Don't feign ignorance on me now! Why did you send your dragoons to get me mate Serge here!?

Viper: Serge...? My dragoons...? I'm afraid, my dear, I haven't the foggiest idea what you are talking about.

Mystery Man: General, I believe these vermin are here to see me.

[An odd cat like man enters the room.]

Mystery Man: Well, it seems you have saved me the trouble of finding you!

Kid: LYNX!?

Lynx: Hmm...? Young girl... Are you...?

Kid: What's the matter!? Cat got your tongue!? I've finally caught you by the tail now, Lynx! I've come for two things... The Frozen Flame and your life, ya murderer!!!

Lynx:Aha... So you must be Kid then... A member of the fearsome band of thieves known as the Radical Dreamers, correct?

Viper: Radical Dreamers...? This young lady...?

Lynx: Precisely! Don't let her innocence fool you, General. She is quite ferocious...

Kid: Hah! Ferocious!? My arse...! After what you've done!

Lynx: I hate to disappoint you, but the Frozen Flame is not here. That fire lies hidden in the Sea of Eden, the place where past and future collide...

Kid: Alright then... It looks like I'll have to put that part off 'til later.

In the meantime, I'll settle my score with you, Lynx! Prepare to meet your maker!

[After a short battle, Lynx falls. He transforms into a shadow like cat. The real Lynx shows up across the room.]

Kid: Bigger...! It was just a shadow!

Lynx: Did you think I would be stupid enough to pick a fight with a rabid dog?

Why, just a shadow of mine is enough to deal with the likes of you! Now, Serge...

What do you desire from this world? Do you wish to live again? Do you want to erase your demise from the pages of history?

Kid: What's wrong Serge?

[FMV]

Looking at the crystal, Serge's face transforms to Lynx's for a brief moment. He has a vision of a large city, on an island. Suddenly, an explosion envelops the mountain. Serge finds himself in a windy haze, with an orange crystal in front of him.]

[FMV]

Lynx: Listen to me... The end of the human world is nigh! When this time comes, Serge, there shall be a deep enmity between you and the world! This is not speculation or prediction... This is history!

[2 more mysterious shadow cats show up.]

Kid: Bigger...! This doesn't look good...

Lynx: You cannot escape. There is something I want to ask you...

[Suddenly, Riddel enters the room.]

Riddel: Daddy! About that voyage I've been planning... Oooh!

[Kid pulls a knife on her and holds it to her throat.]

Kid: Don't move a whisker if you want this girl to live!

Riddel: Goodness gracious! Who are you!?

Viper: My darling Riddel!!! Why you dirty...!

Kid: Shuddup, old-timer! Our lives are at stake here! There ain't nothin' dirty about savin' yer own life...! [to Riddel] Just stay calm and quiet, and I won't hurt ya OK...? I just need ya to come with us 'til we reach a safer place. You alright, Serge!? C'mon, let's bust outta here!

[They head out of the room.]

Viper: Don't be foolish! Do you really think you can escape!?

[Karsh and 2 dragoons come up the stairs.]

Guile: We are blocked in!

[Kid backs up the other set of stairs.]

Karsh: You fiend...! Take your dirty hands off Lady Riddel!

Kid: Oh...OK... Whaddya take me for!? An idiot!?

Karsh: GRRRRRR...!

Kid: Serge, this way.

[They head up the stairs and outside to the balcony. The others follow. Kid backs up to the edge of the balcony.]

Lynx: We have you now, you vermin. There is no way outta here.

Kid: Bloody hell!

Viper: Let's work out a deal. Release my daughter, and I shall let you walk away. How about it?

Kid: Yeah, right! As if we can trust you!?

Lynx: Are you willing to jump to your death?

[Kid looks over the edge. As soon as she's distracted, Lynx pulls out a knife and throws. Serge ducks out of the way, but it strikes Kid in the arm. Lady Riddel escapes from Kid's grasp as she weakly topples over the edge into the waters below. Serge looks over the edge himself.]

Lynx: What do you live for? What are you willing to die for? I've been waiting for you, Serge... Waiting a long, long time for you...

[He steps closer to him.]

Lynx: Now come to me Serge, The Assassin of time! THE CHRONO TRIGGER! Come to me, Serge.

[Serge shakes his head and along with Guile jumps over the edge]

Lynx: N-No!

[They fall into the water below.]

2E. Script Disc 1: Kid's Illness

[Serge awakens in a bed. A large black woman in the room notices him.]

Lady: You're finally awake? If you're looking for your friends, they're outside.

[Serge heads outside, where Kid, Guile and Korcha wait.]

Kid: Oi! Serge! Ya finally woke up, eh? Give yer thanks to Korcha. He's the one that saved us after we fell off the cliff.

Korcha: No sweat. It's just part of my job as a ferryman. But I have to admit, you caught me by surprise when you came fallin' from the sky. You're lucky that it was the sea thatCHA fell into and not the rocks!

Kid: But geez, you're such a wuss! How could you get knocked out from such a short fall!? As for me... A little graze like this... ain't gonna... knock... me... down.

[She collapses.]

Korcha: Ugh, oh man! She's burnin' up! There's a clinic in this village. We should take her there. C'mon, I need your help too!

[They bring her to the doctor.]

Doctor: It seems the patient has been poisoned with Hydra Venom. I would say the most she has to live is about two days... If we had some Hydra Humour we would be able to nuetralize the poison... Korcha: Doc, if we find this Hydra Humour, we can save this girl?

Nurse: Yes, but that's impossible now. Hydras are extinct on El Nido...

Korcha: What do you mean, "extinct?" What's goin' on!?

Doctor: Hydras are ver rare and valuable creatures. The blood, bones, meat... Every part is valuable. It's considered to be a panacea for various illnesses. That is the reason Hydras were hunted to extinction in El Nido.

Nurse: As a result a whole species has been made extinct. Just to make a quick fortune.

Guile: Is there no way to find this humour? If we could cross the sea to the mainland, there might be a chance, right...?

Doctor: ...That is not possible. The currents of El Nido are extremely dangerous, this time of year. It is highly improbable to cross the sea unless you are on a large vessel... Even if you manage to get there, your chances of finding Hydra Humour are bleak... We do not have much time.

Nurse: ...Doctor?

[The doctor starts walking out.]

Korcha: H-Hey, doc! Where are you going!? Nothing's been resolved yet!

Doctor: ...Excuse me. I need to be alone for a while.

[He leaves.]

Guile: Serge, what are we going to do? Kid is going to die if we leave her like this.

Korcha: I-Is this some kinda joke? Wait right here. I'll go get the doctor back!

[He walks to the door and stops.]

Korcha: Who the hell are you!?

Harle: What'z zis? Non apologiez for bumping into moi? Ooh la lah, don't you know any mannerz?

[She comes in.]

Harle: Ha haa, she iz down for ze count, just az I t'ought.

[She walks up to Serge.]

Harle: Serge, mon ami, why don't we just leave her be?

Korcha: Who are you, and what's with that strange costume!?

Harle: Se taire! I have no buziness wit' no chicken-hawk. I am having a converzation wit' Serge. You're bothering moi, so keep your mouth shut.

Korcha: Why you... I ain't gonna letCHA barge into this room and get away with all the stuff you've said! You've made me mad. I'll show ya some manners! I'm not gonna cutCHA any slack just because you're a girl!

Harle: Try if you dare. I am not so weak az to be caught by a chicken-hawk!

Korcha: Heh, you've got some nerve. You're gonna regret it! Charge!!!

[He runs at her but she vanishes!]

Korcha: Oops. Dammit, where'd she go?

Harle: Ahahaha You're amuzing.

[She reappears at Kid's bedside.]

Harle: Ahaha, such a simpleton. It'z so much fun playing jokez on you. I

waz only here to see how she waz doing, but I had fun while I waz at it.
So long, Sere, au revoir, mon ami! Please dream of moi every night! Oui!
[She vanishes.]

Korcha: ...Tsk, she's a loon. What's her deal? I just don't get it. Yo,
Serge, are all of your friends like that?

Kid: Oooo..... Serge.....

Korcha: C'mon, go talk to her.

[Serge heads to the bed.]

Kid: Serge, I'll leave this... with you. It's my favorite amulet. Remember
what the... prophet said... Serge. Where did... it all start? Where...
do angels... lose their way...? ...Try to... remember ...Serge. I'm
fellin' a bit tired... I'm gonna rest up... for a while...

Korcha: You heard what the doc said. There are no more Hydras in this world.
On top of that, there's no way to get to the mainland, and El Nido isn't that
small a place. Are you gonna take a one-in-a-million chance to search for this
thing, just to save a girl you barely even know? Hey, whatCHA gonna do?

(Serge): Find a way to save her.

Korcha: Alrighty then! I'll come along with ya.

[Later...]

Korcha: ...By the way, so you even have a clue where to start lookin'? Hey,
do ya?

[Serge shakes his head.]

Korcha: Tsk, that's what I thought. Where in the world should we start?
... All we have left is that girl's amulete... Damn, what are we gonna
do!? If only we had some kinda clue!

Nurse: ...Um maybe you should go see the shaman? The shaman might be
able to give you some clues from that amulet.

Korcha: That's right. The shaman...

Guile: ...A shaman? That is an unfamiliar word.

Korcha: The shaman inherits the power of the Dragon God and governs the
village. They're like a mayor or chief. The shaman might know something,
although I can't say for sure. It's worth a try. We'll continue this
outside. Let's decide what to do at the boat.

[They start heading out when an odd cat like ghost comes in.]

Korcha: Huh?

[It turns into a regular cat.]

Korcha: Oh, you're... Luna, from Mel's place. What...

[Mel comes in and takes it.]

Korcha: Oh hey...That Mel... What is she up to? What's up? It's just
a cat. Strange guy. Come on, let's get goin'.

[They head outside of his home.]

Korcha: We need to get goin' as soon as possible, but you probably need to equip
yourselves, right? I'll be waiting here. Call me when you're ready to go. We
haven't much time, so hurry. If you need to see the shaman, go down this way.
Take the ladder to the second floor of the merchant tower and go left. There's
a tower called the Dragon Shrine. Compared to Termina, this is a small village,
so you shouldn't have any problems of getting lost.

[They head to the Dragon Shrine where an older lady sits and a younger, white
haired lady stands. She talks to them.]

Shrine Maiden: Welcome to the Dragon Shrine. I am Steena, a shaman serving
Village Chief and High Priestess Direa. I presume that you have come to this
shrine seeking assistance? Please don't hesitate to ask Chief Direa for guidance.

Direa: ...You possess a young but gentle air about you... Hmm? There is an odd
wind that is whirling about. I have heard that such windbearers appear at time,
but...

[Serge informs her of what has happened.]

Direa: ...Do you speak the truth? That you are already dead in this world...?

Hmm, I see... So that's why you have an odd air about you. As for a way to
return to your original world, I do not know, but there are always reasons
why such phenomena occur... The Land of Genesis. Your only key may lie there...

The key that connects your world to this one. ...Shall we say, it is a "Dimensional Distortion" of sorts?

Steen: If events in your world are different from events here... It may be possible to save the girl, stricked with the Hydra poison. That is if the extinct Hydra still exists in your world...

[They head back to see Korcha, at his boat.]

Korcha: Are you ready to go?

(Serge): Ready any time.

Korcha: Are you really sure? Don'tCHA dare tell me you want to come back later! Think about it really carefully. Are you positively sure?

(Serge): I'm ready.

Korcha: Alright, we're off. All of you get in the boat.

[They get in and sail back to Termina. Korcha docks in an empty spot. A man is obviously upset by this.]

Man: HEY!!! Who said you could dock that thing there!? Get that thing out of here, right now!

Korcha: Hey, don't be such a hardhead. It's not like we're robbin' from anyone. Besides, nobody else is dockin' here, right?

Man: That's not the point! What I'm trying to say is...

Korcha: Here, keep it.

[Korcha gives him something.]

Man: You can't bribe me with some...!!! Th-The delicious scent and this subtle texture...! This must be the famous, rare drink of Dragonians, the "Dragon's Glory!"

Korcha: (I thought this might happen, so I snagged some from my ma's kitchen.)

Man: A-Alright. I'll give you special permission this time. But next time I might not be so easy. When that happens...

Korcha: Don't worry. I'll get some more for you.

Man: Very well. Heh heh heh... You're pretty quick for a kid.

[He leaves.]

Korcha: If you don't hurry, that girl's gonna die. You two can't do this alone. Why don'tCHA let me come along?

[Korcha joins the party.]

[They head to Opassa Beach.]

Guile: Opassa Beach... Angelus Errare... Is it true that this place has split the flow of time in twain?

Korcha: So, Serge. WhatCHA gonna do now?

[They find an odd green hole on the ground in the beach.]

Guile: What is that...? Is it reacting to something?

Korcha: So this is the hole that connects the 2 worlds... The whatCHAmacallit hole, right?

[Serge takes out the Astral Amulet.]

[FMV]

[Reacting to the amulet, a portal opens up around Serge and brings him back to his home world.]

[FMV]

Guile: It felt like my body split in two. A very strange feeling...

Korcha: So now we're in that other world... I still can't believe it, though.

[They head to the Hydra Marshes. A man stops them.]

Marsh Guy: Why, if it isn't Serge! Didn't the village elders tell you not to come near here! Do you have some kind of business here? ...Hmm, I won't ask you what it is. I can tell by the look on your face that it's something important. Here, go on through. I'm sure the 3 of you can handle yourselves. Before you enter here, I'll give you a word of advice... The marshes are like a maze full of poisonous monsters. Be prepared!

[They continue on. Serge sees a ghost of an odd creature.]

Korcha: WhatCHA doin' standin' there in a daze!? I hate cold and clammy places! Besides, we ain't got time to sit and toast "marshmallows," man!

[Serge nods. They continue on and climb on a huge tree branch.]

Korcha: Everybody down! Something big's headin' our way!

[A giant Wingapede flies by them.]

Guile: What was that thing? I cannot believe this place!

[They reach a cliff, where an odd yellow creature with an umbrella comes out of the shadows then hides again.]

Korcha: Did you just see a strange lookin' creature up ahead?

[The creature comes out again.]

BubbaBeeba: This beebas no place for humans, beeba! Go away! Beeba off!

[They defeat it in battle.]

BubbaBeeba: I beeba sorry! Here! I give you this! Please forgive beeba! This beebas flute that is handed down in the beeba family. It beeba magical! It calls Wingapede! It makes Wingapede beeba good Wingapede! It is best beeba used in a "wide open space!" Well, I'll beeba seeying ya!

[The creature leaves, they take the flute.]

Korcha: Why don'tCHA try blowin' the flute here, Serge?

[He does that, nothing happens.]

BubbaBeeba: This beeba the wrong place! This isn't the "wide open space" I was talking about!

[It leaves once more.]

[They continue on and reach a wide open area.]

Guile: A wide open space... could this be it?

Korcha: Serge, why don'tCHA try blowin' that flute?

[The Wingapede returns.]

Korcha: So this is Wingapede... it's actually smaller than I thought.

Guile: Serge, why do you not try feeding it something?

[Serge does, and the Wingapede attacks them! They are forced to defend themselves.]

Korcha: The foothold could give way at any minute. Serge, we should avoid passin' through the middle.

[They continue on and eventually are surrounded by a group of dwarves.]

Dwarf Chieftan: Halt, humans! We cannot permit you to advance any further!

DaffyDwarf: The Hydra is the tutelary deity of this forest, hi-ho! Without it, this forest will die...

DaggyDwarf: Should you still wish to advance, you will have to get by us! Prepare for battle, wicked humans!

[They are defeated.]

Dwarf Chieftan: Too...strong... Are we unable... to stop them...?

[He leaves into a nearby clearing.]

Guile: The Hydra must be up ahead. Let's go, Serge!

[They head into the clearing. The Dwarf Chieftan is there, as is the Hydra, who is underwater.]

Dwarf Chieftan: You befouler of the forests...! Human vermin!!! Prepare to receive the anger of nature that you so deserve! Hi-ho! O great Hydra! Hear my voice! Turn on these wretched humans... Teach them how the forest, no... our planet... is pained by their existence! Hi-ho, Hydra, away!

Korcha: This sure the hell ain't my world! I can't believe there's a Hydra before my eyes...! It's comin'!!!

[The Hydra rises out of the water and fights them. It is defeated, and collapses to the ground.]

Dwarf Chieftan: What do you humans intend to do with out mother planet? Not thinking of the future... cutting down trees like there's no tomorrow! Burning the forests to make your towns even bigger! And all for what? Do you think that you are the only ones who live on this planet? Do you even know the works of life-forms other than yourselves? Hi-ho!? Hi-ho!? Don't kid yourselves! Youa re just hairless apes! Or worse, hi-ho! You are nothing more than freaks of-of-of evolution!!! Hiiii-hooooowww-ugh!

[He runs away.]

[Serge goes up to the Hydra and gets the Hydra Humour. Then the Hydra dies.]

[They head out to the main part of the marsh, and are surprised to see no dwarves.]

Korcha: There's not a single dwarf roamin' this forest anymore... Have they abandoned this place?

Guile: ...Let's hurry.

[They go to see the doctor.]

Doctor: Can this be!? Hydra Humour... but how? We will discuss that later. As long as we have this, making an antidote will be easier than catching a wave! We can save the girl with this!!! We will prepare an antidote right away. Nurse, help me with the preparations! Stat!

Nurse: Y-Yes!

Doctor: I have no idea where in the world you found this... nor do I now who you really are... But now is not the time to ask such questions. You have done your part, now you can leave the rest to me.

[He leaves.]

Korcha: You heard the doc; we've done all we can. Just trust him and wait.

[They wait in the other room...]

Guile: It is already close to nightfall.

[The Doc comes in.]

Korcha: Do, how is she? Will she be alright?

Doctor: Yes, she has passed the critical period. There are no signs of complications from the poison. The girl has held up well, but only thanks to you dudes. You have done the impossible by finding the antidote... I still cannot believe it... You, with the red bandana, you are Serge, correct? She would like to speak with you. It will be a little while before she falls asleep from the anesthetic. Will you speak with her, dude?

[Serge nods his head and they go in.]

Doctor: I will be in the room next door, so when you need me. And do not forget that even though the poison is gone, she has not completely recovered. ...Well then, catch you later, dude.

[He leaves.]

[Serge goes up to Kid's bed. She turns and faces him.]

Kid: Hehe, you've become bloody handsome while I was out of it. I don't know all the details, but I heard what happened from the doc. Looks like there's been a lot goin' on while I was asleep... I guess it proves that you can take care of yerself now, eh? ...Oi, Serge. Ya did good, mate. Why don't ya look cheerful for a change? Ha, I would've been alright without any antidote at all! Strth... Now I owe ya one... Serge... Thanks.

[She falls asleep.]

[Later, in the other room, they talk to the doc.]

Doctor: ...A world different from our own? That is far out, man...! That there really is such a thing... And you dudes are from this other world, I presume?

Korcha: Just to make it clear, Doc. The only one that's from the other world is Serge. All the others, including myself are from this world. We're all with him for different reasons though.

Doctor: Another world... So I suppose some things are slightly different. The Hydra Marshes are a good example of this. Otherwise we would have never found a Hydra in this world. Parallel worlds, never to cross each other, yet existing along side one another...

Korcha: Hey, Doc, let's not think too deeply about this. There isn't any easy way to explain it. Even after going through it myself, I still doubt what I saw. Let's just drop the theories, Doc! The girl's been saved. That's all we need to know, right?

Nurse: ...Hahaha. That's very like you, Korcha. But he's got a point, doctor. Kid's life has been saved. I don't think we need to think about anything further for the time being.

Doctor: Well, I guess you are right... I cannot find an answer to this by thinking of it on my own. It is pretty late. We have been talking for quite some time... Let's call it a night. One good day's rest should be enough to let her get up and hang ten.

[That night, a girl sneaks into Kid's room, and steals something. She then leaves.]

[The next morning...]

Kid: Whatcha gonna do, Serge? You've already found a way back to your world, right? You could just go back home and live a peaceful life, pretending that nothin' ever happened. But can ya really forget everything you've seen here? And can ya live

with yerself after ya turned yer back on us?

[FMV]

[Serge sees a town on an island blowing up.]

[FMV]

[He thinks back to Lynx, walking towards him in Viper Manor.]

Lynx: Now come to me Serge, The Assassin of time! THE CHRONO TRIGGER!

[Back to the present...]

Kid: What are ya gonna do, Serge?

(Serge): I won't go back yet!

Kid: I see... Then I'll stick around with ya a little longer. But just don't slow me down, ya hear? I don't know what happened 10 years ago... But it looks like Viper's mob has got something to do with it. Let's go after 'em. I need to bash up that Lynx character and get me hands on the Frozen Flame! Lynx...

He stole something precious from me... He's taken away my future...! I'll find him! No matter what it takes! Korcha, I heard that ya helped in the search too.

Korcha: Hmph, It was nothing.

Kid: Yeah? Well, thanks for nothin' then...

Korcha: ...Now then. At one point I thought we were doomed for sure, but it looks like it's all settled now. All that's left is to take you guys back to Termina, right? My job ends there. You get a special discount price of 300G for the round trip. Sorry, but I need to make a livin' too.

Kid: Haha, you're pretty damn shrewd, eh? I shouldn't have thanked ya earlier.

Hmm?

[She looks around.]

Korcha: What is it? Ya lookin' for something?

Kid: ...Hmm, yeah. Well, the Elements I had on me grid are gone. Oi, Serge.

Didja remove the Elements from me Grid?

[Serge shakes his head.]

Kid: Hmm, if it wasn't you... then who did?

Korcha: The only ones looking over you while we were gone were the doc and the nurse. They should be in the room next door, so let's ask ehem when we head out. The doc should know something.

Kid: I hope you're right.

[They head into the next room, where Korcha's sister Mel stands.]

Kid: Huh? Mel, whatCHA doin'...

Mel: Hey, blondie! If you wantCHA stuff back, I challenge you to catch me!!!

[She runs away.]

Doctor: What is it, dude? Is MEL up to something again?

Korcha: Well, yeah. The same old mischief, but... This time, she's gone too far. Geez, that idiot... What is she thinkin'? I don't get it. I'm sorry about her, Kid. I'll get the stuff back from her later, so go easy on her, alright?

Kid: Ahh, that's no problem. It ain't anythin' I'll suffer without anyway. Not to be rude, but I don't have time to play around with brats. I've gotta go chase after Lynx now! Hmm, what is it, Serge?

(Serge): ...It's nothing.

Kid: Why are you actin' so strange? Just when I though you'd loosened up a little... Don't worry. Korcha said he'd get me stolen stuff later. Let's just get a move on!

Korcha: Don'tCHA worry, Serge leave the rest to me. I'll go grab that kid after I take you guys back to Termina. I won't make you guys wait too long.

[They head outside.]

2F. Script Disc 1: Hermit's Hideaway Destroyed

Korcha: I'll take care of getting back the stolen Elements, so don'tCHA worry. It was just a kid's prank, so go easy on her, alright? OK then, come and find me when you're ready to go.

[When ready, they see him.]

Korcha: You want to go back to Termina?

(Serge): Yep, back to Termina.

Korcha: OK, let's go. Heh, it was nice knowing ya, but this is good-bye.

[They get on the boat and head back to Termina. When they get there, they bid farewell to Korcha and start heading out of the town when they see Glenn talking to a man.]

Glenn: The general and his men are headed for Fort Dragonia. There has been word that the major power of the east, Porre is up to something suspicious. They seem to have heard the rumors of the Frozen Flame in El Nido and are coming to investigate.

Man: My then, that means the Porre army might invade this town any time now. I wonder if we will be alright...

Glenn: Yes, that is why we are moving to the fort for a while. That fort is far from town, so it is not used normally, but it has good defenses. I was ordered to remain at the manor and protect Miss Riddel, but... She felt very uneasy about the way General Viper was acting before he left, so...

Kid: Oi, Serge, didja hear that? When I was snoozin' away in Guldove, Lynx and his mob hightailed it out of the manor. That fort's supposedly a ruin built by the extinct Dragonians... i heard there've been all kinds of mystic rituals there. It's said that the Dragon Tear was needed for the rituals... Bloody bastards, what are they up to now? Serge, this is no longer just our problem. If we don't stop these buggers now, they're gonna cause some major hell around here!

Guile: Fort Dragonia is on top of Mount Pyre, southeast of here... It will be hard to get there by land, so... The question now is how are we going to get a boat?

Glenn: !? Blonde braids... A blood red blouse... That sounds like the description of that thief from the Radical Dreamers... And that red bandana... He is just like the ghost Karsh was describing.

Kid: So what? Ya wanna take us on or something'? Sorrydorry, but we're in a bit of a rush... to that Fort Dragonia of yers...

Glenn: What business do you have at the fort...? That makes me even more suspicious... I will draw my sword if needs be...

Man: Oh Glenn, stop that! Your brother would never have drawn a sword in such circumstances!

Glenn: Leave my brother out of this!

Kid; Oi, don't get your knickers in a knot... I don't care if ya draw yer sword or what, but I ain't stoppin' for ya. See ya!

Glenn: Allright. Forgive me for my rash behavior... Come to think of it, I really have no interest in who you are. Really, I only want to know the truth of what is happening here. I shall follow my own way to find the truth.

[He starts leaving, but turns before he goes.]

Glenn: If you intend to head to the fort, I would offer you a word of advice. When you get on your boat, first head north, and then east. You should find a small island there. A retired dragoon now lives there. Find him and ask for his advice. There are many frightful rumors about that fort, you know. You never know what to expect there.

[He leaves.]

Kid; All we need to do now is find a boat! Let's git a move on it!

[They go back to Korcha.]

Korcha: You guys need to cross the sea? Then I might, just might, think about lending you my boat. With two conditions...

Kid: Ha, with that clunky boat of yers, I don't think we're gonna survive a round trip. But I guess this ain't the time to be picky. So, Korcha, what are yer conditions?

Korcha: First, if you ever find the Dragon Tear, give it to me. The other condition is... O-once all this ruckus is over... Um... I wantCHA to... Mumble, mumble...

Kid: What was that? Stop mumblin' and speak up. Can't hear ya.

Korcha: I a... Argh... I wantCHA to be my wife!

Kid: Huh...? What... did you just say?

Korcha: I said, "I WANTCHA TO BE MY WIFE!"

Kid: ...!!!Oi, Korcha!!! Don't mess with me! I'm gonna kick yer arse so hard

you'll kiss the moons!

Korcha: I'm not joking! To tell you the truth, I, um... That it... It was... love at first sight...

Kid: Mmmnn...! Oi, ya know who I am, don't ya!?

Korcha: Yeah, you're some kind of thief, ain'tCHA? Don'tCHA worry. I don't care about your past, and I don't wantCHA to feel forced. We can wait until all this fuss is over. So, please...

Kid: Mmmghh...!

(Serge): Just tell him that you will

[Kid kicks him.]

Kid: Serge, this is none of yer business. It's me own problem. OK, understood! But this ain't somethin' I can agree to on a whim. I'll consider it. Until I settle the score with Lynx, that is. That's about the best I can promise. I can't guarantee you anythin' more.

Korcha: Alright, that's all I need for now. OK, I'll lend you the boat.

KKid: What was that Glenn guy sayin' earlier? Somethin' 'bout goin' to see an old man on a small island to the east...

Korcha: Hey, you be careful with yourself from now on. Just remember that you're life is not just your own anymore. You're carrying my wife-to-be.

Kid: Brrrhh! (Goosebumps!!!)

Korcha: Do you want me to come with you?

(Serge): Take him with you

[Korcha joins party.]

Korcha: OK, then I'll be heading home now. Remember that I'm just LENDING you my boat! Don'tCHA dare sink it! Take care!

[He jumps in the water and swims away. They get on the boat and head to the hermit's island.]

[They arrive there to find the place burned to the ground.]

Guile: What happened here!? Did Lynx do this!?

Voice: Zat's correct. Hmm... Maybe not?

[Harle arrives.]

Harle: Ze correct answer iz, I did zis under Monsieur Lynx's order. Say, Serge. Did you miss moi?

Kid: Not you again!!!

Harle: Tsk, tsk, tsk! Excusez-moi, Serge, but do you want to know why I burned this place to ze ground?

Serge: Tell me

Harle: Well, first of all to teach you all a lesson... And second of all to get rid of zat geezer who livez here. He is an ally of ze Acacia Dragoons, and I hear he's quite skilled. I waz disappointed to see zat ze geezer izn't here. I wonder where he went? And one more t'ing, Serge. Monsieur Lynx gave moi one more order. Zat iz to slow down your pursuit. Here I go!

[They fight.]

Harle: Enfin... Take all ze time you wish.

[after a long fight...]

Harle: Mon Dieu! Moi iz defaited!

[After the battle ends.]

Harle: Ooh lah lah... YOu really are strong, trez fort, Serge. Please, Serge. Turn back now. She iz not'ing but bad luck! She will bring not'ing but misfortune to your life.

[She vanishes]

[The hermit arrives.]

Old Man: Are you one of Lynx's minions? Actually, I see that you are not. It must have been that munchkin that just flew away. Miss Riddel had informed me that Lynx and the General were heading to Fort Dragonia. I played it safe and went into hiding for a while... And it looks like Lynx did pay me a visit. I'm sure the general has no idea what happened here. Lynx is the one behind all this. I had a feeling something like this might happen. That is why I made sure to build a sturdy stronghold underground. I believe it should still be intact. Are you here to ask me questions? Come, there's no need to be shy.

[They go inside.]

Radius: I see... so you have met Miss Riddel and Glenn. Yes, I once wielded a sword as a proud member of the Acacia Dragoons. Glenn's father, Garai, the blacksmith, Zappa and I used to tear up the battlefield. But that was a good fifteen years ago... When Garai lost his life on the central continent, I vowed to become his son's guardian. I officially retired four years ago, after Dario received his father's sword, the Einlanzer. I have been here ever since, living a carefree life away from the rest of the world. However, Dario is no longer with us... Life is so unpredictable... It was then that Lynx approached General Viper. He spoke of the legendary treasure, the Frozen Flame, which is able to heal all illnesses and fulfill any dreams. I do not know what this man Lynx is plotting... But I believe General Viper intends to overthrow the nation of Porre with the power of this legendary flame. Porre is a nation governed by militarism and has brought on suffering to many people on the central continent of Zenan. Perhaps the general envisions a bright and peaceful world, much like the Guardia was at one time... Or... Is he planning to find the answer as to why we have continued to hurt and kill each other since antiquity...? In any case, I no longer wish to involve myself in any conflicts. Besides, there is no way I would want to face General Viper in battle. Youngons, should you plan to engage in battle with Lynx, beware... He is a fearsome man. I suggest you rest here for the night and leave in the morning. There are many cursed spirits wandering the seas around here. Rumor has it, they attack ships and suck the souls out of humans...

Guile: I have heard rumors about this accursed ghost ship...

Kid: What? A ghost ship? Hah! You tryin to scare me!? Don't make me laugh.

Radius: Do not take the sea lightly, young lady. Mankind knows only but the land and the surface of the sea. No man can truly know what hides beneath the waves.

[The next day they leave.]

2G. Script Disc 1: The S.S. Invincible

[They travel through a foggy area and see a large ship that appears to be empty.]

Guile: Could this be...

Kid: ...The ghost ship?

Guile: Well, what are we waiting for?

Kid: You're right... We won't be able to navigate our boat in this fog.

[They get on the boat and go up to the deck.]

Guile: What is this...?

[They are surrounded by pirates.]

Guile: Who are you?

Pirate1: Make way for Cap'n Fargo...!

[The captain comes up.]

Fargo: Arg! Ya seem to be a bit young for one of Lynx's subordinates. Well, who cares!?

Guile: What do you want from us!?

Fargo: That's up to you... But first things first... What is yer intention?

Kid: ???

Pirate2: Don't play stupid! We know that you're tryin' ta get ta Mount Pyre! We saw General Viper's and Lynx's ships anchored nearby. Are ya tryin' ta deliver them a message? Is that it?

Guile: Sigh... That is untrue...

Fargo: Huh? Are ya serious? Explain yourselves.

[They explain it to them.]

Fargo: I see... So that explains why you're after Lynx. But... don't ya know you're riskin' yer lives? Don't ya recognize the danger associated with Lynx? He's a monster... A cold-blooded monster... An incarnation of death... To be frank with ya, we've had our shares of encounters with Lynx, too. But that was a long time ago... Ever since then, we've had ta disguise ourselves as this ghost ship. So you're gonna face Lynx, eh...? That's easy to say, but...

Guile: What are you getting at?

Fargo: Arg! Bring out you-know-what!

Pirate1: Aye-aye, Cap'n Fargo!

Fargo: I just wanna see if you youngsters can match up to the likes of Lynx. Just makin' sure you're not all talk. Looks like they're ready. Let's see what you can do!

[They defeat the monsters.]

Fargo: Just loosen' ya up! Time ta get serious!!! Polly!!!

[A giant parrot comes, which they beat.]

Polly: Gya-Gya-Gya Gya-Gya-Gya-Gya-Gya-Gya Gya-Gya-Gya-Gya-Gya-Gya-Gya

"Not bad... mateys... We'll meet again." ... Is what he said.

Fargo: Arg... Stronger than I expected. You got me blood boilin'. I'm next!!!

[They fight him.]

Fargo: Jolly ho! Up and at 'em!

[When he's weakened...]

Fargo: Now that smarts...

[They win the battle]

Fargo: Not bad... But keep in mind, we be pirates!

Serge: ???

[He collapses.]

Guile: Serge!!!

Pirate2: It's a tranquilizer made from jellyfish stingers. You lubbers will fall asleep for a while.

[Guile and Kid collapse.]

Fargo: Well, that's that! Arg! Stick these land-lubbers in the hold!

[FMV]

[A panther attacks.]

[FMV]

[Serge wakes up in a room in a lower level of the ship.]

Guile: Are you alright, Serge? You do not look so well. Be on your guard. There is something going on outside.

[On the deck...]

