

Final Fantasy VIII Game Script

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This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

FINAL FANTASY VIII Game Script

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1. Updates

10/23/02:

Had to change and add the table of contents of each category.

7/23/03:

Added a very important notice for the disclaimer.

4/5/04:

Removed character descriptions so that I do not give away too much info about them.

9/17/04:

Corrected some typos.

1/26/05:

Changed my e-mail address due to contribution issues.

2/9/07:

Changed the Disclaimer with more info.

2. Disclaimer

If you really liked my Final Fantasy VII game script, you'll like the dialogues for Final Fantasy VIII. Have fun reading this script.

Please do not ask me about posting this game script on your own site. I cannot trust these matters anymore. Because I get complaints about what happened to how my game scripts were posted on one's site, I will only be posting game scripts on the GameFAQs that are typed down by myself.

3. Game Script

We begin this game by watching the introduction movie of Squall and Seifer gunblade fighting. Squall got a scar and is bleeding. He gave Seifer a scar as well. After that, the Final Fantasy VIII title screen appeared. The camera switches to the Infirmary of Balamb Garden. Squall woke up.

Dr. Kadowaki: How are you feeling?

Squall:Ok.

Dr. Kadowaki: Take it easy next time, you hear? Looks like your eyes are focusing. You should be fine. Say your name for me.

Squall: Squall.

Dr. Kadowaki: Why don't you take it easy in training? Next time you might not be so lucky.

Squall: Tell that to Seifer.

Dr. Kadowaki: That Seifer... Won't listen to anyone. Why don't you ignore him?

Squall: I can't just run away.

Dr. Kadowaki: You wanna be cool, huh? Well, don't get hurt in the process. Let's see, your instructor is... Quistis! I'll call her now. Just wait here a minute. (calling Quistis) Quistis? Come get your student. Yes, yes. His injury's not serious. It'll probably leave a scar.Right. Now please come by.

A woman appeared at the scene and looked at Squall in bed.

Ellone: Squall...so we meet again.

We watch a movie of Quistis coming in to see Squall.

Quistis: I knew it'd be either you or Seifer! Come on, let's go. Today's the field exam.

While Squall and Quistis is on their way to the classroom...

Quistis: Squall. Is there something on your mind?

Squall: ...Not really.

Quistis: ...Not really. Hahaha!

Squall: What's so funny?

Quistis: Funny? No, no, it's not that! I'm just happy. I feel like I'm beginning to understand my student a little. That's all.

Squall: I'm more complex than you think.

Quistis: Then tell me. Tell me more about yourself.

Squall: It's none of your...

Quistis: ...Business!

We watch a movie of the view of Balamb Garden. Later in the study hall...

Quistis: Good morning, class. Let's start with today's schedule. There seem to have been some rumors flying around since yesterday... Yes, the field exam for SeeD candidates will begin later this afternoon. Those not participating and those who failed last week's written test are to remain here in study hall.

Field exam participants will have free time until the exam. Just be sure you're in top condition. Meet in hall at 1600 hours. I'll announce the team assignments there. Any questions? (to Seifer) Oh, and Seifer! Do NOT injure your partner while training. Be careful from now on.

Seifer pounds the desk once.

Quistis: Field exam participants, I will see you all later. (to Squall) And Squall, I need to talk to you.

Squall talks to Quistis.

Quistis: You haven't been to the [Fire Cavern] yet have you? You won't be able to take part in today's SeeD exam if you don't pass this prerequisite.

Squall: (...I was gonna go this morning, but Seifer...)

Quistis: Hm? Do you have a good excuse?

Squall: ...Not really.

Quistis: Then let's get going. If you're not too confident yet, you can review your studies at the [study panel]. I'll be waiting at the [front gate], so come down when you're ready. You can access the [study panel] from [your seat].

Quistis left. Squall goes to his study seat and acquires two Guardian Forces Quezacotl and Shiva. Squall leaves the classroom. In the hallway...

Selphie: I'm late, I'm late, I'm LATE!!!

Selphie accidentally ran into Squall.

Selphie: Waaah!

Squall: Are you ok?

Selphie: There. Tee-hee, I'm fine. Sorry I was kinda in a hurry. Oh yeah! Hey, did you just come from that class? Is..... homeroom over?

Squall nodded "yes".

Selphie: Woo...Oh, nooo... This place is soooo much bigger than my last Garden! Oh, hey, hey. I just transferred here. Do you think you could give me a tour of this Garden?

Squall: Don't have the time.

Selphie: Oh, bummer. That's too bad. Well, see ya.

Squall proceeds to the front gate. Upon arriving at the front gate...

Quistis: I have a few things to explain before we head off. GF gives us strength. The stronger the GF, the stronger we become. ...So, here's a brief exploration on junctioning a GF.

After Quistis explained to Squall about junctioning...

Quistis: Everything ok up till now? You can always check back by accessing [Tutorial from the [Menu]. Once we get to the [Fire Cavern], I'll explain how to junction magic. Use the command 'Draw' during battle and stock magic from

your enemies. Be sure to have some stocked! Ready to go? The [Fire Cavern] used for the test is located [east of here].

Squall and Quistis proceeds to the Fire Cavern. Upon arrival...

Quistis: Ok... Junctioning magic. Now pay attention. I'll be explaining how to utilize the magic you have stocked.

Quistis told Squall how to do it.

Quistis: When you draw a new magic, try experimenting with it when you junction. This is how you become stronger. Ok, ready to go? Oh! You know how to use your gunblade...?

Squall: ...I already know.

Quistis: Oh, ok. I was just concerned, that's all. Alright, let's go!

Squall and Quistis talks to the Balamb guards near the cave.

Balamb Guard: Objective: To obtain a low-level GF. A SeeD member must support. Are you ready?

Squall: I'm ready.

Quistis: I'm his support. Instructor No. 14, Quistis Treppe.

Balamb Guard: Select a time limit. Choose one suited to your abilities. Challenging yet reasonable.

Squall: 20 minutes.

Balamb Guard: Very well. Good luck.

Squall and Quistis enters the cavern. Inside...

Quistis: My job is to support you in battle. Everything else is up to you.

Squall: Fine.

While Squall and Quistis continues to move on...

Quistis: You know, the boys often choke on this test when I come with them. I guess my charm makes them nervous.

Squall: (...Whatever.)

Quistis: I'm just kidding! Trying to keep you relaxed, that's all.

Squall and Quistis eventually reached the area where the Guardian awaits.

Quistis: I guess I was right. You and Seifer are in a class of your own. You both have amazing strength and potential.

Just as Squall and Quistis approaches a little closer...

Quistis: Ok, this is it. Are you ready? You seem confident enough.

Squall and Quistis fights Ifrit. After Squall and Quistis defeats Ifrit...

Ifrit: For me to lose to a human... Very well, I will join you.

Later...

Quistis: There isn't much time, but let me make go over this real quick. Good, you got yourself a GF. If you junction that GF, you'll be able to use the Elem-J ability. Here's an explanation on Elements.

After Quistis explained Squall about using Elements...

Quistis: There's a lot of Fire elemental monsters here, so junction Blizzard to your Elem-Atk. You'll have an easier time with Fire elemental enemies.

Squall and Quistis exit Fire Cavern and returns to Balamb Garden. Upon arrival...

Quistis: Well done. Let's see... I thought there was something else I needed to go over with you before you take the SeeD exam... Oh yes! Taking care of your GF. This is something you have to watch out for.

After Quistis explained Squall on taking care of the GF...

Quistis: Now change into your uniform and assemble at the [1F Lobby].

After Squall changes to his uniform, he meets Quistis at the lobby.

Quistis: Squall! Over here! I'll be announcing the squad assignments for the exam now. Let's see... You'll be with... Zell Dincht. Quite a lively fellow.

Squall: Lively? He's just loud. Can't I switch members?

Quistis: I'm afraid that's not possible. Over here, Zell!

We watch a movie of Zell performing his fighting techniques. Afterwards...

Zell: Whoa! I'm with you!? You don't get along with Seifer, do you? Heard he whooped you pretty bad this morning.

Squall: We weren't fighting. We were training.

Zell: I bet you he doesn't think so. Look, Seifer's just being a pain in the ass. All you have to do is ignore him.

Squall: That's none of your business.

Quistis: None of your business. Ahem... Excuse me, but... That Seifer you're talking about... He's your squad leader.

Zell: SAY WHAT!?

Quistis: It can't be changed. Seifer! Are you here?

Seifer, Raijin and Fujin arrived at the scene.

Squall: (Fujin and Raijin tagging along as usual... Guess that makes up the whole disciplinary committee.)

Quistis: (to Seifer) You're the squad leader. Good luck to you.

Seifer: ...Instructor. I hate it when people wish me luck. Save those words for a bad student that needs them, eh?

Quistis: Ok then. Good luck, Seifer.

Seifer: Add Instructor Treppe to the list.

Squall: (The list...? What is it?)

Quistis: Well then. You're all assigned to Squad B. I'll be the instructor in charge. Teamwork is of the utmost importance. Let's get through this exam, everyone!

Seifer: Listen up! Teamwork means staying out of my way. It's a Squad B rule. Don't you forget it!

Headmaster Cid: Everyone here? (to everyone) It's been a while everyone. How's everyone doing? This exam will involve 12 members from Squads A through D... You will be proceeding to a real battlefield. Obviously, the battles are for real. Life and death, victory and defeat, honor and disgrace... Each of these go hand in hand. There's only one way or the other. How 'bout it? Are you still up for it? You will be accompanied by 9 SeeD members. Should you fail, these members shall get the job done. They always do. Well that's one less worry on your mind. The pride of Balamb Garden! The elite mercenary force, SeeD! Learn from them, obey their commands and accomplish the mission. Prove yourself worthy of becoming a member of SeeD. Best of luck.

Squall's group boards the car to Balamb. Inside the car...

Zell: Yo, Squall. Show me your gunblade, will ya?

Squall:

Zell: C'mon, man!

Squall:

Zell: Just a peek!

Squall:

Zell: Tch, fine... Yeah, yeah... Why you bein' so selfish!? Scrooooge!

Squall:

Zell: Say somethin', will ya!? W-What's on your mind?

Squall: ...Nothing.

Quistis: ...Nothing.

Zell:

Zell gets up and warms up his fighting skills.

Seifer: (annoyed) Stop that... It's annoying. ...Chicken-wuss.

Zell: WHAT DID YOU CALL ME!?

Seifer: Heheheh...

Quistis: (to Zell and Seifer) Knock it off!

Squall: ...Instructor... Who was that girl in the infirmary this morning?

Quistis: Was someone there? I didn't notice anybody. Is there a problem?

Squall: No... not really...

Seifer: This is great... I have Chicken-wuss and a guy who just reached puberty in my squad...

Zell can be seen angered from Seifer's rudeness. Later, the camera shows the car arriving at Balamb. Squall's group gets out of the car and approaches the dock.

Squall: So that's the vessel...?

Seifer: Ain't no turning back now. Huh? You scared, too?

Garden Staff: Hey! You guys are the last! Hurry up and get in!

Seifer: Don't disappoint me now.

Quistis: Come on, move it! Hurry, Squall!

Squall's group boards the assault boat and the assault boat takes off. Inside the assault boat...

Xu: Hi, Quistis.

Quistis: Well, these are the members of Squad B.

Zell: Nice to meet ya!

Squall: Pleased to meet you...

Xu: Seifer, how many times has it been now?

Seifer: Oh, I just love these exams...

Xu: I'll explain the current situation and the mission. Be seated!

Everyone takes a seat.

Xu: Our client for this mission is the Dollet Dukedom Parliament. A request for SeeD was made 18 hours ago. Dollet has been under attack by the G-Army since about 72 hours ago. 49 hours into the battle, Dollet abandoned their position in the inner city. Currently, they have retreated into the nearby mountains and are reorganizing their troops. That's the current status. Now onto the mission objective. According to our reports, the G-Army is mopping up the Dollet troops in the mountain region. We're to make a landing at Lapin Beach. We're to eliminate the remaining G-Army within the city and liberate it A.S.A.P. Afterwards, SeeD members will intercept any G-Army forces trying to make their way into the city from the mountain region.

Seifer: So, what are WE supposed to do?

Xu: SeeD candidates are to eliminate the G-Army inside the city.

Zell: Sounds important!

Seifer: Sounds boring. So what you're saying is we do all the little, dirty work...

Xu: Oh, it hardly needs to be said, but... The order to withdraw takes priority. Do not forget. We're almost there. We anticipate a battle as soon as we disembark. Just be prepared. That's all. Any questions, talk to Quistis.

Xu left.

Squall: (Hmmm...) (Talk to Quistis.)

Quistis: What is it, Squall?

Squall: Explain it again.

Quistis: Here's a quick explanation. The goal for this mission is to eliminate the Galbadian forces that have entered Dollet. The order to withdraw takes priority. Be sure to make your way back to the shore when you get this order.

Squall: (Hmmm...) (Talk to Seifer.)

Seifer: Listen up. Our goal for this mission is to mop up all the Galbadian soldiers still left in Dollet. All you boys have to do is take orders from me, the captain.

Squall: (Hmmm...) (Talk to Zell.)

Zell: My first real battle... I'm getting' pretty nervous.

Seifer: Better not piss in your pants.

Zell: Hah!? You talkin' to me?

Seifer: Heh heh...

Zell: ...Bastard.

Quistis: Ok, enough talk.

Xu: We'll be landing soon. Get ready.

Zell: Roger.

Squall: Alright.

Seifer: Yeah, yeah... (to Squall) Well then, Squall. Go see what's going on outside.

Squall:Ok.

Seifer: Good. Because it's MY order.

Squall climbs to the deck. We watch a movie of Squall looking at the map and then as the assault boats approaches Dollet, a gun fire can be seen happening at the same time.

Quistis: Ok, you are to secure the [Central Square]! Be sure to equip your GF before you head into battle!

Seifer: Let's move out.

Squall's group moves on. Suddenly, the Galbadian Soldiers appeared at the scene. Squall's group fights the Galbadian Soldiers. After Squall's group defeats the Galbadian Soldiers, they move on to the next area.

Seifer: The [Central Square] is up ahead. Hey! All you Galbadian cowards out there! Come out'n show your faces! Don't leave me hangin' now!

Seifer runs off.

Zell: ...What an idiot.

Another Galbadian Soldier appeared at the scene. Squall's group fights the Galbadian Soldier. After Squall's group defeats the Galbadian Soldier...

Squall: There may be more...

Seifer: All right, I want you guys to scout the area for enemies.

Another Galbadian Soldier appeared at the scene. Squall's group fights the Galbadian Soldier. After Squall's group defeats the Galbadian Soldier...

Squall: I think that's all of them.

Seifer: Well then, we're on standby 'til the enemy comes. Standby... How boring...

Later, Squall's group heard a sound...

Squall: Sounds like it's starting.

Seifer: Bring it on. (to the dog) Get outta here! Scram! Hey! Galbadian Soldiers! What are you waiting for!?! (swings his Gunblade) Come show me what you got!

Squall: ...Nothing.

Later as Squall's group continues to wait, Squall talks to Seifer.

Seifer: (impatient) Still keeping us waiting...? (swings his Gunblade) That's it...! I can't take it anymore! What is this, some kind of dog training!?

Squall's group watched the dog howl and the camera shows some Galbadian Soldiers passing by.

Squall: It's the enemy...

Zell: Where the hell they goin'? Hey? What is that up there?

Seifer: Our next destination.

Zell: But that's against orders!

Seifer: Weren't you just saying how bored you were?

Zell: Squall!

Squall: I stand by the captain's decision.

Seifer: ...Captain's decision?

Seifer places his hand on Squall's shoulder.

Seifer: You want to wreak some havoc too, don't you?

Squall shoves Seifer's hand off of his shoulder.

Squall: It's a good opportunity to test my training. Thanks to you, I feel like I can take on anyone. Even if they do fight dirty, like you.

Seifer: You'll thank me when the time comes.

Zell: What the hell... I thought you guys don't get along? You're like, all buddy-buddy now. Listen. This ain't no ordinary battle. It's an exam, an important one. I'm tellin' ya, we have to stick to orders.

Seifer: Then you stay here. I don't need any boy scouts.

Zell: What was that!!!!?

Squall: Don't take him seriously, Zell. Seifer, if we're gonna go, let's hurry.

Seifer: The enemy is headed for the [facility]. We, Squad B, are to secure the summit. Move out!

Squall: Alright.

Zell: Tch... Fine.

Squall's group moves on. Later, Squall's group approaches the Dollet Soldiers.

Dollet Soldier: (on the ground) Ahhh! W-W-Who are you!?

Squall: Don't worry. We're SeeD candidates. We've been dispatched by Garden.

Seifer: So what's going on up there?

Dollet Soldier: The Galbadian soldiers have entered the [Communication Tower]. On top of that...that place has always been a nesting ground for monsters. If you guys are goin' up, be caref... (pulled by a monster) H-HELP!!!

Squall's group fights Anacondaaur. After Squall's group defeats Anacondaaur...

Squall: Monsters, huh?

Zell: That sucks.

Seifer: More fun for us. Come on...

Zell: ...Fun? Pu-lease...

Squall's group moves on to the next area. In the next area, Squall's group takes their hiding place.

Galbadian Soldier 1: The generator is up and running!

Galbadian Soldier 2: No problem with the boosters!

Seifer: ...the hell they doing?

Galbadian Soldier 3: Cable disconnection confirmed! Begin exchange process!

Galbadian Soldier 1: Roger.

The camera shows the Galbadian Soldiers going back into the Communication Tower.

Squall: Repairs...?

Seifer: Who cares. This must be your first real battle. You scared?

Squall: ...I don't know. I try not to think about it.

Seifer: I love battles. I fear nothing. The way I look at it, as long as you make it out of a battle alive, you're one step closer to fulfilling your dream.

Squall: What!? Your dream?

Seifer: You have one too, don't you?

Squall: ...Sorry, but I'm gonna pass on that subject.

Zell: Yo! Let me on it, too!

Seifer: (to Zell) Mind your own business.

Zell: (punching Seifer) Frickin' hell...

Seifer: What's the matter, Zell? Swatting flies?

Seifer walked off from the scene.

Zell: Damn you...!

???: There you are!

We watch a movie of Selphie arriving at the scene. As Selphie approaches Squall and Zell, she lost her balance and fell to the floor. Selphie later got up after the fall.

Selphie: Are you...Squad B?

Squall nodded "yes".

Selphie: I'm...a messenger. Name's Selphie, from Squad A. The squad captain's Seifer, right? Where is he?

Suddenly, Squall's group glances at Seifer from a distance.

Seifer: One of these days, I'm gonna tell ya 'bout my ROMANTIC dream!

Selphie: (sigh) This sure is tough... Captain! Wait up...!!! (jumped off the cliff next to the Communication Tower) What are you waiting for!? Come on! Come on!

Squall and Zell decides to cross the path to the Tower. After arriving closer to the Communication Tower...

Selphie: What took you so long? It would've been much quicker if you'd just jumped.

Zell: ...Much quicker? Pu-lease... You wouldn't normally jump off a cliff, OK!? Ain't that right, Squall?

Squall: ...I don't know about that. Perhaps anyone but the Chicken-wuss can make it.

Zell: WHAT DID YOU SAYYYYYY!!!?

Selphie: ...Hm? Since you're angry, I guess you're the Chicken-wuss.

Zell: What the...!!! WHY IS EVERYONE...? I am not a CHICKEN!!!

Selphie: Well... If you don't like CHICKEN, how 'bout...a PIG! Oh, but you look more like a CHICKEN, anyway.

Zell: Chicken, pig, whatever... Call me whatever you want!!! I don't care anymore!!!

Squall: Don't take it so personally, Zell.

Zell: Tch...

Selphie: Well, let's get goin'. Has everyone equipped a GF? You haven't forgotten... Have you...?

Squall's group approaches the entrance of the Communication Tower.

Zell: So this is the [Communication Tower]...?

Selphie: Sure is big...

Galbadian Soldier: Ah...AHHHH!

Seifer can be seen scaring off the Galbadian Soldiers.

Seifer: Cowards.

Selphie: HEEEY! The captain's getting away!

Squall's group enters the Communication Tower. Inside...

Squall: ...Did he go up?

Selphie: Heeey! Squad B captain!!!

Squall: (saw a lift) I think we can take this lift up...

Selphie: Wanna go up?

Squall: Go up.

Squall's group takes the lift up.

Selphie: Wow, this lift is pretty cool!

Zell: Don't get too excited, or you'll fall!

Selphie: Like I'm really going to!

Later, the camera shows Biggs and Wedge at the top of the Communication Tower...

Wedge: Major Biggs! There has been a report of a monster-shaped shadow on top of the tower.

There was a brief pause.

Wedge: Major Biggs!

Biggs: Be quiet! I'm busy! This goes like this...and... Geez, what's with these crappy old tools? And...and... Why do I have to make all the repairs!? AHHH!!!

Wedge: Sir, I'll check around while the repairs are being done.

Wedge left the scene.

Biggs: Let's see... Hmmm... Put this here...and... This goes here...and... There, it's complete!

We watch a movie of the satellite dish activated.

Squall: What do you think you're doing!?

Biggs: Huhhhh? Likewise, MISTER! What do you think you're doing!? H-HEY! What happened to all the soldiers down below!? WEDGE! Take care of these twerps!!! W...Wedge? I...ah... Well...ah...I seem to be done here, so I'll just be on my... I-I'm leaving... Move it! Move! Move!

The camera shows Seifer who arrived from the lift and swung his gunblade at Biggs' remote control, knocking it off his hands.

Seifer: Sorry to crash the party.

Biggs: Ah...AHH...AHHHHH! Are you CRAZY!!!

Seifer: Just shut UP!

Squall's group fights Biggs.

Biggs: Prepare for the worst, you brats!

After some time during the fight, Wedge arrived at the scene.

Wedge: Major Biggs... Have you finished the repairs, sir? What's the enemy doing here!?

Biggs: WEDGE! Where were you!? No pay for you this month!