Pirate: Huaah... standing watch ain't easy... What's up with the fog today...?

You can't even see the water out there... .. I-I-I ain't scared...

[Ghosts appear]

Pirate: Aghhhhhhhhhhhhh!!!

Guile: Something is up...

[Ghosts come in and are defeated.]

Kid: What are these monsters doin' here? What's goin' on?

[They make their way through the ghost filled halls up to the deck.]

[They find an odd creature in a weapon room.]

Small Creature: Why do you keep apwoaching me? Can't you see that I'm hiding?

Hm? You wanna know why I'm here? I'm a stowaway. I wanted despewately to see de sea. When I woke up, there were monsters all over de pwace! It weally scared me... Anyway, I want to see de world because all my life, I've been wocked up in a wab ... Can you bwoaden my view of de world?

(Serge):Sure, come along.

Pip: Thank you very much!!!

[They reach deck, where pirates are battling ghosts.]

Pirate: A-Aye...! Just in time, mateys!

Pirate2: Look out!!!

[They fight more ghosts.]

Pirate: There's too many of 'em!

Fargo: Arg! You call yerselves sea-dogs!? Show some spirit!!! Huh!?

Pirate: Cap'n, look out!!!

Pirate2: Cap'n!!!

[More ghosts appear.]

Pirate: Damn! Mateys, go help the cap'n!

[They head there, where 2 ghosts are fighting him.]

Fargo: Get yer... stinkin'... ghostly hands... OFF ME!

[He defeats them.]

Fargo: ARG!!! Looks like we got a big one comin'! [collapses]

(Damn, me arm...) Yer name's Serge, eh!? Go take the wheel!

(Serge): Aye-aye, Cap'n!

Fargo: I'm countin' on ya! Keep yer heads high, mateys! Don't forget we be pirates aboard the S.S. Invincible!!!

[They go to the wheel.]

Fargo: Man yer stations! It's time ta show these monsters what we're made of!!!

All: Aye-aye, Cap'n!!!

Fargo: Serge!!! Keep yer head high! They're comin'!!!

[They fight a bizarre beast that is made of 5 different ghosts.]

Fargo: Looks like the sea's back to normal... You said you were headin' to Fort Dragonia to go after Viper and his men. Let me give ya some advice. Mount Pyre is a fiery hell. Without any protection against fire, you'll lose strength fast. I suggest ya go see the Water Dragon for his divine protection. Although I haven't heard much about him recently. I wonder if that dragon's still alive... Actually... I haven't heard much about the other dragons, either. And those monsters we just beat... What's goin' on nowadays...? I tell ya, even the sea seems ta have changed its nature... It's probably because we human folks have come around...

Kid: Yeah... yeah... I don't need this mushy talk from a pirate.

Fargo: In the name of Davy Jones... What have we done...?

[They bid farewell to Fargo and leave. With no way to get through Mount Pyre without protection, they decide to visit the Water Dragon in Serge's world.

They first go back to Arni Village.]

2H. Script Disc 1: The Ice Breath

[They see the old man on the dock.]

Old Man: Oh, it's you, Serge. Great day, huh? How's your day been? What was that...? You want me to take you to Water Dragon Isle? Wellk, it's not too far, so I'm willin' to take you there for 100G.

(Serge): Yes, take me!

Old Man: Great! Shall we get going?

[They get on the boat.]

Old Man: There you go.

[They head to Water Dragon Isle.]

Old Man: Hoho, it's been a while since I visited this isle, but its beauty never fades. But there's something strange... I don't see any of the fairies that usually dance around the pond. Oh, pardon me. There's a small village of fairies on this isle. It should be just beyond this pond. I don't know what brings you to this isle, but it's best to ask the fairies to learn about the place. In the meantime, I'll be 'round here fishing. This pond is great for fishing.

[They head further through the isle and find the dwarves destroying the place!]

Dwarf Chieftan: Hmph, just when I thought it was a rarity to see humans on this remote isle, you all hi-ho along. Look at thsi isle... It's beautiful, a perfect fit for our new home! Too good for these damn fairies. You humans taught us that the world is built on the dead bodies of other species... Now, hi-ho away with you... along with the fairies... to the deeps of the sea!

[They go further into the cave. Serge and the others follow.]

[Inside...]

Dwarf Chieftan: Hmph, I knew you'd come. Now we must confront you fools once again... I suppose this is fate... This ends now... With your death! Die, human scum!!!

[The dwarves are defeated.]

Dwarf Chieftan: Krr... What strength. I can not allow our clan to be defeated here... Next, the next will be your last! Come after us, humans. If you want to save the fairies! Retreat! Tallruf, Beardruf!

[They run further in the cave.]

Dwarf Chieftan: So, you've made it this far, but you will not find us so easy to

defeat! We will settle our scores here by avenging the extinct Hydra and our dying homeland with your death!

[They defeat the dwarves and their tank.]

Dwarf Chieftan: Grrh, such strength... Are we to be driven off our land once again? Is there no land on this planet where we can live in peace? Oh, Goddess of Fate, why are we dealt such a hand... Are humans really the greatest species on this planet? These heretics of evolution, these destroyers of the planet...? Ugh...

[They die.]

Guile: Serge! There is a fairie over there...

[They head to it.]

Guile: ...Serge. Is it alright?

Rosetta: Agh...who are you? I will be fine. The other fairies, are they alright?

Kid: I don't feel their presence in the caves anymore... I am sure it's safe outside as well.

Guile: We are sorry, but wait right here for a minute... We need to go further into the cave. It will only be a little while...

[They continue on, to the Water Dragon.]

Water Dragon: Welcome, son of man. Now, come to me...

[They walk up to it.]

Water Dragon: ...Thou needeth not explain. I know already what thou seeketh here. There is naught to be surprised about. It is but a trifle for we "Sleeping Dragons," who hath dwelt upon this land for ages... Mount Pyre, the land thou seeketh is home to the "Fire Dragon." Unless thou quench his red blazes, it will prove a difficult journey. Take this, son of man. My breath can freeze even boiling lava...

[They get the Ice Breath.]

Water Dragon: Take my subordinate as well... It will be useful in holding back the Fire Dragon of Mount Pyre...

[They get the Frog Prince summon.]

Water Dragon: Wilt thou change this world... Or wilt thou change thyself? Wilt thou live with thy mother planet... Or wilt thou turn thy back on the planet and tread another path?

[Later, they talk to the fairies.]

Fairie: They said they "were chased out of the forest by the humans." And they drifted down to our island... so the humans are to blame!!!

Fairie2: Because of you humans, our village, our friends have been made victims!!! Why can't humans live in harmony with nature? Why do you continue to act the way you do? Don't you see what the outcome of your choices will be in the future!? Why, why...

Fairie: You crooks, I hate all you wicked humans!! Hurry up and get off this island!

Rosetta: A very sad tragedy, triggered by acts of humans. We have lost so many of our people and loved ones. Although our village has been saved, no one here thinks kindly of man... I am extremely sorry, but please leave the island as soon as you can...

[Kid faints]

[FMV]

[Children's drawings burn. In a dark room, stands Lynx.]

[FMV]

[Kid awakens, later at a campfire. The others are asleep.]

Kid: ...Where am I? I fainted, eh?

[Serge awakens]

Kid: Sorry... Did I wake you up? I had a bad dream. Seein' that fairy's eyes filled with tears over losin' her friends... That must've triggered memories of me own past. I was an orphan... I was abandoned when I was a baby... There was someone who took me in and raised me as if I were her own little sister... I'm alive here today thanks to her. There were a lot of others like me at Sis's place, and... she was always makin' strange stuff... We didn't have money, but we were all happy. UP until that Lynx bastard... came and shattered our happiness to pieces! Lynx raided our house, burned it down, and kidnapped Sis! Sister... never came back... Since then, I've wandered the world and experienced so much pain, just to get by... No one was there to help me. I was always alone. If you

ask me, the idea of guardian angels watchin' over us all the time... that's a load of rubbish.

[She stands.]

Kid: In this world, the underhanded always gets the last laugh. Only the ones who don't think anything of hurtin' others are the ones who get blood-stained fortunes. The ones who kill, the ones who devour, they're the ones who survive. That's the only rule of this world. The great species of mankind... our wonderful world, filled with love and happiness... HA! Don't make me laugh! But if that's how it is, that's fine with me. As long as I'm alive, there ain't no goin' back. I'll abide by this world's rules, and do what I gotta do, despite the rotten hand of cards I've been dealt! I'll make sure that bloody bastard pays for what he's done!!! I will get even...! No matter what it takes!!!

[The next day, they start leaving.]

Guile: Huh? What is going on? The old boatman is gone!

Kid: Did he head back to the village because we were so late?

[The old man comes.]

Old Man: I figured you'd be coming back, so I set the boat out. Are you all safe? Oh, many pardons. It didn't look like you'd be coming back before sunset, and I had to return before it got dark. Well, since you made it back here, I guess you did what you needed to do? ...But you guys look a little gloomy for it to have gone well... No second thoughts? Then let's head back to the village.

(Serge): Let's head back to the village.

Old Man: ...You sure? Then let's go back to the village.

[They return to the village.]

2I. Script Disc 1: Mount Pyre

[They head to Mount Pyre.]

[They meet Solt and Peppor in the mountain.]

Solt: AHHHHHHH! They're really here!

Peppor: Th-This time, let's shake it to them for sure!

Solt: Y-Yes. I'll do my best, Peppor!

Peppor: Let's shake it. Get ready...!

Solt: To shake it...! As Peppor would say.

[They easily defeat Solt and Peppor.]

Peppor: S-Shake it outta here!!!

Solt: P-Peppooooooooor!

[They run away]

[On a bridge they see a reptilian creature trapped in the ground.]

Guile: What is that? It looks stuck.

[A small red dragon comes up to them.]

Mini Dragon: Hey, lad! Wanna challenge me to a fight!? C'mon, whaddya say!?

[They fight the small dragon.]

Mini Dragon: Hey! Not badk, lad! I'm sure I'll see you again.

[They continue over the bridge to an opening in the cave.]

Man's Voice: That's far enough!!!

[Karsh, Zoah and Marcy come in.]

Karsh: So you made it this far, huh, junior?

Guile: Acacia Dragoons? Step aside.

Karsh: HAH! In the name of the Acacia Dragoons, you ain't gettin' past here!!!

ZOAH: THIS WILL BE THE END OF YOU ALL.

Marcy: And Serge!!!!!! I HATE YOU!!!!!! I hate your friends, your mom, your dad, your grandma, your grandpa, your great-grandma, your... I HATE THEM ALL!!!!!!

I hate you! I despise you! I REALLY, REALLY ABHOR YOU!!!!!!

Karsh: Gah hah hah! Looks like she can't stand you. Well, then... It's time for you to die!!!

[They battle.]

Karsh: I-Impossible... There's no way I'd lose!?

ZOAH: KARSH, IT IS ALMOST TIME.

[He leaves.]

Karsh: Dammit! I'll get even for this!

[He leaves.]

Marcy: Nah, nah, na-na-nah...!!!

[She leaves.]

Voice: Serge...

[Harle appears.]

Harle: If you proceed any further, zere will be no turning back, non? Even so...
You still wish to go, Serge?

(Serge): Keep going.

Harle: I see... I won't stop you. But... Don't die...

[She leaves.]

2J. Script Disc 1: Fort Dragonia

[They leave the mountain and see Fort Dragonia.]

[FMV]

[It is the fortress from the start of the game. We see a few visions of Serge stabbing Kid.]

[FMV]

[They enter the fortress.]

[After lots of exploring and boss fighting, they reach the elevator from before and head up to the top area. They go to the door.]

[FMV]

[The door opens. Serge sees a vision of himself stabbing Kid. The vision ends.]

[FMV]

[The door opens.]

Kid: C'mon, mate!!!

[They head inside. There the dragon tear sits on a pedestal. Viper and Lynx wait there.]

Lynx: Finally... We've been expecting you.

Viper: I have nothing personal against you, but anyone who hinders our plan must be eliminated. I am rather sorry about that...

[They fight him.]

Viper: Care for some warming up first, eh? Then come now lads, I will take you on!

[He is defeated.]

Viper: Hah-hah-hah!!! Hah hah hah... You are a worthy opponent... But let us see how you do now. I shall give it my all...

[Lynx stabs him.]

Viper: L-Lynx..... You.....traitor.....!

Lynx: You were extremely useful in helping me make my way around these islands. I appreciate your help, General. However, I no longer have any need for you. This fort shall serve as a fine grave marker for you and your dragoons. May you rest in peace.

Viper: D-Damn...! Forgive... me..... Riddel.....

[dies]

Lynx: Now, let this be your final resting place as well.

Kid: C'mon, Lynx!!! You're goin' down!

[They fight.]

Lynx: You're more trouble than I thought... But do you really think your skills are superior to mine?

Kid: Sore loser!!!

[He vanishes then reappears further back.]

Lynx: Serge, have you ever questioned who you really are?

Kid: Serge...!?

Lynx: What has been the significance of your existence up until now? On that ominous day 10 years ago, the boundary of space and time was torn, and part of me, in fact, died...

[FMV]

[The jaguar in the woods attacks someone.]

[FMV]

Lynx: You cannot defeat me, Serge... This is because denying me is the same as erasing your very existence.

Kid: Don't be taken in by his rubbish, Serge!!! This guy's full of it!

Lynx: Huh... We'll see about that. There are two sides to every coin. Life and death..... Love and hate..... They are all the same.

Kid: What'd you say!? Talk some sense, will ya!

[The dragon tear glimmers]

[FMV]

{Serge looks in it, his reflection changes into that of Lynx's. He clutches his head and falls to the ground. His shadow turns to that of Lynx's. He rises, a dark look on his face.}

[FMV]

Kid: Serge! What's wrong!? LYNX!!! What have you done to Serge!? Serge! You alright!?

Serge: Yes... I'm fine... I'm just fine, Kid.

[Lynx looks confused at the situation.]

Serge: What are you doing, Lynx? Now's your chance, Kid! Kill him!!!

Kid: Yeah... I know.

[She walks up to him.]

Kid: This is the end of you, Lynx!!! Say yer prayers!

[They battle, Lynx loses.]

Serge: You did it, Kid.

Kid: Y-Yeah...

Serge: Now finish him. What's wrong? Settle it once and for all.

Kid:.....

Serge: Here, hand me your dagger. I'll finish him off.

[He takes Kid's dagger.]

Serge: Watch this, Kid... I'll avenge Lucca for you! Die, LYNX!

Kid: WAIT!!!

Serge: What, Kid? He's your foe, isn't he?

Kid: How do you know Lucca's name?

Serge:? What are you talking about, Kid...?

Kid: Not once did I ever mention Lucca's name to you, Serge...

Serge:!!!

Kid: No... Don't tell me you're...!?

[FMV]

[Serge stabs Kid. She falls to the ground. Lynx growls upsetly. Bloody dagger in hand, Serge smiles.]

Guile: Serge... Why...!?

Serge: QUIET!!!

[Using some electrical orb he knocks Guile unconscious.]

Serge: This is the end of the road for you, Kid.

Kid: U-Ugh...! Y-You're Lynx... ain't ya!?

Lynx: Heh heh heh...! I'll send you to see Lucca.

[He puts the knife away.]

Lynx: I'll finish you off later.

[He walks up to Lynx/Serge.]

Lynx: Look at yourself, Serge... I mean, Lynx! Heh heh heh... Excellent! The enmity is growing! The only thing pure in this world is enmity! Well then, the time has come for the curtain to fall. Your services are no longer needed. Even your very existence is worthless... Farewell, Serge.

[He takes the Dragons Tear.]

Lynx: Finally, I have the key. The key to the gate of Fate! The time has finally come for the Frozen Flame to awaken!!!

[He vanishes and appears near Serge.]

Lynx: Come to the Sea of Eden, Serge... Should you wish to end your dream of 10 years ago...

[The Dragons Tear glows, and a shock wave comes out that blows up all the dragon statues in the room. An electrical energy levitates Lynx/Serge.]

Lynx: Now, let love bleed! Darker and deeper than the seas of hell! Heh heh heh...!
HAH HAH HAH HAAAAH...!

[Everything fades out of view.]

[FMV]

[Kid stands on the beach and turns.]

[We are shown a view from underwater.]

[FMV]

2K. Script Disc 1: Trapped in a Dimensional Vortex

[Serge, now in Lynx's body, awakens in a strange surrealistic landscape. Knocking a piece of fruit off a tree causes a woman to run out of her house. Lynx runs inside.]

Sprigg: 'EY YOU!!! Wot are you doin' in me 'ouse!?! Hmmm... I figured you for another wanderin' spirit... 'ow many yearz has it been since a physical bein' wandered into this world...? Very strange indeed... Rightly so, the world is controlled by chance and chaos. Anythin' can 'appen as quick as a wink. Nobody knowz. Somethin' you 'ave today may be gone tomorrow. Just like this berry I'm 'oldin'. Important stuff, irreplaceable stuff: all these may come to 'arm with superlative ease. And wot'z frightenin' is... There be absolutely no meanin' to wot 'appens in our daily livez... Meanin' is non-existent. No matter wot'z born, lost or changed... It'z beyond calculation. There may be no one or nothin' watchin' over you... Such is life.

[She gets in a hammock.]

Sprigg: I'm goin' to bed. I suggest you rest up, too.

[Lynx does that. The next morning Lynx tries to leave...]

Sprigg: Just a second there. I give ya a place to sleep, and you're leavin' without a word of thanks?

[She jumps down.]

Sprigg: I'm comin' with ya. I have a feelin' I can get outta 'ere if I tag along. Besides, ya won't be able to make it inside that tower alone. I'll open it for ya.

[They go to the tower. Harle waits inside.]

Harle: You are tres late, non? Come on, Monsieur Lynx, let'z go. We don't have ze time to be dawdling here. We may truly get lost in time. I can't afford to lose you just yet.

(Serge): I'm not Lynx...!

Harle: You are no longer Serge. You are Monsieur Lynx.

[She jumps down.]

Harle: Allons, regarde-toi! Just look at yourself... Who in zeir right mind iz going to believe you are Serge? C'est simple. If everybody, except for yourself, sayz zat you are Monsieur Lynx... zen...

[She jumps back up to the second floor.]

Harle: Voila! You are Monsieur Lynx! It'z az simple az zat. Zat iz who you are! C'est la realite! If you try and go against realite... Realite will surely crush you. Realite will kill you. And realite will continue to go on az if not'ing ever happened...

>From yesterday to today, and from today to tomorrow. Realite marchez on...
Leaving your crushed body behind...

(Serge): But I'm Serge!

Harle: Ooh la lah... So, you still insist zat you are Serge, oui? Regardless your memoire az zis Serge... You may be able to rewrite it if you use ze Dragon Tear. In realite, you died 10 yearz ago in ze odder world. How can you say for sure zis iz ze real you? Maybe for you it is evident, but... I wonder if you ever really were Serge...? Furthermore... what waz zis Serge? A figure, a shape? A spirit? A soul? Where waz zis Serge?

[She transforms into Serge.]

Serge: Who am... I? Who are... you? You're not me. I'm not you. I am reality... You are...

[She walks through the west door.]

Sprigg: Now, open the door to reality only. One mistake, and you'll never make it back to the real world.

[They go into the next room, following Harle until they reach a new area.]

Harle: How boring... Fine, I understand how you feel. Let's head back to reality.

[They go through the maze and portal back to the Hydra Marshes.]

2L. Script Disc 1: Return to Home

Harle: We are back to realite. Doe zis place look familiar to you, Monsieur Lynx? Do you need moi to tell you where we are?

(Serge): No, I already know.

Harle: Ahhh, you remember. Then let's leave zis forest marshez at once.

Sprigg: ...Ahhh...yes... I'm finally back in the real world! Ahh... A world with substance... Even the water and air is different! This is great! It's time to pahr-tay! Let's have a toast to our return into the real world!

Harle: Listen, old lady... You are not getting any younger. Try to control your emotionz. And zere iz absolutely no time to be partying! We must hurry along.

Sprigg: Wot's your problem, lass? It's been yearz since I've been back to the real world. You sure are a buzz-kill. ...So, anyway, where to now?

Harle: Ooh, Monsieur Lynx... You seem worried about zat Serge character. Do you still remember? Ze place where it all started... "Where Angelz Lose Zeir Way"...

Sprigg: Where Angels..... WHATEVER! It has a bad ring to it. So wot exactly is it?

Harle: A gate to anodder world..... Somet'ing like zat.

Sprigg: Wot!? Are you sayin' there's another dimensional distortion in this world!?

Hya-hya-hyah! Very interestin', indeed! So, where is this place?

Harle: Leave zat up to Monsieur Lynx. Let's just get going! But first, we must leave zis forest.

[The portal appears and vanishes.]

Sprigg: Wot the...? It dissappeared... Wot's goin' on?

[They leave and go to Opassa Beach. There, the Astral Amulet fails to work.]

Sprigg: Wot's wrong, Lynx? Don't tell me the dimensional gate won't open...!?

HEH! You be in hot water now!

Harle: Of course it won't open. Ze missing piece to zis world haz been found.

Zere iz not'ing we can do. You are now just an unwanted piece.

Sprigg: Very interestin'... What are ya gonna do now, Lynx? 'ow about we go explain your situation to your movver? We may be able to find somethin' out.

[They go to Serge's House.]

Marge: Who might you be? May I help you? What...? What did you just say...!? You're Serge...? Please explain to me exactly what is going on here...

[Later...]

Marge: I see... So that man told you to go to the Sea of Eden. I really don't know about dimensional distortions or about the other world. But if, like you say, something big is really on the verge of happening... It may have all started 14 years ago... On the night of the storm...

[There's a flashback of a ship out in the Sea of Eden.]

Marge: That night, your father, Wazuki, and his friend Miguel set out to sea, despite a storm... It was an emergency... They were swallowed by the high waves and lost consciousness. When they came to, they found themselves inside the Dead Sea... A place where no living creature dares enter. I don't know what happened, but that incident changed your father. And your father's friend, Miguel... That was Leena's father. He never returned... Back then, that place wasn't called the Dead Sea... Yes, I believe they called it "Sea of Eden" ... That was 14 years ago.

[Back to the present.]

Voice: Are you the ones everybody is talking about?

[They turn, Radius comes in.]

Radius: No... this can't be... Are you Lynx!? You're still alive...!? Step outside,

Lynx! For I, too, was once a valient member of the Acacia Dragoons! I must put a stop to you!

Harle: Lah-la-la... Geezer, I wouldn't show off like zat. Zat iz if you want to live... Do not underestimate ze power of Monsieur Lynx. One blow and it'z off to ze other world wit' you!

Radius: Silence! Now step outside!

[They fight.]

Radius: En garde!

[When defeated...]

Radius: I stand defeated!

[After the fight.]

Radius: Hmm...!? I do not sense any malice in your attacks... Do you really mean to tell me that you are not Lynx? And is it true that the general is still active in the other world...? Here, the general has been missing for the past 3 years now... Understood! I shall accompany you! We may still have a chance to save the general and Riddel in the other world.

Harle: Zut! This geezer iz only going to get in ze way...

Radius: We must gather news in Termina, about General Viper's disappearance. We may find clues to show us how to return to the other world. I, Radius, shall give it my all, in the name of General Viper!

[They head to Termina, to gather clues. While passing through Fossil Valley...]

Porre Soldier: Y-Yo... Check out that guy's face! Way... scary...!

Porre Soldier2: Our investigation is done. Let's get the hell outta here!

Porre Soldier: I wanna go back to Porre!!!

[They run away.]

[They enter Termina, to find it taken over by Porre Soldiers.]

Soldier: !!! Lynx!!! How dare you have the nerves to return to this town! Get out of here!

Radius: Looks like the young 'un's an unwanted guest here, too.

Harle: Humanz are very selfish, non? To t'ink zat zey used to bow zeir headz down to curry favor wit' Monsieur Lynx! Zey're alwayz searching for someone or somet'ing to lay zeir blame on.

[They head to the west.]

Guard:!!! Can it be you, Sir Lynx!? You are safe, sir? Where have you been all this time...!? We have set up a temporary military dock beyond this point. Nobody may pass without permission from Commander Norris... not even you, Sir Lynx. Commander Norris is at the ruins of Viper Manor. Please report your current status to him immediately!

[They head to Viper Manor to see Norris.]

Radius: I believe it has been 4 years since I retired from the Dragoons... Sigh... Time sure does fly... I was shocked to hear of Dario's death 3 years ago... And now, the general and the others are missing... The manor is in shambles... I took the liberty of conducting my own investigation, but I have discovered nothing... All I know is that a man named Lynx approached the general and has involved him in some kind of incident. The only difference with the other world you talk about is that something happened to the general 3 years ago... I just hope that this Norris fellow knows something...

Harle: I know not'ing. I waz not involved wit' ze plan. I do not find it amuzing!

[Going through the well they make their way into the manor and see Norris.]

Norris: Sir Lynx! It has been a while sir. As you can see, the manor is in shambles. There is no sign of the general or the others. We are still investigating the area, but it appears that the Frozen Flame is not here. Sir... Are you really Sir Lynx? You seem different than I last remember...

Radius: You are correct. This man is not Lynx.

Norris: Excuse me, sire, but who might you be?

Radius: I am Radius, a dragoon. Although I have been retired for 4 years.

Norris: So you are Radius, one of the former 4 Devas!? it is an honor to meet you, sir! I believe you, sir, but... It is still hard to accept that this man is not Sir Lynx.

Radius: He may look like Lynx, but his spirit is of another.

Norris: That is... quite strange if I may say so.

Radius: It is up to you what you want to believe. So, what business did you have with Lynx? Have you uncovered anything about the disappearance of the general? You will be doing us a great favor by telling us what you know.

Norris: Very well.. I will tell you what I know.

[We see a view of all El Nido.]

Norris: It was actually Sir Lynx who approached us about the existence of the Frozen Flame in El Nido. Being from the main continent, we had doubted its very existence, so I was sent to El Nido Archipelago as a spy. I had narrowed down the location to Viper Manor, but it appeared as though General Viper and his men were in search of it as well. Eventually, I was called back to Porre, but it was then that I heard General Viper and his men had disappeared and that the manor had been destroyed as such. I heard only recently that there is good evidence the general and his men headed to the Dead Sea. The Dead Sea is an ocean located to the east, surrounded by coral. It used to be called the Sea of Eden, but even then, not many dared enter. We investigated the area, but to no avail. We could find no entrance.

[Back to normal.]

Norris: It is you, Sir Lynx, who wished to change this distorted world using the Frozen Flame.

Harle: Ooh la lah! Such grand dreamz Monsieur Lynx!

Radius: Hold your tongue.

Harle: Zut!

Radius: So... The Dead Sea... That ocean was called the Sea of Eden until 3 years ago... This may just be the clue we were looking for. Once we uncover Lynx's plans, it should be easy enough to counter them.

Norris: Are you planning to go to the Dead Sea? There is no way to get in there. We searched all over for an entrance, but to no avail. No one knows anything about it, either...

Radius: Yes, I doubt you will be able to get in. I'm sure the demi-humans of Marbule know something about this, but they detest humans. Especially those from the main continent. Perhaps they would give us a hint if we were to go.

Norris: Then... May I join you, sir? I want to know. I want to know if the Frozen Flame really exists, and about everything else that has happened here.

Radius: What about you?

Harle: Hm? Moi? But of course! I will follow zis Monsieur Lynx!!! Ze odder one iz no longer Monsieur Lynx.

Norris: There is a military boat docked at Termina. Let us use that.

[They get in the boat and head to Marbule.]

[The place is devoid of many people, yet ghosts are wandering around.]

[They rest. That night...]

You hear voices outside... Check it out.

[They go outside and see a mermaid jump in the water.]

Great Explorer Toma: What are you doing up at this hour? A mermaid? A homecoming, maybe? Oh... You say she was crying? Hmmm... A mermaid returns in the middle of the night, crying... Actually, it could possibly be that mermaid who lost her singing voice... Mermaids are known to have a beautiful voice and sing about love and happiness. But mermaids are forbidden to sing songs about holding grudges against humans. If a mermaid breaks the taboo, she will lose her singing voice. I don't blame her though, for all that's been happening in this day and age... You're heading to the Zelbess tomorrow, right? You should get some sleep. Oh, and don't forget to give your regards to Captain Fargo when you get there. He can be devious, so keep an eye on him.

[They leave.]

???: The Cruise Ship - S.S. Zelbess -? Fargo...

[The next day...]

???: Excuse me, son of man.

Irenes: Will you be boarding the Zelbess? Take me with you. Let us go.

Radius: W-What's that...?

[They head to the S.S. Zelbess.]

2M. Script Disc 1: Early Sidequests

[Recruiting Mojoy]

[Serge goes to the Fisherman's House and shows him the Shark Tooth...he says the same thing as he did before]

[As Serge is walking out of the basement...]

Voice: Boogum! Hold on a second there!

Fisherman: W-What was that...?

Voice: Love is always in the air! It's just that no one notices.

Fisherman: (Pointing at the straw doll) Y-Y-You're.....Mojoy!?

Mojoy: (Becomes Animated) I am Mojoy! And I bring-om good foortune! Boogum!

Fisherman: Th-Th-This can't be happening...! How in the...?

Mojoy: I sense some kind of purpose. Seems like fun, soo I will jooin-om youu!

Fisherman: W-Wait a second...!

Mojoy: There's-om nothing drooll about me! Just a word of advice. Stop-om running and come

face to face with yoour life.

Fisherman: Ergh...

Mojoy: A messenger of love and courage, I am-om! I'm lucky, I'm lucky, I'm luck! Uh-huh-Uh-huh!

Mojoy joined-om yoour party!

Fisherman:Was the decision I made 10 years ago wrong...? If so, then...what have I been doing

for the past 10 years...?

[Serge shows the fisherman the Shark Tooth]

Fisherman:So you're saying there's another "me" who's a fisherman...? That's ridiculous. What are you trying to do by showing me that amulet?

[Recruiting Zappa]

[They head to see Zappa in Termina.]

Zappa: Aye, that should do it. This here forge has always had a fire since aulden times. 'Tis sad to see it without its blaze. Mah apologies... Closing this shop for mah own selfish desires.

Zappa's wife, Zippa: Ah've had to listen to ye for the longest time, and ah dinnae want to hear ye say it's foolish now! Never mind that, dear, so ye're really goin'?

Zappa: Aye. Now that ah dinnae have the shop no more, likesay, it's time to finish what we started long ago. Ye stay here and wait for Karsh's return.

Zippa: It's already been 3 years... These years haven't been too good to us. Our best patrons, the Dragoons, disappear, the Porre military gets on our arses...

Well, since we've had such bad luck 'til now, ah'm sure things'll be good here on out... Our son's probably fine as well...

Zappa: Aye...

Zippa: Ye're all travelers, aren't ye? Have ye seen our son anywhere? His name is Karsh. He's a pretty rough character, but he's a good boy. It's tough havin' a son who's a knight. Ye never know when he might just come back as a ghost in armor...

Ah wonder what could've happened at the Dead Sea... If ah could see mah son again, ah dinnae ask fer anything else. Oh, ah'm sorry to make ye feel blue. Well, if ye ever find him, just tell him to come back for a little while.

Zappa: Radius...!? It's been a while... How fares the village?

Radius: You need not worry about the village... There are bigger things to concern us.

Zappa: Ah'm guessin' ye're no from around here. Do ye ken a thing called the "rainbow"? It's a superb material that can be forged into anythin'. Ah'm thinkin' of searchin' for this rainbow. Ye wouldnae mind if ah joined ye, aye?

(Serge): Let him join.

Zappa: Aye, great! Then ah'll give ye a wee token. Use this anytime, and ah'll find ye and do mah job, anywhere ye are. ...Ah give mah word! Call me anytime ye like.

[Recruiting Van.]

[They visit Van in his room, who's putting something hidden away behind a painting.]

Van: !!!

[He closes it.]

Van: At least knock before you enter! Are you guys tourists? If you want, I'd be willing to guide you around. Of course, there's a small fee involved. I think it's a bargain. How about it?

(Serge): Hire him.

Van: You got it!

Gogh: Th-That is...!

Van: Huh!?

[They walk in the other room, where the land lady yells at Gogh.]

Land Lady: You've had long enough to pay your debts and I'm not going to wait any longer. Either you pay up now, or I'll have you move out of this house...!

Gogh: But what will happen to my son and me...

Land Lady: That's none of my concern. I just want to make this place into my personal storage for my precious treasures!

Van: Hey, wait! I'll pay that debt!

Land Lady: Well, this is amusing. How is our little Mr. Van today? How much have you saved from your allowance?

Van: None of your business! This is what I got!

Land Lady: Ha ha ha! This won't even pay off the interest. Better luck next time!

Van: Tsk! Just wait a little bit more! Then I'll be able to get the money you need!

Land Lady: What are you planning to do little Van? Don't waste your energy on something stupid.

Van: I'm going with these guys to search for the Frozen Flame! So, please! Wait just a little longer!

Land Lady: Ahahaha! Just listen to you! You're pretty bright, but you're still just a kid! It's so naive of you to believe in such a fairy tale like the Frozen Flame.

Of course it's a joke, isn't it?

(Serge): No, we're serious.

Land Lady: Amazing. You actually believe that legend...? Are you people crazy or something? Hahaha... Not a bad joke, though. The Frozen Flame is supposed to be the treasure of all treasures... Even if it's just a legend, there's something very tempting about it. Alright. I will wait a little longer. Have the Frozen Flame ready by the time I come back here. Be careful not to burn yourself. Although you'll probably never find it. Hahahaha!

[She leaves.]

Van: Humph, how arrogant of her to push us around just because we're poor. If only we had money, If only we had money, this never would have happened...

Gogh: Hey, hey, Van. None of that. Besides, even though we don't have money...

Van: I don't want to hear that from you, dad! Where are we going to live as of tomorrow!?

We're out of money because we're not selling any of the paintings we have in this room!

Gogh: I'm sorry Van... These pictures are just not good enough to sell yet. I only want to sell pieces that I'm satisfied with to those who understand my work...