Wedge: ...Should've stayed home!

Squall's group fights Biggs and Wedge. After Squall's group defeats one of them...

Biggs: What the...!?

Wedge: Ahhhhh!

The whirlwind swept away Biggs and Wedge and Elvoret arrived at the scene. Squall's group fights Elvoret. After Squall's group defeats Elvoret...

Selphie: Squad B captain? S'cuse me! I have new orders! All SeeD members and SeeD candidates are to withdraw at 1900 hours. Assemble at the [shore]!

Seifer: Withdraw!? There are still enemies around!

Selphie: I know, but I'm just a messenger.

Squall: An order to withdraw takes priority. I don't want to miss the vessel.

Seifer: What time d'you say?

Selphie: Like I said...! All SeeD members and SeeD candidates are to withdraw at 1900 hours. Assemble at the [shore]!

Seifer: 1900 hours... We only have 30 mins! You got 30 minutes to get down to the [shore]! Better run!

Seifer left the scene.

Selphie: Heeey! Wait for us!

Zell: Who the hell does he think he is!?

Squall: Why don't you ask him. Let's go.

Squall's group takes the left down to the first floor. Then the camera shows Biggs, who is about to lose consciousness approaching the remote control switch.

Biggs: Those little twerps are the targets!

Biggs uses the control and activated some machine.

Biggs: Now GO!!! Go and DESTROY them!!!

Biggs collapsed at the scene. Squall's group gets out of the Communication Tower and suddenly they encountered X-ATM092. Squall's group fights the X-ATM092. After Squall's group defeats the X-ATM092, they ran from the downed X-ATM092. Suddenly...

Zell: I thought we already busted that thing up!?

Squall: Forget it! Let's go!

Squall's group reached the shore while being chased by the X-ATM092. Then, we watch a movie of Squall's group running towards the assault boats. Suddenly, the X-ATM092 crashes out of the wall and Squall was briefly knocked back from the impact. Afterwards, Squall gets up and immediately ran towards the assault boat. Squall jumps into the assault boat as it was taking off. The camera shows Quistis at the gun turret, firing the machine gun at the X-ATM092. The X-ATM092 is finally destroyed and the assault boats left the scene. Later, in Balamb...

???: SEIFER!

Raijin and Fujin arrived.

Raijin: How'd it go?

Seifer: Man... All they did was get in my way. Being a leader ain't easy.

Fujin: SAFE?

Seifer, Raijin and Fujin left the scene.

Quistis: Good job! Where's Seifer?

There was a brief pause.

Quistis: Just be back at Garden by sundown. You're free 'til then. Ok, dismissed!

Later the car drove off from the scene.

Zell: H-Hey!!! Not again, man! There goes Mr. Ego...

Squall: Might as well walk it.

Squall's group returns to Balamb Garden. Upon arrival...

Zell: (yawning) HUUUWahaah! Finally made it back...

Selphie: Seriously...

Zell: Well, I guess we just wait for the test results. 'Til then. See ya, Squall.

Selphie: (to Squall) See ya!

Zell and Selphie left the scene. Squall proceeds to the hall. Upon arrival, Squall listens to Xu, Quistis and Headmaster Cid.

Xu: Mission complete! I think we did a pretty good job. The candidates are back safely, right? Although we didn't realize the Galbadian Army was after the abandoned communication tower...

Headmaster Cid: We've just received word from the Dollet Dukedom. The Galbadian Army has agreed to withdraw as long as the communication tower is repaired and the uplink remains operational.

Xu: Well, in any case, Galbadia is out of there. We could've made more money if they'd stayed and caused more ruckus.

Squall approaches Seifer and talks to him.

Seifer: D'you hear about the communication tower in Dollet? We would've been heroes if it weren't for that withdraw order.

Quistis and Xu arrived at the scene.

Quistis: You were only looking for a fight.

Seifer: My dear instructor. I'm hurt. Those are rather cruel words for an aspiring student. A mediocre instructor like you will never understand.

Xu: Seifer, don't be so stuck on yourself. You'll take all responsibility for leaving the designated area.

Seifer: Isn't the captain's duty to take the best possible action?

Xu: Seifer, you'll never be a SeeD. Calling yourself a captain is a joke.

Xu left the scene. Headmaster Cid arrived at the scene and told Quistis something. Headmaster Cid approaches Seifer.

Headmaster Cid: Seifer. You will be disciplined for your irresponsible behavior. You must follow orders exactly during combat. But I'm not entirely without sympathy for you. I don't want you all to become machines. I want you all be able to think and act for yourselves. I am...

Garden Faculty: Headmaster Cid, you have some business in your office... There are so many issues at hand here.

Squall move on to the next area. Later, an announcement can be heard.

Announcer: All students who participated in today's field exam, report to the [2nd floor hallway]. I repeat. All students who took the field exam, report to the [2nd floor hallway].

Squall proceeds to the 2nd floor. While waiting...

Garden Faculty: Dincht... Zell Dincht.

Zell: OHHHHH YEAHHHHH!!! See ya!!!

Zell approaches the garden faculty.

Garden Faculty: Squall... Squall from Squad B. Please step forward.

squall approaches the garden faculty.

Garden Faculty: That is all. Dismissed.

The remaining students can be seen disappointed. Later, in Headmaster Cid's office...

Garden Faculty: These are the 4 students that passed today's exam.

Headmaster Cid: First of all, congratulations. However... From now on, as a member of SeeD, you will be dispatched all over the world. We are proud to introduce SeeD. Balamb Garden's mercenary soldiers. SeeD soldiers are combat specialists. BUT... That is only one aspect of SeeD. When the time comes...

Garden Faculty: Headmaster... It's almost time for the meeting. Please make this short. SeeD is a valuable asset to Garden. It's reputation is solely dependant on each one of you. Handle your mission with care. (to Headmaster Cid) Is that what you wanted to say, sir? Here is your SeeD rank report!

Headmaster Cid gives the report to Selphie.

Headmaster Cid: Psst...Psst... (I'm looking forward to the Garden Festival.)

Headmaster Cid gives the report to the other student.

Headmaster Cid: Psst...Psst... (Do your best, even if you don't stand out.)

Headmaster Cid gives the report to Zell.

Headmaster Cid: (to Zell as he gives the report) Psst...Psst... (Try to control your emotions a little.)

Headmaster Cid gives the report to Squall.

Headmaster Cid: (to Squall as he gives out the report) Psst...Psst...
(Finally... A gunblade specialist.)

After that...

Headmaster Cid: This ends the SeeD inauguration. Dismissed!

Squall talks to Cid and after that, Squall goes to the 2nd floor and upon arrival, everyone gave Squall's group an applause. The camera switches to Squall's report and ranking. After that, Squall returns to the dormitory. Upon returning...

Selphie: HAH! Found you! Well, well!?! What do you think!?! My SeeD uniform!

Squall changes to his SeeD uniform. After that, Squall talks to Selphie...

Selphie: Heeey! Lookin' good! Alright! Let's hit that PAAH-TAY!

Later in the Garden Festival, Squall stands near a pillar by himself and gets a glass of wine from the waitress. Zell appeared at the scene.

Zell: Yo! S'up, Squall? Heh-heh, I guess we're both SeeDs now, huh? Put it there, man. Hah, even as a SeeD, you're still the same. Well, that's typical of you. See ya.

Selphie then appeared at the scene.

Selphie: Oh...hey, Zell. Wanna join the Garden Festival committee and...

Zell: Sorry, I...ahh... Just remembered something! G-Gotta go. See ya!

Zell left the scene.

Selphie: Hmmm... Squall! Hi! Wanna join the Garden Festival committee? You can help out whenever you have time. Please?

Squall:

Selphie left the scene.

Selphie: S'cuse me! You, right there!

We watch a movie of a glamorous woman in a party dress who approaches Squall.

Glamorous Woman: You're the best guy here. Dance with me? Let me guess...
You'll only dance with someone you like. Ok then... Look into my eyes...
You're-going-to-like-me... You're-going-to-like-me... Did it work?

Squall: ...I can't dance.

Glamorous Woman: You'll be fine. Come on. I'm looking for someone. I can't be on the dance floor alone.

We watch a movie of Squall being forced to dance with the glamorous woman. Showing disinterest, Squall tries to walk away, but the glamorous woman forces Squall back to dancing and they both continue to dance. A little later, Squall stands outside of the balcony and Quistis appeared at the scene.

Quistis: You really are an excellent student. Even that dance was perfect.

Squall: Thank you.

There was a brief pause.

Squall: Yes?

Quistis: So you'll dance with someone you don't even know, but you can't stand being around me?

Squall: ...Whatever. You're an instructor, and I'm your student. It's kind of awkward when you don't say anything.

Quistis: That's true. I was like that myself. ...Oh, I completely forgot. I wonder what's to become of me? I've come to give you an order. You and I are to go to the 'secret area'. It's where students secretly meet up and talk after curfew. It's inside the [training center].

Squall: What do you want to do there? Are we going there to tell everyone they're violating curfew? If that's the case, forget it. Leave that for the disciplinary committee.

Quistis: Go get changed and meet me in front of the [training center]. This will be my last order.

Squall: (Get changed and meet at the training center? What's this all about...?)

Later in the dormitory, Squall changes to his normal clothing. Squall then proceeds to the Training Center. Upon arrival...

Quistis: Squall, I was just wondering... Have you fought T-Rexaur in the training center?

Squall: I'm not sure...

Quistis: You can defeat it quite easily by using [Status-J]. Let's go over Status changes in the Tutorial!

After Quistis explained the Status Change to Squall...

Quistis: Well? Use a Sleep attack against T-Rexaur. Just junction 'Sleep' onto your ST Atk-J and attack. Come on, let's go to the 'secret area'. It's just inside the training center.

Squall and Quistis proceed to the secret area. Upon arrival...

Quistis: I haven't been here for a while.

Squall and Quistis glances at the night of Balamb Garden.

Quistis: What time is it?

Squall: It's after midnight.

Quistis: Oh well... I, Quistis Trepe, am no longer an instructor as of now! I'm a member of SeeD now, just like you. Who knows, maybe we'll end up working together.

Squall: ...Oh really?

Quistis: Is that all you're going to say?

Squall: If that's how it was decided, you have to abide by it.

Quistis: They told me that I failed as an instructor. Basically, that I lacked leadership qualities. I was a SeeD by the age of 15, got my instructor license at 17... It's only been a year since I got it... I wonder where I went wrong... I did my best... Are you listening?

Squall: Are you done yet...? I don't wanna talk about it. What am I supposed to say about other people's problems?

Quistis: I'm not asking you to say anything. I just want you to listen.

Squall: Then go talk to a wall.

Quistis: Aren't there times when you want to share feelings with someone?

Squall: Everyone has to take care of themselves? I don't want to carry anyone's burden.

Quistis: ...No leadership qualities... Failed instructor... Perhaps they're right...

Later, as Squall and Quistis leaves the secret area...

???: Somebody help!!

the camera shows the woman that Squall saw in the beginning who is surrounded by Granaldo.

Ellone: Squall!!! Squall! Quisty?

Squall draws his gunblade and with Quistis, they fight Granaldo and 3 Raldos. After Squall and Quistis defeats Granaldo and 3 Raldos...

White SeeD Member: It is not safe here. Please, let's go.

Ellone: Alright.

Ellone and the soldiers left the scene.

Quistis: Who was that...?

Later in the hallway...

Quistis: Squall. It's not like everyone can get by on their own, you know?

Quistis left the scene.

Squall: ...Says who?

Squall returns to the dormitory. In the hallway...

Zell: Where the hell were you? I was lookin' all over the place. We're both now members of SeeD, right? Well, guess what!? We got our own rooms, baby! Your new room's right across the hall from your old one. That's what I was asked to tell you. Man, it took me forever!

Squall enters his room.

Squall: I'll just go to sleep...

The next morning...

Selphie: Squall, it's our first SeeD mission! Looks like we're going to [Timber]. Meet [by the front gate]. Hurry!

Squall proceeds to the front gate. Upon arrival...

Garden Faculty: ...One more minute...

Zell arrived at the scene with his T-Board.

Zell: Made it!

Garden Faculty: T-Boards are prohibited within Garden. Have you forgotten?

Zell: Oops, sorry! But this is really cool. It may come in handy on a SeeD mission, someday.

Garden Faculty: We'll be the judges of that. Confiscate it.

The other faculty took the T-Board from Zell.

Garden Faculty: All of you are members of SeeD, but... Nevertheless, you're still students at this Garden. Furthermore, because you are SeeDs, you must set an example to all others and abide by the Garden's rules. Understood!?

Headmaster Cid: Well, about your first mission... You are to go to Timber. There, you will be supporting a resistance faction. That is your mission. A member of the faction will contact you at Timber Station.

Garden Faculty: This person will talk to you and say, 'The forest of Timber sure have changed'. At this time, you must reply, 'But the owls are still around'. That is the password.

Headmaster Cid: Just follow the faction's orders.

Zell: Uh... Just us 3?

Garden Faculty: Correct. We have agreed to do this mission for very little money. Normally, we would never accept such requests, but...

Headmaster Cid: Enough talk about that. Well then, Squall, you are the squad leader. Use your best judgement based on the situation. Zell and Selphie, you are to support Squall and give your all to carry out the faction's plans.

Squall's group proceeds to Balamb. Upon arrival, Squall's group purchase train tickets and boards the train. The train goes into the underwater tunnel. Inside the train...

Zell: This train is awesome! A transcontinental railroad, baby! It even runs through an underwater tunnel to get to Timber. (to Squall) Pretty cool, huh?

Squall: Sure is...

Zell: Guess you're not interested. By the way, Squall... You have to use the ticket to get inside.

Squall approaches the control panel and used the ticket.

Squall: Ok, we can go inside now.

ID Check: Confirming... Access granted...

Selphie: I'm gonna check out the front. Tee-hee! Thanks!

Zell: Let's go check it out, Squall.

In the next room...

Zell: Yo, check it out! So this is SeeD's private cabin...!

Zell checks the private cabin.

Zell: WHOA! OHHH YEAHHH! AWESOME!

Inside the cabin...

Zell: Heh-heh. This is sooo cool!

Squall: ...I'm glad you're so excited.

Zell: They even have magazines here.

Squall got Pet Pals Vol. 1.

Zell: This is pretty damn amazing. It pays to be a member of SeeD! Squall, y'know anything about Timber?

Squall: I don't care.

Zell: C'mon Squall. Don't be like that... I wanna tell you!

Squall: All right...

Zell: Yep, that's what I wanted to hear. Allow me to explain briefly. Timber used to be a country surrounded by deep forests. But 18 years ago, Galbadia invaded. Timber fell quite easily to Galbadia. So now Timber is under Galbadian occupation. It's said there's a whole bunch of resistance factions, big and small.

Squall: ...And?

Zell: Nope, that's it.

Squall:Thank you, Mr. Know-It-All-Zell.

Zell: Hey, no prob!

Suddenly, Selphie came in feeling strange.

Selphie: I'm not...feeling well...

Squall: You should get some rest if you're tired.

Selphie: I'm really sleepy...

Squall: You ok?

Zell: Hey...? Huh? What the...!?

Selphie suddenly collapsed.

Zell: Somethin's wrong with me, too... I...feel...sleepy...

Squall: What's going on?

Zell suddenly collapsed.

Squall: Ugh!? ...What is this?

Squall suddenly collapsed at the scene. Inside Squall's group's dream...

Squall: (Hmmm...?)

The camera switches to Laguna, Ward and Kiros, who approaches the jungle area.

Ward: Uhh, Laguna, are you sure this is the right way?

Squall: (What the...!?) (Huh?) (Where am I?)

Ward: Hoo-boy, not again...

Squall: (Dream?) (?) (?) (?) (?) (?) (?) (?) (?)

Laguna's group moves on. In the next area...

Ward: Hey, aren't we here to fight a war? You know, against the almighty Timber army?

Kiros: Yeah, so why are we wasting our time messin' with these animals?

Laguna: Well, you see... It's just that, uhh...

Kiros: Don't tell me we're lost again.

Laguna: Anyway... We're goin' home. Deling City, here we come!

Ward: W-Wait! Laguna!

Laguna's group approaches and boards the vehicle and drove to Deling City. Upon arrival...

Ward: H-Hey! You can't park in the middle of the street!

Laguna: Chill man, it's cool. Alright then! How about a drink!?

Kiros: We're not just here for the booze, are we? We've got a war to fight.

Ward: So we'll get smashed, and then we'll CHAAARGE!

Laguna: Kiros, Ward... You two seem to misunderstand. I just want to have a friendly drink with you two.

Laguna's group proceeds to the Galbadian Hotel. Inside the bar...

Waitress: Welcome! Your usual table is ready.

Laguna: Alright, I'm there! Thanks!

As Laguna's group takes a seat...

Squall: (Is this a dream...?) (Laguna's pretty cute!) (What's goin' on!? W-What's happening to me!?)

Laguna: At ease, men. We're goin' all out tonight, right boys!?

Waitress: May I take your order?

Laguna: The usual!

Kiros: Me too.

Ward: Keep 'em coming! So, Laguna... Julia should be making her appearance soon. You goin' for it tonight?

Kiros: Yeah, go for it!

Laguna: What-ever, man! Can't you see she's working?

Kiros: Don't go back on your word. C'mon, go wave to her.

Laguna: Give me a break...

Ward: So you say, but we know you'll do it.

Laguna approaches Julia as she plays her piano.

Laguna: (Ah... To be this close to Julia...)

Squall: (Is this guy serious...?)

Laguna: (...Uh-oh...) (My leg's cramping up...!) (Argh...)

Laguna's leg starts cramping up and walks very awkwardly.

Squall: (Sad...)

Laguna returns to the table where Kiros and Ward are at.

Kiros: Good work, Laguna.

Ward: Mission successful!

Kiros: Here, have a seat.

Ward: I didn't think you'd actually do it. Our popularity rating's gone up a point.

Kiros: Yeah, but you cut a pretty pitiful figure up there. I'd say you're about a -3 on the manliness scale.

Laguna: Say what you want! (sigh...) Julia sure is pretty...

Kiros: Aaa...

Ward: Hunhhh...?

Kiros: Laguna, we're takin' off.

Laguna: H-Hey! What's the rush?

Ward: It's on us tonight. Relax and stay awhile, Laguna.

A little later...

Julia: May I?

Laguna: Aaaaa...

Julia: Did I interrupt anything?

Laguna: N-N-N-Not at all. P-Please, s-sit down. (Oh man, oh man., it's really HER! What do I do!? Kiros? Ward? HELP! What do I say!? But man, she is pretty...)

Squall: (What's this guy thinking...?)

Julia: You ok now?

Laguna: Kind of...

Julia: How's your leg?

Laguna: L-Leg? Oh, this!? Y-Yeah, it's fine. Happens all the time when I get nervous. (cough)

Julia: Were you nervous?

Laguna: Oh, yeah. I'm still kinda...

Julia: You can relax. You don't have to get nervous around me.

Laguna: Oh, sorry.

Julia: Say... (Would you like to talk somewhere private? I have a room here...)

Laguna: I-In your room!?

Julia: Well... (It's pretty hard to talk freely here. Everyone's listening in.) If you'd like to, please come by. I've been waiting to talk to you. You don't want to?

Laguna: Of course I do!

Julia: Then I'll go ahead and wait for you. Ask for my room at the front desk, ok?

Julia left the scene.

Laguna: (Am I dreaming?)

Squall: (...This is a dream...This is a dream...)

Laguna: (No, this can't be a dream!)

Squall: (This is too weird to be a dream...)

Laguna: (Julia...? Wants to talk to me...?)

Squall: (...He talks to himself too much...)

Laguna: (And just the two of us! Get it together Laguna...)

Squall: (Whatever.)

Laguna: (I always screw up by talking about myself too much. It's always been like that. But not tonight! I'm all ears for Julia!) (Ahh, time to use my manly charm, and help Julia with her problem.)

Laguna talks to the receptionist at the front desk.

Receptionist: Welcome! Checking in?

Laguna: Which is Julia's room? Whi-Whi-Which...

Squall: (Is he really going?)

Receptionist: ...Aah, Mr. Laguna Loire? I've been expecting you. Let me show you to Ms. Julia's room.

Julia: Thanks for coming.

Laguna: No... Not at all, uh... Thank you for inviting me.

Julia: Have a seat.

Laguna became nervous as he tries to sit down on a seat. Laguna approaches Julia and talks to her.

Julia: Going so soon? We haven't talked yet.

Laguna: (nervous from Julia's appearance) No, it's not that. It's just that I'm a big fan of yours, so I'm really kinda nervous, y'know?

Julia: So that's why you come to hear me play so often.

Laguna: You... You saw me?

Julia: You were always smiling while listening, right? You have beautiful eyes. Though they look a bit scared now. Don't worry, I'm not going to pluck'em and eat'em. I just want to talk, gazing into those eyes. Would you like a drink? Wine perhaps?

Laguna: I must be dreamin'...

Laer, after Laguna and Julia had their drink...

Laguna: Yeah, I don't like fightin' too much, but you get to travel, y'know? Seeing new places n' stuff. And it's fun, 'cause Kiros and Ward are always with me. Hey, we should all go out drinking' sometime! Whaddya say? And, uh... What was I talkin' about? Oh yeah, so I want to quit the army and become a journalist! So I can tell people 'bout all the things I've seen on my travels.

Squall: (He's already loosened up...)

Laguna: So, like, the other day, one of my articles made the reader's column. Pretty cool, huh? Yeah, that was way cool...

Julia: I'm happy for you.

Laguna: Oh yeah, and then...

Later, after Laguna told Julia everything...

Laguna: Yikes... I'm talkin' too much again.

Laguna talks to Julia.

Julia: Yes?

Laguna: Tell me about yourself. Like...your dreams for the future.

Julia: I...I want to sing. Not just play the piano, but sing, too.

Laguna: Oh, I'd really love to hear it.

Julia: But I can't. I'm no good at writing lyrics...