Van: Fine... Then I'm going to have to be the one to find us a place to live... Do you enjoy watching family disputes? There's absolutely, positively nothing here, so there's no point in hanging around. Thanks... Thank you for going along with my bogus story...

[He goes in his room.]

Van: Hmm, I think it's a pretty good picture... So, why doesn't it sell? Dad isn't too active about selling his work. He says cocky things like he'll only sell to those who understand his work. Oh well... I guess I'll have to come up with the money myself. OK, let's see. My piggy bank is... Yup, it's here. OK, the money's in here, too. Now, the hardest part is finding a place to live. [He takes his money] Next we have... Dad's homemade paint color, El Nido Blue. [He takes his paint.] Painting the sea in this color gives it the smell of salt water... supposedly. If I were dad, I would've sold this paint by itself and made a fortune off it. This seashell... [He takes it.] Mom... The only remaining reminder between me and mom is this shell. Tsk, it's cracked. I can't even hear the sound of the sea. But I... I remember it all... Mom found this shell and held it gently to my ear. And I remember that sound... that sound of the sea... I also had a fit,

because I couldn't take home the sand castle I made that day. And now, we have to move outta the house mom and I lived in... But don't worry, mom. I'll take good care of dad for you.

[In the other room.]

Gogh: Van always had a hard time dealing with our troubles... Ever since he was a child, I made him do without so many things that he's grown a bit sarcastic. Yet, he is very kind at heart, like his mother always was. One day, I wish I could let him do as he pleases, just like other children...

[Van comes in.]

Van: You guys are still here? You need something? Or are you here to buy my dad's paintings?

Radius: Actually what you were just saying...

Harle: We really are looking for ze Frozen Flame...

Van: Huh? If you're being sarcastic, you got me pretty ticked! Oh, I get it. Are you trying to cheer me up or something? Don't underestimate me because I'm a kid! I know that no such thing exists in this world. Or are you all some kind of simpletons?

Radius: Whether you believe it or not is up to you.

Van: ... Stop looking at me like that. You remind me of my mom. Your eyes tell me that you're telling the truth. Even I can see that. But I can't do it. I just can't leave my dad here and go off on some fool's errand, although it's tempting...

Gogh: I'll be alright, Van... You don't have to find any Frozen Flame or anything. I just want you to go out into the world and broaden your horizons. Of all the people in the world, only a handful live in happiness... No, maybe even those who look happy aren't really happy at all... I want you to go find out for yourself what real happiness means. So, go...

Van: Dad...

Gogh: Van...

Van: Just be careful to lock up at night... It'd be bad if any of the paintings were stolen...

Gogh: I will... Be careful out there. Oh yes... Wait just a moment.

[He gets him a boomerang.]

Gogh: Take this with you.

Van: This is... a boomerang!? Dad, I'm not going out there to play! What am I going to do with this toy...?

Gogh: This isn't a toy. During your journey, there will be danger. This should help you when that time comes. And... a boomerang comes back when it is thrown. I want it to be a reminder to you.

Van: So it's a good luck charm, huh? Humph, I don't care for such things, but oh well, I'll take it with me, just in case.

[He takes it.]

Van: Alright... We gotta go before she comes back again!

[Recruiting Starky]

[They head to Sky Dragon Isle and see a weird creature float by.]

Radius:? What is that...?

[They open a chest, finding it empty. Suddenly, a huge alien creature comes out from the woods!]

Man: Nooo, it's heeeere!!!

Creature: Give mee Star Fragment!

[They beat it.]

Radius: So, the real body of the "monster" was this small?

Mysterious Creature: Whoopieee! Star Fragment miine.

[It runs, but they catch it.]

Mysterious Creature: Starky shocked! Starky got caught. Youu win.

Radius: Who are you?

Mysterious Creature: Starky come from farawaay stars. But Starky's ship fall from sky. Star Fragment is Starkey's ship fragment. The ship turned to fragments after crash.

Radius: So that's why you were collecting fragments. If we're lucky, your ship might still be intact in the other world.

Starky: Reeally! Whoopeee! Starky will come with youu.

[The Skelly Sidequest]

[In the Fossil Valley, Kid and Serge approach a trooper standing in front of a ladder.]

Trooper: We are investigating a supernatural phenomenon up there... It is off-limits to the... Hey, are you the exorcists we sent for?

(Serge): Yes, we are.

Trooper: Ohhh, great! I thought you'd be a little older... Please make your way up to the rope ladder.

[Up there they meet with another trooper.]

Trooper2: Are you the exorcists? You're younger than I expected. Anyway, do you hear that howling sound from down yonder? All we want you to do is to stop that noise. I don't believe in ghosts, but go do what you have to do.

[They approach a large dinosaur skull when a small clown like skull hops out and comes over to them.]

Skelly: Nyak-nyak-nyak! Looks like I'm causin' quite a stir. I've been waitin' forever for someone like you! Yeah, I know. You and I are both dead, eh? I don't remember how I ended up like this... I don't have a body and I don't remember a thing! You understand what I'm goin' thru, don't ya? But I have a feelin' everything will come back to me once I find my body parts. So, how bout it? Will ya help me find my body?

(Serge): Sure.

Skelly: Nyak-nyak-nyak!!! Yeah!? I'm heavier than I look, but I hope ya don't mind! And don't swing me around too much. I start feelin' nauseous.

[In Guldove, they speak to a woman.]

Woman: Dear sirs, you're travelers, right? Although I hesitate to do so, I have a favor to ask of you. I received this bone from a trader, but I would like you to set it adrift in the seas... I'm sure its real owner would like to have it returned to nature... So, can you fulfill my request?

(Serge): OK, I'll do it.

Woman: Why thank you! Here it is. Please take good care of it.

Skelly: Yeah, you need guts to get through life! Hey...!? That's right! My favorite dish is Termina's squid gut pasta!

2N. Script Disc 1: The S.S. Zelbess

[They arrive on the boat and go into Fargo's room.]

Fargo: It's been quite some time, Irenes... You've grown up...

Irenes: Fargo... You have not changed at all... You are still here drowning in memories of the past...

Fargo: What do you know...!? I lost everything when I lost Zelbess...

Irenes: Dat ist untrue... My sister left hope... A treasure that may one day bring humans and demi-humans together...

Fargo: You mean Nikki...?

Irenes: Ja... And his sister... Marcy.

Fargo:!? That child died with Zelbess when Luccia...

Irenes: You do not know anyt'ing, do you...? Or you refuse to know. You only remember the past which ist favorable for you. Luccia tried to save my sister Zelbess...

But she was only able to save the baby... Marcy... Luccia felt responsible and has supported Marcy from a distance throughout her life. Look at you now... Where ist the old you, who had the passion and desire to build a new world with my sister?

Fargo: I told you... The old me is dead...! Now what do you want!? I don't need to be lectured by you!

Irenes: Understood. Let me get to the point. You have taken away the "song" of the demi-humans. In otter words, we would like you to free the sage...

Fargo: I see... But why? You know that song, too, don't you?

Irenes: Do not feign ignorance, Fargo. You should know better... Only when the song

is sung by one with special power can the effects be brought into full play. My sister, Zelbess, is dead, and you have taken away the sage. Marbule no longer has its true power without that song... Marbule is not a nesting ground for evil dream spirits...

Fargo: Interesting... But so what? I don't want outsiders in Marbule... That suits me just fine.

Irenes: How much longer are you going to be stubborn? The Marbule you once knew is no longer there...! You will only find a nightmare. Open your eyes to reality...

Fargo: I'm not releasing the sage no matter what you say.

Irenes: Fine... I will not beseech you. I will not give up on the resignation of Marbule. I will continue to strive to make my sister's dream come true...

[She leaves.]

Fargo:

[They leave and head downstairs. They enter a room with many demi-humans inside...]

[A familiar looking man with a mop walks up to them.]

Old Man: Excuse me, but I need to get to work... Please let me through.

(Serge): Let him through.

[He leaves.]

[In the hall...]

Old Man: I have to mop the floors. Let me through.

Pirate: Alright, go. Don't slack off!

[He walks through.]

Pirate: That old man used to be the leader of Marbule. But now he's down in the dumps, moppin' the floors of the Zelbess. Through this door is the "Grand Slam," a world where the weak are victims of the strong! Power is justice! Just what the captain preaches! Anyway, I'll let you through if you get the captain's permission!

[They go and see a magic show.]

Sneff: Ladies and Gentlemen, welcome to Sneff's fantastic magic show!!! Is there anyone in the audience who would like to volunteer for this next trick? How about you, young lady?

Lady: Who, me? Well... It does seem like fun... but... You're not going to slice me in two, or stick knives in me, are you?

Sneff: Nothing to worry about, young lady... You're in good hands with Sneff. Now, please step up to the stage.

Lady: Here goes nothing...!

[She goes up to the stage.]

Sneff: Now, what is your name?

Lady: Jill...

Sneff: Well, let's start off with something simple. Jill, you are going to walk on air! You're feeling lighter, Jill... Very... light... One! Two! Free!

[He casts a spell, she floats.]

Jill: Eeeek!

[Everyone claps.]

Sneff: And now, for the main event! Jill... You will now become a chair. You will be able to withstand any weight! One! Two! Free!

[A pirate swipes the air above and below her.]

Sneff: See... No strings!

[The pirate sits on her.]

Sneff: She's even able to support a fatso like him! OK then, it's about time we brought Jill back! One! Two! Free!

[She goes back to normal.]

Sneff: So... How was it, Jill?

Jill: Ummm... It felt like I had no control over my body... But it didn't hurt me one bit! It was very strange...!

Sneff: Thank you very much for your assistance.

Spectator: You're a phony!!! You and her probably had this all planned out!

Sneff:!? You don't believe in magic...? Looks like I have something to prove to you.

Step up to the stage!

[He does.]

Spectator: Yeah... Go ahead and do what you want. I know there's a trick!!!

Sneff: You're a real live wire! What's your name?

Spectator: It's Jack!

Sneff: Seeing as how restless and irritated you are, here's one of my favorite tricks! I will turn you into a cat...! I call it... "Cat on a Hot Tin Roof!" One! Two! Free!

[He changes into a cat.]

Sneff: So, what do you fink? Don't be affraid. I'll change you back to normal. One! Two! Free!

[He changes back to normal.]

Sneff: Do you believe me now, Jack?

Jack:

[He steps down.]

Sneff: Fank you very much ffor your assistance. I hope everyone enjoyed the show. That's about it ffor today... Until next time!

[He leaves.]

[They visit Fargo upstairs.]

Radius: We'd like to get through the Grand Slam...

Fargo: Oh? The Grand Slam, eh...? So you're out for blood... Tell me, where did you folks come from?

Radius: Marbule.

Fargo: What...? Marbule...? What are you doing here, anyway?

Radius: We're looking for the sage of Marbule.

Fargo: Well, well, well... I'm sorry, but there's no one of that sort aboard the Zelbess. Plus, I don't want strangers ruining my fun on my ship. Sorry... I can't grant you access.

[He smokes.]

Fargo: But that wouldn't be fun now, would it? The foundation of the Zelbess is entertainment.

What do you say you try your luck?

Radius: Try our luck...?

Fargo: That's right. There's a casino down below. If you win, I'll give you access to the Grand Slam. But if you lose, how about you give me your boat docked by the entrance? Well, what do you say?

(Serge): Let's do it!

Fargo: Good. That's the spirit! I'll meet you down at the casino! Don't chicken out now... Hah hahahaha!

[They go there.]

[Sneff is gambling.]

Sneff: Noooooo...! Not again...!!!

Fargo: Give it up, old man Sneff. You don't have what it takes. Just keep doing your shows, that's all.

Sneff: Nuff...!!! One of these days, I'm gonna slap your dirty fface wiff a wad of cash and get the hell offa this ship!

[He leaves.]

Fargo: Well, well, well... Look who's here. That old man has built up quite a debt from this casino. So now, I own him. I suggest you don't let the same happen to you! Excuse me, everyone... May I have your attention please... I need to have a private game with these folks. Would you mind leaving us alone for a while? I'll clear any debts you may have.

Man: Are you serious, Captain?

Fargo: Did I stutter?

Man: Alright!

[He leaves.]

Guy: The captain is G-O-O-D! Better watch it!

[He leaves.]

Gambler: Take it easy on 'em, Captain.

Fargo: Hah hahahahah!

[He leaves.]

Fargo: Thanks everyone. I'll be done soon. OK then, let's begin.

Dealer: The usual, Captain?

Fargo: Yes, "Sudden Death." The rules are simple. Press the X Button after the dealer spins

the compass. We'll alternate turns. The pointer will stop on north, east, south, or west. Should the pointer stop on south, where it stands now, you lose. Simple game, isn't it? Just don't make the pointer stop on south. It's a game of luck rather than skill. OK then, I'll go first...

[He goes and gets a west.]

Fargo: Heh heh... You're up.

[You go and get a south.]

Fargo: Hah hahahaha! You've got a ways to go before you can beat me!!! Well then, it looks like you owe me your boat. Don't hold a grudge. I won that game fair and square. I guess that means you'll have to swim back! Hah hahahaha!

[He leaves.]

[They go to the inn.]

Owner: Ohhh... Sorry about that! ...Didn't realize I had a customer. Please excuse me, hehe... So, what can I do for you?

[His cat goes up the ladder behind the counter.]

Owner: HEY! Don't go up there!!!

[It crawls back down.]

Radius: Right above this inn is...

Harle: The casino where we played Fargo...

Radius: Something's fishy... If only we could move around freely, like that cat...

[They return to the magic show.]

[Sneff comes out.]

Sneff: Ladies and gentlemen, welcome to Sneff's ffantastic magic show!!! How about we start offff wiff my "Cat on a Hot Tin Roof," today!? Do I have a volunteer ffrom the audience? You ffolks must be new around here... Would you like to volunteer?

(Serge): Sure

Sneff: Excellent! Please step up to the stage.

[They do.]

Sneff: Are you ready!? One! Two! Free!

[They change into cats and run away.]

Sneff: Nuff! Where do you think you're going!?

[They go up the ladder in the inn to a hidden room. There stands the inn owner.]

Owner: Hehehe... Pop's at it again...

[He turns the handle from below, causing Sneff to lose.]

Sneff: Nooooo! Why me!? This happens to me every time I start winning big!!!

Fargo: Hah hahaha!!! Too bad, old man! You have to learn when to quit!

Sneff: Nuff... I wanted to buy some cat ffood ffor those ffolks...

Fargo: Cat food...? For whom?

Sneff: Nuff...! None of your beeswax! O-O-Ouch...!!! M-My back...

[below...]

Owner:!!! Phew... Don't scare me like that...

[He sits, you steal the handle.]

[They visit Sneff in his room.]

Sneff: You had me worried sick...!!! I had to lie down a bit because I stained my back running... Ffinally... I'm able to stand up. I'm not 100% better yet, but...

I fink I can change you back... Ladies and gentlemen, welcome to Sneff's ffantastic magic show!!! Uhhh... I have to start offff like that to concentrate. Anyway, here we go... One! Two! Free!

[You change back.]

Sneff: Ffew... That's a load off my shoulders... I better stop using that magic.

Listen, I'm very sorry you had to put up wiff being a cat. Iff there's anything I can do to make it up to you... I would like to help but... Due to unfforeseen circumstances, I'm fforced to stay on this ship... Please do come by again iff you're ever around. The least I can do is offfer you a cup of tea...

[You go visit Fargo, who's talking to Nikki.]

Fargo: I can't allow you to see the Grand Slam.

Nikki: But why? I really need to talk to the sage about teaching me the song...!

Or else... that beautiful island, Marbule, will be gone forever! I can't just stand here and do nothing...!

Fargo: You don't understand... True beauty is found within a dying entity.

Therefore, I will watch over Marbule when its time comes... Furthermore, you and I have a contract. For the time being, you are in my possession. What am I supposed to do should anything happen to you? That would be a great financial loss for me...

Nikki: So you're saying I'm nothing but a mere object...

Fargo: If that is what you think, so be it.

[He turns.]

Nikki:!!! Th-That dressing table... It looks exactly like my mother's...! There's even that scratch I made when I was a child...! Wait a minute...!? Could it be that you are my... Father...!?

Fargo:

Nikki: The gentle and caring father I used to know!? You're my father, aren't you!? But why aren't you participating in such dubious acts!?

Fargo: I am no longer the father you once knew... I lost everything when your mother, Zelbess passed away... Including myself... Laugh at me all you want. Pity me if you wish... But remember this, Nikki, man is not as strong as you think.

Nikki:Father... ..I.....

[He leaves.]

Fargo: Do you folks want to challenge me again? You know you can't beat me.

(Serge): Let's do it!

Fargo: Oh really!? You folks never learn... I'll meet you down there.

[They go to the gambling room.]

Fargo: I thought you might have chickened out. OK then, I'll go first...

[He gets a south.]

Fargo: WHAT...!? Impossible!!!! Interesting little item you have there...

So I guess you found me out. I lose... heh heh... As promised, I'll give you access to the Grand Slam. Of course, you'll get your boat back as well. But how did you get a hold of that handle?

[He leaves.]

[They go to the Grand Slam area.]

Old Man: Yes, what is it? Why are you following me? As you can see, I am quite busy. I do not have the time for a game of tag.

(Serge): Where's the Dead Sea?

Sage: The Dead Sea...? Why do you wish to enter the Dead Sea? Do you realize humans have stolen our land along with our legendary treasure? Humans will do anything for profit, no matter what the cost. The demi-humans aboard this ship are living proof. We have lost all sense of pride, with no dreams for tomorrow. We just cling to the mercy of humans every day. Why must we demi-humans lend a hand to humans? What will you do if I refuse...? Will you go as far as using brute force?

(Serge): Of course!

Sage: I see... Then prepare yourselves...

[They defeat him.]

Sage: Hmmm... I sense that you are quite serious about entering the Dead Sea... Could it be that you are carrying the burden of fate for the human race, no, for all life-forms...? Then let me give you this... I am sure you will be able to put it to good use. But remember ...opening a new gate also brings forth a new misfortune. Do not forget. There is an area near the Dead Sea where the tides are different. Use that item there. Nature will take over from there.

[Nikki comes in.]

Nikki: Finally... I knew I'd find you here... You know the legendary song of Marbule, right? I want you to teach me the song... Please...!

Sage: Why do humans have to be so selfish? That song only has a place in the hearts of demi-humans. Why should I teach you the song?

Nikki: Irenee asked me...

Sage: Heh... I see that she has not given up.

Nikki: But it's not only because she asked me to. But it's only because she asked me to. I personally have a great interest in that song. A beautiful song, originating from a beautiful island... I'm not 100% sure I'll be able to pull it off... But if it means

I can save someone through my song...

Sage: There was once a man just like you...

Nikki:! Who?

Sage: Fargo...

Nikki: ... My father!?

Sage: Ahhh, so you are his son... I guess history does repeat itself. I had high hopes for that man. High hopes that he would one day tear down the wall between demi-humans and humans. But look at us now. The walls seem even higher.

Nikki: Please... Don't speak badly of my father... No one understands the pain and suffering he's going through! Even though he has built up this lively place, he screams in sorrow alone, within his dark, deep self... But I can hear him! His screams of despair, which no one else can hear... or wants to hear...

Sage: So you can hear him, too...

Nikki: I beg of you, please... I bet if my father hears that song...

Sage: I am sorry, but I have other areas of the ship I must mop...

Nikki: But...!

Sage: ...While I hum myself a song...

Nikki: Then you'll...!? I saw the way you fought back there. I've been looking for tough guys like you. It would be an honor if we could talk inside my ship.

[He leaves.]

[They head to get on Nikki's ship.]

Guy: Nikki has told me all about you guys. Hop on!

(Serge): Hop on

[They get on his boat and go in Nikki's room.]

Nikki: Rockin'! I knew you'd come! Well, now that we're all here, here's my idea. How would you all like to save an island with a song?

Miki: Hah! Think before you speak, Nikki! You've gotta be out of your mind!

Nikki: No, I'm serious. According to Irene's, the island of Marbule is infected with monsters. Their only weakness is a demi-human song that the sage knows... While we perform our gig near the island, these people will exterminate all the monsters. That's the plan. Of course you'll help out, right?

(Serge): Of course!

Nikki: Rockin'! I knew you'd help.

Irene's: I shall gat'er all the demi humans on dis boat to play backup instruments. It will be difficult for humans to play the proper notes for our song...

Miki: But don't we have to bring this ship over to Marbule? Our ship's chained to the Zelbess, you know?

Guy: And plus we have a contract with that Fargo guy! We can't just leave...!

Nikki: Yes, I know. I don't intend to go with our ship alone. Wouldn't want to disappoint our fans aboard the Zelbess... The only hurdle left to clear now is how to convince my fath... I mean, Fargo. I'll leave that up to you, Irene's. We have to concentrate on setting up the gig.

Miki: Hey, you know... This is starting to sound interesting... It's almost like a test to see how far we can take our show.

Nikki: So you're with me on this, Miki!? Great! Let's get ready for rehearsal, everyone! Thank you for your support, Sage.

Sage: Heh heh heh... I trust you will put on a good "gig!"

[Everyone leaves but Irene's.]

Irene's: Excuse me... We seem to have involved you in quite a task... If there ist anyt'ing at all I can do, I will be happy to join you...

(Serge): Have her join your party

[They leave and get to their boat. You head to Death's Door.]

20. Script Disc 1: The Masamune and Einlanzer

[Using the Fiddler Crab, an opening appears to the Dead Sea. They enter.]

[Inside, they get out of the boat and find a huge sword inbedded in the ground.]

Radius: W-What is the evil sword, Masamune, doing here!?

[He walks up to it, it emits a powerful field.]

Radius: Ugh... It's no use... We will not be able to proceed without going mad.

Serge... We have no choice but to withdraw for now.

[Later...]

Radius: The path appears to be blocked off by that sword. He must already be in there... The negative sentiment associated with that sword has intensified. It will be impossible to proceed without going mad...

Harle: Zere haz to be a way! Ze Dead Sea iz right under our nose!

Radius: Only the dragon sword, Einlanzer, can break the seal of the Masamune.

Harle: Ze Einlanzer?

Radius: Yes... The legendary holy sword, forged by the Dragonites... I have placed that sword to rest beside its rightful owner, Garai. May he rest in peace within that cavern... Although it pains me to disturb his eternal sleep, we have no other choice...

Harle: Where iz zis cavern...?

Radius: We know it today as the "Isle of the Damned." It used to be an ordinary cavern until it mutated into a nesting ground for demons... I believe this may be the result of Garai's sentiments which lingered. A negative sentiment, which the holy sword could not even restrain. In order to make our way in there, we need a certain item that Garai used while he was still alive. I have stored it away in a hut where Garai and I used to train. We must go and get this item...

[They go to the Hermit's Hideaway...]

Radius: Dario's father, Garai, and I used to frequent this island for our training...

[He flashes back to years before, they are dueling. Garai wins.]

Radius: Sigh... I lose again...

Garai: Hmph! You're always a half-step too slow. And you have a habit of turning your wrist when you swing down. I can read your every move.

Radius: Hah! You're about the only one who knows that, since we practice together so often.

Garai: And I thought I was a genius.

Radius: Yeah, right...

[They laugh.]

Radius: The Einlanzer is a legendary holy sword passed unto the most skilled swordsmen of the Acacia Dragoons. It belonged to Garai before Dario took over the title. He was a magnificent dragoon...

[Radius and Garai are in a cavern, the Masamune is in front of them.]

Radius: Could this really be it? The sword of legend... The Masamune!!! My word...

Garai: Leave it alone! There's something... wrong about this.

Radius: What could be wrong? This is a legendary sword!!!

Garai: No! Don't touch it!

[Radius takes the sword and holds it high.]

Radius: See, Garai... There's nothing to fear!

Garai: Hmm, perhaps not. Let's go, Radius! No use hanging round this eerie place.

[He leaves.]

Radius: Aahhh...

[He leaves. Back to the present...]

Radius: The Masamune... That sword is cursed with hate and sorrow... Anyone who lays his hands on it will be overcome with negative sentiments and will be driven mad... I.....
..... Enough talk from an old man... Just wait here a moment.

[He goes into his house and comes out a minute later.]

Radius: Sorry to keep you waiting. With this mirror, we should be able to make it to the inner parts of the Isle of the Damned. Let us be off to the "Isle of the Damned."

[They go there and eventually reach a grave, where the Einlanzer lays.]

Grave: Radius Lynx Harle May you all rest in peace

Radius: No... Garai...! Nary a day passes when I haven't looked back on that day... I was overcome by the power of that sword!

[He flashes back to years before, when they found the Masamune. Radius and Garai are heading down the cliff towards the exit.]

Garai: Who'd have thought we'd find the Masamune in a place like this...!?

Radius: I know... Hey, Garai...

Garai: What?

[He stabs him.]

Garai: Aaarrrrggghhh...!? What the...?

[He dies.]

Radius: HAHAHAHAA! Now I'm the top swordsman of the Acacia Dragons! Hah, I did it! I'm the greatest! HAHAHAAH...

[He throws down the sword.]

Radius: Huh? What happened? Oh Lord...? What have I done? NOOOOOOOOO!!!

[Present...]

Radius: I know I lost my sanity because of that sword... But I must admit, the sword was not entirely to blame. I was jealous of Garai... I wanted to be the better swordsman. The once removed Masamune... "The Holy Sword That Conquered Darkness." Could it be merely a tool for murder...?

Voice: Should you feel remorse for what you have done, then may you fall by my sword, you traitor!

[Garai's ghost appears.]

Radius: Garai!? No...! Listen to me, Garai! We need the Einlanzer to seal the cursed evil sword!

Garai: Then express your intent to the Einlanzer... ...As a true swordsman would do. You must defeat me to proceed!

Radius: In order to believe in what is right... must one suffer pain and sorrow?

Garai: Do not hesitate Show me the pride and honor of the Acacia Dragons. Come, Radius!

[They fight him.]

[You get the Einlanzer.]

Radius: I have always been prepared to fall to a sword held by one of your sons... Perhaps Glenn will now take that role, now that Dario is gone. However, I must attend to some unfinished business. Please wait a little longer. Garai... Forgive me, my friend...

[They go back to Death's Door.]

Radius: Oh, Garai... We shall use the holy powers of the Einlanzer...

[He takes out the sword, it emits a ray of power.]

Radius: The sword is a reflection of one's soul. How I pity you... You've done no wrong, either...

[The Masamune explodes.]

Radius: I just hope that, one day, that sword will be freed of enmity...

2P. Script Disc 1: The Dead Sea

[They continue on and find the Dead Sea, a frozen lake with ruins of a city all around.]

Harle: Zis iz... ze Dead Sea... Zis iz some sight... I feel like I am a living nightmare...

Radius: The waves are at a standstill... And... What is that dark shadow in the distance...?

Harle: Ze treacherous ocean... Ze eart', condemned by Dragon Gods... It'z not all zat bad...

[They head through an old highway and defeat a mechanical creature.]

[They continue on through strange terrain and go to the Tower of Gheddon.]

Harle: Zis must be ze center of ze Dead Sea... All zis chaos must have spread out from here.

Radius: The buildings seem to have melted into one giant conglomeration. What happened to this place?

[They go inside and see a ghost on a bench.]

Ghost: It-is-time... You-must-go... You-will-miss-the-train.

[They follow it and get a station pass, allowing further access.]

[They reach a new area. Serge pauses.]

Radius: What's wrong, Serge? Did you sense something?

[A girl in a white dress runs from them.]

Harle: Are you alright? What...? You saw a child? I didn't see a child anywhere...
!?

Radius: Nothing will surprise me here. ...Let's just keep going.

[They go further. Serge sees a purple haired girl run from them on a balcony.]

Harle: We're inside a building, yet what'z zis t'ing doing in here...?

Radius: This place is beyond me...

[In the next room...]

!!

[They see ghosts of the Devas, Glenn, Viper and Riddel.]

Radius: What in heaven's name is going on here...!? General...! Miss Riddel!!!

And Glenn and the other dragoons...! What could have happened here...!?

Harle: It iz unfortunate, but it appearz zey were held captive here before zey died... It'z too late... Zey are so close, yet so far. No one can help zem...

[A red haired boy appears, then vanishes. They go further up and see a portal, which he goes through.]

Radius: Are you alright? What's wrong?

Harle: You have been acting strangely ever since we entered ze building. Iz it zat child again? Zere's no turning back now! We must keep going, Serge.

[They go through the portal and appear in another area.]

Radius: ...A sunset!? Have the clouds from the Dead Sea cleared up?

Harle: It appears zat ze dimension itself iz more unstable here zan elsewhere. It'z a time and space witt'in a structure completely different from anywhere else. Luckily, ze distortion to leave zis place iz still here. Zat'z good newz for us.

[They continue on and see the 3 children, who look much like Crono, Lucca and Marle. They head to the next area. Serge and the others follow. They now stand at a square, where a bell has fallen from its pedestal.]

Marker: A.D. 1000 Nadia's Bell May our prayers for peace ring on for eternity...

But Nadia's Bell will never be heard again... Never...

Lucca: We... No... Everyone worked to save the planet's future for nothing... It's all because of you! You killed it! You...!!! So many lives were supposed to be saved...

This planet was to be healed with love, hope, and dreams...!

Marle: How could you? How could you do such a thing...!? It's all your fault that the world is going to end up like this! It's all your fault, Serge!!! Murderer!!!

Radius: Who are those children...?

Harle: It'z Serge's fault zat ze world will end up like zis...?

Voice: Don't let it bother you. It's just a distant echo from ones far gone... It's just an illusion.

[A man steps out into view. He wears glasses and has long red hair.]

Man: Welcome to the Tower of Geddon... Time Crash Ground Zero! It's been a while, Serge. ...But... I guess you don't remember who I am. I don't blame you. You were only a little child back then. I'm Miguel. A friend of your father. According to the time outside, it's been about 14 years since the night of the storm...

[Flashback to them standing in a room similar to the area they've just been in.]

Wazuki: What is this place?

Miguel: I don't know... but I don't think we're supposed to know about it...

Voice: That child... That wounded child... Bring him to me...

Miguel: What, what is that? Who's there?

[Miguel starts heading further in.]

Miguel: Wait, Wazuki!!! Where are you going!?

Wazuki: There's no way we can set sail again in this storm. We don't have a second to waste... Or else... Serge will...

Miguel: BUT...!!!

Wazuki: I don't care what lies ahead of us... I'm going. There's no way I'll allow my son to die without a fight! I'd appreciated it if you waited for me here. Thank you for coming tonight, Miguel... Thank you.

[He goes in.]

Miguel: No! Wait! WAZUKI!!!

[The flashback ends.]

Miguel: Yes... I've been here in this very place... For 14 years... It wasn't like this when I got here, though... An incident that ocured 10 years ago, transformed it into the

Dead Sea. Don't you know...? There's nothing in the world as ruthless or impartial as death. All living matter ages over time and eventually dies... No matter how mighty or tiny its life force... So being alive means you're creeping closer to death with every second... But there's none of that here. No one and nothing ages. Nothing wastes away. This quiet, boundless, and beautiful world... An ideal world, straight out of a fairy tale, isn't it? A place and time that belongs to no one... Res nullius... It's because this is a future that was eliminated!!! History is composed of choices and divergences. Each choice you make creates a new world and brings forth a new future. But at the same time, you're eliminating a different future with the choices you didn't make. A future denied of all existence because of a change in the past... A future that was destroyed even before it was born rests here... condensed into the Dead Sea.

Radius: How is that possible...!?

Miguel: "Fate." Our lives are governed by fate. Fate knows all and controls all. No one can run from fate... Even your presence here was predestined... long, long ago. Wouldn't you all like to become one with this world? To be a part of eternity? How about it, Serge? You need no longer struggle alone, nor fear an uncertain tomorrow. Well? What do you say? (Serge): Refuse!!!

Miguel: I see... I guess there's only one thing left to do then... I take it you're trying to restore the dimensional distortion? If you defeat me and liberate this place, the distortion

will return to the way it was. I guess this is it... Just as there are times of peace, there are times of war... You don't have to hold back. Attack me with all your soul if you wish to live. Let fate take its course...!!!

[They defeat him.]

Miguel: Well done! That's the way, Serge! My, you have grown strong. Maybe... just maybe... you and your friends have the power to defeat FATE and build a new future for humanity. The Dead Sea is the true form of this planet's future. That's right... At one stage our world was on the verge of such inevitable destruction... That was in 1999, when the parasitical alien life-form known as Lavos awoke and after centuries of feeding off this planet. Lavos fell from the heavens a countless number of years ago and burrowed deep beneath the surface to eat and sleep. Slowly but deliberately, Lavos devoured our planet from the inside out... waiting for the time to ripen its true awakening. Finally Lavos did awake and manifested its true form on the surface of the planet. That's when our world faced a death from which there seemed no possibility of escape... Were it not for a teenage boy and his group of adventurer friends, that is... These young heroes caught a glimpse of this planet's future destruction as it appeared in the year 2300. They realized they could not turn their backs on our planet, even if its death would not be anywhere near their lifetime. Time traveling from epoch to epoch, they battled Lavos for the future of our planet, and eventually won. But in saving our planet from the death Lavos was going to bring about, they also changed the course of history...

Lucca: At that very moment, this whole future time axis ceased to exist. Call it cause and effect... It is just a problem of possibilities, after all... In this world, there are no such things as absolutes or certainties.

Marle: But the future that was supposed to have disappeared is about to be restored here... The future destruction of our planet is going to become a reality in this world once again...

Crono: The vengeance of the future we killed is about to begin... With Serge serving as the trigger...

Miguel: Perhaps, or perhaps not... Either way, it is all part of the grand game of the gods... and "goddesses!" People are dragged into playing this game... forced to put their own lives on the line... without even knowing the rules. Without even being allowed to complain, they try to do their best under the conditions placed upon them... The only alternative is to give up and leave the playing field in a forfeit... Three years ago, members of the Acacia Dragoons from Termina visited here... Those knights were after the Frozen Flame, of course. But instead they became salt for the Dead Sea... You see, only the chosen one can approach the Flame...

[Shaking occurs.]

Miguel: It looks like Fate has made its decision and has started to carry it out now... FATE doesn't want the Frozen Flame to awaken in this place at this time... It would choose to destroy the Flame along with the whole Dead Sea, than to allow its enemies to take hold of the Flame... This lost future is about to disappear into the darkness beyond the dimensions again... You have no time to spare. You must leave here immediately! Quick... go!

Voice: I love you so much... That is why I sometimes desire to smash you to bits!!!

Miguel: Don't worry about me! You must go now! Farewell, Serge! The future is yours for the taking... You... the one that the Frozen Flame has chosen!

[They run away.]

Miguel: My dear Leena... May you live in a happier tomorrow!

[He dies.]

Harle: We're not going to make it!

[A huge dragon appears.]

Dragon: Grab hold... sons of man!

[He flies away.]

[FMV]

[A beam of light comes out from the Tower of Gheddon. Lava bursts from the ground and approaches the Tower. A huge shockwave comes out of it, destroying everything in the sea. Then it vanishes, sucking all the clouds away with it.]

[FMV]

[On a nearby island...]

Radius: Why did you help us?

Sky Dragon: I, too, would like to witness this. How thou shalt live and how shalt die... If thou art planning to bring forth a new entity, prepare thyself for anguish and sorrow.

[He leaves.]

Sky Dragon: To the Sea of Eden... If thou intend to defy the Goddess of Fate, speak with the

ancient Dragon Gods, who sit in repose in El Nido... Let the path to the Sea of Eden be known when all the powers of the "Sleeping Dragons" are brought together...

Radius: Serge, you're concerned about the other world, aren't you? The dimensional distortion should be back in order. Let's head to Opassa Beach.

2Q. Script Disc 1: Return to Viper Manor

[They head to Opassa Beach where the portal is.]

Radius: So this is the dimensional gate...

Harle: Zen let'z get going!

[They transport into the other world.]

Boy: A-Ahhhh! Ahhhh!!!!!!!

[3 odd shadow like cats surround a boy.]

Boy: G-Go away! Shoo!!! Leave me alone!!?

[Seeing Lynx, they leave.]

Boy:? W-W-What's... going on...? Y-Y-Yikes! O-O-Over here is a scary lookin' cat man!!! Boy, am I in a major FIX!

Radius: Begone, if you wish to live...

Harle: Get out of our way.

[The shadow cats leave.]

Boy: Pheeew...! YOU saved me! I thought you were bad guys, too, from the way you look. I was lookin' for rainbow shells when those things started harassing me. But look! I got the shells alright! I better head back and give 'em to Kiki! Thanks a lot for saving me! Bye! [He pauses.] Hey, mister, you should be careful, too. Lots of monsters are running loose nowadays. All the grown-ups say it's a rebellion led by Serge. And I heard this Serge is trying to kill everyone on the island!!! I can't believe someone would want to do that! I wonder what's gonna happen to us...?

[He leaves.]

Radius: It looks like there is much chaos going on here.

Harle: An uprizing led by Serge? So, Serge has become ze enemy of ze people...

[They go to Termina and head to the bar.]

Bartender: W-Who is it? Y-You are... J-Just wait right there! I'll unlock it for you.

[They enter.]

Guile: You are alive...!? But that body of yours will not return to normal, eh...

Unfortunately, I will not be able to help you at this time... Please understand.

[They go in back and meet Zoah and Karsh.]

Karsh: It's been a while, Lynx... Or is it Serge? After we fought you guys, we also entered Fort Dragonia too...

[They flash back to finding Viper]

Karsh: General!!! !!! You're...!?

[He sees Serge and Kid vanish.]

Karsh: He disappeared!?! Damn! This is bad... General! Are you alright!?

Viper: U-Ughhh... Riddel...

Karsh: Don't just stand around! Help the general!!!

ZOAH: I CANNOT BELIEVE THIS WOULD HAPPEN TO THE GENERAL...

Marcy: Like... I can't believe it...

ZOAH: WHAT IN DRAGOON'S NAME HAPPENED HERE...?

Marcy: So, like, what are all these shiny shards...?

Karsh: Not now! We have to stop the bleeding! Marcy, you pick up those broken pieces!

[Back to the present...]

Karsh: We brought the general to Hermit's Hideaway and prayed for his recovery. He was able to escape death, but he still needs rest. However, we can't leave the manor for too long... So we came back here, leaving Marcy behind to take care of him, only to find...

ZOAH: THE PORRE MILITARY HAD TAKEN CONTROL OF TERMINA...

Karsh: DAMMIT! What a shame!!!

ZOAH: WE KNEW WHAT WAS GOING ON: THE GENERAL TALKS IN HIS SLEEP. LYNX IS BEHIND THIS, CORRECT?

Karsh: That bastard. He's not gonna get away with this! We've got some fault in all of this, so we gotta do something about it. But first, we've gotta rescue Lady Riddel. She's being held captive at the manor, which the Porre military has converted into their headquarters... Hey, with your uniform, you can enter undetected, right? Let's join forces for the time being! It's not too late to go after him!

ZOAH: ONE OF US WILL REMAIN HERE TO COLLECT INFO. THE OTHER WILL ENTER THE MANOR. LET US MEET AFTERWARDS.

Karsh: Oh yeah. The shards on the ground must've been the Dragon Tear... We've gathered as many as possible, but we don't have any use for it. You can have them.

[They choose Karsh to come with them.]

[On the way outta town, Norris is talking to some soldiers.]

Norris: Then bring this boy Serge to me, as soon as you find him.

Porre Soldiers: Yes, sir!

Norris: Why, Sir Lyns!!! Sir Lynx, where have you been all this time? We heard that you headed to Fort Dragonia with the general. Exactly what happened back there? There have been many strange occurrences since then. Perhaps you know of a boy named Serge?

Soldier: Commander Norris, there is an urgent message from command!

Norris: What is it?

Soldier: Umm, sir, it is a level 2 security message...

Norris: Go ahead, take no heed. This man is one of us.

Soldier: Yes, sir! Grobyc has just arrived at the manor, sir.

Norris: Hmm... He is quite ahead of schedule. Understood, I will return ASAP.

Soldier: Yes, sir!

Norris: Sir Lynx, forgive me, but I must return to the manor at once. Please come to the manor a little later. We will discuss this in more detail there.

[They head to Viper Manor.]

Soldier: Sir Lynx, please go on through.

[The gate opens. They head inside.]

[Meanwhile, downstairs, the Porre soldiers hold Riddel captive.]

Porre Officer: Being stubborn, eh? I'm going to ask you one more time. What happened at Fort Dragonia!? Where is General Viper!? And where is the Frozen Flame!?

Riddel: I do not know. And even if I did, I would never tell you!

Porre Officer: Damn this goody-two-shoes... Listen up, missy, do you know what kind of predicament you're in!?

Norris: Please, sir, this woman has done nothing wrong.

Porre Officer: She is a prisoner of the Porre military. This is a legitimate interrogation!

Norris: I do not believe that, Sir. There has to be a better way to go about this! Just give it a little more time and...

Porre Officer: We don't have the time, Norris! I have no time to be listening to your idealistic theories. Now, missy... Let's have you go down to the basement.

Norris: No, please wait...

Porre Officer: Norris!!! I've had enough of you for today. I want you to stay out of this!

Norris:

Porre Officer: Take her away!

Soldier: Yes sir!

Soldier: Hah!

[They escort her away.]

Porre Officer: You disappoint me... Remain on standby in the parlor! I can't hear you!

Norris: Please, wait. Think of what you are doing. Can you live with that?

Porre Officer: He won't talk to you. He has no interest other than fighting.

Norris: This cannot be... Is he the one from the lab...?

Porre Officer: That's right. This is the Killing Machine Grobyc.

Groybc: Grobyc-only-takes-orders from-those-who-are-stronger.

[He leaves.]

Porre Officer: Hah...! Another soldier who won't listen... Dismissed!

[Norris leaves. Another soldier comes in.]

Porre Officer: Call in the cook! The "hell" one, of course...

Soldier: Yes, sir!

[You enter the manor and head to see Norris.]

Norris: Sir Lynx! Please excuse these squalid conditions. Sir... This has been bothering me since we met up in Termina. You seem to be different from what I last remember... You just seem... different...

Harle: Zis man'z not Lynx.

Norris: What?

Harle: He may look like Lynx on ze outside but hiz spirit iz zat of Serge.

Norris: Is it true? Sir Lynx... What has happened?

[They explain. Later...]

Norris: I see... So the Serge commanding the insurgent troops is the real Lynx... Everything is starting to make sense. We were wrong all along. We never should have joined forces with Lynx... And what brings you here?

Karsh: Riddel!!! Where is Lady Riddel!!!!? Bring her out, NOW!!! You lay one filthy finger on her and you die! ARGHHHHH!

Norris: I see... Then you are here to rescue her. Understood. I would like to help. Riddel should be in the basement prison. Please, take this.

[He gives you a key.]

Norris: There is a sewage system below the prison. You should be able to break into the prison by making your way through the sewers. Use the hatch downstairs. The sewers are full of monsters. Please be alert, I have heard of one particularly frightful monster. I will be in the 1F main hall. Please meet me there once you rescue Riddel.

[Downstairs...]

Soldier: Hi, Orcha. It's that time again!

Orcha: CHA!? WhatCHA talkin' about?

Soldier: You know... This...

[He rings a bell.]

Orcha: CHAAAAAAAAA!

[He transforms into a demonized version of himself.]

Hell Orcha: ACHA-CHA-CHA-CHA!

Soldier: Your guest is waiting in the basement.

Hell Orcha: ACHA!

[He leaves with the soldier.]

[They go through the sewers. The current pushes them down to a low area.]

Harle: Ze water's flow iz too fast... We should be able to stop it somewhere.

[They continue on. Suddenly, a huge beetle like creature falls from the ceiling and attacks. It is defeated.]

[They climb the ladder upstairs. Above is Fargo, in a cell.]

Fargo: Arg...! What the hell am I doin' here...? I miss the smell o' the sea... ARG!

[The bed shakes.]

Fargo: Somethin' down below!?

[He gets off the bed]

Harle: Iz anybody zere?

Fargo: Aye! Hold on a bit. Heave HOOOOOO!!!

[He moves the bed over, they come out.]

Fargo: Shiver me timbers! LYNX!?

Harle: Just calm down... Do you really t'ink Lynx would be here?

Fargo: He's right before me eyes, ain't he!?

Harle: Zis izn't Lynx. He'z Serge on ze inside.

Fargo: You're pullin' me leg! Hmmm... It is strange that he'd be here... But I'm honored that you would come save me. I owe ya one.

Harle: We're not here to rescue you. We're here to rescue General Viper'z daughter.

Fargo: Oh, is that so. Well, you ended up savin' me anyway. Let me help.

Harle: Do you know where General Viper'z daughter iz?

Fargo: Aye...! A young lass was taken to the cell next door. Well, how do we get outta here?

Harle: Here'z ze key to ze prison.

Fargo: Oh, great.

[He unlocks the door.]

Fargo: I'm gonna go free the others and make me escape. Good luck to ya.

[He leaves.]

[They go in the room next door, where Riddel is.]

Porre Officer: This man is our secret weapon, Hell's Cook.

Riddel: You are the cook, Orcha! What have you done to him!?

Porre Officer: We had him eat some Quadffid seeds, found in Hydra Marshes. It has the power to release one's dark side. After that, we just ring a special bell and next thing you know, we have Hell's Cook, Orcha!

Riddel: How horrible... But why, Orcha...?

Porre Officer: We needed him to steal the Dragon's Tear from Guldove. Of course, his true self has no idea what he has done.

Porre Officer: Now prepare yourself! Who knows what this crazy man will do!

Riddel: NO!

[They enter.]

Karsh: Lady Riddel!!! I have come to save you!

Porre Officer: You are... Sir Lynx. But why are you here?

Karsh: Actually, this man ain't Lynx!

Porre Officer: What...?

Harle: It's too hard to explain. We're just here to take Riddel back.

Orcha: Mwa-CHA-CHA-CHA-CHA! Don'tCHA go interferin' with my cookin'! Actually, you'll make a fine ingredient for my soup! Let's get cookin'!

[They defeat him.]

Porre Officer: S-Sir Lynx has gone mad!!!

[He and the other soldiers run away.]

Harle: I told you, he'z not Lynx!

Orcha: Ughhh-CHA... I have a feelin' I've done somethin' terrible... They saw my gloatin' as a weakness and used me. I need more discipline... I wanna make it up to you. I wantCHA to take me with you. I wanna help...

[He joins the party.]

[Later, in the hallway...]

Norris: I will take it upon myself to make sure Riddel leaves the premises safely.

Please distract the soldiers while we make our escape.

Riddel: I would like to thank everyone from the bottom of my heart. I shall be heading

to Hermit's Hideaway to take care of my father. Please be sure to stop by when you get the chance.

Karsh: Don't worry 'bout us. I'll make sure to wipe out all these Porre buffoons!

Riddel: Thank you... Karsh.

Harle: What do you plan to do after all zis?

Norris: I will be returning here.

Harle: Zen why don't you join us?

Norris: Thank you, I am honored. However, as a soldier of the Porre military, I cannot abandon my country or my men. I will be fine. Thank you. I wish you the best of luck. We must hurry.

Riddel: Good-bye..

[They leave.]

[They head into the next room, where soldiers await.]

Porre Officer: Where might you be off to, Sir Lynx?

Harle: I guess we can't talk our way out of zis one...

Porre Officer: Seize them!

[They defeat the soldiers.]

Porre Officer: Argh... Hmmm... Hey! You're up!

[Groybc steps over to them.]

Groybc: You-are-strong. But-Groybc-is-stronger.

[They defeat him.]

[The soldiers run away.]

Porre Officer: Hey! Where are you... Damn!

[He runs to a machine near the wall.]

Porre Officer: Heheheh... It's time for this baby... NOW GO! GO and destroy them!

[Nothing happens. He kicks it.]

Porre Officer: MOVE IT!

Machine: GA-GA-HYO... GA-PI-PI...

[It steps right over him.]

Porre Officer: Hey! Wait...

[It attacks you but is defeated.]

[They start leaving, but it gets up again.]

Harle: I zought we already destroyed it!? Over here! It must be a new type.

[They run from it over into the library.]

Harle: It'z right behind us!

Prophet: Go up! Keep going!

[They run up higher to the ladder.]

Harle: No! We're trapped! What do we do!? We don't have time!

[They fight and defeat it again.]

[The Prophet come up to the balcony.]

Prophet: There is a ladder that lowers the ladder inside the bookshelf. Hurry! You have little time!

[They do that and climb the ladder. The thing gets up again.]

Harle: It won't be able to make it up here.

[It jumps on to the chandelier. Groybc heads up the ladder.]

Harle: !!!

Groybc: Step-aside.

Harle: Don't be foolish...!

[He jumps on the chandelier and cuts it down.]

Harle: Unbelievable...

Solder: Over there! They're up there! We got them now!

Harle: Zis iz endless!

Prophet: Break through the window! Do it, now!

[They jump through it and land in the dragon pen.]

Old Man: What the...!? Where did you come from? Sir Lynx! Sounds like you ran into some trouble up there. What are you gonna do? The Porre soldiers are all over the place.

(Serge): Hehehehe...

Old Man: Ohhh... That...! Hahahaha... This should be interesting... OK, leave it to me.

[Outside...]

Soldier: Over here! Huh? What was that noise?

[The pen opens and the dragons run over all the troops. Grobyc runs up to the barn.]
Harle: Zis is great! You're...!? Why did you save us?
Groybc: You-oppose-the-Porre-military. Groybc-finds-that-interesting. Grobyc-only-takes-orders-from-one-who-is-stronger. Thus-Groybc-will-join-you-in-your-battle.
[Groybc joins your party.]
Grobyc: Call-upon-Grobyc-whenever-you-need-help.
Harle: Let'z escape while we still can. Zere should be a boat ready. Let'z head to Hermit's Hideaway.
[They head there.]

2R. Script Disc 1: Return to Hermit's Hideaway

[They go inside.]
Radius: Halt.
Karsh: Hey, gramps...
Marcy: No, Radius. He's not Sir... I mean he's not Lynx.
Radius: So you mean to tell me that you are really Serge...? Hmmm... This is hard to take in so suddenly, but I do not sense Lynx's evil within you...
[They speak to Riddel, who joins the party. Then they rest.]
[They wake up the next morning to an explosion.]
Karsh: What the...!?
Viper: They have come.
Riddel: You look much better, Daddy.
Viper: Sorry to worry you. All thanks to Marcy. Sorry to trouble you like this, Marcy... Looks like I worried everyone as well...
Karsh: Aaah... DAMN!!!
Kid: Show your face, Lynx! Yer 9 lives are up!!!
Karsh:!? I recognize that voice.
ZOAH: INDEED.
Harle: Kid...
[Serge runs outside.]
Karsh: Wait, Serge!
Harle: Serge...
[They head outside too. There Kid stands.]
Kid: Oi, Lynx!!! Today's the day I finish you off!
[She punches him, he doesn't counter.]
Harle: What are you doing, Monsieur Lynx!? She iz mon ennemie! And, she iz not ze Kid you know!
Serge: Heh heh heh... Yes... she is indeed Kid. However, right now you are the one who is Lynx. And I am Serge. Once our roles were reversed, so were our problems. To her, killing you will avenge Lucca. Right, Kid?
Kid: Yeah, I'll put an end to Lynx today... and avenge Lucca!!!
Karsh: Serge, I think we'd better retreat for now.
Serge: Give it up. We have this shack completely surrounded. There's no way you can escape.
Karsh:!!!
Fargo: We'll see about that! Serge, hop on!
[He comes, in Polly and gets them.]
Serge: Damn! They got away. Heh... Anyway... this is only the beginning... of everything...
[On the S.S. Invinsible.]
Fargo: Good work, Polly.
Polly: AGYAAA!
[Flies away.]
Fargo: Well then...
Pirate: Cap'n, the others are safely onboard!
Fargo: Good, good...
[Serge steps to the edge of the boat and thinks about Kid.]

Kid: Hey, Serge...! How about you and me team up for a while?

[FMV]

[First time you see Kid.]

[FMV]

Kid: For cryin' out loud... Would ya just shut up and get on with it..! I'm gonna kick yer sorry arses so hard you'll kiss the moons!

Kid: Just you wait, Lynx! Today's gonna be the day of reckonin'!!!! Say yer prayers! ...Not that it'll do ya any good!!!

[FMV]

[Kid falls to the ground, stabbed.]

[FMV]

Kid: I've had it up ta here with you!!!

Kid: Yeah... I know. This is the end of you, Lynx!!! Say yer prayers!

[FMV]

[Kid on the beach turns around.]

[FMV]

Harle: Serge... Tell me... What iz ze most important t'in in your life...? Ask yourself what you can do, and what you need to do, in order to obtain it. If not you, zen whom!? If not now, zen when!? Right? Serge...?

[They go downstairs where the others wait.]

Fargo: Viper!!! Let's settle this old score once and for all!!! Prepare yourself!!!

Viper: Is that you, Serge? Fargo, our duel will have to wait. I need to have a talk with Serge.

Fargo: Tch... Have it yer way...

Viper: Serge, Lynx has headed to the Sea of Eden. We must do everything in our power to prevent him from obtaining the Frozen Flame. I shall lend a hand. We must put a stop to him.

[Viper joins the party.]

Fargo: Arg... What the hell... Aye, Serge! I'll help ya out, too. Ya saved me life twice already. And, I guess I already know too much. I can't just sit around and ignore the situation.

[Fargo joins the party.]

Fargo: Viper! I'll deal with ya later. Once we put an end to this situation, you're mine!

Viper: Very well. I will not run from you. I will be happy to accept your challenge.

Voice: Waaaaaaait!

[Marcy and Zoah show up.]

Marcy: We're comin' too. I hope that's okay with you, Serge?

[Marcy joins the party.]

ZOAH: I, TOO, WOULD LIKE TO HELP. THERE IS NO POINT IN MY NOT FIGHTING. PLUS, YOU SAVED MISS RIDDEL. ACCEPT THIS GESTURE AS A TOKEN OF MY APPRECIATION.

[Zoah joins the party.]

Viper: Shall we be on our way, Serge?

[They go to Death's Door. An avalanche has blocked the way.]

Karsh: A dead end? Do you know how to get through here?

Harle: You wish to know? Zis place iz called ze Pearly Gates. Zis used to be ze only entrance to ze Sea of Eden. However, legend sayz, no one haz been able to see it or approach it, ever since ze Dragonz sealed ze evil flame.

Karsh: Then how are we supposed to get in?

Harle: You need ze powerz of ze Dragonz zat sealed ze flame. You must break ze seal of ze Pearly Gates wit' relics from each of ze 6 Dragonz.

Karsh: Relics? Break the seal? You mean here?

Harle: Non. Ze true gate to ze Sea of Eden iz not here. It iz in ze other world, where ze Dead Sea liez.

Karsh: So, where are we supposed to find the 6 Dragons?

Harle: You will find them scattered around both worldz. Zey will be eazy to find, wit' all ze legendz about dragonz throughout ze islandz. Oh, and Monsieur Lynx... Ze other Monsieur Lynx, disguised az Serge, iz already in here. Zat iz because hiz appearance iz zat of Serge.

Karsh: What do you mean?

Harle: Even if you are able to get all 6 Dragon Relics, you will not be able to make

it inside az Monsieur Lynx.

Karsh: Then what are we supposed to do?

Harle: Ze Dragon Tear... Zat iz all I can tell you. Now, it'z my turn to ask un question. Monsieur Lynx... If you had to choose between ze world or moi... which would you chooze?

(Serge): Harle

Harle: Oooh... Merci... Even if it iz a lie.

[On the ship...]

Fargo: You go, sea-dog! Go and find yourself!

Riddel: I wish you well.

[They head out on the boat.]

[Harle stands by the edge of the S.S. Invinsible.]

Harle: Why must I have to tell him such t'ings...? You are such an idiote, Harle...

Starky: What's wrong, Harle? There is fluid coming out of your eyes.

Harle:!? Oh, it'z you, Starky. It'z not'ing. Don't worry about it.

Starky: Something is different. Starky can tell. Harle's maake-up doesn't look the saame todaay. Starky don't think it's nothing liike youu saay. Why do you liie to mee, Harle?

Harle: D'accord... OK, OK... I guess I cannot fool you. Listen, Starky... Zis iz called a tear. It'z somet'ing zat flowz from your eyez naturellement when you are sad, when you get hurt...

Starky: Teear...? To cry...? Soo water comes out from eyes when youu are sad? Are youu sad soo youu can wash your faace with tear?

Harle: Sigh... Go to sleep, Starky. And don't tell anyone I waz crying. You promise you will not tell?

Starky: Starky liike promises. Starky will promise not to tell aanyone that Harle was cryiing. Waaait a minute... Cryiing means that Harle is sad. But why?

Harle: Even though we are close, I cannot tell you zat. You will find out eventually, Starky. If zat time comez... Every problem haz a solution... I hope...

2S. Script Disc 1: More Sidequests

[Another Confrontation with Solt & Peppor]

[You head to Isle of the Damned and go to the area where the grave is.]

Peppor: S-Sir Karsh...! Y-You actually shook it here!

Solt: Do you knowingly know why we are here...?

Karsh: Hell NO! WHAT!? Am I supposed to...!?

Peppor: Don't shake ignorance!

Solt: We came to investigate what happened here!!!

Karsh:!!!

Peppor: Sir Karsh! W-We have stood by your side, unable to shake loose this one suspicion we had...

Karsh: Suspicion...!?

Solt: We believe you may have killed Sir Dario!

Peppor: And by shaking it here, our suspicion turned to conviction! S-Sir Karsh... We are executing you for the murder of Sir Dario!

Karsh: Dario...

[He flashes back to years before, he and Dario are battling with swords, Glenn's playing in the yard. Riddel arrives.]

Riddel: How is your training going, everyone?

Dario: Miss Riddel!

Riddel: I brought something special for everybody today...

Glenn: Oh, really? What is it, what is it? Viper Churros?

Riddel: Wrong answer, Glenn. Next? Are they really that good?

Glenn: Uh-huh! I can chomp down ten of those easily!

Dario: Hahaha... You're always like that. Those churros were originally iron rations for knights. Overeating is not good discipline. So, Miss Riddel, what have you brought us? Please don't make us hold our breath too long.

Riddel: This is it! I found it in Fossil Valley. Isn't it pretty?

Glenn: Ah shoot, it's just a flower!

Dario: Miss Riddel, did you go to the valley by yourself...?

Riddel: What, I'm not allowed to? It's just the valley, I'm sure it's safe enough.

Dario:

Riddel: I have enough for everyone; I will give some to you boys! Glenn doesn't want any, right?

Glenn: Since you've gone through the trouble of getting it, I'll take one, too! If I plant its seeds, I might get some good fruit from it!

Riddel: Oh, how silly of you, Glenn!

[She gives him one.]

Riddel: Here you go, Glenn. But I don't think it will grow any fruit, though.

Glenn: You don't know until you try!

Riddel: Karsh might not like things like flowers, but...

Karsh: N-No, it's not that...

[She gives him one, then one to Dario. Karsh walks a few feet away.]

Dario: You brought me one, too. This is beautiful... What kind of flower could this be?

Riddel: It is a "bellflower."

Dario: Miss Riddel, if you ever wish for this flower, I will go for you instead. If anything should happen to you...

Riddel: Then let us go together. Does that sound like a good idea?

Dario: Yes, very well.

[Years later, Karsh is still holding a Bellflower in his hands.]

Dario: ...Karsh? Are you listening?

Karsh: Huh...? Oh, sorry. So what is it? What's with the formality?

Dario: ...U-Umm. How should I... Actually, I...

Karsh: Why are ya acting so strange? Spit it out...

Dario: ...A-Ay. To tell you the truth...

Riddel: Karsh, we are pledged to marry. I have already told daddy about it...

Dario: That is what I wanted to tell you... Will you bless us with your approval, Karsh?

Karsh: ...? Marry...? S-So that's it! Well, congratulations! So when's it gonna be, and where?

Dario: We haven't decided on a date yet. We still need to finish surveying the Isle of the Damned, first. It's just that...

Karsh: Just what...?

Dario: I want the wedding here. The place where we have cried together, laughed together, and shared our dreams... together.

Karsh: Grin. You never change, Dario. Hey, then I'll have to fill this dull vacant lot with loads of bellflowers. Just tell me if I can help ya in any way.

Dario: ...Thank you, Karsh.

[He turns, and throws the bellflower to the ground. Later, the 2 of them with Solt and Peppor go in the Isle of the Damned.]

Karsh: This must be it!

Dario: Karsh, why are you in such a hurry? The enemy is not going anywhere, and the footing here is bad...

Karsh: Why do you always have to be like that, Dario? The Masamune may be in there! Any dragoon would be hyped to see that thing! You know!?

Dario:

Karsh: Shaker Brothers, you stay here.

Solt: Sir!

Peppor: S-Sir!

Karsh: Let's get goin', Dario.

Dario: Fine...

[They go in through the mirror and reach the Masamune.]

Karsh: Is that... the Masamune!?

[A vision appears, of Karsh killing Dario with the sword. Later, Karsh stands in Termina.]

Karsh: Was I really just possessed by that devilish sword...? Driven by such intense hatred and envy...? Maybe deep inside me, I was filled with hatred? Dario, the one whom I could never beat, no matter how much I tried... the one who stole Riddel's

heart from me... What if that sword does not imbue hatred into the mind of its wielder... but instead draws out and ignites the flames of hatred hidden within the hearts of men...? And if that hatred was something deep within the wielder to begin with...? Then what have I...?

[Glenn watches from nearby.]

Glenn:

[Back in the present...]

Peppor: S-So you do know something about it!

Karsh: Take it easy...! Why the hell do I have to fight you guys!?

Solt: No time for questions!

Karsh: Tch! What the hell!?

[Solt and Peppor are defeated.]

Karsh: Listen to me... I did not kill Dario... I know the time will come when I can speak the truth. But I can't just yet... I hope you can understand.

Peppor: Sir Karsh...! I have come to an understanding after that battle we just had... You are not an evil person. You would never kill your best friend! Please forgive us... Looking back now, you were the ones who took us under your wing, even though we were dragoon outcasts. You are very special to us, Sir Karsh!

Solt: Sob...! We believe you, Sir Karsh...! We must be on our way, but we hope to see you again, sometime, somewhere... When that time comes, we hope you will be readily ready to tell us what really happened!

Peppor: A-And... We're sorry we took this from you. We're shaking it back to you.

[They give Karsh a Memento Pendant.]

Karsh: ...Thanks. I'll take good care of it. One day, I promise to tell you guys the truth... Take care.

[They leave.]

[Dario Sidequest.]

[They head to a small island and find a small shack. Inside is Dario!]

Man: Yes?

Riddel: This cannot be... Are you... Dario!? But of course you are. This is another world. You are alive and well in this world!

Karsh: Dario! That's right... We're in another world.

Man: Are you saying you know who I am?

Riddel: What did you say!? No, this cannot be...

Karsh: Cut the crap, Dario! Of course we know!

[A lady comes in.]

Lady: Do you know this man? It has been 4 years since this man washed ashore, clinging on for dear life. Every day was a battle between life and death, but miraculously, he made it. However, this man has no recollection of his past whatsoever...

Riddel: Yes, Dario. You do not remember me? I may be the Riddel from another world, but every day, I have always... And yet you do not remember who I am?

Dario: Riddel...? That name moves my heart... I have a feeling I have lost someone very dear to me... Forgive me... I just cannot remember.

Riddel: If only there was something to reawaken your memory... Yes, I know. Take a look at this.

[She shows him a pendant.]

Riddel: This pendant is a memento from your mother... and a gift you gave me when we got engaged.

Dario: This is...

Riddel: Try to remember! We have been together since we were little. And we will continue to be... I will always be there for you, Dario...

Dario: Riddel... R-Run... Aaaaaaggghhh!!!

[He clutches his head.]

Dario: Riddel... Riddel... That's right... Riddel...

Radius: Th-This is bad!

Lady: W-What...? What's wrong?

Radius: No! Don't touch him!

[The Masamune appears, knocking the lady back.]

Lady: Aaah!!!

Karsh: What the...!? The Masamune!

Riddel: Dario! No, Dario! Do not touch that sword!

[He takes it.]

Dario: Riddel... Mine sword thirsts for your blood...

Radius: I knew it! The Masamune never actually disappeared from Death Gate. It just returned to its rightful owner.

Karsh: Wait a minute! Then that means Dario's still...

Radius: What really happened!? I thought Dario died fighting demons on the Isle of the Damned!?

Karsh: Actually...

[Years before... They stand in the Isle of the Damned.]

Karsh: Is that... the Masamune!?

[Dario walks up to it and takes it.]

Karsh: Dario!? What do you think you're doing!?

[Garai's Ghost appears]

Garai: DIE! Death to all living creatures!!!

Karsh: Don't tell me it's that sword...!? Dario, let go!!!

[He attacks Karsh, and misses.]

Dario: Tch...!

[They battle.]

Karsh: Stop, Dario!!! It's me! Karsh!

[They continue to fight.]

Karsh: Damn!

[Dario knocks Karsh over.]

Dario: Kill me, Karsh! Hurry...!

Karsh: N-No...!

Dario: Do it, Karsh!!! Or else, I'll...!

Karsh: No, Dario! I can't! Please snap out of it, Dario!!!

[Garai's ghost reappears.]

Garai: Heh-heh-heh... You idiot. I gave you a chance... You cannot beat me... You are but a

mere mortal...

Karsh: Who the...!?

Garai: First, I will dispose of you, and then... Riddel... I shall let the Masamune sate itself on Riddel's blood... Heh-heh-heh...! HAH-HAH-HAH...!

Karsh: DAMN YOU...! AHHHHHH...!!!

[He kills Dario.]

Karsh: Dario...!!! What have I done...?

[Lynx appears.]

Lynx: Pathetic fool...

Karsh: Y-You are...

Lynx: Dario was killed by demons. Understand, Karsh?

Karsh: But...

Lynx: Are you going to tell everyone about what you just did? Are you willing to tell Riddel that YOU murdered Dario because he was possessed by the Evil Sword...?

Karsh:!

Lynx: Do not worry. Do as I say, and everything will be just fine.

Karsh: Dario...

[Lynx takes the Masamune and leaves.]

[In the present...]

Radius: Now I know... Dario was possessed by the enmity of the Masamune, too. Prepare yourselves!

Karsh: I guess there's no way outta this!

Riddel: I cannot face Dario in battle!

Radius: To abolish the darkness, we must defeat the Masamune! It is the only way to save Dario!

Garai: Face the enmity of my sword!

[They battle Dario and defeat him.]

Radius: Hmph! It appears the Masamune found a new master.

Karsh: What!? Lynx!!!?

Radius: Do not panic. Look around you.

Riddel: Birds...! The birds that fled are coming back!

Radius: I no longer sense the slightest bit of malice from the Masamune. There is no more fear of succumbing to its enmity.

Mune: Huaaaah... You awake, Masa?

Masa: Yeah... But looking back... I think we've done something terrible.

Mune: Heh heh... No one will know if we don't tell.

Doreen: HEY! What were you two up to!?

Masa: Yikes! It's Doreen!

Mune: N-Nothing! We don't remember a thing!

Doreen: Hmmm, I see... Well, just to make sure you're not up to any mischief... I'm coming along.

Masa: Alright! How many centuries has it been since the 3 of us got together!?

Doreen: OK then, let's go!

[Lynx gets the Masamune, transforming his weapon.]

Dario: Where... am I...? Riddel... Is that you, Riddel? What happened to me?

Riddel: Dario... Thank goodness... Your memory has returned.

Dario: Memory? Oh yes... I had taken a hold of the Masamune when... Forgive me, Karsh... for what I have put you through.