Laguna: Hmm... That must be tough.

Julia: But thanks to you, I think I can come up with something.

Laguna: Thanks to me...?

Julia: Yes... The many faces you've shown me. Times when you were hurt, worried... Or felt pain deep inside you. Your smile, your face, your eyes... You've shown me something... I think I can come up with a song.

Laguna: Wow... I must be dreamin'...

Julia: It's not a dream, is it?

Suddenly, a knock on the door.

Kiros: Laguna! New orders! Meet by the Presidential Residence, on the double!

Julia: Can we meet again?

Laguna: Of course! I have to come hear you sing!

The dream ended. The camera switches to Squall's group in the train who are still sleeping.

Train Announcement: Next stop, Timber... Timber... Next stop, Timber... Timber...

Squall's group suddenly woke up.

Squall: Were we...all asleep?

Zell: Maybe someone released some sleeping gas? There's lots of people who resent SeeD.

Squall: (...Maybe. Better be careful.)

Selphie: Am I missing anything? Anyone hurt?

Squall: ...I don't think so.

Selphie: What a relief! Everything's cool with me! Hee! I had such a nice dream!

Squall: (I had a dream, too. It wasn't nice though...) (I dreamt I was a moron...)

Train Announcement: We will be arriving in Timber shortly. For those getting off, please be sure you have all your belongings.

Selphie: But seriously, Sir Laguna was sooo cool!

Zell: Hey! There was a Laguna in my dream, too! He's a Galbadian soldier, right!?

Squall: Laguna, Kiros, and Ward...

Zell: Huh!? That's it!

Squall: That's what...?

Selphie: There's no way we can understand this... Let's just concentrate on our first mission!

Squall: (...I guess your right.) We'll put this incident on hold. I'll report it to the headmaster once we get back to Garden.

Zell: We should be there soon, eh? Here we go... Psyche yourself up, baby!

Selphie: Whew... Still sleepy.

Squall:

Later, the train arrived in Timber. As Squall's group disembarks the train, a man approaches Squall's group and talks to them.

Watts: Oh, the forests of Timber sure has changed!

Squall: But the Owls are still around.

Watts: Welcome to Timber, sir. Come with me, sir.

As Squall's group follows the man.

Watts: Please, please, this way, sir!

The locomotive arrived at the scene. Squall's group and Watts boards the Forest Owls Base. Inside...

Zone: So, you guys are SeeDs?

Squall: I'm the squad leader, Squall. This is Zell, and Selphie.

Zone: Nice to meet ya. I'm the leader of the Forest Owls.

Squall: So, let's get on with it. What do we do?

Zone: Just take it easy. Here, let me introduce you. Looks like you already met Watts. I guess it's just our princess, then.

Watts: It's the princess' nap time, sir.

Suddenly, Zone's stomach starts hurting.

Zone: Ahh, man... (to Squall) Hey Squall, sorry, but could you go get the princess? She's in the [last room], up those stairs. Some of our other guys are in the room on the way. Ask'em if you get lost.

Squall: (a little snappy) ...Were we hired to run errands? Well?

Zone: A-Are you angry!?

Squall: (We're not gophers... We're SeeD...special forces.) This is the last time for this kinda thing.

Zone: OwOwOuccchhh.

Squall proceeds to the last room. Inside...

Glamorous Woman: Hey... You're...! You know, from the party... So...does that mean... You're a SeeD!?

Squall: I'm Squall, the squad leader. There's 2 others with me.

Glamorous Woman: YEEESSSS! SeeD is here!

Squall: Take it easy.

Glamorous Woman: It's just that, I'm so happy! I've been sending requests to Garden forever, but nothing... I'm so glad I spoke to Cid directly!

Squall: Oh... So you were looking for the headmaster at the party?

Glamorous Woman: You know Seifer?

Squall: ...Yeah.

Glamorous Woman: Well, he's the one who introduced me to Cid. Cid is such a nice man. I really didn't think SeeD would come out to help a measly little group like us. But after explaining out situation to him, Cid gave the go ahead right away! Now that you guys are here, we'll be able to carry out all kinds of plans!

Squall talks to Rinoa again.

Glamorous Woman: Yes?

Squall: I'm goin' back to the others.

Glamorous Woman: Ok, let's go. Umm, Squall. Is 'he' here?

Squall: ('He'?)

Glamorous Woman: Seifer.

Squall: No. He's not a SeeD.

Glamorous Woman: ...Oh.

The glamorous woman left the scene. But then, she came back and talks to Squall.

Rinoa: Oh yeah, my name's... Rinoa. Very pleased to meet you, Squall. SeeD members dance quite well, don't they?

Squall: Approach your target inconspicuously at a dance party... There may be missions requiring this sort of subterfuge. It's expected of SeeD to learn various skills.

Rinoa: Ohhh... So it's work related. That's too bad...

Squall: (saw a dog) (.....)

Rinoa: Here, let me introduce you. This is my partner... Angelo. Angelo is really smart! Here, let me tell you...

The glamorous woman, who will be known as Rinoa from this point on, explains how to use Angelo during battle.

Rinoa: Smart, huh? I have some important work to do now. Be good, Angelo. Ok, I'll meet you there.

Rinoa left the scene. Later, Squall proceeds to the main car of the Forest Owls Base. In there...

Squall: This is Zell... ...And Selphie.

Rinoa: Hi everyone! This way.

Later in the strategy room...

Zone: Just stand anywhere you want. This is a full-scale operation. Our resistance, 'The Forest Owls', will be forever known in the pages of Timber's independence! Exciting, huh? It all started when we got a hold of top-secret info from Galbadia.

Watts: I got the info, sir.

Zone: There's a VIP from Galbadia coming to Timber.

Watts: Super V-I-P!!!

Zone: The guy's name is Vinzer Deling! Our archenemy, and the President of Galbadia.

Watts: Vinzer Deling is a scoundrel!!! He's a dictator, not a president. Not even popular in Galbadia, sir!

Rinoa: President Deling is taking a private train from the Galbadian capital.

Zone: Our plan is to...

Selphie: ...Blow it to smithereens with a rocket launcher!?

Zone: Ahh...not quite...

Zell: So get to the point! Just tell us what to do!

Rinoa: Shall we begin?

While everybody looks at the model of the trains...

Rinoa: First, I'll go over the model. The yellow train on the top right is our 'base'. We're riding in it right now. Right next to it is the 'dummy car'. We made it to look just like the president's car. Their train has three cars. First there's the 'locomotive' followed by the '1st escort'. The red car is the 'president's car'. Deling should be inside. The last car is the '2nd escort'. Once we get on this one, we begin the operation. Our ultimate goal is to seize the president in his car using our 'base'. That means, we'll have to switch our 'dummy car' with their 'president's car'. We'll use the 2 switch points leading up to Timber to carry out this operation. Ok, now I'm going to explain the procedures in seven steps. We'll get on the roof of the '2nd escort' by jumping from our 'dummy car'.

Watts: The '2nd escort' car is the only one that is equipped with sensors, sir.

Rinoa: A high tech officer is onboard. I'll talk about the sensors later. We can move across the roof of the 'president's car' without worrying too much.

Zone: Deling hates the company of his guards and being surrounded by sensors, and keeps them away from his car.

Rinoa: We have to complete the uncoupling before the 1st switch point. If we don't...

Selphie: BOOM! ...Game over, right?

Rinoa: ...Yeah. So we'll have to move fast. I'll explain the uncoupling process later. After the car is uncoupled... We'll have the 'dummy car' and our 'base' move in. At this point, our train and their train will be linked and be moving together. This is the last uncoupling. The process will probably be similar to the last one. If all goes well, we should be able to escape with the 'president's car'. After that, we'll return to our base and prepare to confront Deling. We have exactly 5 minutes to complete the 7 procedures. If we fail, our train will collide with theirs at the switch point and it'll be over. Don't forget that.

Zell: 5 minutes...? You sure that's enough?

Zone: According to the simulation that we ran, it should take only 3 minutes to complete the operation. Piece of cake for SeeDs, right?

Selphie: Of course! Too easy!

Squall:

Rinoa: Ok, now let's talk about how to avoid the sensors on the '2nd escort'.
.....Go ahead Watts.

Watts: The guards have a 'sound sensor' and a 'temperature sensor', sir. Any sound will trigger the 'sound sensor' so move across very quickly, sir! The blue guard is carrying this sensor. The 'temperature sensor' will go off if you remain stationary, sir! The guard in red is carrying this one, sir. When a guard opens the blind, that means he is checking the sensor, so be careful! The range on these sensors is equal to the length of one window. So keep an eye on the window below, sir.

Zell: ...So exactly how do you avoid 'em?

Watts: Umm...basically, run or stop, depending on which guard is below you.

Rinoa: That's about it for the sensors. Next, let's talk about how to uncouple the escort cars.

Selphie: Questions...! How can you uncouple the cars from a moving train?

Rinoa: Umm...we can't uncouple the cars directly.

Zone: Instead, we'll have to temper with the control system that manages the coupling. If we temporarily disable the circuit for the connection, the car will uncouple automatically. To disable it, we have to enter several codes.

Watts: ...And we have the codes. Rinoa has them, sir!

Rinoa: I'll be in charge of relaying the codes to Squall. Squall, you'll slide down on the side of the train using a cable and enter the codes into the system. Now, I need you to listen carefully. Each code is made up of numbers between 1-4 and has 4 digits: 2341 is an example. But the keypad won't have numbers. Instead, it'll have four buttons. X, Square, O and Triangle. For instance, if I relay the code 3124, you'll push Square, O, X and Triangle, in that order. You have to be quick and precise. You'll have about 5 seconds to enter each code. Otherwise, the code will change and the past entries will become invalid. So like we said, we have to enter all the codes to disable the connections. After we uncouple the cars, we'll wait for the others to operate the rail switch. Remember, we only have 5 minutes to do everything, so make sure that you're prepared. Ok, let's try practicing entering the code. Enter 3 codes and you'll be finished.

Squall practiced on entering the codes.

Rinoa: You got it? In the real thing, there's a strict time limit leading up to the switch point. Don't forget that. Umm...that's all.

Selphie: By the way...this model's nice but the president's car looks kinda shabby.Why is that?

Watts: Yeah, Rinoa made it. That's why. We bought everything else at the gift store.

Zell: Oh... I thought some kid made it. The paint job sucks, too.

Squall: (.....? Yeah...It kind of does.)

Rinoa: Oh, shut up! I made it look like that on purpose. It represents my hatred towards Deling.

Zell: Hatred, eh...? Yeah...right.

Selphie: It's one of the...ugliest things that I've ever seen in my life. You must really hate him.

Squall:

Rinoa: (a little annoyed) Are you guys finished!? Enough about the model! Can we get on with it now!? Do you understand?

Squall: Yes.

Rinoa: Let's decide on the party!

Watts: Gathering information is my specialty, sir!

Zone: OuuuucHHHHH..... My stomach!

Rinoa: We're moving again... I'll go take a look. Talk to Watts when your ready. The sooner the better.

Squall's group talks to Watts.

Watts: Have you seen the dummy of the president, sir? If you haven't, please take a look-see! It's like a piece of art! I know the kidnapping plan must be tough, but best of luck to you, sir! Are you ready, sir!?

Squall: Yeah.

Later, Squall's group positions themselves on the roof of the Forest Owls' Base

Rinoa: Squall, over here! We'll catch up with the [2nd escort] soon. Let's get ready. We should time our jumps well after we catch up to them to save some time. From now we have exactly..... 5 minutes to complete the operation. Let's try to use every second.

On the other side of the train...

Rinoa: Squall, over here!

Squall catches up with Rinoa.

Rinoa: This is the president's car. After we get across, we'll proceed with the first uncoupling.

Meanwhile, the camera switches to the president's car...

Galbadian Soldier: Sir, everything is in order, sir!

President Deling: You again... That's 27 times now. How many more times do you plan to disturb me with that meaningless report?

Galbadian Soldier: Sir! I'm sorry, sir. ...But it is my duty, sir!

President Deling: It's hard to believe that anyone would put up with this nonsense. I guess it's none of my business. Dismissed.

Galbadian Soldier:! Sir, yes, sir! (There goes next month's paycheck.) (How am I gonna propose to her now? I'm gonna have to put it off again...)

The camera switches back to Squall's group on the roof of the other train.

Rinoa: This is the [1st escort]. We're gonna uncouple this first. Like Watts said, there should be 2 guards on this car. Selphie and Zell, you guys keep an eye on the guards. Let us know if you see them coming.

Zell: Alright. I'll watch the blue guard.

Selphie: I'll take red.

Rinoa: (to Squall) The red guard is closer. Squall, you might wanna keep an eye on him, too. Ok, are you ready to enter the codes? You remember everything, right?

Squall: Yeah.

Rinoa: We'll have to enter 3 codes to disable the circuit of this uncoupling. Ok, Squall. Get the cable ready. Ok, let's do it. We have 4 minutes left! Good luck Squall!

Squall with his stealthy skills starts inputting the codes for the 1st escort. Afterwards...

Rinoa: Squall, this way!

We watch a movie of the 1st escort car uncoupling and the Forest Owls' Base with the Dummy Car connecting in. Meanwhile in the president's car...

Galbadian Soldier: (What should I do...? I know he's not gonna like it. But it's my job.) S-Sir..... Everything is in order, sir! (Huh..... He's not angry. Phew. That's strange. Oh, he's reading the paper. I wonder where he got it?)

Galbadian Officer: What!? Is there a problem!?

Dummy President: I'm in a bad mood right now! If there is nothing in particular, I order you to leave immediately!

Galbadian Officer: S-S-Sir aye aye... YESSIR! (to the Galbadian Soldier) YOU! Don't just stand there! Get back to your station!

Galbadian Soldier: S-Sir, yessir! (There goes another paycheck. That's two in one day.)

The Galbadian Officer goes out, but came back again.

Galbadian Officer: W-W-What the HECK!? Is this the right train? (The interior looks different. Looks shabbier. Maybe not.)

Galbadian Soldier: (What am I gonna do? No ring, and now no more candlelight dinner. I'm never gonna be able to get married.)

The camera switches back to the top of the train.

Rinoa: This is the [2nd escort]. After this, we're home free. I think there are 2 guards on this car, too. Zell and Selphie are up ahead, working on uncoupling our train from theirs. So you're on your own this time. Let's get this over with. You know how to enter the codes, right?

Squall: Yeah.

Rinoa: We'll have to enter 5 codes to disable the circuit for this connection. Are you ready, Squall? We have 3 minutes left! Good luck, Squall!

Squall once again uses his stealthy skills and inputted the codes to disable the connection circuits. Afterwards...

Rinoa: Squall, this way!

We watch a movie of the 2nd escort car uncoupling and the Forest Owls' Base connecting to the president's car. The camera switches back to the Forest Owls' Base...

Zone: Finally... We've waited so long for this encounter with Vinzer.

Watts: Was that perfect, sir!? Amazing, sir! You're the best, sir!

Rinoa: Well then...

Watts: Leave the intelligence up to me, sir!

Zone: (holds his stomach) OwOwOuccchhh.

Zone ran into the other room.

Rinoa: You 3! Tell me when you're ready to go. As soon as you're ready, I'll begin 'serious negotiations' with the president!

Squall: ('Serious negotiations'... Better make sure my GF's equipped...)

Squall's group gets prepared. After that, Squall's group talks to Rinoa.

Rinoa: ...Ready?

Squall: Yeah.

In the president's car...

Rinoa: ...President Deling! As long as you...don't resist, you won't get hurt...

Dummy President: And if I do resist... What would you do...? Young lady?

Rinoa: !!!

Squall: What's wrong?

Fake President Deling: Boo-hoo... Too bad... I'm not the president. I'm what they call...a body double. All these rumors about the many resistance groups in Timber... You pass along a little false information and they fall for it... How pathetic... Seems like there are only amateurs around here.

Rinoa: Ama...teurs...!?

Fake President Deling: (speaking like a monster) Ahh... My butt hurts from all this sitting... Young...LADY... Ahh... So what did you have in sTORE for me had I resiSTED...? Why doN'T you teLL mE... QuiTE aMUsing thOUGH... For beING such amAtEurs...!!! HoW daRe YOU InSUlt tHe presiDent!!!

Squall's group fights the Fake President. After defeating the Fake President, Gerogero came out of the Fake President's body.

Squall: What the...?

Squall's group fights Gerogero. After Squall's group defeats Gerogero, they head back to the strategy room.

Zone: Man, I can't believe the president was a fake!

Rinoa: I can't believe we fell for it!

Watts: Info, sir! New info! It's big news! I found out the real reason why the president's here, sir! The president's going to the [TV Station]! Security's super tight, sir!

Rinoa: ...The [TV Station]? Why in Timber? They can broadcast just as easily from Galbadia.

Selphie: Do you think the Dollet communication tower has anything to do with this?

Zone: What's that?

Squall: Dollet has a communication tower that can transmit and receive radio waves. It had been abandoned for a long time, but the Galbadian Army got it up and running yesterday.

Zone: Ohhhh...I get it... The only TV station that can handle broadcasts over the air is in Timber. Other stations use HD cable, which only supports online broadcasting.

Rinoa: So, what's that supposed to mean?

Zone: They're planning on using radio waves. This way, they can transmit images to regions without cable.

Rinoa: I know that...! What I want to know is, what is the president going to broadcast!? Why use radio waves? There must be something they want to say to the whole world. What can it be?

Selphie: Everybody! Love! And Peace!

Zone: If I remember correctly, radio waves haven't been used in 17 years.

Rinoa: It's been that long? Wouldn't it be wonderful if the first broadcast could be the declaration of Timber's independence!?

Zone: Hey! That might be possible.

Rinoa: Let's come up with a plan then! (to Squall's group) Can you guys give us a minute?

Squall talks to Rinoa.

Rinoa: Oh, good timing! We've come up with a plan!

Squall: Before we get into that, can I see your contract with our Garden?

Rinoa: Oh, sure.

Rinoa hands out a contract to Squall as Squall takes the contract.

Zell: What's it say?

Squall: (reading the contract) 'Balamb Garden' (hereafter referred to as 'Party A') acknowledges 'The Forest Owls' hereafter referred to as 'Party B' as the hiring party. SeeD (hereafter referred to as 'Party C') shall be dispatched upon signing of this contract. Party C shall operate under the supervision.....

Zell: ...The hell.....?

Selphie: I don't get it.

Rinoa: Oh yeah, that one's pretty confusing. When I told him I didn't understand, he gave me a different one.

Rinoa hands out another contract to Squall as Squall takes the second contract.

Rinoa: Cid is such a nice man.

Selphie: What's it say this time?

Squall:

The contract says:

To the Forest Owls,

This SeeD deployment contract will last until Timber achieves independence. Please make good use of each SeeD member.

I wish you the best with your objective. Please understand that this contract is an exception, and no replacement of any SeeD members can be safe.

Balamb Garden Headmaster Cid Kramer

Zell: Until Timber's independence!?

Selphie: That is soooo vague!

Rinoa: Hey, you're paid professionals. No complaining! Ok, let's decide on the parties!

Watts: Gathering information is my specialty, sir!

Zone: (holding his stomach) OuuuucHHHHH..... My stomach!

Rinoa: So, of the 4 of us, the ones who'll be heading to the [TV Station] will be...

Along with Rinoa, Squall chose Zell to come. Squall's group talks to Watts.

Watts: The [TV Station], sir!? It's quite close if you take the local train... But the local and transcontinental trains have stopped running, sir... Nothing to worry about, sir! There must be someone in town who knows. Are you ready, sir!?

Squall: Yeah.

Watts: Best of luck, sir! I'll be keeping watch here!

Meanwhile, the camera switches to Timber where two Galbadian soldiers speak to each other.

Galbadian Soldier 1: A guy dressed as a cadet... Gathering information?

Galbadian Soldier 2: He was asking about the president's stay! I found it strange that a cadet would keep asking about the president. He was very polite and kept addressing me as 'sir'.

Galbadian Soldier 3: I think I know who you're talking about! He was taking care of 3 suspicious looking characters from Balamb! I'll go question every teenager in the area!!!

Galbadian Soldier 1: No! We can't just go up to anybody and...

Galbadian Soldier 3 left.

Galbadian Soldier 1: Ahem. These are citizens. We can't inflict any...

Galbadian Soldier 4: How dare they try to kidnap the president! Not only is it disrespectful to the president, but also to us Galbadian soldiers as well! I'll be sure to find'em and throw their sad be-hinds in jail!!!

Galbadian Soldier 2 and 4 left.

Galbadian Soldier 1: ...Please... Hear me out...to the very end...

Later, the Forest Owls' base arrived back in Timber.

Watts: ...Say! I remember now, sir! I think the [TV Station] is located behind a building called [Timber Maniacs]! Please head in that direction, sir! I hope you find it!

Zone: WaaaaaaTTTS! C'MON! The Galbadian soldiers are comin'!!!

The Forest Owls' base took-off.

Watts: Lot's of guards patrolling the city now! Please be careful, sir! Seems like the hotel's not available, either! Should you need to recover, use the [Owl's Tear], sir! Heard it works wonders! I believe you can find it at the old man's house... ...I guess you won't be needing it anyway. You're all SeeDs, you'll be fine, right, sir!? (didn't notice the locomotive abandon him) Hey...!!!!? Don't leave me, sirrrrr!

Watts ran after the Forest Owls' base as it had already took off at the scene. Later, Squall's group proceeds to the pub. Meanwhile, the camera shows the outside of the pub.

Galbadian Soldier 1: Heh heh...for a country bumpkin he sure had some good stuff.

Galbadian Soldier 2: Yo, better ease off a little. These Timber hicks hate us enough as it is.

Galbadian Soldier 1:!

Galbadian Soldier 2: !!!

They saw Squall's group.

Galbadian Soldier 1: Let's get 'em!

Squall's group fights two Galbadian Soldiers. After Squall's group defeats the two Galbadian Soldiers, they received a Buel Card dropped by one of them. Squall's group proceeds inside the pub. Inside...