Karsh: Ahh, forget about it!

Radius: Although your memory has returned, let us not forget the harsh reality which lies in wait. Come.

Lady: So... You will be leaving... I have been prepared for this day... Farewell... I wish you all the best...

Riddel: Everyone is hurt and sepearated... Inexperienced and incomplete... However, by living as such, we may change for the better into something bigger... Something more... gentle...

[They go to Viper Manor.]

Dario: My goodness... What has happened during my absense!? Where have the general and the others gone? Riddel, you said that you all came from another world. Then where are Karsh, you and the others in this world?

Radius: Unfortunately, no one from Viper Manor who went to the Dead Sea will return.

Dario: ...Why did the general and the others go to such a dangerous place?

Radius: In search of the Frozen Flame... They were swallowed up by a terminated time line... and have perished along with the Dead Sea...

Dario: Sigh... How ironic that it is I who have survived...

Riddel: But Dario... You still have me.

Dario: Riddel...

Riddel: We may be from different worlds, but you are you, and I am I.

Karsh: Yo! That's right! I'm alive and kickin', too! There ain't no one who can take my life! Gah-haha-ha! Zoah and Marcy are here, too... We can also call the old dragon stable keeper!

Dario: Thank you, everyone... I guess you are right. I am alive. And I will do whatever I must do. I do not know how many years it will take, but I will rebuild Viper Manor. It is my duty.

Radius: My my, my... Perhaps it's about time I came out of retirement... Time for one last hurrah! Hoh-hoh-hoh!

Karsh: OH YEAH! Bring it on! Even though we may be from different worlds, the 4 Devas are back in business! But... maybe minus 1. I don't think you're fit for battle, yet.

Dario: Forgive me... 4 years of isolation have taken their toll.

Riddel: Are you alright?

Dario: Riddel... I want you to take this.

Riddel: Please rest up and just concentrate on rebuilding Viper Manor.

Dario: Thank you. I shall do so.

Riddel: Of course, I will help you, too. Plus, I have an idea... Ha-hah-ha!

[Return to Hydra Marshes.]

[They head up the side of the cliff and finds a Bebba being assaulted.]

Viper: Does not that seem odd to you?

Karsh: Are they quarrelling among themselves? It's pretty one-sided.

Viper: What should we do?

(Serge): Help out

Viper: Stop! Are you not comrades?

Short Creature: What you be lookin' at?

Tall Creature: He be not one of us. And neither be you! We be finishin' him off later!

[They defeat the odd creatures.]

BubbaBeeba: Thank you for helping me. You beeba brave. This beeba a token of my appreciation. It beeba "Ancient Fruit." which grows in Ancient Ground. I don't know if that beeba to your liking, but that fruit beeba tasting good. If you run out, don't beebafraid to ask for more. I have plenty and I owe you one for helping me. [It leaves. They go to the big hole and jump in.]

Ghost: Humans...mankind... ..This forest... is dead... Our Hydra... perished... Our hatred... of mankind Listen to the planet's woes... Humans...

[Suddenly, a huge Hydra Skeleton appears, but it is defeated by you.]

Karsh: Have we brought about any change by defeating that Hydra...? Did we do the right thing?

Viper: Who knows what is right or wrong? Nobody has the answer. ...Serge, we should get going.

[They once again encounter the 2 beasts.]

Short Creature: Muah-hah-hah!!! A rare flower that only be growin' in poisonous marshes! ...Finally, it be ours! All because the Hydra be extinct now! Muah-hah-hah!!!

Tall Creature: Humans destroyed the ecosystem that kept the water clean... That be why the Hydra died out. With the ruler of the forest dead, the dwarves be gone now! This forest belongin' to us!

Karsh: (What are those two talking about...?)

Tall Creature: What you be lookin' at?

Short Creature: Pretty impressive, making it through the poisoned marshes... But there be nothin' here. Get lost! Beat it!

Tall Creature: No, wait... They must be pretty weak from the poison... Let's have fun with 'em!

Short Creature: Muah-hah-hah!!! Not a bad idea... Let's tear 'em up!

[The 2 odd creatures are defeated once more.]

[Back to Guldove]

[They enter town]

Karsh: Serge, isn't there somthing strange about this village?

Viper: Hmm? What is going on? People are gathering over there. Let's go find out what is up.

[Porre soldiers are surrounding the bartender.]

Viper: Porre soldiers!? In a smallvillage like this!?

Karsh: But something's odd. And who's that lady?

Soldier: Y-You dare to resist the Porre military!?

Orlha: So what if I resist? Why don't you stop hiding behind your men and try to show me yourself?

Soldier: I'll make you regret that! A-Alright, you, GO! Seize th-this girl.

Other Soldier: Wh-Why me, sir?

Soldier: Arrgh, don't talk back! This is a direct order! Get with it, on the double!!!

Other soldier: Y-You hear us. C-Cease your r-resistance. A woman should... be more gentle a-and lady-like...

[She knocks him out.]

Orlha: There, that'll teach you a lesson, o great soldier-man! Or do you need another round?

Soldier: !!! Why, isn't this Sir Lynx? We cannot arrest this girl on our own. Please help us, sir!

Orlha: There are more of you? But you're still no match for me. Leave this village now! [You defeat her.]

Soldier: Masterful work, Sir Lynx! I knew we could count on you, sir. Thank you for your troubles. Please leave the rest to us. We will take her into custody and sentence her at

headquarters.

Viper: Wait! I order you and your troops to return to headquarters. We will take care of this girl. This village will be under Sir Lynx's command until further notice. Report that back to high command.

Soldier: But that will be too much trouble for...

Karsh: Didn't you hear? This is an order from your superior officer. If you disobey, you will be court-martialed. Do I make myself clear?

Soldier: Y-Yes, sir! We will gather the troops and head back to headquarters at once, sir!

[Later...]

Orlha: ...You say that you are really Serge? Even though you are in a different body? I don't know what happened... but you need to get back your true self.

Doc: I cannot believe it... Is it possible that such a thing can occur...? Hey, even you should not get up so soon. ...Are you alright? Even though you are a trained fighter, you should refrain from pushing yourself too hard.

Orlha: I'll be fine... But I almost bit the big one this time. Ha ha... Looks like I'm in need of more training... Ooo, that hurts... As proof that you are really Serge when you regain yourself, I will lend you this brooch.

Doc: Orlha!? Is that your sister's...?

Orlha: It's alright... for now. Listen, Serge. Promise me this. When you successfully regain

your true self, come visit me. I will gladly aid you then...

[After regaining his body, Serge returns.]

Orlha: This blue gem... Looks like you've regained your true self. Now it's time to do my part.

[Orlha joins]

[Recruiting Janice]

[After beating all 3 rounds in the S.S. Zelbess...]

Janice: I can't believe I lost... NO WAY...!!!

[They head out, she jumps out too.]

Janice: Hey, hey!!! Don't go! I wanna ask you guys somethin'! Where did you find such super-duper monsters!? I wanna come find some more with you!!!

(Serge): Have her join your party.

Janice: Give me a holler any time!

[The Criosphinx]

[The party heads to Earth Dragon Isle in Another World. They enter the Earth Dragon's Chambers.]

Steen: Looks like the Dragon does not exist in this world.

Karsh: But Steena... What's that thing on the ledge up there? I don't think we've ever seen a monster like that before...

Mysterious Monster: Let those who disturb the peace of the land be punished...

Karsh: It's coming down!

[The creature flies down and forces a battle.]

Mysterious Monster: Quid me vis? I am the Criosphinx. And thou has trespassed on my domain! Why must thou turmoil to this land bring? Now turmoil onto thee, I give... Depending on how thou meet this trial Thou may be able to alive here leave! However, this be an island to which no man has visited for aeons and the Criosphinx is grown quite bored... If thou possesseth the courage to match thy wits to mine, thy sins may be forgiven when thou answer correctly my questions six! Now riddle me this...

Usus est magister optimus. Here be an easy one to start off with! Auburn nay the burn, Iron pyrite nay the fool, All that glitters is nay... But silence be... Answer my question! Which is it I be?

[Serge casts a yellow element.]

Criosphinx: Verus... Thou art correct. Dimidium facti qui bene coepit habet. Well begun is half done. Now, here is my second riddle be... In my anger, I see... Both the rag to charge at, And the flag to stop at. Blushing, I walk the royal carpet. Answer my question! Shat is it I be?

[Karsh casts a red element.]

Criosphinx: Verus... Thou art correct. Now riddle number three! Bene rem gere! It

isn't easy being... A friend of the planet, With the jealous monster's eyes Giving me a sign to proceed! Answer my question! What is it I be?

[Steen casts a green element.]

Criosphinx: Verus... Thou art correct. Thou catch on quick! Question four... Accipe! Mare et caelum et viola, Give me a melancholy gloom, But a first prize ribbon, Makes me feel I've royal blood! Answer my question! What is it I be?

[Serge casts a blue element.]

Criosphinx: Verus... Thou art correct. Velim tibi eta persuadeas... Just two more to go! Like pontoon nay the knave, Or Jolly Roger nay the bones, Even the top rank of self-defense, Be no protection from the Plague. Answer my question! What is it I be?

[Karsh casts a black element.]

Criosphinx: Verus... Thou art correct. Nigra in candida vertere. By deduction alone ye should my answer already know... What is the extorted one is bled, With knuckles of fear. The plumage of a coward when Faced with the hottest of heat. Answer my question! What is it I be?

[Steen casts a white element.]

Criosphinx: Verus... Thou art correct. Sat prata biberunt! Gratulon felicitati tuae! Well done! Thou hast solved all of my riddles! Thy brains are as strong as thy brawn! Bene vale! Bene valet! Always be diligent in thy practice! Me tibi commendo! Vale! I take my leave of you! Farewell!

[The battle ends.]

[The rescue of Marbule]

[The party along with the 'other' world Fargo goes to see the Fargo in this world on the S.S. Zelbess.]

Fargo(o): Aye, land-lubber...!

Fargo(h): Are you, me...?

Fargo(o): Don't even associate yerself with me...! You're bein' a sissy, Fargo! You're pathetic!!! I, too, had the possibility of becomin' a jelly-belly like yerself!

Fargo(h): I know about the plan... We're movin' this ship along with Nikki's to Marbule and showerin' the island with his song at full volume... Once the dream spirits awaken, we'll defeat 'em one by one... My ship, the Zelbess... This ship can no longer set sail... I can't steer it...

Fargo(o): Hah! Who's askin' ya anyway? Listen up, mateys! This ship is no longer the Zelbess but the S.S. Invincible! Set the course for Marbule, and man yer stations...!

Fargo(h): It's useless...

Fargo(o): We'll see about that!

[Later...]

Demi-Human: C'mon everyone! We're going to take back our beautiful island of Marbule!!!

Other: YEAHHH!!! Let's do it!

[The ores start paddling and the ship heads to Marbule.]

Workers: Heave! Ho! Heave! Ho!

Fargo(h): H-How the...!?

Fargo(o): Ya don't even know that!? The desire to return to one's home is steerin' this ship foward...

Fargo(h): You mean the demi-humans...?

Fargo(o): Once this ship reaches Marbule, Nikki will begin his concert. We gotta do what we can to wake those monsters from their nightmare... So long, Fargo... I've come to my senses. It's time you did the same.

[On Nikki's ship...]

Sage: Heh heh... Looks like they finally did it! Behold, my people... Marbule is straight ahead! Well then... It's about time we get down to business!

[They start playing music.]

[The party goes on the deck, where the side of the ship comes down and the song starts...]

[Nikki hangs from the mast.]

Nikki: Adrift, adrift, adrift... From how many dreams have I awakened? How many morrows have

passed...? The days when victory meant everything have come to an end... Yesterday's friends become tomorrows's foes... So flow the days filled with betrayal and enmity... Once one reaches the summit, all that remains is one's inevitable downfall... All has

become lost... The innumerable wounds, once decorations of glory, have begun instead to ache... Aaah, have I awoken...? Where might I be...? Could this be the Grave of the Narwhales

that is said to lie hidden in the seas?

[The other members of the band float to him and release him.]

Nikki: Where am I!? So... I am all alone. Just deserts for the likes of me... Betrayed by the very ones in whom I trusted... Gone are the friends with whom I shared my dreams... Alone, with no lover to share my sorrows...

[Miki arrives.]

Miki: Hither...

Nikki: Is someone thither?

Miki: O'er hither...!

Nikki: Be it thou...? My savior sweet?

Miki: Aye, manly mariner...

Nikki: Be thou not a mere maiden but a... mer-maiden?

Miki: Thou art surprised...?

Nikki: Only that one such as thee would help a human like me... My eternal gratitude is thine, sweet siren of the sea...

Miki: 'Twas but the proper thing... Why art thou alone here? Whence cometh the wounds that afflict thee so...?

Nikki: 'Tis too sad a tale to tell one so fair...

Miki: If thou wishest not to speak of such things, I shan't force thee to tell them unto me. Instead, kind sir, may I inquire as to the world from which thou comest...?

[Later...]

Miki: Enough! That shall suffice. What a wretched woeful tale thou hast! Thou needest not fight e'ermore. The world from whence one comest lacks any form of pleasure.

Nikki: Pleasure...?

Miki: Dear sailorman... Let me hear the song that thou dost like best! A splendid song from a far-away world, unknown to the likes of me...

Nikki: A song...? Of such a thing I know naught... Wherefore wouldst thou hear my croonings, Neptunian nymph? Surely there is naught to be gained from it!?

Miki: What a poor, miserable man thou art! Songs be the soul's delight... When one is sad, songs gently envelope one's sorrows... And when one is happy, songs are there to share the joy with thee. That be the very essence of song!

Nikki: So thou sayest... Unfortunately, singing has no relevance to me. I long forgot how to laugh and how to cry.

[Miki starts singing.]

Nikki: How awfully nostalgic!? I feel as though I have heard that song before, somewhere, long ago. A mysterious melody that bathes thee in a warm glow...

Miki: It is a precious song, handed down generation to generation on my island. It seems to have reached the heart of thee, who knows not of song... Now make me a promise... Repay me for saving you by singing this song for me.

Nikki: Hold on! Such a thing I cannot do!

Miki: "Cannot" is different from "will not!" Please promise to grant this one petition!

[She vanishes.]

Nikki: Wait! Do not go!

[Later, he plays the song on his guitar...]

Nikki: Sigh...! As I thought... I am unable to perform such music!

Girl: Thou seem troubled...

Nikki: Who might ye be?

Girl: Our sister shan't come out again until thou singest!

Nikki: Please, I beg ye! Teach me how to sing.

Girl2: Music and song are not something that thou canst teach or learn. They are things that thou must feel!

Girl: First try playing the notes.

[He plays them.]

Girl2: That is terrible! 'Tis void of all emotion! Thou dost need not to be a bard, so long as thou express thy feelings. The thoughts of thy heart that words cannot express... Let thy instrument tell us what thou want to say...

[Nikki plays again.]

Girl2: 'Tis better... Keep it up...

[He keeps playing.]

Girl: Thou art a kind man. We can tell from the sound thou makest...

Girl2: Hehee... Thou hast got it! Aye... 'Tis becoming fun!

[They fly around the boat while he plays.]

[Later, he plays with Miki.]

Nikki: Well... What dost thou think?

Miki: 'Tis beautiful! Each note enwraps my very soul... If ever thou art sorrowed and at the limits of despair... Then croon this song and remember, dear, this very moment... The time when our hearts began to beat to one rhythm... And know that our song will continue on forever more...

Nikki: Lo! The stars doth twinkle in accord with our song... The brighter one is the Star of Diarmuid... And next to it the Star of Grania can be seen shining so faintly... We mariners navigate our vessels by these two stars!

Miki: Thou art a knowledgeable man! I naught knew the names of such luminaries. I just saw them as jewels that shine in the night sky...

Nikki: I didn't realize that stars could look so beautiful... I never took the time to gaze

at them like this before... Nor ever heard the song that they had been singing unto me. Now

that I have spent what seems like days singing here with thee... I have come to realize that there is more than what seems be... The twinkling of the stars... The waving of the waves... Even silence itself... All sing in harmony with thee and me.

Miki: 'Tis strange to think that both thy world and mine share the same stars.

Nikki: Speaking of which, I must soon return to my world.

Miki: Wherefore, dear sir? Thou dost not like it here?

Nikki: My pursuers are nigh... My staying here will endanger thy folk...

Miki: Then allow me to come with thee, sweet sir...

Nikki: I cannot allow such a thing! One step out of here lie treacherous tempests and woeful warfare. Yet, even then... Even then, thou dost shalt come with me?

Miki: I know that for certainty... Yet for this place only to have peace while the whole world is at war is a selfishness itself. Perhaps the love we share can be shared with the whole world. Both nature and mankind must surely desire to live hand-in-hand...

Nikki: Then comest thou to me, my sweet sea sprite... Until the whole world hath come to live in heavenly harmony... Upon that day shall I bring thee back to this idyllic isle. Then... Then and only then... Will both our worlds have peace between nature and humanfolk... And resonate in chorus with our anthem dear. Together, let us build that whole new world... Come my maiden, come...!

[The show ends. The party leaves.]

Fargo(h):

[He looks in the mirror.]

Fargo: Oh, Zelbess... Does this song call out to your heart? You taught me this song... For a long time, I've been trying to regain what I've lost, but to no avail...

But now... I feel as if the one important thing has finally returned... Thanks to the irreplaceable treasure you left behind. So you're happy for me, too...

[On the way off...]

Fargo(o): Even though she said that... I, too, was unable to fulfill the promise I made Zelbess... Her dream is also my dream... Zelbess... I promised never to use this attack again, but there is no avoiding it... Please forgive me... This time, I will protect you! Alright then...!!! I'll show you how serious I can get! It's time for me to let loose in Marbule!

[They get on the boat and head there.]

The Great Explorer Toma: Y-Yo, guys...!!! I'm sure you've noticed, but something a-ain't right... I-I-I know they're harmless, but they've grown in great numbers! If these monsters

are somebody's bad dream... then... whose...? O-Or what's...? Dream...? Then does that mean that if these monsters die, someone or something will wake up?

Ash: I bet the dreamer is 10 times as nasty as this nightmare. It's probably some big, huge, gnarly dragon! S-Sir Toma! I think we're about done here!

Toma: Uhh... Err... Yeah... Well, I think I'm through with my investigation here... Don't get the wrong idea... It's not that I'm scared or anything! Well, take care.

[They leave.]

[All the creatures are defeated.]

[A roar emits...]

A dragon's cry was heard in the far-off distance...

[Recruiting Draggy]

[The party heads through Ft. Dragonia and goes to the incubator in the lower level.]

[Lynx places the Big Egg in an incubator. Draggy appears.]

Draggy: Haaaarr...!!! What a good sleep... Good mornning! Hey? Wherrre did everrrybody go...? My big brrrotherrr... My big sisterrr... My kid brrrotherrr... And my little sisterrr... Wherre did dey all go? Arrre you... my motherrr? Rrrreally? You wook more rike a fatherrr to me... Sniff... Will you take me to motherrr and fatherrr?

(Lynx): Sure

Draggy joined yourrr parrrty!

Draggy: Wherrre is everrrybody...? Dey must be arrround somewherrre... Rrrr! Rrrr!

Wherre arre you!? I know! Dey all prrrobably left the forrrt and arre playing outside!

[Draggy takes the elevator up.]

[The Master Hammer]

[In a cave in Marbule...]

Smith: HEY!!! You're an adventurer, right!? Well, you're in luck! I'll sell you my handcrafted

"Master Hammer" for only 10,000G! Cheap, eh!?

(Serge): Buy it

Smith: Much obliged!!!

[They head to Zappa's in Termina (Another World)]

Zappa(A): Ye be me...!?

Zappa(H): Ah need yir help. Ah want to hammer this thing to make that ye-know-what...

Zappa(A): That thing ye have... It's the Rainbow! So this ye-know-what ye be talkin' about is

the Rainbow Axe, then?

Zappa(H): I knew ah could count on meself... So, shall we start hammerin'? It be a wee bit hard

by meself, but two of us working together should be a breeze.

Zappa(A): Sounds interesting... Good timing too. Ah've just finished an order. We'll see what ah

can do...

[The two of them work together.]

[Later...]

Zappa(A): So this is the... Rainbow Axe!!!

Zappa(H): Hmm, it's probably radiating such beautiful colors because of its prismatic nature...

The response from the hammer is as satisfying as its finish. It be truly an amazing material...

Zappa(A): We should be able to do this on our own next time... That sure was a brilliant job. Ah

hope ah can work with ye again!

Zappa learned how to forge the rainbow material!

[Glenn returns to Termina]

[In the shack next to Zappa's in Termina...]

Marina: Mr. Glenn! Can you help me? These two just won't stop fighting. Mr. Glenn, when you used

to live here, you didn't fight, did you? Please, tell them to stop!

Glenn: Ha ha ha! There is no such thing as brothers that do not fight with one another. Even

we fought, sometimes. But, when Dario realized that he was at fault, he would always apologize

to me later. You can fight, but you must learn something from it! So, what are you fighting about?

Little Brother: Listen up! Big brother says that he's going to make Marina his bride!

Marina: ...!?

Glenn: ...His bride?

Big Brother: I'm gonna marry Marina!!!

Little Brother: M-Me too! I want to start a happy family with Marina!

Glenn: Whoa, you two are mature for your ages. But have you asked Marina how she feels about it?

Big Brother: How do you feel, Marina?

Marina: H-How do I feel... Um, well... I like you both!

Glenn: Marina, these two are serious. It is best if you tell them how you truly feel.

Marina: Uh, ummm... Th-The one I really like is John, who's training outside to become a hero... But John already has a girlfriend, Annie, so...

Big Brother: Oh my gawd!!!

Little Brother: Nooo! You gotta be kidding!!!

[They run into the corner.]

Glenn: ...This might be a bit hard to take, but I guess it can't be helped. But I guess it is

better than her liking one of you more than the other...

Marina: Huh...?

Glenn: Uh, ahem. Nevermind... Even if you do not marry one of them, try to get along with them, alright?

Marina: Y-Yes... I'll do my best.

[They head back outside to the grave that Dario & Riddel visited early in the game. The Einlanzer there resonates.]

Glenn:? The Einlanzer is resonating...?

[He takes the glowing sword.]

Glenn: Brother...!? Yes, I understand. This sword I will take into my hands... And together, we will fulfill our unfinished dream!

2T. Script Disc 1: The 6 Dragons

[They head to Sky Dragon's Isle.]

Sky Dragon: Welcome, humans. I am the Sky Dragon of the White Element. First, gain the protection of the Five Dragons of the world: Water Dragon, Earth Dragon, Fire Dragon, Black Dragon, and Green Dragon. Return to me, only once thou hath gained all of them!

[They first go to Water Dragon Isle.]

[Right before it's entrance...]

Karsh: Serge. The Water Dragon's just beyond here.

[They enter and meet the Water Dragon.]

Water Dragon: The time has come... My powers I shall grant to the ones who seek to break the eternal chains of fate. What is it thou seeketh?

(Serge): The Dragon God' blessing.

Water Dragon: Dost thou need the powers of the Sleeping Dragons to cross the Dead Sea? Dost thou seeketh to break the chains of fate? A son of man to challenge the Goddess of Fate? Fascinating... Then confront my trials.

[After beating it...]

Water Dragon: ...Well done, son of man. Thy strength is worthy of my powers. Take with thee my prayers...

[You get the Blue Relic.]

Water Dragon: I too shall watch over thy Fate, how thou struggle to live, and how

thou face death... [dies.]

[Next they head to Hydra Marsh. They encounter yet another Beeba.]

BubbaBeeba: How did you get that flute...? It beeba handed down in Beeba family... That beeba mine, too.....!!! BEEBA-BAH-BAH-BAH!!! Why you beeba-live? What happened to Wingapede!? It brings shame to Beeba's family if we always beeba defeated. Time for bee-venge! Beeba-Beeba!

[They defeat it.]

BubbaBeeba: I beeba-ry sorry! Here! I give you this! Please forgive beeba! This beeba Ancient Fruit found in Ancient Ground. You will beeba-ble to tame Wingapede with this. All you have to do now is blow the Beeba Flute. That beeba the truth. If you blow the flute further down the branch where my friend beeba standing, you will beeba-ble to ride Wingapede to Ancient Ground. Why do you have Ancient Fruit? Oh well... That beeba no business of mine. I wish you the beebesta luck.

[It leaves. They head further down the branch where another awaits.]

BubbaBeeba: You want to go to "Ancient Ground?" Then call Wingapede here. You beeba use flute and Ancient Fruit. Use flute to call Wingapede and feed it the fruit!

[They do that and the Wingapede brings them to Gaea's Navel.]

Karsh: We'll be able to make it back if we blow the flute again here.

???: You come-um from sky?

[A cave girl stands on a nearby cliff.]

???: Ooga-Booga!

[She jumps down.]

Leah: You friend of father?

Karsh: Father?

Leah: You know-um father? Father is-um brave warrior. Leah lose-um father when Leah was very little. Grandma say-um father went-um to sky. You come-um from sky, so Leah think-um you know-um father.

Fargo: We're sorry, Leah, but we don't know yer father. By the way... Where are we?

Leah: Leah don't know-um either. Leah face-um land anger and end-um up here. Villagers not-um here. Only Leah and he come-um here.

[There's a huge roar.]

Karsh: What was that? ...The Green Dragon?

Leah: He pretty tough-um. Leah help-um if you fight-um him. Leah winning-um so far.

[She joins the party.]

[After beating all the enemies in the area...]

Karsh: Why's it so quiet?

Leah: He come-um!

[A Tyrano comes out of the trees and attacks!]

[After it is killed...]

[There is a roar.]

Leah: What that!?

[She heads further down.]

Karsh:!? Leah!

[They follow and reach the Green Dragon.]

Leah: Oooga-Booga!!! Leah not know-um he here!?

Green Dragon: Silence... What is all this ruckus...? Hmm? I see... Thou seeketh relics? Come hither... And now for lunch.

[He is defeated.]

Green Dragon: Impressive... [dies.]

Leah: Serge, you always fight-um monsters like that? Looks-um fun. Leah decide-um Leah come-um with you! OK, Serge? Maybe Leah find-um father if Leah come-um. Also, Leah need decide-um something. Leah decide-um right, Leah return-um to village.

Karsh: Leah...?

Leah: Oooga-Booga!!! Let's go-um!!!

[They blow the flute and are returned with the Wingapede.]

[They next go to Marbule and see the Black Dragon.]

Black Dragon: It hath been a long sleep, I am still groggy... You shall provide some much-needed exercise.

[They defeat the dragon.]

Black Dragon: Aaaah... I thank you for the excitement...[dies.]

[They head to Mount Pyre and see the Fire Dragon.]

Fire Dragon: Hey, hey, lad! So we meet again! You look a bit different, but I know it's you! C'mon, challenge me again! Whaddaya say!? If you beat me, I'll give you the Dragon Relic and my pet Salamander.

[They defeat it.]

Fire Dragon: Hmmm... We'll meet again. [dies.]

[They head to Earth Dragon Isle, where there is a large mound of quicksand.]

Archeaologist: Hey, guys! That's quicksand over there! Step in there and you'll never see the light of day again!

[They fall in.]

Archeaologist: What are they, crazy!? I warned them, too! Dammit... Damn amateurs...!

[Down below, a large creature blocks the way.]

Fargo: What is this thin'? We can't get through with this in the way.

Karsh: Can't we just push this thing out of the way?

Fargo: The thin' won't budge. I don't think the 3 of us can move it, either.

Karsh: We should probably head back up for now. There's no use staying here.

[They go back to the surface.]

Captain: Are you guys alright!? I thought you were goners for sure! So the quicksand is the entrance, and the sand boil is the exit... Now why couldn't I figure that out? So there was something blocking a pathway, you say? OK, let us take care of it. It may take some time, though. Let's see, now... I need to assign some men to investigate and prepare explosives to move that rock... Would you mind coming back a little while? We have some preperations to do. But thanks a lot for you help.

[They come back later.]

Captain: Our investigation is finally under way. Thanks to you, of course. And we were also able to move that thing you were worried about. All it took was some explosives to clear the path.

[They eventually reach the Earth Dragon.]

Karsh: Looks like it's a dead end.

Fargo: Could this just be a natural cavern of some sort? It doesn't seem like a ruin.

Karsh: There's no point staying here. There's absolutely nothing.

Voice: Thou who is bound by fate. What power doth thou seeketh?

[The Earth Dragon jumps down to greet them.]

Earth Dragon: The time has come... My powers I shall grant to the ones who seek to break the chains of fate. What is it thou seeketh?

(Serge): The Dragon God's blessing.

Earth Dragon: Dost thou need the powers of the Sleeping Dragons to cross the Dead Sea? Dost thou seeketh to break the chains of fate? A son of man to challenge the Goddess of Fate? Fascinating... Then confront my trials.

[They beat it.]

Earth Dragon: ...Well done, son of man. Thy strength is worthy of my powers. Take wiht thee my prayers...

[You get the Yellow Relic.]

Earth Dragon: I too shall watch over thy fate, how thou struggle to live, and how thou face death... [dies.]

[They head back to Sky Dragon Isle.]

Sky Dragon: Well done. Thou hath gained the protection of the Five Dragons. Let me test thy skills to see if thou art trully worthy to enter the Sea of Eden!

[They defeat it.]

Sky Dragon: Thy skills, I acknowledge. I will grant thee the protection of the Sky Dragon.

[You get the White Relic.]

Sky Dragon: The Dead Sea has disintegrated, and the gates of time have been opened. With the divine protection of the 6 Dragons... Venture deep beyond the Pearly Gates, across the dimensions.

[It flies away.]

[They go to the Dragon Shaman tent in Gulldove.]

Guard: You, halt. Judging by your appearance... you are foreign-born? For reasons we will not explain, foreigners are not allowed to enter the tower. Please leave the premises at once.

Karsh: What should we do now? At this rate, we won't be able to borrow the Dragon Tear.

Riddel: Speaking of the Dragon Tear... Should we not return the broken tear to the shrine in the other world? The shaman in the other world might be able to help us somehow.

[They go there and show Direa the Dragon Tear.]

Direa: How can this be? This is without a doubt, a piece of the Dragon Tear... Serge, I shall bestow upon you the Dragon Emblem. It is the symbol of a Dragon shaman. The emblem and the Dragon Tear have been handed down by Dragon shamans for generations. Although the worlds are different, you should be able to receive aid from the other shaman with this emblem. Make haste to the alternate world.

[They return and show the guard the Dragon Emblem.]

Guard: Th-That is a Dragon Emblem!? How did a foreigner like you get a hold of it...

Steen: Welcome... Travellers across the dimensions... Bring them before me.

Guard: Yes, if it is your wish, Miss Steena... You have permission from the chief. You may pass, foreign travelers.

[They go in and see Steena.]

Steen: As promised, I will lend you the Dragon Tear. I shall accompany you to the fort as well. May the 6 Dragons bestow protection upon we children of the planet...

[They go to the Fort.]

Steen: Place the Dragon Tear here... The fort shall open itself up for you...

[They do so, shaking occurs.]

[They go to the central room where Dark Serge waits.]

Serge: Heh... So you finally made it. But this is as far as you will get... It's a little too soon for you to get your original form back.

[They battle. Afterwards...]

Serge: Impressive... I may have underestimated you. Anyway, I must get on with my affairs. Besides, it's too late...! Good-bye, Serge...

[He vanishes.]

[They go up to the top level of the Fortress and go to the door. It opens.]

Steen: Serge... You must proceed alone from here. You must see and confirm for yourself who you really are... Truth shall manifest itself, once you believe in your heart.

[He goes in, the door closes. Inside, he places the Dragon Tear on the Pedestal. The room is lighted up by a spherical light, with a mural behind it on the wall. It moves along the wall as it speaks, revealing scenes of evolution, dinos and Lavos.]

Being: All life on this planet was born in the sea. The life-forms softly slumbered within the womb of our mother sea... Until eventually they developed free will and were able to swim about the ocean freely. Then there came those that, not satisfied with life in the water, looked up from the ocean floor towards the blue skies and dreamt of the feel of the land. Aeons passed before their preposterous dream became a reality, and they rose up from the seas onto the earth. The land became full of all kinds of creatures. Among these, the dragon lizards and the more evolved Reptites thought they would reign over the earth forever. And for a long while it seemed like they would... However, the unforeseen coming of the mighty one from the heavens suddenly smashed their kingdom to pieces. That one was known as "Lavos!" The great crimson flame..... Wielding absolute power, Lavos buried the dinosaurs - the kings of the land - in the space of a night. However, the timid "apes" who had lived hidden in the forests... ..came into contact with the crimson flame that fell from the sky, and evolved into "humans." Or perhaps it was not "evolution," but "transformation." In this way, humans increased in number and filled the earth... The fearsome "progeny of Lavos" who, like their progenitor, began to devour our mother planet.

[It moves into the Dragon Flame. The room lights up.]

[FMV]

[Lynx submerged in water, falls to the ground and vanishes. A small baby grows in the Dragon Tear and becomes Serge. The Dragon Tear lays shattered on the pedestal.]

[FMV]

[Serge comes out.]

Steen: Serge!!!

Karsh: Serge!!!

[The door closes.]

Steen: Serge... You have regained your identity without being led astray. Your eyes, which foresaw the truth, shall help you to regain your trust among your comrades... There is nothing we can do about the Dragon Tear... Its shattering result does not come as a surprise. However, you also carry the fate of the Dragon Tear from another world. The broken pieces of love and hate: although contradictory, they are two sides of the same coin... A mysterious force may come to light when the two pieces are united... Perhaps this force will be the legendary Chrono Cross... The only problem is, the shrine, which is said to give life to the Chrono Cross, is nothing but a cavern inside Divine Dragon Falls. Serge... You may hold the key to bringing forth its powers.

[They leave and go to the Dead Sea finding a Fate Distortion.]

Voice: I deem you worthy of entering the Sea of Eden... Let the path be known for the ones facing fate...

[The Dragon Relics go inside the water and form a portal.]

End of Disc 1

3A. Script Disc 2: Chronopolis

[They are now in a strange new area, 3 islands surround a large triangle made of water. On top of the triangle is a city covered in water. They head to a nearby island.]

Clotho - Spinning the thread of life

[The triangle vanishes.]

[They head to the next island.]

Lachesis - Measuring the thread of life

[The triangle vanishes.]

[They head to the final island.]

Atropos - Cutting the thread of life

[The three triangle appear.]

Voice: Art thou worthy of facing fate...?

[A creature appears.]

Karsh: Are we being tested?

[They defeat it.]

[Shaking occurs. They find the triangle gone, a city there instead. They enter the city. A few ghosts talk nearby.]

Ghost1: I heard group 3B's experiment today is going to be a biggie. They're releasing the Flame's lock-level to D in order to trace the counter-time effect...

Ghost2: Yeah, but based on previous experiments, I'm sure it'll work out just fine. During their simulation, FATE guaranteed that they would be able to use the Flame as a up-link to extract the anti-annihilation energy associated with it. Don't worry, it'll be a success.

Ghost1: I hope so...

[They continue on, but a huge robot arrives. They defeat it.]

[They go up to the 4th floor and go into the Eastern lab.]

Computer: Everyone gather around.

[The ghosts do so.]

Computer: Let's see... In the 11th Century, a scientist by the name of Lucca indicated the possibility of time travel through the use of a "Time Egg," which utilizes miniature black holes. Whether this could actually be possible or not is still the subject of intense debate and no conclusions have been made.

[A hologram of a black hole appears.]

Computer: According to her theory, by rotating a single point of supergravity, space-time continua can be drawn in... thus making it possible to transform that singular point which pulls in everything else, into a ring formation. Using this ring as a Gate between dimensions, it should be possible to travel back and forth between various space-time. [The hologram vanishes.]

Ghost: I've heard that the Time Egg already existed during the legendary, ancient dynasty.

Ghost2: We shouldn't have to rely on theories from an ancient civilization that may not have even existed. We can do this.

Ghost: But it's been said that time was altered using the Time Egg...

Ghost2: That's just a legend. There isn't even any evidence to prove that this ancient dynasty ever existed.

Ghost3: The experiment should be starting soon.

Computer: After we discovered an unusual gravitational field in this barren sea of El Nido,

we build several artificial islands and established Chronopolis. This was all done to facilitate our top secret research. But now, our research is about to come to its end.

Once

the final adjustments are made, the experiment will commence. It's just a matter of time...

so everyone should keep up their good work!

Ghost: The chief hasn't returned yet.

Ghost3: He hasn't...? Then, we'll have to hold off until he gets back.

[The ghosts separate.]

Ghost3: To think that time is not absolute, but elastic... Relative and subjective... That there can be individual differences caused by changes in time... Perhaps the same people and life-forms can even exist in several different space-times. An independent time that flows with a will of its own...? Hah... What nonsense...

[They go downstairs and talk with a ghost.]

Ghost: The chief said he was going out for a walk. He's probably by the docks somewhere, gazing out to sea.

[They go and see him.]

Chief: The Time Research Lab, which served as the foundation of this research center, appeared out of nowhere in the year 2300 and was headed up by the scientific genius Belthasar. However, at the peak of his career, he simply vanished. We've continued his work and have come this far. Our work is almost complete. Well, it's about time I headed back... The experiment's about to begin...

[He leaves. They follow to the previously guarded door. While there, they get the keycard for the basement. They leave and head down to the basement in the elevator. They cross a bridge over to a large structure that says Project Kid on it. Serge steps on the security scanner.]

Scanner: Fingerprint and retina scan required. Please step inside the circle and hold up your left hand.

[Serge does so.]

Scanner: Analyzing... Please stand by.Analysis complete. Fingerprints, retina, and C class DNA all clear. Data discrepancy due to aging within permissible range. 96% confirmation that this individual is the last registered arbiter. Access granted. Welcome back, Chrono Trigger.

Karsh: So that's why!!! So that's why Lynx needed Serge's form!

Steen: Lynx must be inside already.

Karsh: Yes. ...Along with the Frozen Flame.

[They enter the room, where a gigantic orange orb, surrounded by mechanical equipment, all headed into the center, lies. It is the Frozen Flame.]

Karsh: Where are we...!? Is that... the Frozen Flame!?

Voice: Exactly.

Karsh:!?

Voice: The hearer of people's prayers... The provider of riches, fame, and power... The bestower of eternal life... The promiser of peace and happiness...

[Lynx appears. Kid lies unconscious on the floor.]

Lynx: This is the essence of what descended from the heavens in the prehistoric age.

The living crimson stone... the Frozen Flame!

Karsh: Lynx!?

Lynx: What took you so long? You had me worried. Worried that you might have perished on the way here.

[Serge bends down to see Kid.]

Karsh: Are you alright?

Lynx: It's no use. I put her soul to sleep. I had to remove any potential obstacle from us having this talk.

Karsh: Who are you!? What are you after!?

Lynx: You still don't know? I am the human incarnation of FATE... The living interface of the FATE computer system... Or put simply... I, too, am FATE!

Karsh: What!?

Lynx: 14 years ago, on the night of a terrible storm, the cogs began to turn. That night, Wazuki and Miguel set out to sea carrying a sick, young child in their boat. That child was you, Serge, after you had been attacked by that panther demon. Your poisoned wounds were beyond the healing abilities of the doctors in Termina or even Guldove. So they set sail to Marbule in order to see the sage there... not knowing how bad the storm would become. Being skilled sailors, the two men were able to survive the storm. But they were blown off course and came ashore on this island, where they decided to seek shelter. At the time, this research center was off-line due to the severity of the storm. It only took 10 minutes for the system to power back up, but by then, the Flame had found you... Contact with the Flame healed your young body. But that was not all... Once the security card system was rebooted, it would only grant access to you... the "arbiter." You can't imagine the trouble this caused the FATE computer system in achieving its objective. Inside of FATE, there was a stand-alone circuit that had been kept hidden since the old Mother Brain generation. That circuit was designed to start a malfunction, or more precisely, a "rebellion." Who would have thought that such a small bug, a "traitor" could exist inside of FATE? That hidden circuit was based on the initial Ashtear model circuit board, with extra logic added by another scientist. FATE itself did not realize that this circuit was present within the core of its system. Or, more correctly... ..the circuit was programmed so that the moment FATE did detect it, it would erase all record of its detection. Dr. Lucca Ashtear... Unbelievably intelligent, and incredibly enthusiastic. You might even go so far as to call her a mad scientist. Of course I don't believe it was Lucca alone that devised this plan. I'm sure the first curator of this research center, a man named Belthasar, had a hand in it, too. FATE! Bring out the traitor, Prometheus...

FATE: Affirmative.

Prometheus: Aaaaah... You have finally released me. Welcome back. So you're the real Serge. I've waited a long time for you... I'm glad you made it in time. Serge, I beg you! Please bring an end to the enmity between FATE and the Dragons...

Lynx: FATE! Eliminate him.

FATE: Affirmative. Now eliminating Prometheus.

Karsh: No! You can't...

Prometheus: Serge... P-Please... For the future of mankind... F-For... th-the... f-fu...ture... o...

Lynx: Idiot. Destruction to those who oppose the Goddess of Fate!

Karsh: Lynx... Why you...!

Lynx: Hah... Come, Serge!

[He transforms into his real form, a humanoid computer like system.]

Lynx: Show me what the purpose of your life on this planet is... Teach me what it means to be "alive!!!"

[They battle it and finally after a long fight destroy it.]

[Kid had now awoken. Lynx lays on the floor, mortally wounded from the battle.]

Lynx: Nooo! How could you...? I... FATE... the Goddess of Fate... was not meant to die...

[He dies.]

Kid: Ah...! Huh...? Where in blazes am I? Serge... What happened to me? Aha!? That...? That's it!!!

[She climbs up the machinery to the top of the Frozen Flame. Suddenly, Harle appears.]

Harle: NON!!! Arret! Ne touchez pas! Do not touch it! Kid! I know ze feelingz you have inside of you... Ze urge to bring everyt'ing to not'ing iz now stronger zan your dezire

to save everyone. You may want to t'row yourself down ze cliff of destruction... Zat iz your imperatif. But si'l vous plait, Kid... Do not drag Serge and ze odderz down into destruction wit' you!

Kid: Shut up, ya looney! I know what I'm doin'! It's too late! There's no turnin' back now!

[The Flame emits a beam of light, injuring Harle. Above, Kid stands. The Frozen Flame blasts loudly.]

[In Water Dragon Isle...]

Water Dragon: FATE has fallen... Fate has died...

[In Mount Pyre...]

Fire Dragon: Finally, the time has come...

[In Gaea's Navel...]

Green Dragon: Indeed... The long, endless night shall finally come to an end.]

[In Earth Dragon Isle...]

Earth Dragon: Now... For mankind...

[In Marbule...]

Black Dragon: I shall make you bleed!!!

[At Sky Dragon Isle]

Sky Dragon: Feel a million years of this planet's pain and suffering!

[He flies there, as does the others.]

[FMV]

[Sky Dragon Isle crumbles, a huge tower comes from underneath it.]

[FMV]

[Meanwhile, back at the Frozen Flame...]

Kid: Terra Tower... It's come back to life again...! In the year 2400, during a counter-time experiment, the Flame goes out of control... This causes the dimensions to rip apart, resultin' in the Time Crash. Engulfed in an enormous dimensional vortex, Chronopolis was hurled ten thousand years back in time. Perhaps it was the awakenin' Lavos who pulled the Frozen Flame back through time to it. Maybe so that Lavos, who saw the possiblity that some young adventurers might destroy it, could create a backup plan. But that ain't all... At the same time, another city from a different dimension's future, was also thrown back in time. Dinopolis... The future city of the Reptites -- Azala's descendants, who had evolved more closely with the planet. Just as Lavos, in an attempt to save itself, summoned Chronopolis from the distant future... Perhaps our planet beckoned Dinopolis into the past... maybe as a measure against Chronopolis and humanity. It wan't the Dragon Gods who sealed up the Frozen Flame! It was FATE, which used the Flame's power to divide and seal the Dragons in slumber! And now that FATE has been defeated, the Dragons will join together again to start their revenge!

[FMV]

[The 6 Dragons approach Chronopolis. Harle opens her eyes, and the Green Dragon attacks the White Dragon. A red seal surrounds it. The Water and Earth Dragons head to it as well, The Red and Black follow, causing the Dragon god to turn into it's original form.

It circles Chronopolis and stops.]

[FMV]

Harle: I feared it would come to zis... I didn't want to have to fight wit' you if it could have been avoided! Adieu, Serge! Adieu!

[She vanishes into the Frozen Flame. Kid collapses.]

[Later, on the S.S. Zelbess...]

Karsh: Give me a frickin' break! You mean to tell me we were bein' used all ths time!?

Fargo: Yeah...

Karsh: Damn!!!

Viper: What is done is done. Although we may not like it... In any case, we need to make our way into that floating tower.

Riddel: Yes. We cannot just twiddle our thumbs and do nothing.

Viper: The only problem is...

Fargo: So, we have ta find a way up there, right? It's not like the great S.S. Invincible can make it up there, either...

Riddel: There has to be a way.

Viper: Hmmm... At least our objective is clear. I do not know how, but we must find a way.

Marcy: So, like... whatever happened to Kid after that?

Karsh: Doesn't look like she'll ever wake up...

ZOAH: INDEED. SHE IS RESTING AT RADIUS'S PLACE.

Riddel: Her spirit seems to be possessed by the past. A powerful item is necessary to dispel it.

Fargo: There's no sense stayin' here! C'mon, matey's Let's shove off!

Everyone: Yeah!!!

3B. Script Disc 2: Lucca's House Aflame

[They head to Divine Dragon Falls and go in the cave there. Inside they find 2 pedestals.]

Steen: By the Great Dragon Gods!!! The sacrarium of the Divine Dragon Falls still exists... and it seems functional! It's just as the legends of old said it would be! What a blessing! Utilizing its power, we just may be able to create the "Chrono Cross" here! Try placing the two pieces of the Dragon Tear... THE Tear of Hate and the Tear of Love... on these stands.

[They do so. The Dragons Tears combine into the Chrono Cross.]

[They go to Hermit's Hideaway to see Kid.]

Masa: Huh? Hey, it's the princess.

Mune: Lemme se... Whoa! I think you're right.

Masa: I wonder what happened? Do you think we should help her?

Mune: Nah, it's not our job.

Masa: Yeah, I guess so. It's probably out of our league, anyway.

Mune: Yup.

Doreen: HEY! Aren't we heartless!

Masa: AHHH! Sis...

Mune: B-But, the princess is bound by the past, and even we can't bring her back here.

Doreen: Look closely... See that?

Masa: Hey!? It's the...

Mune: ...the Time Egg?

Doreen: Yes. Although it's not in its complete form.

Masa: Did that girl with the glasses make it?

Doreen: Probably. Even though it's in its incomplte form, if we can focus our powers into it...

Mune: Then maybe it'll work.

Masa: Yeah... OK, new master. Yup, its you.

Doreen: We're going to lend you our powers for a little bit.

Mune: We're sending you back to the past where the princess is bound.

Masa: We only have 1 chance.

Doreen: Take care of the princess!

Mastermune!!!

[They find themselves in Lucca's House, which is burning.]

[They rescue a small boy.]

Boy: Wow, mister! You sure are strong. When I grow up, I wanna be strong like you!

Oh, yeah... Here, mister! Take this... Oh... and there are other kids hiding in this room! Also I saw another one of us in that bedroom!

[They go in a room and find Kid on the ground.]

[FMV]

[The children pictures burn. Standing at the window, lookin gout is Lynx and Harle.]

[FMV]

Kid: It's burning...! Our "home" is burning! Lucca... All my friends... They're, they're...!!

Why...? Why did this happen!? You... Are you going to go away? Are you going to leave me? I'm

going to be left all on my own again, aren't I? Everybody I have ever loved has gone far, far away...

(Serge): I won't leave you!

Kid: Really!? Do you mean that? Your cheek... It's wet...? Thank you... Thank you for saving me... Will I... Will I ever see you again?!!!

[Serge vanishes.]

Kid: What? Where did you go...? No! Come back!!! Don't leave me... Please, no...! Don't leave me all alone!

[Back in the present...]

[Kid gets up.]

Kid: Serge... How've you been...? I'm... right here...

Radius: Thank goodness... This must be the power of Serge's love. Hoh-hoh-hoh!!!

Ahh, yes, Kid. Luccia is waiting for you in her lab in Viper Manor. She wanted to give you something. Anyway, there's no need to rush. I suggest you rest here for the day.

[Later, Kid and Serge are alone.]

Kid: What...? My wound...? Lynx stabbed me...? What are you talking about? Ohhh... wait a minute... Not again... I lose my memory sometimes. Whenever I'm in a dangerous situation where I might get hurt, I just seem to disappear and vanish. And when I come to, I wake up somewhere safe without a single scratch. But the thing is, I can't remember what happened. I don't get it... Anyway, it's happened to me plenty o' times in the past, so it's nothin' to worry about! C'mon, mate! Let's go!

[They head to Viper Manor to see Luccia.]

Luccia: I have been waiting, Kid. Dere is somet'ing I vant to give you.

Kid: Huh? Me...?

Luccia: I vas told to give it to you when the time vas right. It's for you... from Lucca...

Kid: !!! You knew Lucca!?

Luccia: Here...

[Kid opens the letter.]

My dear Kid, How are you doing? I wonder how old you are as you read this letter? Perhaps you've matured into a beautiful woman, raising a happy family, by now? I was hoping to talk to you in person when you were old enough, but just in case something happnes, I'm writing my feelings down on paper and leaving it with Luccia. Perhaps you already know... or perhaps you yourself are also now caught up in some historic crisis as a result of all this. But, anyway... A long time ago, we -- my friends and I, that is -- changed the future in order to save our planet from being devoured by Lavos, a monster from some unknown planet. We still feel proud of the role we played in saving our world, and in how we were so freely able to change the flow of time. But sometimes I think of the darker side of what we did... What has become of the future that was "once" supposed to have existed? Where did the "time" that now is no longer allowed to exist "go?" It is true that, thanks to our altering the flow of history, we were able to save so many lives and prevent so much sadness and suffering... But when you think of it, we also caused the deaths of so many that were meant to have come into existence in the time line we destroyed, and also caused new sadness and suffering further along in the new future we created... That is why I worry that someone might seek revenge on us for what we did. I have had a constant dread in my heart that someone in our new future will travel back in time, just like we did, and try and kill or capture my friends and me. So, even if something dreadful does befall me, Kid, know that what was meant to happen will happen, and that I was always prepared for the worst. Oh, but don't you dare think the Great Lucca is going to go down without a fight! (I've got a reputation to uphold!) Whatever lies waiting for us around the next corner better watch out, 'cause it's gonna find a pretty mean counter-attack coming its way! Kid... When I think of you, I remember someone I once met a long, long time ago in the distant past... Heh! But she was the complete opposite of the you in this time line... So quiet and gentle... Someday I'll also tell you about her... When you are ready to know of your real name and heritage. I'm not the slightest bit worried about you, Kid! I know that, no matter what happens, "he" will always be there looking out for you! Or perhaps he has already found you and is there by your side as you read this? If so, hello, Janus! Please take good care of my "little sister" for me! There is so much more I want to tell you, but I must leave it for another time. Don't worry! Everything is okay! We will overcome whatever woes may occur! That's for certain! Later, when you're all grown up, I'll come visit you and we'll talk over tea. I look foward to that day!

Well, anyway Kid, until we meet again... Forever and ever your friend, (No matter which time line it is!)

yours sincerely,

Lucca Ashtear

P.S. Cut out the tomboy act! Believe me! You'll become a beautiful young lady one day, or my name isn't "Lucca the Great!"

Kid: Sorry, but... I'd like to be alone for a while...

[They leave.]

Kid: I can't believe you, Sis... You're the one who always laughed about how there's nothin' "definite" or "certain" in this world... Sis...

3C. Script Disc 2: The Spaceship

[They go to El Nido Triangle and go underwater. They find Starkey's spaceship, but first beat a jellyfish like creature.]

Starkey: Woooooow! Starkey's ship in this world not brooken! Starkey am happy!

Kid: Could that be the reason why we have air down here?

Starky: Affirmative. Starkey's ship creates a special force field. Starkey think in the other world Starkey's ship is in pieeces and the parts are buried underground, but still working.

[He opens the door.]

Starkey: Yeah! It oopened!

[They go inside.]

Starky: Yeah! Everything is in oorder! The navigaation system is operaational.

Starkey's bed is niice and coozy, too.

Kid: Can this take us to Terra Tower?

Starkey: This ship is oonly big enough to fly Starky.

Kid: Then what do we do?

Starky: Leave it to mee!

[He pulls a lever and goes downstairs.]

Starky: The engine maay bee a bit rusty, but otherwise, perfect. Oh yeah! That...!

Hmmmmmm... Maaybe wee can uuse this?

[He throws up an odd device.]

Starky: Starky maay bee aable to scrounge up moore stuff. Starkey will come back laater. Eeasy does it.

Kid: What's this?

Starky: It's an anti-gravity deeviice. If youu attach this to yourr boovat, it will fly to Terra Tower eeasily. All wee need now is aa facility to install it.

Kid: I remember there was a dock inside of Chronopolis.

Starky: Alriight! Let's bee on ourwaay to Chroonopoolis!

[They go there]

Starky: Leets see. Starky need this and that. Oh yeah! This should do the trick.

Kid: Oi... All you have to do is load that thing on the boat, right?

Starky: What are youu talking about? Wee need to attach aa staabilizer to keeep the Autoo-gyroo from spinning out of controol.

Kid: I don't get it... but just hurry it up, okay!?

Starky: Tiime to get to work.

[Later, it is installed.]

Starky: Pheew. Starky am done.

Kid: See! All ya did was load it on the boat!

Starky: Negative!

[Later...]

Kid: So this is it... Never expected our encounter to turn out like this, didja, Serge...?

Starky: Why were wee born? Why do wee live?

Kid: That's what we're gonna find out with our own eyes!

[Later they head out.]

Kid: Let's do it!

[FMV]

[The ship heads towards Terra Tower. and starts flying. It heads into Terra Tower...]

[FMV]

3D. Script Disc 2: Terra Tower

[They reach Terra Tower and get out of the boat.]

[They go inside and confront a yellow blob in the hall.]

Terrator: THE-OCBRE-LANDS-HAVE-DRIED-UP-AND-WITHERED... IS-IT-YOUR-WILL-TO-CHOOSE-DESTRUCTION...?

[They defeat it.]

[They continue on and walk underneath a large face statue in the ceiling.]

Face: Serge... Serge... You finally made it this far Serge...

Karsh: What was that...? Are you human?

Face: When I was still human, I was locked up here, and I have been here ever since...

This tower is a fortress belonging to the ancient Reptites... A symbol of revenge, brought against mankind by the Dragons... With the defeat of FATE, the seal has been broken and this tower has surfaced... In the eyes of the Dragons, we humans are the foes... A brain that has developed abnormally to 3 times the original size in the span of 3 million years... We humans have evolved at an enormous rate because of our contact with Lavos's flame... In a sense, mankind is Lavos's offspring... We humans are extraneous to this planet... Now... How will you fight, Serge...

[They continue up and encounter a red creature.]

Pyrotor: MANY-HAVE-BLED-SUFFERED-AND-PERISHED... IT-IS-YOUR-TIME-TO-DIE.

[It is defeated.]

[They keep going and reach a place that looks like Viper Manor.]

Karsh: Could this be... ..Viper Manor!? What's going on...?

[They enter the library where the Prophet and children are.]

Prophet: Welcome. It's good to see you finally made it here! I have been expecting you... Serge!

Karsh: Where are we? Is this... Viper Manor?

Prophet: This is a space that does not exist. But don't mind that... More importantly, I have something I must explain to you!

Karsh: Who are you?

Prophet: Oh, my name is Belthasar... In the ancient, magical Kingdom of Zeal, I was known as a sage of reason... Well, that was up until the Queen of Zeal attempted to harness the power of Lavos... Let's just say, things got out of control and Lavos created a dimensional vortex that threw me far into the future! There, I seized the opportunity to study the science of the future... I was then able to apply to that the knowledge I brought from my own era, including magic, which was long lost in the future. Anyway, this led me to make huge progress in the research of time. Well, that research led to the creation of Chronopolis and to the Time Crash... You might think I really blew it, but perhaps it was really my finest hour! Ho-ho-hoh... Anyway... I created a compact time machine that I dubbed the "Neo Epoch." I used it to time warp to this age to learn of Chronopolis and FATE's plans, and to see how things were turning out.

[Flashback shows Terra Tower.]

Belthasar: Terra Tower is really a city of the Reptites from another dimension's future... It was originally "Dinopolis"... The castle of Azala's descendants, who achieved an evolution much more intimate with our planet. Dinopolis was drawn into this dimension's past about ten thousand years ago... This was done so that it would serve as a counter-balance against Chronopolis, which Lavos pulled here.

[Picutres of jets attacking Dinopolis.]

Belthasar: Needless to say, a fierce battle ensued... In the end, Chronopolis emerged as the victor, and the Reptite's fortress was sealed away by FATE...

But more important now is the role the Dragons play in all of this... Originally, the whole Archipelago of El Nido was known as the Sea of Eden. This was because it was where the Dragon Gods resided. But then FATE sealed away the Dragon Gods' powers, in

effect becoming a god itself. Thus the islands where the new godhead, FATE, existed came to be called the Sea of Eden instead. Perhaps you didn't realize it, but you were used by the Dragon Gods to eliminate FATE! It was not true that the Dragon Gods sealed away the Frozen Flame... Rather, it's quite the opposite... It was FATE that used the power of the Flame to seal up the Dragon Gods. In reality, the Dragon Gods are in opposition to man, while FATE itself was actually the protector of humanity! The Dragon Gods were originally a singular plasma life-form... ..A living accumulation of the planet's energy! Originally it was a biological machine used to control the powers of nature in the future society of the Reptites. In order to control the natural energy itself, FATE divided the one Dragon God entity up into 6 weaker plasma life-forms... Then scattered them across the land and sealed them away. Their dragon-like appearance are just pseudo-guises... ..Temporary forms they take so that they can appear in this dimension. But all that changed when FATE was vanquished and its powerhold was eliminated! At that moment, the seven Dragons who had been rendered almost powerless and forgotten... traveled across the dimensions to reunite into a single entity!

Karsh: Seven Dragons? I thought there were only six!?

Belthasar: There were six Dragons you knew of and one more hidden Dragon you didn't... Like the second moon that once was lost, but later found... Although the same planet, my world didn't have two moons! Look up at the night sky and you will see seven celestial bodies... Five stars and two moons... Five brother stars that correspond to the five colored Dragons, ruling like gods over the night skies... One moon that corresponds to the white Sky Dragon... And another darker, daughter moon to counterbalance them. The Fire Dragon, the Water Dragon, the Green Dragon, the Earth Dragon, the Black Dragon, the Sky Dragon, and one more... The final Dragon... The dark moon Dragon... The one who was to work to free the other Dragons from their bondage by the FATE computer... The child the others created on the night of the electric storm that temporarily caused FATE to loosen its hold on them... I believe you knew her as... Harle.

Karsh:!!! Unbelievable!

Belthasar: The Dragon Gods were the essence of nature on this planet... Perhaps we can consider what's happening as our planet's vengeance on us... To finally sweep away the unwanted humans from the face of the blue planet...

Karsh: First it was FATE, now it's the planet...?

Belthasar: Or vice-versa... But either way you look at it, now's the time to set things right. The future of mankind... The destiny of this planet... Everything depends on the next battle you will fight. But unfortunately the time for us to part has come...

Chrono: Hey, mister! Is that the Chrono Cross you guys have there? The Chrono Cross... The melody and harmony... It has the power to cross space and time and unify people's thoughts and feeling... It has the power to transfer memories... By using it as an Element, it has the power to draw on the sounds of the six colored Elements to produce a healing harmony... It has the power to combine the sounds of the world into one melody...

[The kids leave.]

Belthasar: I'm sure we'll meet again soon, in one time period or another... Be careful now... And good luck...!

[They leave and continue on through the place.]

Anemotor: RETURN-OUR-TREES... GIVE-BACK-OUR-GREEN-FORESTS...

[They defeat it.]

[They reach a new area and find themselves in front of the path to the top.]

Kid: Serge, up there...

[It is blocked by a blue field.]

Kid: That must be the summit.

Karsh: Look! Those two beams coming from either side... I wonder if they act as some kind of sealing device?

[They continue on, defeating the 2 creatures and breaking the seal.]

Aquator: DISRESPECTING-THE-ORIGINS-OF-LIFE... MOTHER-SEA-SUFFERS... YOU-MUST-PAY-THE-PRICE.

[They reach the summit of Terra Tower.]

Voice: A-ARGH... HELP... S-STOP IT... KILL ME... WELL COME... Welcome humans... Those who know the torment and joy of creation know also the pleasure and pain of destruction. Therefore, all that pass through here must be prepared to share the burden that I carry...

[They go to the senter section, where an odd orb levitates.]

[FMV]

[Harle, the frozen flame, looks at Serge.]

[FMV]

Kid: So this is the true Frozen Flame... Struth!

[Serge walks up to it.]

Kid: Hold on! Don't touch it!

[It glows, they fall.]

Kid: Is everyone okay? Bugger you! Us humans ain't gonna let you have yer way any longer! C'mon! Show yer bloody self!

[The Dragon God comes.]

Dragon God: In order to survive, all living things in this world fight desperately and devour

those they defeat... Must one kill other living things in order to survive? Must one destroy

another world in order to allow one's own world to continue? The wounded in turn wound and torment those weaker than they themselves are... There are only the killers and the killed...

The sinners, who are judged, and the victims that do the judging... What meaning is there to

such a world?

Kid: Whether there's meanin' to our lives or not... we still go on livin', you know!

You've

got no right to deny that!

Dragon God: I shall cleanse this blue planet of you filthy humans once and for all!!

[After the battle...]

Dragon God: Now I shall truly awaken again... This too is destiny...

[It flies away. Belthasar shows up.]

Belthasar: That thing... the "Dragon God"... is only a quasi-existence... ..A

temporary form that the real Dragon God uses in order to appear within this dimension.

The actual Dragon God was consumed long ago, in the distant past... Integrated by the entity known as Lavos in a time on the other side of the dimensional darkness. The Frozen Flame is a splinter from the extra-terrestrial being Lavos. The one who connects with the Frozen Flame, in effect, links with Lavos itself. As the mediator between Lavos and living things, that one will gain extraordinary powers! By binding with the new seed of destruction...

the "Devourer of Time!"

Kid: What in blazes is a Devourer of Time!?

Frozen Flame: Now, go to the place where time became divided and weave the threads of time together again... Chrono Trigger!

[It vanishes.]

Belthasar: The Devourer of Time is a new life-form... Born out of the fusion of a life-form

from this planet with Lavos, who nests on the far side of the dimensional void. In the far-off

future, when the fusion becomes complete, IT will awaken... Then, the Devourer of Time will

begin to consume all space-time continua... Despair and hatred... To return all things to nothingness... That is what IT desires. Here... Take this with you.

[Get Time Egg]

Belthasar: That Time Egg will enable you to travel beyond space-time... The world is in your

hands... Go! Release the life that is imprisoned...

[The Dragon God leaves the Tower, causing it to shake. The water level inside the tower rises.]

Kid: Cripey! What in bloody hell's happenin'!?

Karsh: This place is going to crumble to pieces!

[They leave.]

[FMV]

[Terra Tower transforms]

[FMV]

Kid: So that's Terra Tower's final, true form... In the end, we're all the same...

Everyone

dreams of bein' greater, more powerful...

Karsh: We've come this far. All that remains is to defeat the Devourer of Time. Once we wipe

the Devourer of Time off the face of this planet, it's all over! Hopefully, everything will

go back to normal again...

Kid: You're wrong... Things won't ever go back to the way they were! Destiny... "Fate"... is dead! From now on, us humans have to choose our own way in life... We also have to take responsibility for the choices we do make. And somethin's gotta be done about the way we go

hurtin' and killin' one another! We've gotta settle our differences once and for all!

Listen...

What's really important is what we do now... The issue ain't whether we defeat that bastard

or not! I'm afraid that, dependin' on how we go about it, we could lose out on gainin' somethin' real precious... So the issue is the way we fight!

Karsh: So where on earth is the real Devourer of Time?

Kid: My guess is the key to findin' it lies at that beach... That's where this whole thing started. It's also where this whole thing'll end.

3F. Script Disc 2: The Final Battle

[They head to Opassa Beach, where the 3 ghost children are.]

Lucca: So you finally made it, Serge... When did this sorry tale all begin...? Was it 10 years ago, when you almost drowned here? Or was it 14 years ago, when you were wounded by that panther demon that attacked you... ..resulting in you being carried to Chronopolis

where you came into contact with FATE and the Frozen Flame...? Or perhaps it was even 2,400

years in the future, when the Time Crash hurled Chronopolis back to prehistoric times? Or even it could have been 12,000 B.C., when an ancient magical kingdom met its end after trying to use Lavos...? Each is close to being correct... And yet at the same time, so far from the right answer! The true beginning was during the destruction of the ancient Kingdom

of Zeal! As the palace collapsed around her, Schala was sucked into a dimensional vortex along with the Lavos Mammon Machine. Schala and Lavos became unified into one even more powerful entity that would evolve into the Devourer of Time. Filled with the hatred and sadness of Lavos, half of Schala's mind became set on destroying all of existence. Yet at the same time, the other half of her mind desired to save the universe and to be rescued herself. As Schala fell through the time gate in this condition, she heard your crying echoing through time... That is when her story and yours began to intertwine... It is also when the past and the future began to intersect, and when the world became divided into two... Led by the pitiful crying the young Serge made as the panther demon's poison took hold of him... Princess Schala traveled ten thousand years in time to try and make contact with this dimension! This caused a raging magnetic storm that resulted in FATE's system malfunction, which led Serge to the Frozen Flame. Yes, Serge... The sound of

your crying touched the heart of Princess Schala... Before the destructive mind-set could become dominant, she cloned herself and sent her copy into this dimension. Schala left her baby

daughter-clone with her ancient pendant, possessing magical powers. This was to safeguard her

daughter-clone in life-and-death situations. The pendant would rewind time a little, sending

her daughter-clone into a safer point in the immediate past. That's right... Kid is

Schala's

daughter-clone!

Kid: You're wrong! I'm me! I ain't no Schala's daughter or clone!

Lucca: Yes, that's right Kid! If that's how you feel... I think Princess Schala would

have wanted it to be that way too!

Kid:

Lucca: And now, about "Project Kid" ... the time control project Belthasar planned out. The

whole project existed to lead you to this one, special point in time! The founding of Chronopolis, the Time Crash, and the battle between FATE and the Dragon Gods... It was all coordinated so that you would get your hands on the Chrono Cross and come to this place! Of course, Kid was not to know anything about this whole plan until later, when all this will

finish. Further in the future, Kid is meant to travel back ten years in time from now to save

Serge from drowning. And then, Kid was also meant to call Serge into the other world as he spoke with Leena here on Opassa Beach! You're our last hope... Our final chance... Only you, who came into contact with Schala, and Kid, Schala's clone-daughter, can do it!

In the darkness that exists on the other side of time, Schala has been integrated with the Devourer of Time! Please, Serge! Release Princess Schala from the binds of that monster and

her own hatred! Show us, the life-forms that exist on this planet, what our new future will

be...