Drifter: I've had enough of this city! I came from Dollet to have me a good time. And now... Trains are no longer running... Can't even stay in a hotel because of some stupid official...! Harrassed by Galbadian soldiers... Had my precious card stolen... This hasn't been my day...

Man: Those jerks... They think they can use brute force to get anything they want. Hell... This town's a good example...

Drifter: Yeah... Everything's jacked up because the resistance tried to kidnap the president. Thanks to them, the trains have stopped... There's Galbadian soldiers all over the place... ..All because of them!!! Don't they understand I'm the one suffering from their reckless actions!? Stupid, boneheaded, good-for-nothing resistance! You can just kiss my...

Rinoa: Hey!

Man: You don't understand anything! The resistance is fighting for Timber's future! They're all going the best they can. It's the Galbadian soldiers and their leader who are at fault!

Drifter: Pshhh...

Squall's group talks to the Drifter.

Rinoa: (What should we do?)

Squall: (to the Drifter) We need to get through.

Drifter: Geez, and now I'm getting dissed by some punk...!? Owner, gimme another drink!

Squall: Is this your card?

Drifter: Huh? ...It is! Why do you have it!?

Squall:Found it outside.

Drifter: Are you serious?Okay. Thanks. Know what? I'm feelin' generous! So you can keep that card. And also...this one! I'll move out of the way now.

Squall's group received Tonberry Card.

Drifter: Hey, owner. I can't stand up. Can ya help me?

The owner helped the Drifter move out of the doorway. Squall's group moves on. Later, as Squall's group head upstairs near the outside monitor...

Zell: Whoa, an outdoor TV!

Rinoa: This is creepy... What is it?

Squall: This noise is broadcast over most of the frequencies. Something has to be done about this before they can broadcast it over the air.

Zell: Oh, really? Actually, I was wondering myself.

Suddenly, Watts arrived at the scene.

Watts: The president's in the studios now, sir. Too many guards now, so we won't be able to storm the place, sir!

Watts left the scene.

Rinoa: So we can't just rush in... We've gotta come up with a new plan now! If the president leaves, maybe the guards will be gone, too? That's when we do OUR broadcast. It might not be as influential but it's better than nothing, right? We don't stand a chance if we take 'em head on, right?

Squall: Don't worry about us. We'll fight your enemies based on your decision. That's our duty.

Zell: You tell us to go, we go. Even if it is a losing battle.

Rinoa: How sad... Act on my decision? That's our duty? Oh, what an easy life it must be, just to follow orders...

Squall: Call it what you want. All we want is for you to achieve your goal using our help. I find it hard to believe that you can do it, though...

Rinoa: W-What did you say!? If you have something to say, just say it!

Squall: Forget it.

Rinoa: You started it. The least you can do is finish it. Come on, what's on your mind?

Squall: ...Just forget it.

Rinoa: ...Tell me. This is an order. An order from your client!

Squall: How serious are you...? Really...? The 3 of you plop down on the floor to discuss strategy? On top of that, you can't make a decision without our input, right? How do you think we feel, working for such an organization?

Zell: (You're being too hard, man.)

Squall: ...Sorry. Guess I got a little carried away.

Rinoa: You know... Maybe this was all a big mistake. I thought everything would work out fine once SeeD came to help us. But, I guess it's not that easy. You were all hired. It's not like you're one of us. Um, let's see... We'll cancel the plan, and we'll disperse for now. We don't stand a chance if we take 'em head on, right? So...you guys probably think this is all a game to us. ...Well, it's not! We're serious. So serious...it hurts.

Rinoa left the scene. Later, Selphie arrived at the scene and rejoins Squall and Zell.

Selphie: ...Heeey?

The monitor goes into static.

Selphie: Are they starting?

The camera switches to the TV Station as the broadcasting starts. The announcers tests the podium.

Announcer: T-Testing...1...2... Testing... Testing... Ohhhh! P-People of the world! Can you see me!? Can you hear me!? Oh, this is incredible! Ladies and gentlemen, this is not a recording! This is an actual broadcast over the air! Yes, it's been 17 years since a live broadcast has been possible! Oh, please excuse me... I seem to have lost my composure. We would like to present to you today a message from the lifelong President of Galbadia, Vinzer Deling. Ladies and gentlemen, President Deling.

President Deling arrived at the scene and approaches the podium.

President Deling: Greetings, I am Vinzer Deling, lifelong president of

Galbadia. Today, I stand before you to make the following proposition. We the people of this world have the power to end all wars.

Selphie: (to herself) See, see! It's a peaceful proposal to the world. I knew it!

President Deling: Unfortunately, there are some trifling problems standing between Galbadia and other nations, and they must be resolved.

Suddenly, a breaking noise can be heard...

President Deling: I plan to convene with other nations' leaders immediately to resolve these problems. At this time allow me to introduce the ambassador who will be my representative for the conference.

Zell: (to himself) Man! All this just to introduce an ambassador.

President Deling: The ambassador is the Sorceress...

Squall: (to himself) ...The Sorceress?

Suddenly, Seifer violent came in at the scene.

Selphie: Heeey!

Zell: Seifer!

The Galbadian Soldiers tried to restrain Seifer, but Seifer knocked them out of his sight. Seifer violently approaches President Deling and placed his gunblade near his neck.

Selphie: What's he doin'!?

Zell: Instructor Trepel!?

Quistis: (to the Galbadian Soldiers) Stay back!

Zell: Squall, what are we gonna do!?

Quistis: For the last time, stay back! You're only going to provoke him.

Squall: ...Nothing. Our job is to assist the Owls. It's none of our business.

Quistis: Timber Team, are you watching? Get over here right now! You HAVE permission! I need your help!

Zell: Squall!?

Selphie: Squad leader!

Squall's group immediately heads into the TV Station. Inside...

Quistis: We need to restrain him!

Squall: (to Seifer) What do you think you're doing?

Seifer: It's obvious, ain't it!? What are you planning to do with this guy?

Squall: ...Planning to do? (That's right... He knows Rinoa. Is that why he's here?)

Zell: I get it! You're Rinoa's...

Seifer: Shut your damn mouth! Chicken-wuss!

Quistis: He broke out of the disciplinary room, injuring many in the process.

Zell: (pissed off) YOU STUPID IDIOT!

Squall: (Zell, please.) Be quiet.

Zell: Instructor, I know! You're gonna take this stupid idiot back to Garden, right!?

Squall: Shut up! NO!

President Deling: I see... So you're all from Garden. Should anything happen to me, the entire Galbadian military will undoubtedly crush Garden. You can let go of me now.

Seifer: (to Zell) Nice going, Chicken-wuss! You and your stupid big mouth! Take care of this mess! Instructor and Mr. Leader!

Seifer with his gunblade on the president steps away into another room. Quistis follows him as well as Squall's group. In the next room...

Seifer: !?

???: ...Poor, poor boy...

Seifer: Stay away from me!

Suddenly, the mysterious sorceress appeared at the scene.

Edea: Such a confused little boy. Are you going to step forward? Retreat? You have to decide.

Seifer: Stay back!

The mysterious sorceress cast a spell and push back Quistis with it.

Edea: The boy in you is telling you to come. The adult in you is telling you to back off. You can't make up your mind. You don't know the right answer. You want help, don't you? You want to be saved from this predicament.

Seifer: Shut up!

Edea: Don't be ashamed to ask for help. Besides, you're only a little boy.

Seifer: I'm not... Stop calling me a boy.

Edea: You don't want to be a boy anymore?

Seifer: I am not a BOY!

Seifer lets go of President Deling. The president ran.

Edea: Come with me to a place of no return. Bid farewell to your childhood.

The mysterious sorceress and Seifer disappeared at the scene. Later, Rinoa

appeared at the scene.

Rinoa: Hey guys! Where's Seifer?

Squall: We don't know.

Rinoa: He'll be ok, right?

Squall's group met up with Quistis and Rinoa.

Rinoa: They found our base. It's completely destroyed.

Selphie: And everyone else?

Rinoa: They're fine. They're good at escaping.

They move on. Squall's group met Rinoa and Quistis in the ground.

Rinoa: We have to stay away from Timber for a while. Is there a safe place you can take me? This is an order, an order from your client, remember?

Squall: ...Alright.

Squall's group moves on. Squall's group follows Rinoa and Quistis in the pub.

Woman: Rinoa! I heard your base is in serious trouble. Come over to my place until things settle down.

Rinoa: I appreciate it. Thank you...

Quistis: (to Squall) What are you waiting for Squall? Come on!

Squall's group follows Rinoa and Quistis to the next area.

Rinoa: This way!

Later, as Squall's group approaches the woman's house...

Rinoa: This is it.

Squall's group proceeds inside.

Woman: I'll let you know if anything changes. 'Til then, make yourself at home.

Rinoa: Thanks, chief.

Squall: Chief?

Rinoa: She's the leader of the 'Forest Fox'. Almost everyone's a resistance member in this town. But right now, we're the only ones that are really active. Let's stay here for a while.

Suddenly, the camera shows brightness.

Selphie: I still don't get it. What did Seifer come here for?

Rinoa: I think...he came to help us, the 'Forest Owls'. I talked about it a lot with him. So please...don't think too badly of him.

Suddenly, a knocking can be heard.

Galbadian Soldier: Anybody in here!?

Woman: What is this!? I have 2 small children in there. Don't do anything to frighten them!

A girl came downstairs.

Girl: Upstairs... Hurry!

Rinoa: Will she be ok?

Girl: She'll be fine. The legend goes...that my mother took down many soldiers with her strength, cooking, and beauty.

Selphie: That 'beauty' part sure makes it sound like a legend.

On the second floor, Squall talks to Quistis.

Quistis: He was so angry when he found out it was only the 3 of you dispatched to Timber. What!? They might end up fightin' the whole Galbadian force! And all they dispatch are 3 rookie SeeD members!? Dammit! I'm going to Timber! I never would have guessed he was serious about it.

Squall: (That guy's always serious. You should know that by now...)

Squall talks to Quistis again.

Quistis: What's going to happen to Seifer?

Squall: He may already be dead.

Rinoa: How can you be so casual? I feel...sorry for him.

Squall: (...Feel sorry? Seifer would hate to hear that.)

Squall laughs.

Rinoa: What's so funny!? You're terrible!

Selphie: So...why do you think Seifer may already be dead?

Squall: (Because...) The president of Galbadia and the sorceress joined forces. Seifer attacked the president. It's no surprise that Seifer may have been killed because of it.

Rinoa: Even so! I still hope he's alive.

Squall: (Think what you want.) (...Reality isn't so kind. Everything doesn't work out the way you want it to. That's why...) As long as you don't get your hopes up, you can take anything... You feel less pain. Anyway, whatever wish you have is none of my business.

Rinoa: ...You're mean. MEANY!!!

Squall: (What's with her...?) ...Sorry.

Later, the woman came back at the scene.

Woman: The Galbadian forces are withdrawing. Only the soldiers normally

stationed here will stick around. If you're gonna leave town, now's your chance! You know how persistent those soldiers can be!

Squall's group proceeds downstairs.

Quistis: Squall, any thoughts on where to go?

Squall: (We have to get out of here first...)

Quistis: Getting out of here is only the first step.

Squall: What do you mean?

Quistis: Garden Code, Article 8, line 7.

Squall: (8.7.....) (In the event that returning to the assigned Garden is not possible, report to the nearest Garden.....) Head for the nearest Garden...

Quistis: Very good! From here, that would be [Galbadia Garden].

Rinoa: We can take the train from here and get off at a station called [East Academy].

Quistis: From there, we have to go through the [forest west of the station] to get to [Galbadia Garden]. I've been there several times. We should be ok.

Squall: ...Ok then... We'll escape from Timber and head to [Galbadia Garden]. The party will be...

Squall chose Zell and Rinoa.

Squall: Let's go!

Woman: You be careful, now.

Squall's group met up with the other party.

Mystery Man: Rinoa, Squall! It's me!

Rinoa: Zone!

The mystery man was Zone in disguise at that time.

Zone: You need to go to [East Academy], right? There's no more tickets left.

Selphie: Super-Duper-Mega-Bummer!

Squall: We'll do whatever it takes to get on that train.

Zone: You won't have to do that. Lookey here! I have everyone's ticket right here! (giving one to Rinoa) One for you. (giving 3 to Squall) 3 for you SeeD people. Here, I'll give them to the leader. And the last one is for me..... (thinks it over and talks to Quistis) Go on. Take it.

Quistis: I can't take that. It's yours!

Zone: Ouch!

Zone gave Quistis a ticket.

Zone: (holds his stomach) Ouuuuuuuuch! My stomach hurts! Ouch!! Just get going!
The train's leaving.

Quistis: Thank you.

Rinoa: Zone..... We're gonna see each other again, ok? No matter what, you
have to survive. We have to liberate Timber together, remember?

Zone: I know, I know, I'll go hide in a bathroom or something. Now get going.

Just as Squall's group is about to approach the train entrance..

Train Announcer: This train is bound for Dollet stopping at [East Academy].
This is the last train for today. Please hurry on board.

Squall: The last train... Let me double check... Get off at [East Academy] and
go through the [forest, west of the station]. [Galbadian Garden] is located up
ahead... Is that correct?

Quistis: Indeed. Glad we have a leader with a good memory.

Inside the train...

Train Announcement: This train, bound for East Academy, will depart shortly.

The train departs.

Squall: We'll...

Selphie: Open, open, OPEN!

Squall: ...Make it.

Selphie: Please... Open up!

Squall: (...Better let her have her way.)

Squall used the ticket.

ID Check: Confirming... Access granted...

Selphie: Tee-hee! Thanks!

Squall talks to Rinoa.

Rinoa: Weren't you just saying something?

Squall: It's noting important, but... Well... We made it.

Quistis: I have to thank Zone for that.

Rinoa: He's into naughty magazines.

Quistis: I'll keep that in mind...

Squall talks to Zell.

Zell:

Squall: (Leave him alone.)

Later they get off the East Academy Station. They travel to Timber Forest. In there...

Quistis: We're not too far from Galbadia Garden now!

Selphie: Hey, I was just thinking... There might be some bad news from the Galbadian government. What if we get caught and then get broadcast to the whole world...!?

Zell: Whatever happens, happens! Now come on! Let's just keep going! I, I'm worried about Balamb Garden. If anything happens to Garden, it's all my fault. I'm the one who said we were all from Garden... (to Squall) You think the president will retaliate on Garden?

Squall: Maybe.

Zell: ...Figures... (shakes Squall) B-B-But, we have a whole bunch of SeeDs at Balamb Garden! They wouldn't lose to the Galbadian army, would they?

Squall: Depends how strong the army is.

Zell: I know, but...

Rinoa: Oh, you're just a great leader, aren't you... Do you actually have fun acting so callous towards your comrades?

Squall: (...Not again.)

Rinoa: Zell wants your support.

Squall: (I knew it was gonna be something like that...)

Rinoa: Any kind of encouragement will make...

Squall: (That's just to ease your mind. Am I the only one who thinks that? No, I'm sure Seifer...)

Rinoa: Don't you ever worry about or even think about the well-being of your comrades!?

Squall: (I don't believe in relying on others.)

Rinoa: Don't you understand!?

Squall: (...Whatever.)

Rinoa: Are you listening, Squall?

Squall suddenly felt strange.

Squall: (...What the!?) (...This sensation...)

Squall collapsed.

Quistis: Uhh...

Quistis collapsed.

Selphie: M...Me, too...

Selphie collapsed.

Rinoa: What's going on!?

Zell: I think... they went to the 'dream world'.

In Squall's dream...

Ward: Kiros, you sure this is the place?

Kiros: Positive.

Ward: I don't wanna be patrolling the wrong place, like last time.

Laguna: Ahh, sorry... This ain't the place.

Kiros: This is it. Let's go, commander.

Laguna: ? (looks at the map) I brought the wrong map. Somehow, I have a bad feeling about this... Nah, everything's cool... Hey, make sure you guys are fully equipped. Well, we are on duty... Let's get a move on and check things out.

As they move on...

Laguna: But seriously... This place sure is strange... What the heck is this big pile of rocks? You think these are natural rocks used for carving tombstones?

Kiros: Who knows...or cares?

Ward: Speaking of strange... Why have you been... running around so strange?

Laguna: Strange...? What do you mean strange? ...Just bein' cautious. That's the basic rule of thu... (heard something) ...Hey? Looks like we've got company. Esthar soldiers. Still wearing those flashy uniforms.

More Esthar soldiers arrived and are surrounding Laguna's group.

Kiros: ...?

Ward: Laguna...!!!

Laguna: Don't be such a weenie! What the...!?

Laguna's group fights an Esthar Soldier. After killing it...

Kiros: Wasn't our mission just to patrol...?

Ward: Why does it have to turn out like this?

Laguna: Seriously...! I wasn't expecting this at all!

Laguna's group fights 3 Esthar Soldiers. After killing them...

Ward: There's more coming...?

Kiros: There's no end to this!

Laguna: Better make a run for it!

In the Lunatic Pandora, Laguna's group makes their way to the cliff. In there, they were cornered by the Esthar Soldiers.

Laguna: Don't tell me...

Kiros: Of all worst possible...

Ward: Predicaments?

Laguna's group fight lots of Esthar Soldiers. After defeating all of them, one of the dying soldier used his Soul Crush ability on Ward and Kiros. They are injured badly after the battle.

Laguna: Look, the ocean... We're saved! Lady luck is on our side! We can escape to Galbadia!!!

Kiros: One would say we've been run down... That's what they'd normally say...

Laguna: Don't say that. It might come true. Didn't your grandmother tell you that?

Kiros: ...If you say something bad... It will come true... Yeah, I think she did.

Ward: (losing his voice) Ggghh...rrrhhh...

Laguna: What'd you say?

Kiros: I think...his throat...was injured... He lost...his voice.

Ward: It...wa...fu...you...

Laguna: Say again?

Ward: It...was...fun...you...guys...La...guna...Ki...ros... It...was...fun...

Laguna: Ward, that's way uncool. It's not a cool to say things like that. Just for that, you're getting' the Cuchi-Cuchi treatment! How's that, huh!? Want more!? Well!?

Ward:

Laguna: WHOA!!! Check it out, a boat! We're getting' on!

Kiros: A...vessel... ..They'd...normally...call...it...

Laguna: Boat, vessel, whatever. We're going back to Galbadia!

Laguna threw Kiros into the water, then Ward.

Laguna: You guys...sure have guts. You know how high this cliff is...!? Oh...sh...! ...No way... AHHHH!!!

Laguna fell into the water. Squall, Selphie and Quistis woke up.

Zell: Was it Laguna again...?

Selphie: Sir Laguna's in BIG TROUBLE! I hope he'll be ok...!!!

Quistis: Doesn't seem like the first time for you all. What is this?

Squall: (If it were just me, I could tell the others it was only a crazy dream...) We'll just be wasting time trying to figure it out. Let's keep going.

Zell: Yeah, let's go! I think we're almost there.

Rinoa: Umm...Squall... I think I may have said too much. I'm sorry.

Squall: (Forget about it.)

On their way to Galbadia Garden...

We watch a movie of the view of Galbadia Garden. In there...

Selphie: Wow... Completely different...

Zell: Sure is quiet.

Squall: ...I like it.

Quistis: Could you leave this one up to me? I've been here several times and I know the headmaster pretty well. I'll go and explain our situation.

Squall's group goes to the 2nd floor reception room. In there, Squall talks to Rinoa.

Rinoa: So Quistis attended classes here?

Squall talks to Selphie.

Selphie: I wonder if they have a Garden Festival here, too?

Squall talks to Zell.

Zell: How long are they gonna make us wait...?

Quistis came in.

Squall: How'd it go?

Quistis: They understand our situation. And Balamb Garden is safe. The attack on the president in Timber was classified as an independent action. There was an official notice from the Galbadian government saying that Balamb Garden is not being held responsible.

Zell: So, Seifer's taking all the blame?

Quistis: The trial's over, and the sentence has been carried out...

Rinoa: ...He was executed? ...Of course he was. He attacked the president. He sacrificed himself for the 'Forest Owls'...

Quistis: It was your group that got Seifer involved in all this. You're a resistance faction, right? You must have been prepared for the worst.

I'm sure Seifer was prepared, too. So don't think of it as Seifer sacrificing himself for you. I'm sorry. I guess that wasn't much consolation.

Squall talks to Quistis.

Quistis: I don't have any good memories of him. I've seen some troubled children, but he was beyond troubled. Well, he wasn't really a bad guy.

Squall talks to Rinoa.

Rinoa: I...really liked him. He was always full of confidence, smart... Just by talking to him, I felt like I could take on the world.

Selphie: Your boyfriend?

Rinoa: I don't really know. I... I think I was in love. I wonder how he felt...?

Selphie: Do you still like him?

Rinoa: If I didn't, I wouldn't be talking about it. It was last summer... I was 16. Lots of fond memories...

Squall talks to Zell.

Zell: I didn't like the guy, but executed...?

Squall talks to Selphie.

Selphie: You really hated Seifer, didn't you, Zell!?

Zell: Yeah, but... He was from Garden... He was one of us. If I can, I wanna get revenge.

Squall: (I liked him... wasn't really a bad guy... He was one of us...)
(Seifer... You've just become just a memory.) (Will they... Will they talk about me this way if I die, too?) (Squall was this and that. Using past tense, saying whatever they want?) (So this is what death is all about...) (...Not for me.) (I won't have it!!!)

Quistis: What's wrong, Squall?

Squall: I won't have it!

Zell: W-What?

Selphie: Are you MAD!?

Squall: (running to the door) I'm not having anyone talk about me in the past tense!

Squall ran out of the reception room. While Squall is on his way out...

Raijin: Yo! Squall!

Squall: What are you doing here?

Raijin: What am I doin'? I'm a messenger, ya know? Brought you a new

order from Headmaster Cid, ya know?

Squall: What kind of order?

Raijin: I dunno. Gave it to the head honcho here. Just did what Headmaster Cid wanted, ya know?

Fujin: EXPLAIN.

Raijin: We were suppose'ta go to Timber. But the trains have stopped, so we had no other choice but to come here. Kinda relieved to see you guys here.

Fujin: SEIFER?

Raijin: Oh yeah! Wasn't Seifer with you?

Squall: I believe Seifer may be dead... I heard he was tried in Galbadia and then executed...

Fujin: LIES!

Raijin: BWAHAHAHAHAA! That's gotta be a lie, ya know!? There's no way he'd put up with a trial, ya know!? Or an execution for that matter! It's just so not Seifer, ya know!?

Fujin: FIND!

Raijin: O'What...! We're gonna meet up with Seifer? Well, see ya, Squall. We're gonna head off to Galbadia to look for Seifer.

Squall is on his way out. He talks to Quistis.

Quistis: Ok, it's time to meet. Let's go.

After meeting up with his group, Squall talks to Rinoa.

Rinoa: Oh! I think that's him. Just pretend I'm a Seed, too. It'll be less complicated that way.

A car arrived. Martine came out and Squall's group salutes.

Martine: Good day. I have official orders from Headmaster Cid addressed to you. Following regulations, I have gone over these orders. After careful consideration of our options, we have decided to fully assist and cooperate with Headmaster Cid. Actually, we too, have been planning for this for quite some time now. In order to stress the importance of this mission, I must first brief you on the current situation. At ease. You all know about the sorceress being appointed as the peace ambassador for the Galbadian government. However, this ambassador thing is just a cover up. There will be no peace talks, only threats. The sorceress creates fear among people. Therefore, peace talks are impossible. Galbadia is planning to use this fear to negotiate favorable conditions for itself. It is clear that Galbadia's ultimate goal is world domination. Garden is no exception, either. It is a fact the sorceress is planning to use this Garden as her base. ...We have very few options available to us. We entrust world peace and the future to you.

Squall's group salutes.

Martine: Details of the mission are enclosed in these official orders.
Any questions?

Squall: The orders say by means of 'a sniper'. We have no one with that skill.

Martine: Don't worry about it. Let me introduce an elite sharpshooter from Galbadia Garden. Kinneas! Irvine Kinneas!

Martine: This is Irvine Kinneas. He will be your sharpshooter. Leave whenever you're ready. Failure is not an option.

Irvine: BANG!

Martine left. Squall talks to Quistis.

Quistis: What's our mission?

Squall: Our next mission... This is no ordinary mission. It's a direct order from both Balamb and Galbadia Garden. We're to... ..assassinate the sorceress. We're to shoot her from afar. Kinneas will be our sharpshooter. We're to support Kinneas to our fullest. Should the sniper fail, we are to attack head on.

Irvine: Thanks for the support, but I never miss my target.

Squall: Eliminate the sorceress. That's my order. We're going to head to the capital of Galbadia, Deling City. There we'll meet up with General Caraway to go over the details for the plan. Let's get going.

Irvine: Well then... We'll need to choose a party for the trip to Deling City.

They form groups.

Irvine: How's this?

Squall: (...That's no good.) I'll decide.

Squall chose Zell and Irvine.

Squall: There.

Irvine: Excellent choice, Mr. Leader.

Squall's group head to Galbadia Station. After getting on a train...

Squall:

Squall used the ticket.

ID Check: Confirming... Access granted...

Selphie, Rinoa and Quistis came in.

Selphie: Hee! You caught on!

Train Announcement: This train, bound for Deling City, will be departing shortly.

The trains departs...

Rinoa: This is the only train bound for Deling City anyway.

Irvine: Hmm... Perhaps it's fate? (goes to the next room)

Zell: So, what do we do about HIM?

Squall goes to the next room and...

Irvine: Selphie... We're destined to be together!

Selphie: Y-Yeah right...!

Irvine: A sigh of love?

Selphie: N-No...

Irvine walks away.

Irvine: Pardon me...

Squall goes to the next room.

Irvine: Rinoa...

Quistis: Irvine Kinneas! You're playing a major role in this mission.
Now behave yourself!

Irvine: No one understands me... Sharpshooters are loners by nature... We hone our instincts, pour our whole being into a single bullet. The pressure of the moment... An instant of tension... That's what... I have to face alone... ..It's not easy. So like... Just do me a favor, and let me be! You get my drift?

Zell pounds the ground.

Train Announcement: Err, there was no damage to the train from that, err, minor vibration... I, uh... repeat... Err, there was no damage to the train from that, err, minor vibration...

After arriving in Deling City, Squall's group takes the escalator up and we watch a movie of the view of Deling City. Squall talks to Zell.

Zell: What's the matter, Squall?

Squall: We're heading for Caraway's Mansion. It's in the government district. We're here as back-up from Galbadia Garden. Don't blow your cover. (Is Laguna here now?)

Squall proceed to that area. There...

Squall: (Caraway is the head of the Galbadian army... Could this be a coup d'etat?) (No... I don't think he's out to overthrow the president...)

Squall talks to Caraway's Guard.

Caraway's Guard: General Caraway's mansion is right through this gate, but... I can't just let you walk in.

Squall: I believe he's been informed of our arrival.

Caraway's Guard: Yes indeed, but... I was ordered not to let you through until your skills have been tested.

Zell: What the hell's he talkin' about!?

Squall: Test our skills? What does he want us to do?

Caraway's Guard: The [Tomb of the Unknown King] to the northeast. All you have to do is go there. It's real simple, but... You have to bring back proof that you were there. A code number.

Squall: A code number?

Zell: We came all the way out here for some stupid test of courage? Who does he think we are!?

Caraway's Guard: There are many students like yourself who wish to call on General Caraway. There was a student from Galbadia Garden yesterday, who has yet to return from the test at the [Tomb of the Unknown King]. The [Tomb of the Unknown King] is located [northeast of the city]. Your objective is to go to the [Tomb of the Unknown King], look for traces of this lost student, and return with his ID number. You should be able to find what you're looking for shortly after you go in. The ID number should be written on it. I don't recommend going any further than you have to. You may never make it back alive. Anyway, here's a map for you.

Squall's group got a map. Squall then ask the guard to escort them out of the town. Squall's group proceeds to the Tomb of the Unknown King. In there they found a blue sword with the student ID number. Squall's group now goes back to Deling City to talk to Caraway's Guard.

Caraway's Guard: Yes, what is it?

Squall: Ready to answer.

Squall gave the guard the code number.

Caraway's Guard: That's correct! Please, right this way.

Squall goes on.

Squall: (Both Balamb and Galbadia Garden are joining forces with the general from the Galbadia Army. ...Why?) (...No point in me think about it.) ('SeeDs aren't meant to question why.')

Squall's group goes inside the mansion, Squall talks to Rinoa.

Rinoa: Hmph... He always does this! So discourteous...making people wait. I'm gonna go complain. Everyone just wait here. Oh, by the way, this is my house. So don't worry. Umm, just don't leave me here, ok?

Squall: Is something going to happen to you?

Rinoa: Umm... I don't know. Just treat this like an order from your client, ok?

Squall: (...Hope it doesn't lead to any trouble.)

Zell: What the hell's goin' on!?

General Caraway came in.

Squall: Where's Rinoa?

General Caraway: She has not received the type of training you all have, and may become a burden. It's for the best that she stays out of this operation.

Selphie: So you're Rinoa's father?

General Caraway: I can't remember the last time she called me that.

Zell: So the father's a top military officer, and the daughter's a member of an anti-government faction!? That's bad... Really BAD!

General Caraway: Yes, indeed. It's a serious problem. (walks to the window) But it doesn't concern you. It's our problem.

Squall: (That's not the case...)

General Caraway: Besides, we have far more important things to worry about.

Squall: (Garden's directive and Rinoa's orders have the same value to us.) Once our mission is accomplished here, we're working for Rinoa, as per our contract. I don't know what your situation is, but please don't interfere when the time comes.

General Caraway: And if I do?

Squall: (What's his problem?) We're all SeeDs here. We'll act accordingly.

Irvine: Hey, hey, hey... Fellas... We're here to knock off the sorceress, right? So, let's get down to business.

General Caraway: Ok, let me explain the plan.

Outside...

General Caraway: I'm sure you know about the Galbadian government reaching an agreement with sorceress Edea.

Squall: (So the sorceress' name is Edea...)

General Caraway: There is going to be a ceremony tonight to commemorate the event.

Squall: (Edea...)

Squall moves on and follows General Caraway, Selphie and Quistis.

General Caraway: It'll be held at the Presidential Residence.

While following them...

General Caraway: During the ceremony, you will split up into two teams and get in position. The [gateway team] will enter the gateway and stand by. The [sniper team] will stand by at the front of the Presidential Residence until the ceremony is over. (standing on this area) This is where the [sniper team] will wait, right here, where I am standing.

Squall: (So, we're gonna divide into 2 teams: the [sniper team] and the [gateway team].)

General Caraway: That's the Presidential Residence. Once the ceremony ends, a parade for the sorceress will begin. That's when the gate will open. Lay low until then. The parade may be canceled if there is any commotion. We must avoid that at all cost. Once the gate opens, the [sniper team] will move out. With the parade drawing the crowd and the guards' attention, it should be rather easy to move about. The [sniper team] will head for the roof of the residence. In the [corridor] by the sorceress' room, there is a [hatch] that leads to the clock tower. There's a clock tower there housing a carousel clock. You'll find the sniper rifle there. Stand by in the clock tower until exactly 20:00. The parade will begin by the gate. The sorceress will be riding on the parade vehicle. After it leaves the gate, the vehicle will turn left. Like this. (demonstrating the direction) This way. The parade will circle once around the city along the outer road and return to this space. It will return on this side. Then it will turn right... ..and head this way. (demonstrating) Here's where the [gateway team] comes into play.

Squall's group follows General Caraway.

General Caraway: At exactly 20:00, the parade will pass under the gateway.

Squall's group talks to General Caraway.

General Caraway: At this point, the [gateway team] will operate the console to drop the gates. The sorceress will be trapped inside the gateway. At 20:00, the carousel clock will rise out of the roof, carrying the [sniper team] up as well. There will be no obstruction between the [sniper team] and the sorceress. Take the open shot..... BANG! That is all. Now we wait. You're free to go anywhere. Go check out the city if you wish. Just onething. Stay out of trouble.

Squall: (Who do you think we are? ...We're not like your daughter.) We are SeeDs.

General Caraway: Report to my [residence] when you're ready. We'll hold a final meeting then. After that, we'll proceed with the operation.

Squall's group looks around for a bit. After that, they head to Caraway's Mansion.

General Caraway: It's time to form the teams. The sniper and the leader of this operation will form the [sniper team]. The leader's role is vital.

Squall: (...What does he mean?)

General Caraway: If the plan fails for some reason... ..or should the

sniper miss... ..the leader must carry out a direct assault against the sorceress. The plan was devised carefully, because we intend this to be a covert operation. But our ultimate goal is to eliminate the sorceress, and we must achieve this at all cost. Even if they uncover our identities. So, who's going to lead the operation?

Squall: I will.

General Caraway: Fine. I'll leave the rest up to you.

Squall: (...The [sniper team] is decided.) Irvine and I will make up the [sniper team]. The [gateway team] will be...

Selphie: Whoo-hoo!

Quistis: Roger.

Zell: Let's DO IT!!!

Selphie: So who's gonna be the leader for the [gateway team]?

Zell practice his fighting to say that he is the leader.

Squall: (Sorry, Zell.) Instructor Treppe. ...Quistis Treppe, you're in charge.

Quistis: Ok! Leave it to me.

General Caraway: Ok. Let's begin.

Squall, Irvine and General Caraway left. Quistis goes to the door and the door open hitting Quistis.

Rinoa: Hi! Finally got out of there! Did that man say something?

Zell: No, not really.

Rinoa: Where's Squall?

Quistis: I'm sorry Rinoa, but we have to get going.

Rinoa: Hold on a sec. (pulls out an item) Take a look at this!!! This is called an Odine Bangle. I found it in that man's room.

Zell: Odine!?

Selphie: Whatcha gonna do with it?

Rinoa: It's supposed to suppress the sorceress' powers. But, its effect are still unknown. So I don't think they're going to use it for this mission.

Zell: If it's Odine brand, it should be pretty effective! They're NO.1 when it comes to magical goods.

Rinoa: Right! Right!

Quistis: So what exactly do you want to do with it!? Are you planning to have the sorceress put it on!? Who? When? How?

Rinoa: That's what we're going to discuss!

Quistis: We don't have time for that. Squall and Irvine are already standing by. We have an operation to carry out, too. You understand, don't you? This isn't a father-daughter quarrel. This isn't a game.

Quistis' group left.

Rinoa: Who said this was a game...? I understand what's going on... It's not like I don't have a plan...

Outside...

Squall: I'll make the first charge when we make the full-on attack. I'll try to buy some time.

Irvine: That won't be necessary... I'll get the job done.

Squall's group follows General Caraway.

Irvine: So like... IS it true that SeeDs aren't supposed to question their mission?

Squall: (There are times I'd like to know myself. Like...now for example. But...) What do you care?

Irvine: So like...if you knew that your enemies were pure evil, you'd get more fired up to fight them, right?

Squall: (Right and wrong are not what separate us and our enemies. It's our different standpoints, our perspectives that separate us.) (Both sides blame one another. There's no good or bad side. Just 2 sides holding different views.)

Squall's group arrived at the area. Squall's group then talks to General Caraway.

General Caraway: The [gateway team] will wait inside the gate until 20:00. You can enter through this door. The sorceress will pass through the gateway at exactly 20:00. In that instant, lower the gates using the control console located on the top floor and trap her inside the gateway.

Quistis' group goes in the gate's door. Squall's group follows General Caraway.

General Caraway: You two will wait here.

Squall: General, why has the sorceress decided to have such an extravagant parade?

General Caraway: She wants to establish her place in Galbadia Garden, since she has chosen it to serve as her base.

Squall: (So that's why Galbadia Garden wants her out...)

General Caraway: It's starting. I'm returning to my residence. Good luck.

General Caraway left. Later, Quistis' group came out of the gate's

door.

Zell: Instructor, what's up?

Quistis: Maybe I was too hard on her...

Zell: Too hard?

Quistis: I'm going to apologize...

Zell: You mean...Rinoa?

Selphie: But...but... We can't just leave our post!

Quistis: We still have time until 20:00. You two wait here.

Zell: We can't just... Hey, wait up!

Quistis' group proceeds into Caraway's Mansion. Inside, General Caraway is with Rinoa.

General Caraway: It'll be chaos out there soon. You'll be safe here.

General Caraway left and activated the lock in for the door.

Rinoa: Oh no! He's gonna lock me in! I... I can do it...

Rinoa got out. Quistis' group then came in.

Quistis: Rinoa, I'm sorry I...

Suddenly, the door locked Quistis' group in.

Selphie: !

Quistis: !

Zell: !

Quistis: (tries to open the door) ??? Did we get... locked in?

Selphie: ...That Caraway guy!?

Zell: We're smack dab in the middle of a family quarrel here!

Quistis: This is bad. I'm worried about Rinoa, too.

Zell: What do you mean?

Quistis: Rinoa's probably on her way to see the sorceress as we speak. She wanted to help us...

Meanwhile, Rinoa goes to the roof of the Presidential Residence. In there...

Rinoa: Umm... Excuse me... I'm...the daughter of, um...Galbadian Army's, um...General Caraway. I...thought I'd...come pay my respects... You know... 'cause of my father and all... So, I...um...brought you a small gift. Please...

Rinoa steps forward, but is pushed back by the sorceress' force.

Rinoa: Ugh. (the Odine Bangle reacts and she is acting berserk)

We watch a movie of Edea revealing her face and she goes to the podium. Rinoa is acting really berserk and follows Edea. The president is also there.

Irvine: H...Hey... That girl...!

Squall: Rinoa...?

Edea: ...Lowlifes. ...Shameless filthy wretches. How you celebrate my ascension with such joy. Hailing the very one whom you have condemned for generations. Have you no shame? What happened to the evil, ruthless sorceress from your fantasies? The cold-blooded tyrant that slaughtered countless men and destroyed many nations? Where is she now? She stands before your very eyes to become your new ruler. HAHAHAAAAA.

Squall: (...?)

Edea: A new era has just begun.

President Deling: E-Edea... Are you alright...? Ede...!

Edea: (using her claws to stab and burn the president) This is reality. No one can help you. Sit back and enjoy the show.

We watch the movie of the crowds from the sky view. Edea threw out the president and the president died while burning.

Edea: Rest assured, you fools. Your time will come. This is only the beginning. Let us start a new reign of terror. I will let you live a fantasy beyond your imagination.

Edea leaves the podium.

Edea: Let us end this ceremony with a sacrifice.

We watch a movie of Edea casting a spell to make those statues move and attack the crowds and Rinoa.

Irvine: Hey, hey, hey, she's in trouble big time! We've got to help Rinoa.

Squall: The parade hasn't started yet. The gate's not open.

Irvine: You gotta be kidding!

Meanwhile in Caraway's Mansion...

Quistis: Oh no! It's starting! We need to get out of here, quick.

Quistis reads the picture and she uses the glass and placed it on the statue.

Quistis: NO WAY!

Selphie: Pretty sneak-y!

Quistis: Let's go.

Selphie: But we don't even know where it leads!

Zell: No use stayin' here!

Quistis' makes their way to the sewers.

Zell: It's starting...

We watch a movie of Edea riding in a parade vehicle and it's moving.

Irvine: Now's your chance. Come on! What are you waiting for!? Rinoa might die!

We watch a movie of Edea and now Seifer. Squall and Irvine made it to the roof.

Squall: Rinoa!!!

Squall and Irvine fights two Iguions. After killing them...

Rinoa: I was scared... ...Really scared.

Squall: It's over now.

Rinoa: I was scared... I was really, really scared.

Squall: You're used to battles, aren't you?

Rinoa: I couldn't...I just couldn't. I couldn't fight alone...

Squall: (...You're not ready for all of this.) Better get going. I haven't forgot your order. Just stay close to me.

Squall's group enters the clock area. In there, Squall hands the rifle to Irvine.

Squall: Irvine Kinneas, it's in your hands now.

Irvine walks to the other side and sits down quietly.

Squall: (Huh...? Why'd he get all quiet?) (Oh, he must be concentrating.) (Loneliness of the sharpshooter... I guess he has a point.) (I can't hear anything from in here. ...What's going on with the parade, I wonder?) (Seifer... So he's alive.) Rinoa. Seifer's alive. He was in the parade with the sorceress.

Rinoa: ...What does it mean?

Squall: Who knows. (If I were to face the sorceress directly...) (Would I have to go through Seifer?) (...That's the way it goes as a SeeD. You can't choose your enemies...) I may end up killing Seifer.

Rinoa: You're both...prepared, right? That's the kind of world you live in. You've had a lot of emotional training. But... Of course, I'd rather it not happen...

Squall: (.....) It's all up to Irvine.

Squall walks to where Irvine is.

Squall: (Huh...?) (Is he freakin' out!?) Don't tell me you're getting the jitters...

Irvine: I...I can't do it.

Meanwhile in the sewers, Quistis' group finally finds the exit and they go up the ladder to the control room.

Zell: Phew! We just made it.

We watch a movie of the time reaching 20:00 and the clock area rises up. The parade vehicle with Edea is near the gate.

Zell: Instructor, now! Hit the switch!

Quistis hits the switch. Now we watch a movie of the gate closing on Edea. Meanwhile with Squall and Irvine...

Squall: Irvine Kinneas!!!

Irvine: I...I can't... I'm sorry, I can't do it. I always choke like this... I try to act all cool, joke around, but I just can't handle the pressure...

Squall: Forget it. Just shoot.

Irvine: My bullet... The sorceress... I'll go down in history. I'd change the history of Galbadia... Of the world! It's all too much...

Squall: Enough! Just shoot!

Irvine: I can't, dammit!

Squall: Irvine, calm down. Everyone's waiting for you. I don't care if you miss. Whatever happens, just leave the rest to us. Just think of it as a signal. A sign for us to make our move.

Irvine: Just a signal...

Squall: (That's it.) Please.

Irvine: ...Just a sign.

We watch a movie of Irvine firing the rifle and Edea blocked the bullet.

Irvine: ...I'm sorry.

Squall: It's ok. Your aim was perfect. Just leave the rest up to me. I'm goin' in for the sorceress. Irvine, Rinoa, just be ready to back me up. Take care of Rinoa.

Squall takes out his gunblade and we watch a movie of him striking a Galbadian Soldier and he stole a car and drove to the closed gate. In there...

Seifer: Well, this is how it turned out.

Squall: So, you've become the sorceress' lap dog?

Seifer: I preferred to be called her knight. This has always been my dream.

Squall fights Seifer.

Seifer: Squall, you're mine!

After Squall wounds him...

Seifer: I...lost...!?

Squall: You're losing it, Seifer.

Edea: ...A SeeD. ...Planted in a run-down Garden.

Squall fights Edea. Rinoa and Irvine came to help.

Rinoa: I can fight if I'm with you! That's why I'm here!

Irvine: I have to redeem myself.

Edea: ...The accursed SeeD.

After the fight...

Edea: Impudent SeeDs!

We watch a movie of Edea casting an ice needle and it struck through Squall's right chest. He is unconscious.

END OF DISC 1

In Squall's dream...

Ellone: Uncle Laguna! There's someone here to see yoo.

Laguna: Huh? Me? What's this person look like?

Ellone: He was wearin' funny clothes. He's tawking to Raine right now.

Laguna: Hmm? Is he at the pub?

Ellone: Yup. That's why I came over to get you, Uncle Laguna! Am I a good girl?

Laguna: No, you're not! It's dangerous to be out there by yourself. What if a monster comes and attacks you?

Ellone: It's only next door. It's ok.

Laguna: It's still dangerous! And since you're such a cute little girl, the monsters will especially be after you! They'll catch you and then they'll suck your blood out! If anything like that should happen, Uncle Laguna's gonna cry...