Kid:

Marle: A new species is about to be born on this planet -- an alien life-form even more evolved than the old Lavos! At the darkness beyond time, the weakened Schala came under the influence of Lavos, and the two became one entity. It is now up to you, the one whom the Frozen Flame has chosen as its "arbiter"... You alone can decide how the new Lavos, which has encaged Schala within it, will evolve from here! Your actions will determine whether in the future all time is devoured by Lavos, sending the world into everlasting death. Belthasar foresaw this was going to happen, in his new world in the year 2300. And he was determined to prevent it from happening, no matter what it took... The Chrono Cross... It alone can combine the sounds of the planet that the six types of Elements produce! The melody and harmony that brim within all life-forms... Use the "song of life" to heal her enmity and suffering... We entreat you, Serge! Please save Schala...

Crono: Where even angels lose their way... Ten years ago, you died at this very spot. There's no mistake. You drowned. The truth is, this world, in which you are still alive, is the irregularity... This is the false reality! Ten years ago, it was Lynx who tried to kill you at this beach. After Prometheus broke the link between FATE and the Flame, FATE tried to eliminate any obstacle that stood in its way! In the meantime, the six Dragons had sent Harle forth to try and gain possession of the Flame. Harle made contact with FATE's biological incarnation, Lynx, and tricked him into temporarily joining forces. The elimination of the Prometheus circuit's lock on the Frozen Flame was everyone's top priority! Lynx and Harle abducted Lucca, who alone could release the Prometheus lock that guarded the Flame... But the whole attempt only ended in failure. Then, they just waited for you to appear instead! You see, FATE calculated that you would one day cross the dimensions and try to make contact with the Flame. I don't know how to break this to you, but... Lynx was actually your father, Wazuki! Drawing closer to the Flame caused him to become unstable, and the image of you dying in terror changed him completely! Finally, after having his psyche totally eroded, he lost his soul and was easily integrated by FATE... FATE turned Wazuki into a biological interface, modelling him after your worst fear

at the time -- a panther. Although Wazuki managed to escape from Chronopolis with you, he later succumbed to FATE. Humans are such fragile, disjointed, imperfect things. Love and hate... Life and death... Perhaps even FATE itself dreamed of using the Flame to some day reincarnate itself into a new species. It is quite sad, really... It's like when you gaze into the Flame, the Flame gazes back into you.

[They go through the portal and battle Lavos. When they defeat it, Lavos crumbles to

dust and Schala is released.]

4B. Chrono Cross Ending

Schala: I have been waiting an eternity... just for this very moment... Meaninglessly hurting one another... The disappearing life-forms... The words that become delted... The thoughts that become buried... The pool of cells that slowly evaporate... The echoes of consciousness that slowly fade... Love to hate... Hate to love... Why are we born? Why do we die? Evolution? The "survival of the fittest?" What is there to be achieved from harming one another... killing one another... The "eggs" that we call planets... And the innumerable "spermatoza" which gather around these that we call life-forms... When one of those countless seeds inseminates a planet, a new universe is born. But until that occurs, hundreds of millions of years will pass, and innumerable life-forms will be born, then die... That is the be-all and end-all. Everything exists for that one moment. All so that the universe can evolve into the next dimension... Does that make us all just pawns? Are each of our short lives nothing but a cheap sacrifice just so the one chosen life-form can be born? No. That is not the case! Each and every one of us has a chance of becoming that one chosen life-form which inseminates a planet. Yes, it could be "you"... Genes and enviroment... Each of us tries to do his best under the limited conditions we are each dealt. Each life-form that attempts to eke out a decent life for itself forms a link in the golden chain that leads to the creation of a new universe. If one link is missing, there will be no future. There is no such thing as a useless life-form... No such thing as a pawn! Every single thing in the whole of nature is perhaps just dreaming a dream of "life"... All of them are also perhaps nothing more than a dream dreamt by the planet before it is born. Oh, but yes... Eventually all dreams will return to Zurvan... to the sea of dreams... Serge...! Don't go yet, Serge...!!! It's alright. Everything is alright now. Time, which has been divided, will be unified again now. The time for farewells has come... You will lose all memory of this whole adventure and return to your own time. But this time you will be able to live your own life!

Karsh: We sure went through a lot together, didn't we... It was fun. I may never see you again, but... take care, junior... I mean, Serge.

Schala: We alone do not have the power to heal the world's woes, or to solve all its mysteries And yet, even then... It was bloody good knowing ya, mate! Thanks for being born "you," Serge! I guess now's the time to say, "see ya later, mate!" But... I'll find ya... Sometime... somewhere... I'm bloody sure of it! No matter the time period, no matter the world ya live in, I'll find ya! I'm sure... I am sure I will...

[On Opassa Beach.]

Leena: Serge... Serge...! Hey, Serge!

Leena:Are you alright? What's the matter?

[Serge gets up.]

Leena: Don't scare me like that! You just passed out all of a sudden! Hm? What...? Terra Tower...? FATE? What are you talking about? We just got here. You got some Komodo dragon scales for me... Don't you remember? You sound confused... Come on, Serge... Get with the program. Our summer's just started...

[FMV]

Thus the curtain closes on another tale.

And eternity has passed, fleeting dreams fade into the distance...

All that is left now is my memores,

But i'm sure we'll meet again, someday you and I

Another place, another time although

You may not know who I am

Let us open the door to the great unknown across another reality

And live another today even when the story has been told. We'll meet each other again

Schala Kid Zeal

[FMV]

[FMV]

Credits

[FMV]

I will find you... Even if I have to search the world over... Sometime, somewhere... I'm sure...

[FMV]

[Schala/Kid on the beach]

[FMV]

The End.

4C. Developers Room Ending

[You enter Viper Manor.]

Peppor: Welcome to the "Development Room!"

Solt: Welcome!

Peppor: Th-This is where the development team gets to shake there thanks? to the players.

Solt: What was that "?" for, Peppor?

Peppor: ... S-Stop interrupting me. Just shake it and say your line!

Solt: Oh, that was terribly terrible of me! Ahem... Be sure to talk to Peppor or me when you wish to leave.

Peppor: Th-Thats the way it goes. You won't be able to shake it outta here otherwise. Well, have a good time!

Solt: Have a splendidly splendid time!

[The following is dialogue from the people you can talk to:]

Shuichi Sato: I was in charge of the battle effects, and I was so busy, I didn't even have time to tend to my butt hairs. Just kidding! (About the butt hairs) But let me tell you about my goatee. It's not like I dye the bristles, but there's some red hair mixed in there. See? Black hair, black hair, red hair, red hair, black hair, red hair...

Kanji Ooiwa: Oh, Tsuyoshi! The player's finally here. Man, we sure waited a long time! I thought you might have called it quits. What? There's something you'd like to discuss? Mix jello... with... and a bomber jack will appear... To place a rubber band on your cup...?

What on earth are you talking about!?! Listen, you're not getting any younger, so stop playing

games and go spend some time with your daughter.

Hiroshi Uchiyama: Rrrargh! Rule #1 about making games! Keep on dreaming to find the right idea!

Rule #2! Work up a burning passion to make your idea into reality! Rule #3! Show love for your

work! That's all! Rrrargh!

Richard Honeywood: Whom do you want me to impersonate? (Pick a number: 1-43)

[Pick one to see a random portrait for him while he speaks.]

Richard Honeywood: I work at SQUARE in Tokyo where I "live" with the Chrono Cross team. I was

the Localization Director, the Localization Programmer, and one of the translators. One interestin' feature of this game is its automatic accent generation ability. Without this

system... all the text for the 43 main characters wouldn't have fit into the game, makin' an English version impossible! I created an English auto-accent system where we could just write the plain translation and... leave it up to the program to convert it real-time into the "voice" of whoever's speakin' at the time. So... I am also responsible for all those funny speedh impediments that we're sure drove ya crazy! But I bet ya never realized they were auto-generated, right? Anyway, see ya later, Serge!

Yasuhiro Akiyama: Kung fu... is awesome.

Hikaru Anzai: I worked really hard on the movies. So hard, in fact, that I got blisters on my fingers from all the texturing. We all worked really hard on them, so be sure to watch them!

Ko Arai: Thanks for playing. I really mean it.

Kiyoshi Yoshii: We're finally done. Aaaah, I can sleep in peace. Hey, you should get some rest, too, you know that? Good night... and RESET...

[The game resets! Fortunately once you push start it goes back to normal.]

Dark Uchimichi: Don't shy away from darkness. You must face it. Mwa hahahah hah...

Masataka Hata: I'm responsible for the monster animation. To anyone who wins battles with ease: How about some monster-watching by using the Defend Command? You might see a power move you've never seen before. But I won't take responsibility if you see the words GAME OVER by doing so. Take care.

Hitoshi Oguchi: I did all the character animations. Like the character you're controlling now! And a whole bunch of deadly ones! I'm sorry if they were over your head! I hope there was at least one character you liked. Well, see ya!

Norikazu Sato: I made all the various creatures of this world. And there were plenty, let me tell you! Actually, the character you're controlling now, and the others around you, all started off as one tiny little gray box. Well, I hope to see you again in another world! Bye!

Mika Nunokawa: Why did we have so many characters? That's what I kept asking myself when I was drawing all of them... Oh well...

Sentaro Hotta: Hey, how's it goin'!? I was in charge of magic and other effects. Man, am I bummed out... My memories of the summer of 1999... I was at the beach... in my dreams... It was a nice amusing dream, except... for the sea of blood. Heh heh... And lastly, here's some advice to all my friends, young and old! Don't cast any magic with your nose pressed against the TV screen!

Yufuko Hatae: I did some battle effects and worked on Pip's design. I joined the team midway, but I feel good about what I accomplished. Some of my memorable moments were watching the sunrise and fireworks outside our office window, and a late night trip to the video store in Ebisu to rent "Flamenco." I need to add variety to my daily routine. Do you think we'll meet again?

Kiyoshi Tsuchiya: I was in charge of the field map I hope you enjoyed the world of Chrono Cross. Keep on playing to find all the hidden field maps!

Noriko Saito: Well, I think I'll play again. This time, I'm taking a different character along!

Chrono Cross is so much fun! There are so many characters to choose from!

Tsuguharu Aoki: Alright! Chrono Cross is complete! Good job, everyone! Good job, to me

too!

It was really great working with the Chrono Cross team. Teamwork is a beautiful thing. I was

also happy about the average age of the team members being so high. Born in 1967, I'm starting

to worry about my waist size.

Yoshiyuki Oku: I handled the battle animation, sometimes... I worked really hard, sometimes...

I spelt, sometimes... I was frustrated, sometimes... Well, I guess we're finished, or not...?

Next time, I hope to improve the animation, or not...? In any case, I plan to live a lovely life

for now.

Takashi Wakou: Many people come and go. Which brings me to the following: "As long as time and

space is in accord with me, then everything is fine." This is what the other me is saying.

That's how I felt about this project. I'm glad I was able to meet the other me.

Hiroki Chiba: Hello everybody! Just like in the original, I was in charge of the events for

Chrono Cross. This time around, there were lots of characters (How many did you all get?) It

was really a difficult task for me to come up with that many events. But since all the characters

had their own unique personality and style, it made my work a lot of fun. Who did you all like?

My favorite is... a secret.

Yusuke Kigoshi: Phew... Looks like we finally made it. What kept me going was envisioning the

expression on your face while you played the game. Did you enjoy it?

(Serge): Of course I did! [or] It was awesome! [both have same result]

Yusuke Kigoshi: Really... I'm glad to hear that! Thank you very much for playing. But I'm not

too sure about the name Serge... Well, I hope you're looking forward to our next project!

Yoshitsugu Saito: The magnificent story of the planet has ended, and a new journey unfolds. At

the end of the eternal journey is... ..Anyway, there are so many sub-events in this game,

you won't be able to see all of them the first time around. The course of action you take and

the choices you make may reveal new events. Play the heck out of Chrono Cross!

Masahiro Kabe: Thanks a lot for playing Chrono Cross. Hope to see you again, somewhere...

[When you speak to this person, a new music starts.]

Noriko Mitose: This music seems so distant, yet so close... From a fond dream, long ago... They

remind me of a season. How I was able to meet and accomplish something. I hope to meet again.

A message I leave behind... "Thank you."

"Sammy" (Shigeto Matsushima): Hi! I'm one of the Localization Specialists at SQUARESOFT who

worked on the US version of Chrono Cross. First off, congratulations on clearing the game and

finding this room! I hope you've enjoyed the world of Chrono Cross and its strange... (Ahem!)

... "unique" inhabitants. As our Localization Director, Richard, mentioned, this game would not

have been possible without his auto-accent system. Having more than 40 main characters was a

challenge to us, and it was hard to keep characterization consistent throughout the game.

But overall, we managed to give each of them distinct characteristics, without sacrificing

consistency in the common lines. The same lines you saw when you played with one party combination will appear differently if you take different members to the same location. Try it

out! If you've enjoyed the game, send you donations to yours truly at P.O. Box... Just kidding!!

But seriously, please tell your friends about this game, and invite them into the wonderful

world of Chrono Cross! Thanks!

"Teddy" (Yutaka Sano): Shake it, baby!!! Erk it!

Tomoko Murakami: Heee... I really like him... That "man with the goatee." Dressed in black, on

a southern island! What? He's too hairy? He's bald underneath that hat!?Heee! That's what I like about him!

Yoichiro Hori: It's important to push when you can't pull.

Kazuhiro Hasegawa: There are many people in various places. You act differently towards many.

You're always searching for yourself. What kind of "you" do you like? And what kind of "you"

do you want to be? I hope you find the right "you." Good luck to you. This is according to specification!

Touro Ooshita: Dad, mom, grandma, brother, sister, Oka-chan, Keiji-son, Shin-chan, Gorota, Nori-chan, Mon-chan, Shimamo-chan, ...Ummm, and everyone else... And to all of you who played

Chrono Cross: I did it! Yeah! I did it!

Yukio Nakatani: Thanks for playing all the way through. Did you enjoy it? Anyone who's confused

should play again. Anyone who wants to know about the sequel... Wait 2 more years... Just kidding.

Ryosuke Aiba: I made a lot of monsters. Over 100, actually! But because they're monsters, every one of them will be defeated. That's kinda sad, really... They didn't do anything wrong.

Don't tell me you... Nah, you wouldn't do such a terrible thing. You didn't...

did you...?

Yoshihiro Takeshita: Hey! Good job, making it this far. Aaaah... I see... Yes...yes... Sounds like you had quite an adventure... It brings a tear to my eye... I have a small present

for you... Pick one.

(Serge) Green light. [or] Blue light [the room temporarily becomes that color.]

Mizushi Sugawara: To all you item collectors out there: Where you able to get them all? I'll

be doing my best!

Yoshimasa Furukawa: Burn it, freeze it, fly it.

Yasuki Honne: I went all out on the art. Phew... Momentum is a powerful thing. How about it,

everyone? A long vacation? I guess not.

Takuji Anai: I drew the world map. I really worked my heart out, so it'd be great if you could

play the game a number of times.

Pink creature: Which song should I play? Please enter a number!

[Do to hear a random song.]

Drummer: What song, huh? Enter number, huh!

[same effect as before.]

Takashi Kimura: From the depths of the dark ocean bottom Gazing up at the bright world so far.

What exists there? What will you find...? Heh. Just kidding. Thats out of character.

Takato Ito: It would make me so happy knowing that you enjoyed the game so much that you lost

track of time... No, really!

Yoshinori Ogura: So sleepy...

Masato Kato: Another exciting nightmare is about to end... What kind of love and dream await you around the next corner? Have faith in tomorrow and live it your way... Good luck!

Ryo Tsurumaki: Hello! I was in charge of creating the field map ID data and mask processing. If you ever run into problems like "Its so hard to get around on this map!" or "The character's clipping the chair!" It's my fau... cough... It's a feature! Huh? ID data? Mask processing?

Ohhh... I hope to see you again, somewhere!

Kyoji Umakoshi: There's something really scary in the sound room. I'd better make a run for it.

Yoshitaka Hirota: I'm so busy, busy, busy! I wanna take off somewhere far away on my bike.

Chiharu Minekawa: Women must be strong and live vigorously. Are you strong?

Yasuhiro Yamamoto: I love Pip. That thing's so cute!

Ryo Inakura: Call me Funky. I bought a new pair of jeans because my other ones have a hole. What do you think?

Ryo Yamazaki: Well, whaddaya think? Great sound, eh? Watch for us on the PS2!

Yasunori Mitsuda: How do you like the music? Hmm... What should I do next time? Anyway, I'm off on another trip! Oh yeah, the soundtrack should be out by then, so be sure to go out and buy it!

See ya...

Masanori Hoshino: Hello. I just started working as a planner. That's why I look like this.

Tetsunobo Tsunoda: Puuushu-mura-mura! Push! Puuuuush-Puuuuuush. See, I'm a little more pushy.

No? Not at all...?

[By seeing the red dragon like guy in the room, a battle between a skeleton and the Black Dragon begins.]

Toshiaki Suzuka: Heeeyaaah! It's no use! I'll never win...!

[The dragon attacks.]

Hikomichi Tanaka: Muahahaah!!!

[The battle ends.]

Yoshiyuki Miyagawa: I programmed the visual effects. Due to the magnificent work of the designers, the quality of was suprisingly excellent. I hope my programs will really add to the game so that you may further indulge in the world of Chrono Cross. I hope you feel your time playing this game was well spent. Please enjoy the extra features the second time around.

Koji Ohno: I was in charge of programming the menu and effects. I hope you enjoyed it!

Boy, it sure was tough. Dealing with odd and even numbers... Huh? The flickering? Oh, its supposed to be that way...

[By seeing Beach Bum like guy, you are brought into a battle environment.]

Katsuhisa Higuchi: Hello, people! I'm Katsuhisa, and I'm a programmer. Unlike the artists, musicians and scenario writers, etc., we programmers don't stand out that much I guess. So today I thought I'd teach you folks just what a program is! Hold on while I call some of my friends! Heeey yooouuu guuuuuysss!!!!

[He summons more Beach Bums.]

Kazumi Kobayashi: Hi. I'm Kazumi. Nice to meet you.

Katsuhisa Higuchi: Kazumi programmed the sections that display maneuver Polygon Models. Why don't you show 'em, Kazumi...?

[Kazumi attacks Serge.]

Katsuhisa Higuchi: That was "moving!" Who's next?

Yoshiyuki Miyagawa: I guess that's me... You can call me Miya!

Katsuhisa Higuchi: Miya wrote the program sections that manipulate "Effects"... His

"Effects"

look like this...

[The landscape changes a lot.]

Katsuhisa Higuchi: Mighty "effective" don't you think? And lastly, but not leastly, we have...

Kohji Ohno: OHNO!!! No, I'm not in trouble ... that's my name!

Katsuhisa Higuchi: He coded the "Special Effects" used in the battles, as well as the menu system's program. Go for it, Ohno!

[A stone hand hits Serge.]

Katsuhisa Higuchi: How "handy!" Oh, and as for me... Well, I was responsible for the overall Battle Program. Why, I even wrote the data and functions that allow this image of me to talk to you like this! The artificial intelligence and logic of the monsters and other enemies was also written by yours truly. Thanks for listening to my long speech here. Oh, and I appreciate that you bought a copy of Chrono Cross, too! Well, until we meet again in some other game, take care and... SA~YO~NA~RA~~~!

[The battle ends.]

[Finished talking, Serge goes back to Solt & Peppor.]

Peppor: You wanna shake it on out?

(Serge): No

Peppor: E-Enjoy your stay.

{

(Serge): Yes

Peppor: A-Are you sure? It's "game over" once you leave.

(Serge): Actually, I'll stay

Peppor: F-Fine. So you're staying.

{

(Serge): Yes

Peppor: So you've decided to shake it on outta here.

Solt: Please be carefully careful! Next time we meet, the Shaker Brothers will win for sure!

Peppor: Y-You heard the man. You better be ready! Well then...

Good-bye. Shake it!

Solt: And thank you!

}

}

Fin.

5A. The Solt and Peppor Battles

These are the battles with Solt and Peppor. During each battle, they explain to you how to use your Elements. These are meant to teach you how to use them. Since they don't really have much to do with the story, I put them in a special section.

[The Cape Howl Battle]

Solt: Sir! His innately INNATE Element color attribute is... WHITE!

Karsh: Right! That does it...! Quick, attack him with the opposite Element attribute color... BLACK!

Solt: How unfortunately unfotunate! I do not seem to have any, Sir!

Karsh: You nincompoop! You should always carry Elements of every color! Then how about you there...?

Peppor: I'm shakin' in my shoes to tell you this, Sir, but I don't have any either! We'll have to let you, Sir Karsh, show us how it's done...

Karsh: !? Useless fools! Errh..... Real Men don't need magic when they can fight with their might!

[The Fossil Valley Battle]

VIA. Villager Dialogue: Arni Village (Home World)

[Serge's House]

Cat following Marge: Meow (high pitch).

Marge: (The second line of the script and I've already missed the second thing Marge says... anyway, I responded "She'd never do that"). Hurry along now and go apologize to Leena.

Cat sleeping in corner: Meow (drawn out).

[Main area of Arni]

Kid by sawfish: Serge! Check out this sawfish!!! Awesome, ain't it!? Poppy caught it down

south, by the El Nido Triangle. Nobody likes going down there, though. They all say it's creepy. But this sucker sure looks tasty! Mmmmmmm.....

Man by sawfish: Yo, Serge. What do you think of this sawfish!? Have you ever seen one this

size!? Hah! This has got to be from the legendary Dragon King Palace! Wouldn't you agree, Serge?

(Serge): You're probably right!

Man by sawfish: You think so, too!? I knew it! I just knew it! If it really is true... then

from here on out, happiness will be rolling into my life! Business will pick up, money will

start pouring in...I'll be able to repair my roof, varnish my boat, buy a new sail...Eat as much

squid gut pasta as I want up in Termina...Ahhh...Life is good...Yeah, right...! Who am I kidding? That would definitely be too good to be true! But thanks anyway, Serge. Hahaha...Thanks for

playing along. Here's a little something for you. Give it to a girl you like.

Serge received Komodo Scale without lifting a finger!

Man by sawfish: I wish the legend was true, though...The Dragon King Palace...There aren't enough

dreams out there, lately! Hah!

[Radius' Building]

Man sitting in Radius' room (?): Oh, it's you, Serge. I think the chief is outside. He said

he was going to teach some self-defense...He may be old, but he still has some fight left in him. You kids better not misbehave, or else the chief will have to crack down on you all.

Ash: We came all the way out here in search of the legendary treasure, but our funds ran out...

Once I'm done cleaning in here, I have to do some yard work. We gotta do something to cover

our expenses...If I knew this was going to happen, I would've tried to persuade Sir Toma to look

for treasure on the Zenan continent...

Third in line at Record of Fate: That's exactly right, Serge. There it is...The Record of Fate.

It records everything, good or bad. If you see one of those things outside, don't forget to

record everything you've done so far. Think of how terrible it would be if you lost your past. There wouldn't be anything you could do about it.

Second in line at Record of Fate: If you listen closely, the Record of Fate will tell you lots of things. Like what you should be doing next. And when you can't hear anything anymore...Well...I guess it means you don't have a future...When that happens, you should just go home and go to sleep. There isn't anything you can do to change fate.

First in line at Record of Fate: If you want to record what you've done so far, step up to

the Record of Fate and open up the Menu. Then select the block you want and follow the directions to save. Easy, isn't it? But you should go look for another one. I'm going to be here for a while. Oh yeah, and if you go out onto the World Map, you can save without the Record of Fate. No cutting in line, Serge! Back of the line! Someone else (in line?): Serge!!! Keep your hands to yourself PU-LEASE!!! Girl in North room: Time sure does fly. Chief Radius has been living here for 4 years already. He is such a bright, cheerful man. Everyone in the village really likes him...I wish he could stay here forever..

[Area outside of Radius' building]

Toma: Yo, my name's Toma the 14th! But people usually put "The Great Explorer" in front of my name!

The Great Explorer Toma: I was just looking around for treasure...I have a sixth sense, you know.

Yo! I wasn't gardening! I...uhhh...was really looking for treasure!

The Great Explorer Toma: Believe me, kid! This ain't gardening! I'm real busy. Now go away!

Go on, scoot!

Girl playing with Poshul: Hey, Sergey? Wanna hear a secret? It's about Poshul.

Serge: Sure, tell me!

Girl playing with Poshul: Ok, but keep it a secret, OK? Ready? Poshul is such a pig when it comes to eating. She'll do anything if she's fed her favorite dish. Very unlady-like, isn't it? Tempted by food..

Girl playing with Poshul: Hey, Sergey (no, I'm not repeating myself)? Wanna hear a secret?

It's about Poshul.

Serge: Sure, tell me!

Girl playing with Poshul: What? What's Poshul's favorite dish? I can't tell you that! It's

a secret between us ladies!

Girl playing with Poshul: Hey, Sergey? Wanna hear a secret? It's about Poshul.

Serge: Han, that's OK.

Girl playing with Poshul: Fine!

Poshul: Oh, hi Sergiepoo. Me am a bit busy right now. Have you already met up with Leena?

Me think she wath by the pier.

Short guy talking to Radius: I did everything just as Chief Radius told me. And now, the aches in my body are completely gone! What a fine man our chief is. Skilled, competent, caring...I heard he was quite a warrior in his prime. You could learn much from our chief and grow up to be a great man like Radius.

Middle man talking to Radius: The Record of Fate tells me not to go out to sea today. That's

why I'm here for the chief's lecture. Go against the Record of Fate and you'll regret it for sure. Days like this, it's best to take it easy! We should all live in harmony with fate.

Gonji: Hi, Serge. I, Gonji, know all and see all! I can tell you all you need to know about

using Key Items! How about it?

(Serge): Tell me, Gonji.

Gonji: Good, good! I'd be happy to. Listen carefully, now. When you want to give someone a

Key Item, get within talking distance and press the [] button. This will bring up the

item

menu. Then, select the item you wish to give and confirm. If all goes well, the person should respond. It's the same procedure for when you want to use a Key Item at a specific location. Just select the item you wish to use. No need to worry about making mistakes. The item won't disappear if there's no response. Well, that's about it. Come to me anytime

should you have any questions, boy. Hwa-fah-fah-fah-fah!

Gonji: Hi, Serge. I, Gonji, know all and see all! I can tell you all you need to know about

using Key Items! How about it?

(Serge): No, thanks.

Gonji: Hmm...? You already know how to use Key Items? Darn...I have to think of something new

for next time...

Radius: Oh, Serge, how goes it? How would you like to join everyone for my lecture?

Today's

lecture is "The Fundamentals of Attack and the Art of Elements."

(Serge): Sure

Radius: Excellent! A true man, you are. Well then, let's get on with it.

[Serge and Radius begin battle]

Radius: Hoh-hoh-hoh...C'mon Serge! Don't hold back!

[Serge Defends...because I've never mad him do that before]

Radius: First, here's some basic advice on attacking, so listen up young'un...! You know that

the three different attack levels - Weak(1), Strong(2), and Fierce(3) - each have differing

accuracy, or "HIT%" values, don't you? Every time you hit your opponent, each of these values

increase to make it easier for your next attack to hit its mark! A good strategy is to start

with Weak(1) blows, which have the highest chance of succeeding, and then build up to

Strong(2) and Fierce(3) blows. So, rather than attacking willy-nilly, you should aim to build

up your HIT%. If your Fierce(3) attacks don't hit home, you're just wasting your energy!

[Radius attacks Serge]

Radius: Weak(1)!

[Radius attacks again]

Radius: Strong(2)!!

[Radius attacks a third time]

Radius: Fierce(3)!!!

[Serge attacks Radius a few times]

Radius: Hoh-hoh-hoh! You're not even close! Don't be trusting in your HIT% too much there,

boy. As long as it's not 100%, you still run the risk of missing continuously, don't you!?

Sometimes it pays to muster up the courage to use Strong(2) and Fierce(3) attacks straight from the start, too!

[Radius attacks Serge]

Radius: Fierce(3)!

[Radius attacks again]

Radius: Fierce(3)!!

[Serge attacks Radius three times]

Radius: Next, let's check out the use of Elements! When you use an Element, the color of that

Element's attribute remains on the battlefield in the form of the "Field Effect!" Each time

you consecutively use the same-colored Elements, the effectiveness of that colored Element group increases! Here, I'll show you...Let's fill up all the Field Effect attributes with the

the

color blue! Try using a blue Element after me...

[Radius uses TurnBlue]

[Serge uses Deluge]

Radius: Hey there! Hurry up and turn all the Field Effect attributes blue, for crying out loud! Don't you know how to use them Elements or something, young'un? If that's the case,

then listen up, boy! It takes some explaining!

Radius: First, you've got to choose "Attack" to do some physical damage to your opponent in

order to get started! Weak(1), Strong(2), and Fierce(3) attacks each add 1, 2, or 3 points

to your Element Power Level. Your current level is the number that appears above the "Lv" symbol under your name there, son! Oh, I nearly forgot to tell you! You won't accumulate any power unless you actually succeed in hitting your opponent...So be careful! You can't afford to miss!

Radius: Discharging this accumulated power is what using Elements is all about! Once you've

built up some power, you will be able to choose the "Element" option from the battle menu. When you select the Element option, gray-colored rectangular plates appear on the screen, don't they? Those plates are the Elements you currently have allocated.

Radius: So...why don't you try using one of those blue Elements you have there, boy? Relax! They won't disappear when you use them...You just won't be able to use them again for the rest

of this battle, that's all! Once you enter another battle, you'll be able to use them again.

So don't hold back now...But even though I say this, I still have to stress that you've got to

consider the appropriate time to use your Elements. Otherwise, you'll never be able to beat

some of the harder enemies you're bound to meet! You've got to form the proper strategy, boy!

Radius: Oh, but wait! I'm forgetting something important...(It must be my old age!) There are

some Elements that disappear in a puff of smoke each time you use them! The Element "Tablet"

is just one example! These are called "Consumable Elements," and they have the symbol "x1" in

front of their names. These don't regenerate after each battle. However, the benefit of such

Consumable Elements is that you can allocate up to five of these into the same Element Grid

space. Doing so allows you to use several of them in the same battle, unlike Basic Elements,

which normally can only be used once in any one battle. That is why Consumable Elements also

have a number such as "x5" after their names. That's the number you currently hold in that

Grid position. This number will decrease as the Elements are used up for good. However, after each battle, you can restock more for use next time.

Radius: Anyway, enough about that. More about actually using Elements...I'm sure you'll notice

that each time you use an Element, your Element Power Level (as shown by the "Lv" number) will

go down. It's just simple subtraction, really! For instance, say you're currently at "Lv3"

and you decide to use a "Tablet" Element allocated at "Lv1" in your Element Grid! In this case 3 minus 1 leaves 2. So your current Element Power Level will now be changed to "Lv2"!

You can use Elements anytime, so long as your Stamina value is above 1.0. So in this case,

you'll still be able to use Elements with a Power Level of up to "Lv2" right after using

"Tablet" Element!

Radius: Did you get the gist of it, sonny? Now do you see the importance of developing good battle tactics? You could build up a little power, then use an Element, build up a little more power, then use another Element...repeating this over and over. That's OK! Or you can build up your Element Power to its maximum level and unleash a barrage of Elements, one after another. That's no problem either! Use whatever strategy you think will work to defeat each of the enemies you come across. It's up to you. There are hordes of monsters out there that you'll never be able to defeat by physical attacks alone! You're going to need to master Elements to get by, boy. Well, sorry for the long lecture there, sonny. My explanation about Elements is officially over...Why don't you try and use one now?

[Radius uses BlueField]

[Serge uses Cure]

Radius: See! The field is completely blue now. Any blue Elements you use now will sure pack a punch! Here! Try this out...

[Radius uses AquaBall]

[Serge whoops up on Radius (I'm on New Game+ for the second time)...but apparently, he doesn't notice]

Radius: Hoh-hoh-hoh! Was that too much for you? Sorry about that, young'un! Conversely, when there is a lot of blue in the Field Effect attributes, the Elements of the opposite color, red, will be weakened! So try to discern your enemy's attack pattern and fill the Field with the opposite color of his attacks as a form of defense. This strategy of using Elements is sure to come in handy, so put it to good use, sonny!

[Radius uses Cure on Serge]

[Serge uses FlyingArrow]

Radius: Hoh-hoh-hoh...How was that? You learn something there, boy? Anyway, I guess it's time to bring this lesson to an end. Here you go...Hah!

[Radius attacks a few times]

[Serge attacks (much stronger) a few times]

Radius: Huh? You've grown mighty strong since the last time I fought you! If that's how it

is then, try this for size, young'un! This'll teach you to respect your elders...Hah!

[Radius uses AquaBall and it does very little damage]

[Serge beats up the old man]

Radius: Ho-ho-houch! I'm getting tired more easily in my old age! But nonetheless, well done there, young'un! You're quite proficient now...thanks to my tutoring!

[SERGE WINS THE RADIUS FIGHT!!!!]

Radius: Well now, did you find it helpful? Come again, sonny. I promise to take it easy on you!

Radius: How about it? Would you like to join my lecture? Today's lecture is "The Fundamentals of Attack and the Art of Elements."

(Serge): Maybe next time.

Radius: Oh? It does not interest you? Oh well...Come again, sonny. I promise to take it easy on you!

[Main area of Arni]

Old lady on the left (near the sawfish): Hello, Serge. Beautiful day today, isn't it? Sure feels great outside. Ahhh...Just being able to bask in the sun all day sure is a nice change.

They say the rain cleanses one's spirit, but at our age, we've had enough cleansing, heh-

heh.

Old lady on the right: Yes, I know. I wonder if those outsiders are back digging, now that the rain's let up? They must be conducting some kind of investigation up there in Fossil Valley. I can't comprehend outsiders. Why would they want to dig up a place like that?

Lady at shop: Why, hello there, Serge! Can I interest you in something? I have some great Elements. Would you like to take a look?

(Serge): No, thank you.

Lady at shop: Oh...Oh well...Come again sometime.

[Leena's grandmother's house]

Leena's grandmother: Good morning, Serge. Don't tell me you just woke up!? Don't you know that the early bird gets the worm? Leena's over there on the pier. Looks like her mother asked her to baby-sit.

Leena's grandmother: You'll find Leena on the pier. You can see her from here. Better hurry on over now. Take my advice, Serge. Don't make girls angry. You'll be luck you get away with only a broken neck, hwa-hwa-hwa...!