Ellone: I'll be ok. I'll just call yoo, Uncle Laguna! You'll come rescue me, right!?

Laguna: H-Hey! Ellone! Wait!

Ellone waits outside.

Laguna: Ellone! Now's your chance!

Ellone: Cha-nce!

Laguna goes into the pub. In there...

Raine: You understand, Ellone? Now go to your room and play.

Ellone: (to Laguna) (I got in twouble.)

Laguna: (That's 'cause you broke your promise. Too baaaad...)

Raine: Laguna! Use proper English when speaking to Ellone!

Laguna: (I got'n trouble.)

Ellone: (Toooo baaaaddd!)

Kiros arrived.

Kiros: It's been a while, Laguna.

Laguna: Kiros!!! (to Ellone) He's Uncle Laguna's friend. He dresses funny, but he's not a bad guy.

Laguna talks to Kiros.

Kiros: You seem well.

Laguna: Yeah... You, too. Hey, how long has it been? You know, our grand escape from Centra?

Kiros: That was... One would usually call that being chased out...

Raine: I thought so...

Kiros: Well, I would say about a year or so.

Laguna: I was bed-ridden for over 6 months. It seemed like every bone in my body was in pieces.

Raine: I nursed him back to health.

Kiros: Thank you, for taking good care of Laguna. I was able to recover in about a month or so. Ever since then... I've been searching for you.

Laguna: Why?

Kiros: After leaving the army... Well, just killing time I guess. Life's pretty boring without you as entertainment, my man.

Laguna: That's a harsh thing to say. I've been living a productive life here.

Raine: I think I understand what you mean, though.

Kiros: So, what do you want to know?

Laguna: Let's see... Let's talk later. Time to do some work.

Kiros: ...OK.

Laguna: So, what's your plan? You're gonna stick around here for a bit, right?

Kiros: Would that be ok?

Raine: You work for what you eat. If that's fine with you, you're more than welcome.

After that, Laguna and Kiros are outside.

Kiros: Laguna... I have a simple question... What exactly do you do here?

Laguna: It's like this. All the working men in this town were sent off to war. The only ones still left in town are old people, children, chocobos, dogs, and cats. And I'm sure you've noticed, but the monsters have made their way into town. This here town took real good care of me. So basically, I want to return the kindness. You're lookin' at the Monster Hunter of Winhill! So as of today, you'll be my assistant. We're to patrol the town up to the town entrance! If we see anyone in need along the way, we help them. That's our basic duty!

They reached the outside of the Item Shop.

Laguna: Alright! Our first patrol, complete! We're to report to the commander and asst. commander.

Kiros: Commander... You mean that woman at the pub?

Laguna: Her name's Raine. Raine, OK!? She saved my life. And the asst. commander is Ellone.

Kiros: She seems like a really nice person. But easily taken in by a hotshot.

Laguna: ...A hotshot? OK, let's step up our patrol a notch. Asst. Kiros, let's come up with a plan after we get back to the base.

While running back...

Kiros: Hey, Laguna... Are you doing this patrol thing everyday?

Laguna: 'Thing'!? What're you callin' 'THING'!?

Kiros: Weren't you aiming to become a world-traveling journalist? You've heard of 'Timber Maniacs', right? I had a talk with the chief editor. He said he's interested in any article related to world travel.

Laguna: That's great! We should talk to him sometime. Y-Yeah...

While going back...

Laguna: Um, it'd be ok if we stayed here a bit longer, right?

Kiros: You need time to gather more material? This seems like a really nice town. You're gonna write about this place first, aren't you?

Laguna: No way. Can't make this place famous. Too much publicity and you get all those tourists and stuff.

Kiros: You're afraid someone might become and take Raine away? Laguna, you've changed, man.

Laguna: Hey! I see a monster!!!

Laguna and Kiros goes back into the pub. In there...

Kiros: (...What?)

Laguna: (Girl talk... Let's come back later.) (Come on!)

Kiros: (Something inside me tells me to listen.)

Ellone: Raine... Are you gonna marry Uncle Laguna?

Raine: A guy like that? He was carried in here crying like a baby, and I was the one who had to take care of him... His crude way of speaking... I don't know if his aspirations as a journalists... Everytime I try to have a serious conversation, he avoids it... I can't stand his snoring and he talks in his sleep...

Ellone: But he's really nice! I really, really like him! Raine, Uncle Laguna and Elle should all be together!

Raine: ...But you know... I think what he really wants to do is travel all over the world. I don't think he has it in him to live in a quiet country town like this one. Some people are like that... ...Ouuu, it makes me so mad.

Ellone: ...Yoo don't like him?

Raine: ...I feel the same way as you, Ellone.

Ellone: Oh!?! (saw Laguna) Yea! Yoo back!

Laguna: (Huff huff...puff puff...) I came back in a hurry!

Laguna talks to Raine.

Laguna: Here's my report on today's patrol and monster extermination! Including Buchubuchus and Bunbuns that Assistant Commander Ellone oh-so-hates... I've exterminated 20 monster(s)!

Raine: Alright! Thank you. Shall we eat before you get started with the next patrol? I'll call you when it's ready, so just wait [in your room]. You seem pretty tired. You should take a quick nap.

In the Vacant room...

Laguna: Time for a little break... (Rest.) Well now, shall we rest up a bit?

Kiros: Hm? What's the matter?

Laguna: I get scared sometimes. Scared of waking up somewhere else... Scared of not seeing Ellone...

Kiros: Scared of not seeing Raine?

Laguna: What happened to me? I feel... What's this I'm feeling? Oh, please let it be this room when I wake up! Please let me be in this puny bed when I wake up!

Kiros: Laguna, you've changed.

Later, Zell woke up in the D-District Prison along with Quistis, Selphie and Rinoa.

Zell: (...Where am I?)

Quistis: Ahh, welcome back, Zell. The 'dream world' again?

Zell: Uh huh.

Selphie: How's Laguna doin'?

Zell: Dunno... I didn't see him. It's not like I know everything about Ward, but... Well, you know Laguna and company went to that Centra place and got into a real fix, right? After that, Ward's been all alone. He's working in some sort of prison-like place. And he's bored outta his mind. All he wants is to be fightin' alongside Laguna.

Quistis: So what is this we're experiencing?

Zell: How the hell should I know!?

Zell talks to Rinoa.

Rinoa: Um, didn't you say that Ward was working in some sort of prison?

Zell: Yeah, so.

Rinoa: And wasn't he from Galbadia?

Zell: Sure, he's a soldier there.

Zell talks to Selphie.

Selphie: Well... Since we're prisoners... Shouldn't we be trying to break out of here!?

Zell talks to Quistis.

Quistis: I wonder what happened to Squall... Did they bring him here, too...?

Zell talks to Rinoa again.

Rinoa: Correct me if I'm wrong, but aren't you supposed to be Ward in that 'dream world'?

Zell: Just now I was.

Rinoa: Does this room look familiar?

Zell: (Of all the stupid questi...) (Hey? Whoa??? Wait a sec...) I know

this place! Everybody listen up! This is the prison that Ward works at! He's a janitor here! There are so many rooms just like this! It's got to be here!

Rinoa: There's a prison for political activists in Galbadia... This must be the place where Ward works. Right here, where we are! I'm sure of it!

Quistis: It's no surprise we're in jail. We did attack the sorceress...

Rinoa: We went up against the president. We'll all be sentenced to death...

Quistis: That president is no longer in charge. Now that Galbadia's in the hands of the sorceress... What's going to happen to us?

Selphie: Things don't look so good...

Zell: (What's gonna happen to us?) (And where the hell is that guy, Irvine?) (And where's Squall...? Did the sorceress...(gulp)...) (gulp)...

Meanwhile in Squall's cell, Squall woke up.

Squall: (...Where am I?) (I...challenged Edea... My wound... ..? No wound...?)

How...?) (The Galbadian soldiers... ..We were surrounded.) (He was there... Seifer, leering down at me.) Damn you, Seifer!

We watch a movie of Squall's cell being carried up to somewhere. Later in Floor 7, the Mean Guys (bad guards) came into Zell's group's cell.

Selphie: What, what!? What was that loud noise?

Zell: (I don't like him at all...)

Mean Guy: It's the sound of your friend being tortured.

Zell: What!? Whaddya mean!?

Mean Guy: Shut up!!! Don't screw around with me!!! You understand who's in charge here!? (grabbing Zell's face) I'm asking you a question! (struck Zell with a nightstick)

The other Mean Guy pointed the gun at Zell. The Mean Guys kicked the shit out of Zell.

Rinoa: Stop!!!

Mean Guy: Oh, I almost forgot.

Zell is on the ground, and the Mean Guy grabbed his hair.

Mean Guy: Hey man, is there a Rinoa with you?

Rinoa: I'm, Rinoa.

Mean Guy: Oh, all right. Then come over here.

Zell: Whaddya doing to Rinoa, you bastard!?

The Mean Guy kicked Zell.

Quistis: Stop it already!!!

Rinoa: Stop. I'll go.

Quistis: Rinoa.....

Rinoa: I'll be fine. Let's go.

Meanwhile in Squall's cell, Seifer came in.

Seifer: Squall, you're pitiful.

Seifer throws Squall into the bed.

Seifer: (to the Moomba) Take him away!

Later in the torture room where Squall is hung to the wall...

Seifer: I'm sure you can imagine what happens now.

Squall: ...What do you want?

Seifer: Tell me what SeeD is. Edea demands to know.

Squall: SeeD... (...A code name for Balamb Garden's elite mercenary force...
SeeD... Combat specialists...) (.....???) ...Don't you already know?

Seifer: I'm not a SeeD. There must be some kind of secret you're given
when you become a SeeD!

Squall: There's nothing. Even if there were, you think I'd tell you?

Seifer: You're on my 'tough-nut-to-crack' list. Didn't think you'd talk
that easily.

Squall: ...Geez, I'm honored.

Seifer: So here's a little somethin' for ya.

Seifer signals the Warden to activate the torture.

Squall: Arrrrrghhhh...

The Warden stops the torture.

Seifer: Even if you don't talk, others will. The instructor, the little
messenger girl, or that Chicken-wuss... He wouldn't last 3 seconds!

Squall: (Th...They're...) ...They're...all here...?

Seifer: Oh, you bet. But since I like you so much, I thought you should
go first. I was hoping you'd be there, Squall. So...how'd I look in my
moment of triumph? My childhood dream, fulfilled. I've become the
sorceress' knight.

Squall: (...Sorceress' knight...) (...His...romantic dream...?) (But...Seifer...
Now,
you're just...) ...A torturer.

Seifer: What did you say!? Passed out cold, eh? This is the scene where you swear undying hatred for me! The tale of the evil mercenary vs. the sorceress knight... The fun's just started, Squall. Don't disappoint me now!

The Warden tortures Squall again. Meanwhile in Zell's group's cell...

Selphie: Draw... Cure!

Zell: Ow ow ow...

Quistis: It's no use. There seems to be an anti-magic field here.

Suddenly, a Moomba came in and tripped while bringing food.

Mean Guy: What was that noise!? You again!?

The Mean Guy kicked the shit out of the Moomba.

Zell: (Damn him...that numbskull!) YO! Who do you think you are!?

Selphie: Yeah, you big MEANIE! Stop that!

The Mean Guy attempts to strike Zell with a nightstick, but Zell defends.

Mean Guy: Y-You'll regret those words!

The Mean Guy left.

Selphie: He's so mean... (to the Moomba) You ok? Doesn't work so well, but... (casting a spell) Cure!

Meanwhile in the torture room.

Seifer: Well now, Squall. I'll ask you again. What is SeeD? And why do they oppose the sorceress?

Squall: (SeeD... Oppose the sorceress...?)

The guard arrived.

Guard: Sir Seifer, the missiles targeted for the Garden are ready to launch.

Seifer: Excellent. (to Squall) Balamb Garden is to be destroyed on charges of training SeeDs to oppose the sorceress.

Squall: (...WHAT!?)

Seifer: It's a pity, really. I grew up there, too... But orders are orders, and Edea wants it destroyed.

Squall: ...N-No.....

Seifer: After the Garden's gone, the SeeD hunt will begin. I'll be Edea's bloodhound and hunt down everyone of your kind. It'll be fun, Squall. Don't die on me, yet. (to the Warden) Continue with the interrogation.

Seifer left.

Warden: Ready to talk?

Squall: ...I...don't understand...the question...

Warden: Don't mess with me! Edea says you know something! Now spit it out! Talk! What is SeeD all about!?

The Warden tortures Squall.

Squall: (SeeD... Aren't we... mercenaries...from Balamb Garden... Special forces...?)

Warden: Hm? Yeah, so!?

Squall: (I...I don't know any...anything... W-Why...do you...keep... asking...me...)

.....

Warden: What's that?

Squall: Your...

Warden: What did you say?

Squall: Your...breath st...stin...stinks!

Warden: Punk... You asked for it!!!

The Warden tortures Squall again.

Warden: How's that!? How you like me now, huh!?

The Warden kept on torturing Squall.

Squall: (...Good night...)

Warden: Tch! Completely knocked out cold. Hey! You 2 Moombas! Watch him!

Later in Zell's group's cell...

Zell: (What now...?)

Zell talks to Selphie.

Selphie: What do we do? Just stay here? We'll get tortured for sure!

Zell talks to Quistis.

Quistis: We can't just sit here. We have to think of a way to escape.

Zell: Anyone got a plan?

Selphie: Well, we could skin this little guy and wear him as a disguise...

The Moomba got scared.

Selphie: I'm kidding! I'm kidding!

Zell: (Doesn't sound like you are...)

Quistis: Well, we can't rely on magic here, so we have to go with weapons. We have to somehow get them back...

Zell: (Weapons... My weapons are these fists o'mine!) (I could do some serious damage without weapons!) (It's up to me, baby!) Let me go. I'll go get the weapons back!

Selphie: Oh yeah! You worked here as Ward, so you know the place!

Zell: (Not really... All Ward did was mop the floors...) Just leave it to me! You two lie down there.

Quistis: Zell...

Selphie: I hope this works...

Zell: Guard! Guard! We need some help! Open the door!

Mean Guy: What's the problem?

Zell: The women are unconscious! I think a snake bit'em!

Mean Guy: What...?

As the Mean Guy goes in, Zell knocked the Mean Guy unconscious.

Zell: Well, I'm off! (to the Moomba) Huh? You wanna go, too? Ahh, I guess... Just don't get in the way!

Zell and the Moomba goes to Floor 8. In there, they saw the Galbadian Soldiers with the weapons of Zell's group.

Galbadian Soldier 1: Look at this... SeeD weapons...

Galbadian Soldier 2: Is this what they call a gunblade?

Galbadian Soldier 1: Check these out, a whip, nunchaku...

Zell gets closer.

Galbadian Soldier 2: Y-You, an escapee?

Zell: Yo, I'm here to reclaim these!

Zell fights two Galbadian Soldiers. After killing them...

Zell: Piece of cake, baby!

Zell picked up the weapons and returned to the cell where Quistis and Selphie is. Meanwhile in the torture room...

Squall: (...Don't hit...my face.) (...Stop grabbing my...leg.) (Let me sleep...)

Moomba: Laguna!?

Squall: (Shut up...)

Moomba: Laguna!

Squall: (Laguna?)

Moomba: Laguna!!!

Squall: (...Laguna!?) What? I don't understand.

Moomba 1: Laguna! Laguna!

The other Moomba activated a switch to release Squall.

Moomba 2: Laguna.

Moomba 1: Laguna! Laguna!

Squall: Laguna?

Later in Zell's group's cell...

Zell: Yo, sorry to keep ya waitin'!

Quistis: Zell, the weapons?

Zell: Voila!

Selphie: Whoo-hoo! Alright!

Zell: Time to go kick some ass!

Quistis: YES!

Selphie: Right on!

Moomba: Rghhhhh!!!

Man A: Is this the cell with the uncooperative prisoners?

Mean Guy: Yes, this is it. Please give'em something to really complain about.

Man B: Should we be picking on prisoners so soon after getting' transferred here?

Man A: Just be quiet, and let me handle this!

Mean Guy: T-These are the prisoners, Lieutenant Biggs, Private Wedge.

Man A and Man B are Biggs and Wedge.

Zell: (Biggs? Wedge?)

Zell, Selphie, Biggs and Wedge: AAAHHHHHHHHH!!!!!!

Biggs: S-So we meet again! Now we'll teach you the lesson we should have taught you earlier! I know it might seem cowardly to fight unarmed prisoners... ..But I hope you appreciate our position. Hey, it's a dog eat do...

Wedge: Uh, they're fully armed, sir...

Biggs: W-What...!? H-How...? Ahh, hell with it! Let's go, Wedge!

Zell's group fights Biggs and Wedge.

Biggs: I was demoted because of you! I'm only a lieutenant now! I'll get my revenge!

After Zell's group KO'ed Biggs and Wedge, they move out. Meanwhile with Biggs...

Biggs: D-Don't think you can just walk out... Ugh. (activated alert mode)

Later with Zell's group...

Zell: Squall should be around here somewhere. You have any idea?

Moomba 1: (just arrived) Srrr...Srrr... Laguna!

Moomba 2: Laguna!?

Zell: Laguna!? I don't know why but I feel kinda lucky! Let's just go after them, OK?

Suddenly the alarm...

Zell: What the...!?!

Announcer: Warning! Escapee alert! Monsters will be set loose on each floor. If escapee refuses to surrender, you have permission to kill. The anti-magic field will be lifted.

Zell: Tch! The security alarm!

Zell's group proceeds to the 13 floor.

Zell: S'up, guys? Somethin' there?

Inside the torture room...

Zell: Squall!!! You OK!?

Squall: It was hell...

Zell: Let's just get the hell outta here! Catch! (gives the gunblade to Squall)

Squall: (You...know Laguna?)

Outside of the torture room...

Zell: Didn't you come here as Laguna in the 'dream world'?

Squall: No.

Quistis: So Squall doesn't know how to get out either.

Zell: Well... Either way, we kept goin' up and up. I think we better head

down.

Quistis: It'd be a pain to go down every floor. The alarm alerted monsters and security guards everywhere.

Zell: By the way, how the hell did they carry you up here, Squall?

Squall points to the elevator crane.

Zell: Whoa!!! What's this!? It's like a crane that can carry a detachable cell from downstairs.

Selphie: Oh, so this big hole goes all the way to the bottom. So if we jump, ALL the way down, we're outta here.

Quistis: Go ahead if you want to be squashed like pancake.

Zell: Oh yeah!!! I remember now!!! We can move this arm by using the panel above and the control room. I remember Ward doing this. But we need to operate them both at the same time. Someone needs to stay upstairs and control the panel...

Selphie and Quistis points to Zell.

Zell: ...Me? F-Fine... I'll give you instructions from upstairs. Everyone get inside.

Squall, Quistis and Selphie goes inside.

Quistis: So, this is the arm control room.

Zell: Yo, can you guys hear me?

Selphie: Hiya Zell, loud and clear!

Squall: So, what do we do?

Zell: Press the red button on the main panel.

Squall pressed the button.

Zell: I'll take care of the rest..... There!

The crane goes down. In the basement...

Selphie: Heeey, so what are we going to do now?

Squall: Well, there's a door over there.

Quistis: And?

Squall:..... Let's check it out.

Squall's group approaches the door and when the door opened, sand came out.

Squall: Sand...?

Quistis: Buried...? You mean we're underground? In any case, we can't get out from here...

Selphie: What was that?

Quistis: Gunfire?

Squall: Sounds pretty bad...

All:

Quistis & Selphie: ZELL!!!

Quistis: Let's get back, quick!

Meanwhile...

Guard: There he is! Over there!!! Seize the escapee, dead or alive!!!

Zell: Tch! Too many! I'm outta here!

Zell moves on but is struck by someone.

Zell: Ugh...

Warden: You bastard... DIE!!!

Suddenly, Squall came up and killed the Warden with his gunblade.

Squall: Didn't think he'd go down that easy.

Zell: Squall!!! Thanks, man!!!

Squall: W-What!? Let go. I said, let go!

Quistis: Squall! Zell!

Quistis and Selphie arrived.

Quistis: I'm glad you're all right.

Selphie: Squall, why did you do on your own? Is Zell that important to you?

Suddenly, there was gunfire.

Zell: There's no way we can get outta here!

Later, Irvine and Rinoa came...

Rinoa: Come on...! Stop trying to act so cool! (threw down Irvine) Gee, if you had agreed with me earlier, we wouldn't be in this mess. (she saw Squall) Squall!!! (Squall's alive! I knew he would be. Squall's ok!) Yeah!

Quistis: Rinoa, you're all right!

Irvine: Uh huh. Of course. Courtesy of my escort.

Zell: What's that supposed to mean?

Irvine: Ah.....

Rinoa: My father pulled some strings with the military. He told them to get me, and only me, out.

Irvine: Then...

Rinoa: So this guy here... He came and got me. Just me! Knowing you were all captured!

Irvine: Ahh, that's...

Rinoa: Isn't that horrible?

Irvine: Alright, alright...! I said I was sorry. That's why I'm here to help!

Rinoa: After I scratched you to death.

Irvine: Uh... A-A-Anyhow, now's our chance.

Squall: The basement door is buried in sand.

Irvine: Of course it is. This place is buried underground.

Squall: Buried?

Irvine: That's right. This prison is...

Guards: There they are! It's the escapees!

Irvine: (pulls out his shotgun and fires) Squall! You choose two more party members and head on up. I'll hold'em here.

Squall: Up?

Irvine: Don't have time to explain now! The exit's up there, trust me.

Squall: Ok.

Rinoa: I think I know the way!

Squall along with Rinoa chose Zell to go with them. Squall's group moves on.

Irvine: My turn to boogie now.

Squall's group moves on. Now we are with Irvine's group.

Irvine: (continues to shoot) Oh, man, this is endless!

Quistis: Hey, what do we do?

Irvine: Hmm...

Quistis: I got an idea! Can't we go up again with the arm?

Irvine: Hey, good idea.

Quistis: But they have to operate it from the control room upstairs.

Irvine: Leave that up to me. Alright! Let's head to the floor where the arm's stopped.

Irvine's group proceeds to Floor 3.

Irvine: Hey! Hop on!

Now we are with Squall's group. They have reached the exit...

Zell: OHHHH YEAHHH!!! We're out, baby!!!

Announcer: Prisoners may not go beyond this point. You'll be terminated.

Squall: They're coming!!!

Squall's group fights an Elite Soldier and 2 GIM52As. After killing them all, Squall hears a radio.

Irvine: Hey Squall, can you hear me?

Inside the control room...

Irvine: Hey! Hey, you guys!

Quistis: Is this what you were talking about? What if Squall and the others have already gone ahead?

Squall: I can hear you.

Irvine: See! I told you we'd be alright. Squall, go ahead and operate the arm.

Squall: How?

Zell: Yo, leave that one to me.

Zell activated the switch.

Irvine: Alrighty! We'll be there in like a second. Wait right there.

Quistis: Sure takes awhile, doesn't it?

Irvine: So what? What's the rush?

Rinoa: Looks like they'll be just fine.

Squall's group goes outside. We watch a movie of the D-District Prison.

Zell: W-W-What the hell is this!? We still can't go anywhere.

Rinoa: No way...! When I came in earlier, it wasn't like this...

Squall: Let's just head for that structure over there.

Rinoa and Zell got there. We watch a movie of the bridge collapsing and Squall hangs on the edge. The whole Prison is drilling down.

Rinoa: Squall!!! Hold on! Over here! Hurry!

Squall made it to safety. After that...

Rinoa: That was way too dangerous, wasn't it...?

Squall: Yeah.

Irvine: I thought the arms were movin' kinda slow... They have the submerge system on.

Squall: Let's just get going.

Selphie: I wanna ride the yellow one!

Quistis: I'll take that one, too.

Rinoa: Okay, me too.

Irvine: Hey, hey, hey! Ladies?

Zell: Let's go, Irvine.

They break up to groups and take the two vehicles. They stop on the path to Galbadia Missile Base.

Squall: What?

Quistis: The sorceress is about to launch missiles at Garden!?

Selphie: That's what Rinoa heard from Irvine!

Squall: The only thing we can do now is go back to Garden as soon as possible and warn the students. (to everyone) Alright, let's get in the car and go.

Selphie: They're targeting both Balamb and Trabia Gardens! We have to interfere with the launch! We have to stop the missiles!

Squall talks to Selphie.

Selphie: I just transferred from Trabia Garden! I can't just sit around knowing that Trabia Garden is in danger! So Squall, please! Decide who's gonna go to the Galbadia Missile Base, before it's too late!

Squall: (It's easier said than done... What if something happens to the party members I choose...?)

Rinoa: Let's take a vote! Squall will decide on the party. Squall will return to Balamb because he's the leader. Anyone against this plan please raise your right hand! I don't mind which team you put me on.

Squall: (But you're an outsider?)

Quistis: You're the leader, Squall. What are the teams?

Squall: (Leader? I never asked to be the leader.)

Squall's group saw the missiles launching from Galbadia Missile Base.

Irvine: I...heard they were hitting Trabia first, and then Balamb.

Squall talks to Selphie again.

Selphie: Trabia... I'm sorry... I couldn't stop it... Please let everybody be all right. Please... That was a miss...right...? Squall, we have to report to Balamb! Who are you taking?

Zell: C'mon, Squall!

Quistis: You have to decide, Squall!

Rinoa: Squall, think carefully now!

Squall: (I've had it up to here with this leader thing... Alright, alright...I'll choose.)

Squall chose Zell and Rinoa.

Selphie: I'm on the missile base infiltration team! I have to be! They launched missiles at MY Trabia!

Squall: (This team will now head for Balamb. The rest...to the missile base. Should I go with this... Go with it.) This mission is unlike any other. It's not an order or a request from anyone... Selphie, do you have some kind of plan?

Selphie: I think if we take this Galbadian army vehicle, we should be able to make it inside the base. But...that's about it. I'll have to think about the rest once we're inside. Do you think that'd be ok? I'm sorry... I mean, thanks. There isn't much time! You better hurry to Balamb Garden!

Squall: See you at Balamb Garden.

Everyone gets in their vehicle. We are with Squall's group.

Squall: Let's take that train.

Squall's group goes on and steals the train.

Galbadian Soldier: HEY! STOP!

Rinoa: Squall! He's coming after us!

Squall:

Galbadian Soldier: S-Stop the train! ERRRAHHHHHHHHH!!! C'MON!

Rinoa: Sorry!

Galbadian Soldier: AAHHHhhhrghhh... (blown away)

Rinoa: Sorry, it's an emergency.

The train moves on. Now we are with Selphie's group. They drove to the Galbadia Missile Base. In there...

Security Guard: Alright, go ahead.

Selphie: (Really? Phew...)

After Selphie's group parked the vehicle...

Announcer: Following the launch on Trabia Garden, prepare for the launch on Balamb Garden. All personnel take your positions.

Selphie's group gets out of the vehicle and wears Galbadian Soldier uniforms.

Selphie: (Ewww... This uniform is so itchy and smelly!)

Quistis: When is launch time?

Selphie: It doesn't matter! We have to stop the missiles! That's all there is to it, right!? If there's a door, we go in! If there's anything we can break, we break! And in the end, we blow this place to smithereens!

Irvine: Hey, Selphie. I like your attitude. Let's do it up!

Selphie: Let's get a move on!

Inside they saw an ID Check.

Selphie: Insert ID Card!? But...we don't have one!!!

Irvine: So like... I found this in the car. Give it a try.

Irvine gave the card to Selphie and she used it.

ID Check: Verifying... Access granted...

Selphie: Whoo-hoo!

Selphie's group moves on.

Selphie: (Yikes! There's someone there! What to do... What to do... Act casual.) It might look suspicious if we're caught so let's just act casual!

They move on to the Observation Deck. There they speak to the Maintenance Soldier.

Maintenance Soldier 1: Huh? I'm busy now. Whaddya want?

Maintenance Soldier 2: Oh yeah... Aren't we suppos'ta inspect the circuit room soon?

Maintenance Soldier 1: Oh, it's that time already? We 're doing the real thing today, so there's no way we have time for it.

Maintenance Soldier 2: (to Selphie's group) Sorry to trouble you, but could you deliver a message for us? Tell the guys by the [missile launcher] to go on ahead, and that we'll catch up with'em later. Thanks a lot. We really appreciate it.

Maintenance Soldier 1: Thanks.

Selphie's group proceeds to the Missile Launch Bay.

Selphie: S'cuse me, sir... I have a message for you...

Maintenance Soldier: Well, what is it?

Selphie: (Ah...What was it again...?) It's about inspecting the circuit room. The maintenance team said they were too busy, so that you should go on ahead.

Maintenance Soldier: Oh, ok. But I'm still not done here, you know...
Hmmm... Could you tell them I can't go just yet? Thanks, I appreciate it.

Selphie's group goes back to the Observation Deck and talks to the soldiers.

Selphie: They said they were too busy to go, too.

Maintenance Soldier 1: Geez... What do we do?

Maintenance Soldier 2: Guess we have no choice but to go...

Maintenance Soldier 1: (to Selphie) Aahhh, alright... Can we ask you to go?

Maintenance Soldier 2: What!? Hey, that's not cool! What if the base commander finds out!?

Maintenance Soldier 1: Ahh, it'll be fine. All we do is go and make sure everything is up and running, anyway.

Maintenance Soldier 2: Well, I hope you're right...

Maintenance Soldier 1: (to Selphie) So, that's that. We're counting on you.

Selphie: Yes, sir!

Selphie's group moves on.

Selphie: The maintenance team asked us to take their place with the inspection.

Guard: Oh, really? Then I guess my shift is over... I'm gonna call in my relief. Go ahead with the inspection.

Inside the circuit room...

Selphie: (This must be the control panel, but I'm not sure what to do...) I'm not sure what to do so, I'll just press whatever!

Selphie pressed the switches.

Selphie: (...That's strange... Nothing happened.) (...Maybe I should try again.) Here goes nothing!

Selphie bang on the switch and it is activated. The place blacked out.

Selphie: Huh? Heeey... The lights went out...

Announcer: Electrical System Malfunction. Maintenance Team: Investigate Immediately.

Quistis: It would look really bad if they found us here... We should leave this room now.

Selphie: Alright! NEXT!

Outside of the circuit room...

Maintenance Soldier: Hey, you! What's going on here!?

Selphie: (...Ahh, man... Really bad timing...) (...Try to talk my way out.) (...What kinda excuse should I use?) We were just about to go call on you!

Maintenance Guard: Alright, then. Let us take care of it!

The soldiers go in the circuit room. Selphie's group go in and attacked them.

Maintenance Soldier: H-Hey! W-What are you doing!? AHHHHH!!! W-Who are you...!? Ughhh... Damn it...

Selphie: Whoo-hoo! Let's keep movin'!

Irvine: (...Geez...Selphie can be a little outta control at times...)

Selphie's group moves on.

Guard: Hey! You! Haven't seen you around before...

Selphie: (What to do...? What to do...?) (Play it cool.)

Guard: Well, we need some help in here. I guess it doesn't really matter who... Do you think you could lend a hand?

Selphie: (What to do...? What to do...?) (Help out.)

Guard: This way. Follow me. Unbelievable... Power failure at a crucial time like this? What the heck are the maintenance guys doing...?

Inside, Selphie's group talks to the maintenance soldier.

Maintenance Soldier: Yeah, that's the one. All right, 1 in between the 2 guys, and 2 on either side.

Selphie's group helped the other soldiers move the missile. Before Selphie's group could leave...

Maintenance Soldier: Hey, wait! Good work. All we need to do now is confirm the coordinates on the control panel. The program should be ready to go. You guys get on it.

Selphie: (Heeey! The control panel!? Now we're talkin'!)

Selphie's group proceeds to the Missile Control Panel.

Quistis: Ok, what should we do?

Irvine: So like... let's just bust it up.

Selphie: (Yeah, bust it up real good!) (But...) It'll be a mega bummer if

WE launch the missiles by mistake. So, should we hold back a little and just mess around with it a bit?

Quistis: ...That sounds good.

Selphie set the error ratio to maximum and uploaded it. After that they talk to the guard.

Relief Guard: This place is off-limits. You're not allowed up here.

Selphie: But we came to report on the missile coordinate data!

Relief Guard: Oh, very well. Go right ahead.

Selphie's group goes in the Launch Control Room.

Relief Guard: Did we have someone that puny in our base...?

In the Launch Control Room...

Soldier 1: All systems go, sir!

Soldier 2: Everything's all set, sir!

Officer: We had some minor setbacks, but proceed as scheduled. We're running behind, but prepare for the final launch phase.

Soldier 1: Roger!

Soldier 2: Roger!

Announcer: Attention. This is the control room. We are now entering the final phase of the missile launch. Take your designated positions and prepare for the launch!

Officer: Huh? What are you doing in here!?

Selphie: We've come to report on the missile coordinates!

Officer: Oh... .. Don't move! I thought you looked suspicious. You're the intruders! No use hiding it now! That salute you just did was completely wrong!

Selphie: (Yikes...!) (Well, at least we made it this far. It's about time we rumbled!)

Officer: What are you doing!? Ahhhhhh!

Brightness appeared and Selphie's group revealed themselves.

Selphie: TA-DAH! Hooooo, finally. This military uniform is itchy, and it stinks!

Selphie's group fight 2 Base Soldiers and Base Leader. After the enemies got KO'ed...

Selphie: Ok then! Let's stop the missiles, blow the base to smithereens, and get outta here!

Quistis: One of these control panels should be the launch control

mechanism.

Irvine: So like...let's just split up and start lookin'.

Selphie found the control for the missiles.

Selphie: (pressing) Let's see... .. Heeey! I found it! Push this, then that... .. There! I'm done! Whoo-hoo! All we need to find now is the self-destruct mechanism!

Selphie examined the switches in the first part of the room. Now Selphie's group goes to the second room.

Selphie: Heeey! This is the self-destruct mechanism for the base! Hmm... Let's see here... Huh? We have to set a time?

Selphie decides 20 minutes.

Selphie: Hmmm... Let's see here...

Computer: Self-destruct mechanism activated. 20 minutes until destruction. All staff evacuate the base immediately. I repeat...

Selphie: Whoo-hoo! Let's hurry on outta here!

They are now on their way out. Back in the Launch Control Room...

Soldier 1: Heheheh... It's not over yet...

The soldier died. Selphie's group is on their way out until they hear a noise.

Selphie: Huh? Heeey? What was that noise?

Meanwhile in the outside, all of the Galbadian Soldiers are evacuating. Selphie's group moves on. We watch a movie of the missiles launching and aiming for Balamb Garden. Before Selphie's group could go any further...

Captain: There's no way I'm letting you all live! It would be inexcusable to Sorceress Edea! I don't want to suffer her wrath! Are you men ready!?

Driver 1: Yes, sir!

Driver 2: Yes, sir!

Captain: Alright, let's go!

Selphie's group fights BGH251F2. After wrecking it, the soldiers came out. After Selphie's group killed them, they tried to find their way out, but it was no use.

Selphie: (...Are we locked in?) (Squall will take care of the rest, right?) (Sigh...) (It's all over...)

Quistis: It came quite quietly. I thought the end would have been more dramatic...

Irvine: Squall... he didn't trust me. That's probably why he put me on

this team...

Selphie: (...What are you all saying?) (...Squall chose us because he believed in us.) (I'm sure of it!) (We can do it. That's what he thought when he made this team.) (Isn't that right, Squall?)

The Galbadia Missile Base blew up. Now we are with Squall's group.

Zell: Alright! The Garden's safe!

Squall: (It looks like they did it.) (Still, the missiles could be on their way.) We have to report to the headmaster. Come on.

Squall's group goes in. They find Raijin and Fujin.

Raijin: Hey, you're back!

Squall: What's going on here?

Raijin: I dunno. At first, they were sayin' somethin' about roundin' up the SeeDs, ya know!? Now, everyone's either sidin' with the Garden Master or the headmaster and fightin' everywhere, ya know!?

Fujin: DISTURBING.

Raijin: Disappointin' for the disciplinary committee. All our work for nothin' ya know!?

Squall: Why are SeeDs being targeted? And where's the headmaster? Is he safe?

Raijin: We got no clue.

Squall: We need to see him right away. It's important. Galbadian missiles may be heading this way.

Raijin: WHAT!? We gotta get outta here!

Fujin kicked Raijin in the leg.

Raijin: OOOUUCH! Geez, alright! We'll warn everyone about the missiles! Man, this is no time to be fightin', ya know!?

Squall: We'll go look for the headmaster.

Fujin: CAUTION!

Raijin: Yeah, the fightin' is intense everywhere! And watch out for those Garden Master goons, ya know!

Rinoa: Hey, who do you support?

Raijin: Hey, jus' like Fujin said, ya know!? We're with Seifer. Always have, always will.

Raijin and Fujin left.

Squall: (Seifer... He's sided with the sorceress. You guys alright with that?)

Squall's group fights monsters on their way and fighting more monsters in the areas of the Garden. After helping the students, Squall's group searches for Xu.

Squall: Xu!? She went up?

Squall's group takes the elevator to the 2nd floor. On the second, Squall talks to Xu.

Xu: Who's side are you on!?

Squall: Neither. We have urgent news. We need to see the headmaster now. Where is he?

Xu: I'm listening...

Squall: Galbadian missiles may be heading this way.

Xu: Here!? Alright. I'll inform him right away.

Squall: Where is he?

Xu: In his office. We made it look like he's hiding, but he's been there all along. Follow me.

Squall's group follows Xu to the 3rd floor.

Xu: He's waiting for you. I'll go tell everyone to evacuate.

Squall's group is now in Cid's office. Squall and Zell salutes.

Squall: Sir.

Headmaster Cid: Xu has told me about the missiles. The intercom is down so we can't announce the order to evacuate.

Squall: Xu, Raijin, and Fujin are taking care of that.

Headmaster Cid: I want you to assist them and then evacuate.

Squall: (...What's on your mind?) But I have a lot to report.

Headmaster Cid: You can tell me later.

Squall: (You might be dead later...)

Headmaster Cid: Do you have a problem with that?

Squall: (Yeah. What are you going to do?) Sir, what are you going to do?

Headmaster Cid: I'm goin to stay here and see this to the end. After all, this place is like my home.

Zell: You're plannin' on dying here!?

Rinoa: No...! You can't! Just come with us, please! You can always rebuild this place!

Headmaster Cid: You can rest assured. I am just going to try something.

There still may be a way to save the Garden.

Headmaster Cid kneels.

Squall: (Against missiles...? How?)

Squall talks to Headmaster Cid.

Headmaster Cid: Heh heh... I'm too old for this.

Squall: Sir, I'd like to handle whatever it is that you're planning.

Headmaster Cid: And why is that?

Squall: (...I don't know... Because you might screw up.) (...Because I want to do more than announce the evacuation.) (Because this place is important to me, too.) (Because I want to find out your plan.) (Because this is my home.) (I have too many reasons.) (I don't know why... Who cares?) My feelings have nothing to do with it, sir.

Headmaster Cid: Heh heh, Quistis was right. You do have a hard time expressing your feelings.

Squall: (Why bother. And what is this? Why am I being judged?) Sir! Please tell us your plan!

Headmaster Cid: This building used to be a shelter, long before it was remodeled into the Garden as we know it. (threw Squall a key) Use that key to open the lock on the elevator. Opening the lock will give you access to the ID level. Rumor has it that further below the MD level, there is some kind of a control system. It was used when this place was still a shelter, so I've never seen it. And I have no idea what it does. All I know is that it was used for the shelter, so it might prove effective against the missiles. That's what I'm betting on.

Squall: (Sounds pretty farfetched. But I guess it's better than doing nothing.) I understand. We'll find the control system and check it out.

Headmaster Cid: Good luck to all of you.

Squall's group goes to the elevator. We watch a movie of the missiles approaching Balamb Garden.

The elevator stopped and Squall examined the button and it's not responding. Squall uses the key from Cid to open the elevator floor door.

Zell: Alright!

Squall: Nobody's been here for a while, so be careful.

Squall's group takes the ladder down. They made it to the doorway of the elevator on the bottom just before the elevator went down. Squall's group continues to go down. Then later, they found a ladder.

Squall: (...A dead end?)

Zell: Man, another ladder...

Rinoa: I wonder where this thing goes?

Squall's group looks up.

Zell: Oh, over there...

Rinoa: Well, Squall?

Squall: (...I have to decide?) I'll go take a look. You two wait here.

Squall climbs the ladder up and suddenly the ladder fell and Squall fell through a room with a control panel. Squall is alright. He activates the switch and the path down is open.

Squall: (It looks like I'll have to use this ladder again.)

Squall climbs down.

Zell: Squall, that was close! You all right!?

Squall: ...Yeah.

Rinoa: Gosh, you scared me. That must've been terrifying.

Squall: (.....) Nothing new. Come on, let's go. We got work to do.

Squall's group goes down. Then they were encountered by 2 Oilboyles. After Squall's group defeated them...

Squall: We have to hurry. They might be coming any minute now.

Squall continues to go down. We watch a movie of the incoming missiles.

Squall: Looks like we're here...

Zell: Oh man...what the hell do we do now!?

Squall: (...How am I supposed to know? Even the headmaster doesn't know.)

Squall pressed the center switch twice.

Zell: What the heck are you doin'?

Squall: I don't know! What else can I do!?

Suddenly, a noise was heard.

Squall: !!!!?

Zell: !!!!?

Rinoa: !!!!?

We watch a movie of the ancient machine rising up to the 3rd floor with Headmaster Cid. Then a floating ring goes over the Balamb Garden.

Rinoa: NO!!!

Squall: Missiles incoming!!!

We watch a movie of the missiles missing the targets. Balamb Garden is

activated and is moving.

Headmaster Cid: I see... So this is the secret...

Squall talks to Headmaster Cid.

Squall: I wonder what is going on outside?

Zell: Squall, let's go check it out!

Rinoa: Come on, Squall, lets go.

Squall's group proceeds to the 2nd floor deck. We watch a movie of the view of Balamb Garden moving and Rinoa in it as well. After that, they go back to the 2nd floor hallway.

Girl: Squall! It's the headmaster! Get back to the bridge on the double!

Squall goes back to the bridge.

Headmaster Cid: Squall! The controls aren't responding! I don't know what to do! We're going to crash into the town of Balamb if we don't do something!

Rinoa: No way! Can't we do something!?

Zell: Man...! This can't be happening!!!

Headmaster Cid: Squall, can you think of anything?

Squall: (...No!)

Zell: Squall, C'MON!!!

Rinoa: Squall do something!

Squall: (..... How should I know!?) DAMN!

Squall kept pressing the buttons on the control panels. Then they felt a vibration.

Zell: Whoa!!! What was that!?

Headmaster Cid: Yes! We're turning!

We watch a movie of Balamb Garden turning away from Balamb.

Rinoa: Alright, Squall! You did it!

Zell: AHH...! We're gonna crash into the sea!

Headmaster Cid: Everybody hold onto something!

We watch a movie of Balamb Garden going into water, floating.

Headmaster Cid: ...Phew. Squall, everyone, a job well done. I think the worst is behind us for now.

Squall: ...Where are we heading?

Headmaster Cid: We'll drift along for the time being...until we figure out how to maneuver the Garden. So, it looks like we can finally relax for a while. And spend some time considering what to do next. So much for my room. Where am I going to change now?

We watch a movie of the view of Balamb Garden on water. Squall is resting.

Squall: (How long has it been since we started moving?) (There's not much more to do now. We've taken care of all the monsters in the Garden.) (Oh yeah... I still have to report to the headmaster. There's a lot of things I want to ask about, too.) (He's probably still busy, trying to reestablish order in the Garden.) (...We're in the middle of nowhere.) (Man, I'm bored...) (I hate having nothing to do. It gets me thinking too much.) (I hope Selphie and the others are all right. Was it wrong for me to let them go? I wonder how Quistis and Irvine felt about it.) (That sorceress... Who is she? Why fire missiles at the Garden? Is Seifer ever coming back? I'll get even with him next time.)