Cat: Meow (mid-pitch).

Leena's grandmother: You used to cry and run away at the mere sight of a pussycat. Do you remember...? When you were about wee high, you were attacked by a panther demon. I guess it left an emotional scar. But it's good that you've overcome that fear. Girls will think you're a weenie, running away from cats!

[Main area of Arni]

Lady by pier: The pier's up ahead. Listen, don't be messin' with those boats. I'm sure you understand...A boat is like a limb to our fishermen. Pull any stunts like last time, and I'll whack you in the head!

[Pier]

Kid at pier: Yippieeee!!!

Fisherman: Zzz...Zzzzzzz...Ugh!

[Fisherman wakes up]

Fisherman: Oh, it's you, Serge. Beautiful day, huh? You caught me dozin' off there. By the way, Serge? Do you like the sea?

(Serge): Yes

Fisherman: Oh, really? Yeah, the sea sure is great. But just remember, Serge, don't take the sea too lightly. Usually, you'll find the sea to be vast, deep...full of strength and energy, yet kind and gentle. But once it becomes angry, it can turn into the most frightening monster you've ever seen, engulfing everything...Close your eyes and prick up your ears. Can you hear the cries of countless men swallowed by the sea? The hidden secret the sea whispers? I recommend you learn to sense the mood of the sea. That's if you don't want to join the fellows already on the bottom.

Fisherman: Hey, Serge. I recommend you learn to sense the mood of the sea. One as young as you shouldn't end up on the sea floor. I haven't been to Water Dragon Isle in a while. You can catch great fishies over there! But I only go there once in a blue moon. I want to leave them in peace...

[Serge has a discussion with Leena...refer to full game script]

[Serge shows Komodo scale to Leena]

Leena: H-Hey...! Is that a Komodo dragon scale!? Where'd you get it? Someone gave it to you?

No, no, that won't do. I don't want it if someone just handed it to you. You need to go out

and get them on your own, OK, Serge? No cheating now!

Leena: Come on, Serge! Get your butt over to Lizard Rock already. I think I really deserve

about a hundred scales, but I guess 3 will do for now. Once you get all 3 scales, wait for me

at Opassa Beach. You know, it's south of Lizard Rock. And...I'll only accept scales that YOU

personally collect. I don't want any that were just handed to you.

[Main area of Arni]

Una: Yo, Sergey! I heard you totally blew off Leena this morning. I didn't think you had it

in you! That was real gutsy of you! I guess that kinda shows her who's boss, eh?

Una: Don't tell her I said so, but my sister's a bit uptight, you know? Could you, like, break her in a little? You know, make her act a little more ladylike? You have my support

all the way. I'll keep my fingers crossed for ya.

Una: Good luck, Sergey! You have my support all the way. I'll keep my fingers crossed for

ya.

Little Girl outside of nearest building: Hey, Sergey! Do you know what's popular among the

village girls these days? A necklace made from Komodo dragon scales! You know, those monsters that eat fire! I want to get some for Kiki, but there's no way I can beat those monsters...Ohhhh nooo! If I don't do something about this now, Kiki might start liking Lolo!

Boy...Am I in a fix...

Little Girl outside of nearest building: There's no way I can get a scale from one of those

monsters...If I don't do something about this, Kiki will fall for Lolo for sure! Oh...boy...! What

am I gonna do!?

[Serge gives Little Girl the Komodo Dragon Scale]

Little Girl outside of nearest building: W-W-Wait a minute! Sergey, is that a Komodo dragon

scale? NO WAY!!! Is it real!? Uhhh, Sergey...How about giving it to me? Please! Pretty Pleeese! Oh, come on Sergey! I won't ask another favor for the rest of my life! Now, pleeeeee!?

(Serge): No way!

Little Girl outside of nearest building: CHEAPSKATE! Fine, forget it then! Oh, my dear Kiki! My heart is full of despair...!

[Serge gives Little Girl the Komodo Dragon Scale]

Little Girl outside of nearest building: So, how 'bout it, Sergey? C'mon, can I have it? Please...? C'mon Sergey...! My life depends on it! Pretty please with sugar on top?

(Serge): Sell if for 1,000G

Little Girl outside of nearest building: W-W-WHAT!? I don't have that kinda money! You...! Good-for-nothing! Lowlife! Numbskull! Nincompoop! Rinky dink! Cheese-ball! Noodle-head!

Dunce! Lame-o! Doo-doo head! Just forget it. Moneygrubber...

[Serge gives Little Girl the Komodo Dragon Scale]

Little Girl outside of nearest building: So, how 'bout it, Sergey? C'mon, can I have it? Please...? C'mon Sergey...! My life depends on it! Pretty please with sugar on top?

(Serge): Sure, take it!

Little Girl outside of nearest building: R-R-Really!? Y-Y-You sure!? YES!!! ALRIGHT!!!

Thanks a million, Sergey! Here, let me give you this! Put it to good use, OK?

Serge received Uplift

Little Girl outside of nearest building: Oh yeah, and one more thing. Do you know what Poshul's favorite food in the whole entire world is? Heckran bones! She'd do anything to get her paws on one. She'd obey your every command if you give her one.

Little Girl outside of nearest building: ALRIGHT! Thanks, Sergey! I'll be sure to invite you to our wedding! Oh yeah. Did you know that Poshul goes nuts over Heckran bones? Basically, she'll do anything you want if you give her one!

[Fisherman's Hut]

Celine (Komodo Dragon): ...ummm makes a Komodo Dragon noise.

Kiki: Sergey! Don't be mean to my Celine!

Kiki: Isn't my Celine cute!? Daddy found her by Lizard Rock. A lot of baby Komodo dragons

play out there. I guess it's kinda like their hangout. And you know what, Sergey? Don't tell anyone what I'm about to tell you, OK...? It's a secret...Lolo said he was going to get me

some Komodo dragon scales! Heeeee! What should I do!?

Fisherman's wife: Do you know about Lizard Rock, southwest of the village? I've heard that a

mother Komodo dragon comes out every once in a while. I've told Kiki numerous times not to

play there, but...She never listens to me. I guess kids will be kids.

Fisherman's wife: That Kiki! I wonder if that child knows how worried I get. That goes for

you too Serge. You shouldn't be playing out there. It's dangerous.

Old man: Hello there, Serge. Word has it that Komodo dragon scales are quite popular among

the young'uns these days. So you're collecting them too, huh? What, to make a silly little necklace?

(Serge): No way!

Old man: Oh, then forget it. You're no fun...Listen Serge, you have to live a little. Some words of advice...Mega-babe chicks, rock-me-to-the-bone music, and slap-me-silly beverages!

Old man: Hello there, Serge. Word has it that Komodo dragon scales are quite popular among

the young'uns these days. So you're collecting them too, huh? What, to make a silly little

necklace?

(Serge): That's right!

Old man: HeeeHeeeHeee! Well said, Serge!!! You truly are a man of the sea! They don't call

me the "Komodo Dragon Expert" for nothing. Let me give you some pointers. Clean out your ears and listen well, Serge. This is truly top secret. My Super-duper Secret #1 - Rock n'

roll to trap the sucker! My Super-duper Secret #2 - Use the lay of the land and make a surprise attack! My Super-duper Secret #3 - There is always one that likes to play tag!

Run

with all your might! Beware, these dragons are mighty cautious and run at high speeds. You

must face them with your wits, courage, and tenacity. Use your lightning start and run like

the wind! Whip past it with all your might!!! But I guess there's no point outrunning it...

Anyhow, it's all about guts, my boy! So once you catch up to it, you must fight. Kick that

little sucker's butt! But don't get your own butt kicked! Hehehehe...That's about all I can

teach you about the ways of an expert. Now go, Serge! Go for the gold and bring forth a brighter tomorrow!!! Hehehe...Sorry...

Old man: What? You want to hear my super-duper secrets again?

(Serge): Thankfully, no.

Old man: You don't have to hold back, you know...I'm sure you'll be able to succeed me as a Komodo Dragon Expert! Devotion is the key, Serge.

[Fisherman's Basement]

Cat: Meow (high-pitched)

Fisherman: Oh...Ah...Hi Serge...I was lost in my thoughts there. You know how Kiki's growing up so

quickly? Sometimes, I'm just amazed at how much she resembles her mother. Yeah...I guess my

wife is like that, too. She's been very much like her mother since as long as I can remember...

I guess that demonstrates how life continues to live on through generations. It's been about

10 years since I became a fisherman. Back then, I still had other aspirations, but I ended up

succeeding my dad. I guess you can say, everything here represents 10 years of my life. Lion sharks, sawfish, 6-horned narwhales, you name it...They represent all my hard work and dedication. I love my job, and I'm happy with my current lifestyle and all...but lately, I get

to thinking when I see Kiki...About how I could've had a different future...If I had chosen a different path 10 years ago...Then I'd be living a completely different life than I am now. I'm not saying which one wouldn't been better...But I just wonder where the other path may have

led me...I guess the longer you live, the more you wonder about another "you" that might have

been. Boy...Life sure is complex...OH! Hey, Serge, you want this? Here, take it. It's an amulet I made from a lion shark tooth 10 years ago, when I decided to become a fisherman! I don't need it anymore. I have my wife a Kiki watching over me.

Serge received Shark Tooth!

Fisherman: I just get this feeling that there's another me living another life...It's just a funny feeling I have. Sounds crazy, huh? But, if for any reason you happen to meet him...I want you to give him that amulet. And tell him, "it's from the other you!" Alright then! Off to catch some more fish! I need to buy Kiki a new dress, you know.

[Café]

Man by poster: Humina, humina, humina...! She sure is pretty! What a knockout that dancer Miki is! The port town of Termina has its share of dancers, but no one, I say, NO ONE compares to Miki. But mind you, I've never actually seen Miki dance...Oh...how I would love to

see them jiggle...Err, I'm talking about her arms, of course. Whoa...! Serge! Don't tell grandma about this!

Dingo: Yap...

Man at table (on right): Yo, Serge. Have you heard anything about them group of thieves up on the mainland?

(Serge): I think...I haven't

Man at table (on right): You really haven't been keeping up, have you? It's pretty big news, even in El Nido. Those mysterious thieves have broken into a bunch of houses up on the mainland. They're cold-blooded bastards. They'll go to any extreme to get money or jewels.

Even the powerful nation of Porre can't seem to get a hold of them. I think they call themselves the Radical Dreamers...Wouldn't want to run into those bandits...

Man at table (on right): Yo, Serge. You want to hear about them group of thieves up on the mainland again?

(Serge): Not interested.

Man at table (on right): Fine. Maybe next time I'll tell you about the birds and the

bees.

Man at table (on left): Looks like the Viper Festival will be cancelled again this year.
Our

only celebration of El Nido Archipelago, down the drain...There hasn't been anything good to talk about since the army from Porre took over the islands 3 years ago. We wouldn't have to

put up with this situation if General Viper and the dragoons were still here..

Waitress: Why, hello, Serge. Do you want to hear the real truth about the world?

Insanity

leads to chaos,

Then to solitude ...

The fruitless effort of adding

Meaning to what is meaningless,

A lone, crimson tear

Falls to the sea...

The echo of the remaining star

Cries out in the infinite vacuum

The least I can do

Is send my distant prayers

Over the wind of time,

Setting sail on dreams...

...Well? How'd you like it, Serge? Were you moved? I've been dreaming about becoming a poet

since I was little. I want to cross the continent and make a name for myself with just a pencil and paper...But look at me...I'm in this puny village in the middle of nowhere, waitressing

in this run-down shack.

Cook: WhatCHA say about my restaurant!? You can quit anytime, you know.

Waitress: Yikes! Just kidding...! I was just kidding! I was just saying how good the work environment is.

Cook:

Waitress: Hm? You want to hear my poem again, Serge?

Serge: Uhh...No, thanks...

Waitress: (Sigh...) So you don't want to hear it, huh...? I guess I'm just another one of those

unappreciated geniuses...

Cook: Tasty...! CHA-CHA-CHA! Healthy...! CHA-CHA-CHA! Why don'tCHA try my Heckran soup! That's my specialty! Soup made exclusively from Heckran bones. Don't mean to brag, but nobody can make soup like I can! CHA-HA-HA-HA!

Barrel: No answer...It's just a "barrel"...

[Upper room in Café]

Dingo: Yap...

[Main area of Arni]

Old man by entrance: Well now...You're in Arni. What brings you here to this quiet, seaside village...? Oh, it's you, Serge. Just don't be goin' near Hydra Marshes to the east if you go

outside. Don't want you to run into those evil dwarves and that Hydra, now.

Old man by entrance: By the way, Serge...You'll be turning 17 pretty soon, no? What do you say

we men head out to sea and take on a lion shark!? Only when you've defeated a lion shark can

you call yourself a true man of the sea! Hehehe...!

VIB. Villager Dialogue: Arni Village (Another World)

[Main Area of Arni]

Old Man at Entrance: Well now, you're in Arni. What brings you here to this quiet, seaside village? There isn't much excitement here, but please relax and stay awhile.
Old Man at Entrance: Are you new to this region? Then I'd advise you to stay away from Hydra Marshes. Ever since the Hydra was wiped out several years ago, the water over there's gone bad. I hear the water's actually poisoned. Better not set foot in there, young man.

[Café]

Old Woman at Poster: Humina, humina, humina...! What a hunk! This here is Nikki from the Magical Dreamers! As luck would have it, Nikki is holding a concert in the port town of Termina! There is a heaven on earth! It pays to live to an old age. I can't believe I'm actually going to be able to hear Nikki's beautiful voice! Who, stranger! Don't tell gramps about this!

Man at Table (on Left): This year's Viper Festival is going to be some event! They're going to have a famous minstrel band there. You see that poster over there? He's the lead guitarist and vocalist of the band. He dresses flamboyantly, but he drives the women mad, young and old! He puts on a powerful show, too.

Man at Table (on Right): Yo, stranger. Have you heard anything about them group of thieves up on the mainland?

(Serge): Thieves...? No, I haven't

Man at Table (on Right): You haven't heard, eh? Where are you from stranger? It's pretty big news, even down here in El Nido. Those mysterious thieves have broken into a bunch of houses up on the mainland. They're cold-blooded bastards. They'll go to any extreme to get money or

jewels. Even the powerful nation of Porre can't seem to get a hold of them. I think they call themselves the Radical Dreamers...Wouldn't want to run into those bandits...

Man at Table (on Right): Yo, stranger. You want to hear about them group of thieves up on the mainland again?

(Serge): No, thanks

Man at Table (on Right): Fine. Well, take care of yourself, and watch out for them Radical Dreamers!

Cat: Meow (high-pitched)

Waitress: Hi there. Haven't seen you around before. Are you from Termina? So how's it going over there? I bet everyone's really excited about the Viper Festival! What...? My poems? What are you talking about? I gave up on them ages ago! It was just a stupid dream I was obsessed with. I never did have any talent...But...how do you know about that? Nobody knows about my poetry...It really doesn't matter anymore whether I'm writing poems or not...Nobody would give a hoot about someone writing poems in a tiny little café in the middle of nowhere...

Cook (Female): Oh, a tiny little café in the middle of nowhere, huh? But just remember, dreams do come true.

Waitress: Hmph! Do you honestly believe that? We live in the middle of nowhere, in this tiny village, leading small lives...Nothing's ever going to change, no matter how hard you try. That's just the reality of it all...

Cook (Female):(Sigh...)

Waitress: What!? I don't want to talk about the poems. Leave me alone!

Pot: No answer...It's just a "pot"...

[Upper Room of Café]

Cat: Meow (high-pitched)

[Main Area of Arni]

Little Girl Outside of Nearest Building: Hey, hey, stranger? Do you know what's popular among the village girls these days? A bracelet made from a rainbow shell. I want to get some for Kiki, but those shells are so hard to find...Ohhh nooo! If I don't do something about this now, Kiki might start liking Lolo! Boy...Am I in a fix...

Little Girl Outside of Nearest Building: A rainbow shell...You have to be super lucky to find one...If I don't do something about this, Kiki will fall for Lolo for sure! Oh...boy...! What am I gonna do!?

Una: Oh, hi. Are you new here? Leena? I think she's on the pier, baby-sittin'. She should be on the pier. Are you a friend of Leena's?
Una: Yeah, my sister still needs to work on her temper...She has those temper tantrums, you know...
You get a slap in the face before she even opens her mouth. I'm sure if she gets herself a boyfriend, she'll act a little more ladylike...

[Fisherman's Hut]

Old Man: I can't comprehend my son anymore. He hasn't worked in years. There was a time when he had his heart set on becoming a man of the sea, just like his old man...But look at him now...

Praying to that silly lookin' doll day and night. What has gotten into him...?

Fisherman's Wife: 10 years ago, my husband's friend lost a son...The boy drowned at sea at the tender age of 7...And soon after, the boy's parents passed away, too. Such a sad turn of events...

That's when my husband changed. Never did I imagine he would end up like this...His way of life has changed completely.

Fisherman's Wife: People sure change...Swayed by time, and unforeseen turn of events...It's really disheartening, but there's nothing we can do. No one can change or defy time or fate...

Kiki:Daddy always spends his time downstairs...He won't play with me...And he gets real mad if I go down there, too...He didn't used to be like that...I bet he doesn't like me anymore...

[Fisherman's Basement]

Cat: Meow (high-pitched)

Lickey the Cat: You received a sacred lickaroo from Lickey the cat!!! ...NOT! (Lickey licks Serge).

Lasery the Cat: You felt a beam of light from Lasery the cat!!! ...NOT! (Lasery's eyes light up).

Aurey the Cat: You felt an aura of longevity from Aurey the cat!!! ...NOT! (Aurey sends out an aura).

Straw Doll: No answer...It seems to be just a straw doll...

Fisherman: Oh, hello there. I just finished praying. Here, take a look. It's called Mojy.

It's a good luck charm from the Far East. Can you feel the love and affection oozing from

it!? It's just such an amazing messenger of love and courage!!! Think about it, my brother.

How our everyday lives are controlled by uncertainty and fear...Our spent yesterdays, and an uncertain tomorrow...How we live a meaningless today...This holy item, filled with the prayers of

people today, protects us and supports us. Come, my brother. Let us pray together and bring

piece of mind to our hearts! (Raising his hand toward Mojoy) Where you can find true love and

piece of mind...? Within Mojoy!!!

[Serge gives the Shark Tooth to the Fisherman]

Fisherman: This is a tooth from a ferocious lion shark! And look at the size of this thing!

Judging from the size, this baby must have been a good 15 feet! Don't tell me you're the one

who caught it...? WHAT!? What did you say!? Another me...!? So, the "other me," who became a

fisherman asked you to give this to me...? What are you talking about!? That's enough!

There

is only one ME! How can there be another ME out there!?Sure, there was a point in my life

when I thought about becoming a fisherman...That was a good 10 years ago...But I couldn't do it...I

gave up that path right then and there. I just gave up...I don't care what you say. This is

the path I chose, and I don't regret it...Besides, you can't just change the way you live in the

blink of an eye. Now, if you would please put that thing away and leave me alone!

Fisherman: I have nothing more to say. Now, please leave!

[Main Area of Arni]

Old Lady by Pier: The pier's up ahead. Listen, don't be doin' any mischief to them boats.

A

boat is like a limb to our fisherman. But I guess outsiders like you wouldn't understand.

(Hey, did anyone else notice that she said "fisherman" rather than "fishermen" this time, sticking to the fact that there's just that one guy that had the sawfish in "Home World" now...

way to go Squaresoft).

[Pier]

Kid: Yiippeeee!!!

Fisherman: Zzz...Zzzzzz...Hwaah!!! The tranquil sound of the waves does it to me every time.

It

makes me so sleepy. I bet the lullaby we heard in our mothers' wombs was kinda like this.

One day, we will all return to the Mother Sea...Embraced by her lullaby...

Fisherman: In due course, your time will also come to return to the sea, young man...

[Refer to entire game script for the Leena conversation]

[Leena's Grandmother's House]

Poshul's Doghouse Sign: "Thith ith my houth!!! Keep out! And beware of Mad Heckrans! Me have embarked on a rong journey. Pleathe do not come rooking for I."

Leena's Grandmother: Greetings, sonny. You're a new face in this village. A friend of Leena,

perhaps? You'll find Leena out there on the pier, baby-sitting.

Leena's Grandmother: Hmmm.....I have this funny feeling I've met you somewhere before, sonny... Very...

strange...Perhaps my memory is finally catching up with my age...

Cat: Meow (mid-pitched)

Leena's Grandmother: That reminds me...The boy who lived next door was terrified of cats.

But

that was more than 10 years ago. That boy was attacked by a panther demon when he was very young. I guess it left an emotional scar. Poor, poor boy...No one ever imagined such a tragedy would take place several years later...

[Main Area of Arni]

Lady at Shop: Hello! Can I interest you in something? I have some great Elements. Would you like to take a look?

Serge: No, thank you.

Lady at Shop: Oh...Oh well...Come again some time.

Old Lady near Serge's House (on Left): Looks like it's gonna be another scorcher today. It hasn't rained in quite a while...I don't know how much longer us old-timers can stand this heat...

Old Lady near Serge's House (on Right): By the way...I wonder if the Termina knights are still digging that hole? I suppose they're conducting some kind of investigation...In any case, I'm sure General Viper has a good reason.

Kid by Serge's House: Have you heard anything about the El Nido Triangle down south? Everyone says it's really creepy over there. Some say you can hear strange voices. Some even claim to have seen a huge glowing egg down below! I tell ya, adults are so superstitious! They try to act all tough, but this kinda stuff scares them.

Man by Serge's House: Arghhhh! I just haven't been able to hit a big one lately, you know? I'm not really concerned about the money or profit. I just have this urge for a challenge... C'mon, baby! I know you're out there! I need some excitement! Give me a big catch!

[Serge's House]

Dingo: Yap...

[Serge's Room]

Komodo Dragon: What are you doin' here, man...? This is my island. Well, I'll let you rest here for a little while, man...So you wanna rest, man...?

(Serge): Yes, please.

Komodo Dragon: Have a good night, man.

[Serge Sleeps]

Komodo Dragon: That'll be exactly, 100G, man...Didn't I let you rest here? Quit complainin', man...

[Serge Pays]

Komodo Dragon: Thanks, man...!

Komodo Dragon: This is absolutely, positively my island, man...But since I have such a big heart, why don't ya rest here, man...? So you wanna rest, man...?

(Serge): Nah, forget it.

Komodo Dragon: Man...

[Serge's House]

[As Serge is about to leave a Man walks in]

Man: Huh...? Who the...? What are you doing in my house? My house isn't a playground for you kids, alright? Go play outside.

[Serge says something...apparently asking where his mother is]

Man: Huh...? Who? Marge...? Who the heck's that? I've lived in this house for 5 years now.

Sorry, that name doesn't ring a bell. Whatever with all your gibberish, man...Just get outta here.

[Man pushes Serge out of the way and walks past him]

Man: I said, I don't know! Geez, you're such a pest. I've never heard of any Serge or Marge,

OK!? Maybe you hit your head in the wrong place or something?

[Area outside of Gonji's Building]

Cat: Meow (drawn out)

[Gonji's Building]

Man by Window: Yes? You want to see the chief? Huh? Radius? Who's that? Gonji is our chief. There's no one by that name here. You must be mistaken.

Gonji: You're a new face around here...We don't get too many visitors. My name's Gonji. I'm

the chief of Arni. Why don't you stay and rest awhile? Can't offer any extravagant entertainment, but make yourself at home.

Third Person in Line at the Record of Fate: That's right. The Record of Fate records everything for us, good or bad. So when the time comes for us to bid adieu, our life story

will live on in the Record of Fate. Think about how terrible it would be if you left this world with no record of your very existence.

Second Person in Line at the Record of Fate: The only things the Record of Fate doesn't touch

upon are life and death. I don't mind, really...I don't think I really want to know. More importantly, what should I see first at the festival in Termina? Should I go catch Nikki's

concert? The mermaid dance show? Hmm...What to see...

First Person in Line at the Record of Fate: Every time I come to a decision, I always wonder

what would have happened if I had decided the other way. Maybe I should have done this instead of that...Maybe I made the wrong decision...But luckily, we have the Record of Fate.

It tells us exactly what choices to make. I can't imagine life without it. Everyday would be filled with anxiety and fear. No cutting in line! Back of the line!

Lady in North Room: Just between you and me, our chief, Gonji, is really stingy. I can't cook

a decent meal if I don't have fresh, quality ingredients! And then he complains about how terrible the food tastes...I can't stand it!

VIC. Villager Dialogue: Chronopolis

[See the Chronopolis Section of the Main Script for the game-integral dialogue.]

[Front Hall]

Statue: Chronopolis Military Research Center "May there be everlasting peace for the children of the world." 2400 A.D.

[Dock]

Ghost: Perhaps what we are doing is wrong? If this experiment succeeds, we will be able to control time. We will have complete control over history, and in a sense, become a presence, much like god... If so, what meaning is there to the history of mankind?

But it's too late, now... We can't afford to fail in this experiment. If, for some reason, anything goes wrong, the banti-annihilation energy will probably overwhelm us.

Who knows what the consequences may be?

[Second Floor Lab]

[A ghost pushes a button making the map of just an ocean appear.]

Ghost: Originally, El Nido was nothing but ocean. The El Nido Archipelago is purely artificial, created by FATE. It was a remodeling plane that took place 10000 years ago. A plan to include island, blessed with nature, in the sea of El Nido. The main island of El Nido, Earth Dragon Isle, Water Dragon Isle, Black Dragon Isle... The development of Elements, using the energy of the natural world... The distortion of memory terminal devices called the Records of Fate that could survey and guide people's lives... The research center staff, who had their memories erased, left the center, and began a life outside amidst nature. This is how FATE's paradise came into existence.

[The map changes to the regular one.]

Ghost: And for over 10,000 years, FATE has been watching over and guiding the descendants of the staff who left this research center. Everything was in perfect harmony. That is, until 14 years ago, when a boy came into contact with the Flame on the night of the storm.

Ghost in Corner: Where was the lock release for the elevator again? My mind's been blanking out lately...

[Third Floor Western Lab]

Computer in Back: --LAVOS-- An extraterrestrial life-form that is thought to have fallen from the heavens 65 million years ago. On the time line that existed before history was changed, Lavos was assumed to have slept deep below the planet's surface... Sleeping and consuming the planet's energy up until the day of destruction known as the "Apocalypse." There are those who believe that, 12 thousand years ago, the legendary ancient magical civilization known as Zeal came into contact with Lavos. That fateful encounter is said to have resulted in Zeal disappearing from the surface of the planet within the space of a single night. However, the very existence of the ancient kingdom of Zeal has never been proven, so up till this day this theory cannot be confirmed. On some time lines, Lavos appeared on the surface of the planet in the year 1999 and brought the world to ruins. However, a group of young time travelers saw where their planet's history was heading

and, through their actions, rewrote time. This very research facility exists on that new time line... In a world where, thanks to the defeat of Lavos by the young adventurers, the Apocalypse never happened... On a temporal vector where human civilization continued to evolve unhampered. All the data on Lavos that was obtained from tracing different parallel world possibilities has proven to be volatile, with fluctuating discrepancies. Perhaps, at this point in time, it is nearly impossible to obtain any true information on Lavos.

Computer in Corner: --HUMANS & REPTILES-- 65 million years ago, the Reptiles who evolved from reptiles had developed their own unique civilization... This was long before the ancestors of humans, who evolved from primates, had developed their civilization.

Excavations

carried out on the central continent of Zenan have revealed that the Reptiles already had advanced architectural skills in the prehistoric era. But the fall of Lavos to the planet, and the resulting Ice Age this brought about, rang the death knell for the Reptiles and their

civilization. After that the Reptiles slowly disappeared from the stage of history.

However,

in the distant past humans could have been defeated in the contest of evolution, and the Reptiles could have continued to develop... It is not unthinkable that such a time line could exist in other dimensions. Everything is purely a problem of possibilities, and the world is only stabilized by the viewpoint of the one who observes it.

Computer on Right: --DNA-- -The Seeds of Life- The human body is made up of 50 to 60 million

cells. Each of these cells contains genes in the form of DNA. These are the fundamental building blocks that exist inside the cell's chromosomes. They store genetic information that can be passed on from parent to child. The structure of DNA is common throughout all life, throughout all universes. Through DNA recombination, life-forms take on differing forms with variable abilities.

Ghost: The DNA records are poems and music... Adenine and Thymine... Guanine and

Cytosine...

Rythm and Melody... Perhaps the DNA of the ones who made contact with the Flame is recomposed by the sound they generate within? I wonder if life-forms are just dreaming in and endless flow of music?

[Third Floor Eastern Lab]

Brain Terminals: Model of Brain analysis/Model of Brain evolution

Ghost1: The life-forms on this planet developed from single-celled microorganisms to protozoans... Then from fish to amphibians... from reptiles to mammals... and eventually to

humans. Beginning with a cerabral neocortexs, which only exists in higher mammals... The anthroped brain enlarged at an accelerated pace until it became the human brain we know. Could the reason for the abnormal development of the human brain be the biological contamination caused by Lavos? That would mean that humans are really a heterogeneous life-form, or "foreign matter," as far as the planet is concerned. Humans are a sudden mutation caused by the contact with Lavos -- an alien life-form that fell to this planet from space. That is why humans are, biologically speaking, unbalanced and half-finished. Internally inconsistant and disconnected, the human existence is plagued by contradictions.

An incomplete species, torn between love and hatred, whose very being is self-contradictory.

>From the planet's viewpoint, humans are just destroyers and a cursed, yet perhaps pathetic, blight on the world.

Ghost2: We control human emotions by using neurotransmitters. That means, by manipulating the nerve transmitters inside their brains, it's possible to control the feelings and even the personalities of humans. FATE uses the Record of Fate to connect directly to the brains

of the humans with whom they come into contact. FATE not only imprints what actions the humans should take into their brains, but also rewrites their personalities and feelings.

Ghost3: Memory scanning and rewriting is not that difficult a thing. As a matter of fact, it is possible to simulate the thoughts and feelings of each individual. These are all just electric signals that flow around the circuitry of the brain, after all. The vessels of flesh can be reproduced through cloning... And the "soul" stored within these fleshly vessels can be simulated as well... Thus, one could even go as far to say that death itself

no longer exists. Of course the expiration of an individual begin as a variation within the species, still occurs. Overall, we can reverse the old maxim and say that where there is no death there will be life...

[Fourth Floor Eastern Lab]

Ghost at Right Computer: The lost, ancient magic civilization of Zeal... If it really did exist, someone may have even traveled through time to this period.

Ghost in Right Corner: We may appear to be a military research center, but we're actually conducting research on "time."

Ghost at Computer in Back: This research center was established under the utmost secrecy by the central regime.

Ghost at Left Computer: We're conducting a simulation of phase metastatis.

[Fourth Floor Western Lab Door]

Guard: The experiment will begin soon. Please evacuate to your designated positions. We will do the same in case of an emergency.

[Fourth Floor Western Lab]

Computer: The Record of Fate is exposed!?

[They stand in front of the record of fate computer.]

Computer: Two worlds that are so close, and yet so far in nature, exist in different dimensions. Under the surveillance of the main computer of Chronopolis... "FATE."

In other words, FATE, has always been observing the 2 parallel worlds, and guiding them. FATE has been manipulating the world of El Nido, in order to avoid any major change to the history it knows. If an event on El Nido influences the main continent, the year

2400, in which FATE exists, would change. This paradox could potentially lead to great disaster... The Records of Fate - FATE's Terminals ' - collect data from around the world, and input guidance directly into the minds of its users. In this discreet wway, FATE is able to control the lives of people without them knowing. Guided by fate, the people of El Nido lead a harmonious life. In a sense, they are nothing more than puppets of FATE. An instruction to the young girl in Arni 01 to give up going to the main continent as a poet. An instruction to the man in Arni 02 to give up becoming a fisherman. A plan to avoid any point of contact with the main continent, so as not to affect history. However.... Ever since the formation of the Dead Sea 10 years ago... FATE has been unable to intervene directly with World 01. The best FATE could do was cross the dimension and receive data through the Records of Fate. And with much difficulty, FATE succeeded in binding Miguel to the Dead Sea as a watchman...

Ghost on Right: This FATE contains a massive amount of historical data dating up to the year 2400.

Ghost to right of fate computer: FATE is a large-scale prototype, completed in the year 2300.

It integrated the old Mother Brain computer circuitry into a more powerful super-computer.

Ghost to left of fate computer: This is the observation room. This is where we observe the 2 parallel worlds.

Ghost on Left: The main computer of Chonopolis is called "FATE".

[They check out the computer in the left room.]

Computer: It all began with a notebook my mother handed me... She told me she found it while

cleaning out the closet. This old notebook, covered with mold, was a diary that belonged to my grandfather, who passed away years ago. It contained my grandfather's distant memories...

Karsh: Does this device play back archives?

Steen: Looks like someone's memoirs.

Computer: I wonder if you still remember... How we first met... and our many adventures... It all seemed like a dream... We ran like the wind duirng those warm, summer days... long ago... You were a piece of a star, that fell from the sky... I can still relive the memories of those days long past... Just by closing my eyes like such, and whispering your name into the desolate night... Kid... Kid... Radical Dreamers - Le Tresor Interdit -

Karsh: What's this...!?

Steen: Radical Dreamers...!? What does this mean?

Karsh: There's a conversation with a comrade.

Computer: Are you ready, Kid? I know you're anxious, but stay on your toes.

Yeah, likewise, mate! You mess up, and I'm leavin' you behind! Got that, Serge? C'mon, Magil, let's go. That bastard Lynx is gonna get what he deserves! Say your prayers! ...Not that it'll do ya any good!!!

Karsh: This seems to be an archive from a different time than our own.

Steen: Aside from the two worlds we already know about... other worlds and times may also exist...

[Stairway]

Ghost: The chief said he was going out for a walk. He's probably by the docks somewhere gazing out to sea.

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