Later, Rinoa woke Squall up.

Rinoa: Hey. You looked so adorable, sleeping like a baby. Come on, get up. Let's go.

Squall: Go where?

Rinoa: Give me a tour of the Garden.

Squall: ...Is this another one of your orders?

Rinoa: No. I just want you to show me around. You know, to get acquainted with the place. Please?

Squall: ...Fine.

Squall and Rinoa goes out of the dormitory. Squall shows Rinoa around for a little bit. After that...

Garden Faculty: Student ID No. 41269, Squall?

Squall: Yes.

Garden Faculty: The Garden Master wishes to see you. Report to the [Master's Room] right away.

Squall: Where is the [Master's Room]?

Garden Faculty: Take the elevator to [level B1]. You have permission.

Squall and Rinoa takes the elevator to B1. Down there...

???: Please! Listen to me!

Squall: (...The headmaster's here?)

Zell came down from the elevator.

Zell: What are you guys doin' down here? What? Oh me? I came down 'cuz I saw you guys.

???: Let go of me! I'm not finished!

It's Headmaster Cid pushed back by a Garden Faculty.

Headmaster Cid: Greedy son-of-a-bitch! Why did I even bother talking to you! SeeDs were brought up for the future! And that future is now! Why can't you understand!?

The Faculty grabbed and shoved Headmaster Cid.

Headmaster Cid: Dammit! I should've never trusted you! I wish I could go back ten or so years. To tell myself that you're nothing but a money grubbing son-of-a-bitch! Then I would've never built this place.

Squall's group talks to Headmaster Cid.

Headmaster Cid: Squall!? ...You heard everything?

Squall: ...Yes.

Headmaster Cid: I'm embarrassed, but sometimes even old men like me lose their temper. Let's get out of here.

Squall: (Oh...) Sir, I still have to give you my report.

Headmaster Cid: Please come to my office later.

Headmaster Cid left.

Garden Faculty 1: You're the SeeDs who returned from Galbadia, correct?

Squall: Yes.

Garden Faculty 1: It's about time. Master NORG has been waiting for you. Come.

Squall follows the Faculty.

Garden Faculty 1: Whenever Master NORG calls you, be sure to be there within 3 seconds.

NORG: Fushururu... 3-SECONDS-ARE-UP.

NORG revealed himself.

Squall: (...This is the Garden master? The proprietor of Garden?) (...He's not human? Come to think of it, we didn't know anything about him.)
(.....What a shock.)

NORG: FushifuruFushifuru... GIVE-YOUR-REPORT-ON-THE-SORCERESS.

Squall: (Now where do I start...?)

Garden Faculty 1: Answer him quickly. Be concise.

Squall: ...We failed to assassinate Sorceress Edea. (...It's going to be a sad report.) Confirmation of Headmaster Cid's order was made at Galbadia Garden. After Irvine Kinneas of Galbadia Garden joined our party... ...We set off to carry out the 'Sorceress Assassination' order

from Balamb and Galbadia Gardens...

NORG: Bujurururu! BALAMB-AND-GALBADIA'S-ORDERS!? Bujurururu! YOU-WERE-FOOLED!

Squall: (Fooled!?) I...don't understand.

NORG: (to the Garden Faculty) Fushurururu... EXPLAIN-TO-THEM.

Garden Faculty 1: Master NORG has known about the alliance between the President of Galbadia and the sorceress. He heard it from the Galbadia Garden master himself.

Squall: The Galbadian Garden master...?

NORG: Fushururu... THE-MASTER-OF-GALBADIA-GARDEN-IS-A-SUBORDINATE-OF-MINE-NAMED-MARTINE.

Garden Faculty 1: Yes. In fact the sorceress and Garden are closely connected. That is why the sorceress will definitely try to gain hold of all Gardens. So, Master NORG sent an official order to Galbadia Garden. It was to kill the sorceress. An assassination was thought to be the best means. But...

NORG: Bujurururu! THAT-SLY-WEASEL-MARTINE-USED-YOU-AS-A-LAST-RESORT-FOR-THE-ASSASSINATION. HE-GAVE-THAT-ORDER-TO-PLACE-THE-BLAME-ON-ME! THAT-THAT-BASTARD.

Squall: Are you saying that Balamb Garden had nothing to do with that order?

Garden Faculty 1: You just happened to show up just before the mission was to be carried out. They used you. But the operation failed. The sorceress is still alive and...

Garden Faculty 2: The sorceress retaliated. Just as we suspected. No doubt, it was the sorceress who ordered the missile attacks. Something must be done to calm the sorceress' anger. In order to do so, we needed to hand over those involved in the assassination to the sorceress. We had to show Balamb Garden's sincerity.

Squall: Wait a minute. That's just...

NORG: Bujurururu! OFFER-THE-Seed's-HEAD-ON-A-SILVER-PLATTER-AND-PRETEND-WE-OBEY-THE-SORCERESS!

Squall: Wha... Why aren't we fighting the sorceress!? What about all the training we endure everyday!? What good is it!?

NORG: WHAT-DID-YOU-SAY!? YOU-LOST-TO-THE-SORCERESS! QUIT-YOUR-WHINING!

Garden Faculty 1: Headmaster Cid was saying the same thing...

Garden Faculty 2: H-Hey...

NORG: Bujurururu! CID!?

The Garden Faculties ran away.

NORG: THAT-IDIOT-CID-DISPATCHED-Seed-TO-KILL-THE-SORCERESS. AND-IF-YOU-

FAIL? THIS-GARDEN-WILL-BE-DONE-FOR! MY-GARDEN! IT-WILL-ALL-BE-OVER!
THAT-IDIOT-CID. HAS-HE-FORGOTTEN-THAT-IT-WAS-I-WHO-PUT-UP-THE-MONEY-TO-
ESTABLISH-GARDEN!? I-WANTED-TO-OFFER-THE-SORCERESS-CID'S-HEAD-ALONG-
WITH-SeeD'S. I-ORDERED-THE-STUDENTS-TO-FIND-CID-BUT-THEY-SIDED-WITH-
HIM! Bujurururu! Bujurururu! THIS-IS-MY-GARDEN!

Squall: NO! It's not just yours.

NORG: Bujurururu! THEN-WHAT-IS-IT!? IS-IT-CID'S-AND-EDEA'S!? THAT-
PATHETIC-MARRIED-COUPLE'S!?

Squall: What...? (The headmaster and Edea are married!?) (...I don't get
it.)

NORG: Bushurururu...NOW-I-UNDERSTAND. CID-AND-EDEA-ARE-TRYING-TO-TAKE-
GARDEN-AWAY-FROM-ME. YOU'RE-ONE-OF-CID'S-FOLLOWERS-AREN'T-YOU!?
PREPARE-TO-DIE!

NORG hides himself.

Rinoa: Squall!!!

Squall's group fights NORG.

NORG: Fushururu...I'M-DONE-FOR! I'M-AFRAID-OF-YOU! ME-WHY-ME...?

After defeating NORG...

Zell: What the hell was that?

Squall: Forget about it for now.

Rinoa: I can't believe you said that. I think what just happened is
really serious.

Squall: What's the point of talking about it now!? You don't know
what's going on, either! This is crazy. I don't know what's goin' on
anymore. I feel like a helpless puppet being manipulated in some major
scheme.

Rinoa: Squall...

Squall: Yeah...I'm going to see the headmaster.

Squall's group proceeds to the Infirmary.

Dr. Kadowaki: Do you need to see the headmaster?

Squall: Yes, now.

Dr. Kadowaki: Well, the headmaster is kind of...

Headmaster Cid: I'm ok now, doctor.

Dr. Kadowaki: Are you sure?

Headmaster Cid: Yes, I believe I'm done crying.

Dr. Kadowaki: ...Just take it easy, ok? (to Squall) He's got a lot on his
mind.

Squall's group talks to Headmaster Cid.

Headmaster Cid: You all see me in such an embarrassing state.

Squall's group proceeds to the directory until...

Xu: Squall! Squall! Have you seen the headmaster around?

Squall: He's at the infirmary.

Rinoa: Sounds like trouble. What's wrong?

Xu: Go to the [2nd floor deck] and see for yourself. There's a ship approaching. It could be Galbadians or worse; the sorceress might be aboard, coming to attack us! I have to tell the headmaster right away.

Xu left. Squall proceeds to the 2nd floor deck.

Squall: A ship!? A Galbadian ship!?

White SeeD: Is Headmaster Cid here!?

Squall: No, he's not here. Are you from ...Galbadia?

White SeeD: We are SeeDs! This is Edea's ship. We are Sorceress Edea's SeeD!

Squall: (...SeeD!?)

White SeeD: We're coming aboard! We're unarmed!

The three White SeeD members hopped up on the Garden. Squall's group draws their weapons.

White SeeD: Please. We come in peace.

Squall's group puts their weapon away.

White SeeD: We must speak to Headmaster Cid. Where is he?

Headmaster Cid: I'm right here.

Headmaster Cid and Xu arrived.

White SeeD: Headmaster, we've come for Ellone. It's too dangerous here now.

Headmaster Cid: ...Yes. I'm afraid so.

Squall: (Ellone? That girl from Winhill?)

Headmaster Cid: Squall. You know who she is? Please go find her. She's here somewhere in the Garden.

Squall: (Who are these guys? How are they connected?)

Headmaster Cid: Squall?

Squall: ...Yes, sir.

Squall's group arrived back to the 2nd floor.

Zell: Squall, Ellone's that girl, huh? Y'know, that little girl Laguna was taking care of.

Squall: Probably.

Zell: So she's in the Garden? Where is she?

Squall has no clue.

Zell: Let's split up and find her.

Zell left.

Rinoa: Hey Squall, who's Ellone?

Squall: She's a person in the 'dream world'.

Squall proceeds to the Library.

Ellone: Yes, Squall?

Squall: Are you...Ellone?

Ellone: Yes...

Squall: You're Ellone? THE Ellone? (What's going on?) You know...Laguna, don't you?

Ellone: I do. I really love Uncle Laguna.

Squall: Then tell me! What is it that we experience!?

Ellone: I'm sorry, Squall. It's hard to explain. But...one thing... It's about the past.

Squall: (...So we were viewing the past?)

Ellone: People say you can't change the past. But even still, if there's a possibility, it's worth a try, right?

Squall: (Change the past? IS she serious? Give me a break...) Are you the one responsible!? Are you the one taking us to that 'dream world'!?

Ellone: I'm sorry.

Squall: (...Not again. So much I don't understand.) Why me!? I have enough problems as it is! Don't get me involved in this!

Ellone: I'm sorry.

Squall: Don't... Don't count on me.

Squall sits in a chair depressed. Xu arrived.

Xu: Squall, did you find Ellone?

Ellone: Umm... I'm Ellone.

Xu: (to Squall) Are you all right?

Squall: (What Ellone said under her breath was...) (You're my only hope.)

Squall speaks to himself while we watch a scene with Ellone takin' by the White SeeD members.

Squall: (Why do people depend on each other?) (In the end, you're on your own.) (I've made it this far by myself.) (Sure, I couldn't do a thing when I was a kid...) (I've depend on others, but...)

We watch a movie of the White SeeD ship moving away.

Squall: (I'll be the first one to admit that I'm here because of other people.)

Squall is in bed.

Squall: (I'm fine by myself now. I have all the skills I need to survive. I'm not a child anymore.) (That's a lie. I don't know anything. I'm confused.) (I don't want to depend on anyone. How can I do that?) (Someone tell me...) (Someone? So I'll end up depending on others after all.)

In Squall's dream...

Young Squall: ...Sis... I'm...all alone. But I'm doing my best... I'll be ok without you, Sis. I'll be able to take care of myself.

Squall woke up.

Rinoa: Hey, again.

Squall: I wasn't asleep.

Rinoa: Oh really? I think I heard you talking in your sleep. I'm not telling you what you said. Hey, let's go for a walk.

Squall: Again?

Rinoa: That was a guided tour! This time, it's a walk.

Squall: Just go by yourself. It's safe here.

Rinoa: It's not what I want a guard with me. You know... You're always too deep in thought. Why don't you lighten up a little? It's not good to think much. What I'm trying to say is... It would be my honor... to have your company, your highness, in hope that I may get your mind off things. How about it, your highness?

Squall: Fine.

Rinoa: Thank you, your highness! Alright, let's get goin'!

On their way out, Squall and Rinoa heard the announcement.

Headmaster Cid: Hello everyone. This is the headmaster speaking. The lines have been fixed, and I'm glad to be back on the air. Hurrah! UM!? WHOAAA!!!

We are now with the Master Fisherman and the place called Fishermans Horizon.

Master Fisherman: Boy, it's a slow day. Come on. Give me a big one.

We watch a movie of Balamb Garden crashing into FH (Fishermans Horizon for short).

Headmaster Cid: Squall! This is the headmaster speaking! Please come to my office! Repeat. Please come to my office right away!

Squall is on his way.

Headmaster Cid: Everybody, please remain calm. Also, please do not leave the Garden under any circumstance until you are permitted. We will try to get things back in order A.S.A.P. Thank you for your cooperation. Ah Squall, thank you for coming. Here are your orders. We've landed on Fishermans Horizon. Please go ashore with Zell and Rinoa. Find the local mayor and apologize for this accident. Tell them that we come in peace. Take a look around the city while you're there, too.

Squall: ...Yes, sir. (...Why do I have to go?)

Headmaster Cid: Do you have something you want to tell me?

Squall: No...

Headmaster Cid: SeeD is not just a special force for combat. I want you to see the world... To broaden your horizons. I have high expectations of you, Squall. Now go.

Squall takes the lift down to the 3rd floor.

Zell: What's up? Are we going to Fishermans?

Rinoa: We're here!

Squall: We'll land at [Fishermans Horizon]. We'll make an official apology, then observe the town.

Zell: Yo, go to the [2nd floor deck] to get to Fishermans. The front gate's closed.

Squall's group proceeds to the 2nd floor deck.

Man 1: Here they come. We've come to warn you before you go ashore. Do not engage in any type of armed conflict in the city. We do not tolerate belligerence here. Do you understand?

Squall: Yes. We are representatives of the Garden and we come in peace.

Man 1: Welcome to Fishermans Horizon. We just call it FH. You should go visit the mayor. His house is in the middle of the city.

Man 2: He's the head of FH.

Squall: We'll do just that.

Man 1: Good. Looks like we understand each other.

Man 2: Man, this is a hell of a mess.

Squall: I'm terribly sorry. It was inevitable... We lost control of the Garden.

Man 1: Nah, don't worry about it. What's important is that nobody got hurt. We love fixing stuff anyway. Kick back and enjoy your stay.

Squall's group proceeds to the mayor's house.

Mayor Dobe: Please have a seat. Allow me to get to the point. When are you leaving?

Squall: (He's not wasting any time.) ...We'll leave as soon as the Garden is capable of moving.

Mayor Dobe: Any idea when?

Squall: I'm afraid not. We only discovered that our Garden is mobile a short while ago. Therefore, we don't even know how to move it. We're still in the process of understanding everything.

Mayor Dobe: Our technicians will assist you. They should be able to repair and service everything. How does that sound?

Squall: (That means we'll have to let outsiders into the Garden. I can't make this decision alone.)

Mayor Dobe: Go consult with your leader if you don't have the authority.

Rinoa: S'cuse me. Why do you want us to leave so bad?

Squall: (Please just keep your mouth shut! They must have their reasons. Who cares?)

Mayor Dobe: We don't want military organizations in FH. You rely on force to solve problems. That is in direct defiance of our principles.

Flo: We believe that any problem can be settled by discussion. If you reach a mutual understanding there is no need to fight.

Squall: (No argument there. Trite, and dull as hell, though.)

Mayor Dobe: Violence only leads to more violence. We believe your presence here will attract violence. That's why we want you to leave as soon as possible.

Squall: Let's go back to Garden.

Outside...

Zell: Man, that geezer pissed me off! Squall, why didn't you tell him off!?

Squall: Forget it. You can't expect everyone to welcome us.

Squall is on his way until there were Galbadian Soldiers!

Flo: Wait! The Galbadians are here because of you, right? They're after you.

Squall: (Maybe.)

Flo: You'd better take full responsibility! It's your fault!

Squall: (Fine, we'll take care of them. I don't like the sound of her tone though.)

Mayor Dobe: We mustn't rely on them. They won't be able to do anything without fighting.

Squall: (Don't tell me he's going to try to reason with them.)

Mayor Dobe: I'll go talk to them.

Squall: (...He's dead.)

Squall's group follows Mayor Dobe. Then Squall's group saw him with a Galbadian Soldier.

Squall: (There he is.)

Zell: It kills me to help that old fart.

Squall: (Why are they wasting their time with the old man if they're after us and our Garden?) (I wonder what they're talking about?)

Mayor Dobe: (to the Galbadian Soldier) I already told you. I've never heard of this girl Ellone. There is nobody here by that name.

Squall: (Ellone.)

Galbadian Soldier: Fine. We'll just have to torch this city.

Mayor Dobe: I'm telling the truth! I've never seen this girl!

Galbadian Soldier: It doesn't matter, old man. We're gonna burn this place anyway. Edea's orders. Ha ha ha.

Mayor Dobe: No, please! I beg of you! Don't!

Galbadian Soldier: I'll start with you.

Squall: (Maybe we'd better go now.) Alright let's get it on!

Squall comes to help.

Galbadian Soldier: Who the hell are you?

Squall: We're SeeDs.

Galbadian Soldier: SeeDs! Get the Iron Clad over here!

Squall: I'm sorry but we have no choice.

Zell: Squall!

Squall's group fights 2 Galbadian Soldiers and an Elite Soldier. After Squall's group kills them...

Rinoa: Something's coming.

Squall's group fights BGH251F2. After destroying it...

Selphie: Squall!!!

Squall: (Yes! They're alright!) Hey, Selphie. Quistis, Irvine. It's great to see you guys.

Irvine: Say, what happened to the Garden?

Squall: (A lot has happened...) The Garden is safe.

Selphie: Really!!!!? Whoo-hoo!!!

Squall: What happened to you guys?

Zell: Yo, let's talk about that later.

Squall: (...I guess.) Zell, Rinoa, why don't you guys take them back to the Garden? I'll see you guys later, after I take a look around.

Squall talks to Rinoa and then Mayor Dobe. Then on his way to Balamb Garden...

Irvine: The headmaster gave the ok to let the technicians in the Garden. They're in there right now.

Squall: Ok.

Irvine: Say...

Squall: Yeah?

Irvine: Uhh... I was wondering. Those technicians seem very handy. So like...would it be all right if I asked them to fix some other stuff?

Squall: (.....?) As long as it doesn't slowdown the work on the Garden, go ahead. Try not to ask for too much.

Irvine: Yeah, of course.

Squall and Irvine moves on.

Squall: (.....?) ...What?

Irvine: ...Selphie's feeling down right now. I thought I should let you know, since you're ...kind of like everybody's leader. I think you should go talk to her. I know you're a klutz when it comes to these things, so I'll back you.

Squall: ...Where is she?

Irvine: She's hanging out at the [stage] by the quad.

Squall and Irvine proceeds to the Quad in Balamb Garden.

Selphie: Whew...this is so bad.

Squall: Yeah. It's been crazy, with the Garden moving and crashing into FH. A lot's happened.

Selphie: Y'know, I really wanted to see a band perform on this stage. I even had my eyes set on a few people, too. Oh well...

Squall: (Man, she's really down.) Come on. I'm sure you can still do something.

Selphie: ... Squall...being sensitive? That's weird. You're the last person I expected to cheer me up. I must really look depressed.

Squall: (What's so weird? I care just like everybody else.) (It's just that there are too many things that can't be helped.) (So why bother talking about everything.)

Selphie: Uh-oh! There you go again into your own little world. And you're not gonna share anything, huh?

Squall: ...Yeah, whatever... (Why is she teasing me? I was just trying to help.)

Selphie: Well, I think I'm feeling better. Don't worry about me, Squall.

Squall: Irvine...you help her. I'm out of here.

Irvine: ...Alrighty.

An announcement...

Headmaster Cid: Squall, this is the headmaster speaking. Please come to my office.

Squall: (What now?) (he left)

Selphie: I guess there's no point feeling blue.

Irvine: That's right. Let's get the fun started.

Selphie: Fun? What fun?

Irvine: (I'm so brilliant.) So like...first, we'll ask the FH technicians if they can fix the stage. If they can fix the Garden, this should be a piece of cake for them.

Selphie: Hmm... Do you think they'll do it?

Irvine: Don't worry. I'll back you. I'm sure they'll do it.

Selphie: Hey, that means...!

Irvine: Yup, you can have 'your band' perform on the stage.

Selphie: Whoo-hoo! Alright! Let's get this show on the road!

Irvine: (Score, baby! I'm all set to make my move.)

Meanwhile in Headmaster Cid's office...

Squall: ...That about covers my report, sir.

Headmaster Cid: I see..... I also heard a report from Selphie just a moment ago. She said the diary is open to everyone to see. Maybe you should have a look.

Squall: Oh, and one more thing... It appeared that the Galbadians were searching for Ellone. That seemed to be their main objective in FH. I believe that Sorceress Edea is behind all this. (Ellone has the ability to all people to experience the past.) (Maybe the sorceress is after her for this ability. What other reason could be there?)

Headmaster Cid: So now the Galbadians are working for the sorceress and were searching for Ellone in FH...

Squall: And regardless of whether they found her or not... They have orders to burn the city down.

Headmaster Cid: That would help replace the number of potential places where she could hide.

Squall: (...That's right.)

Headmaster Cid: Most likely, the sorceress will not stop this onslaught until Ellone is found. She will continue to hunt her, and burn everything in her path. We can't wait any longer.

Squall: (...So he's finally going official. About time.)

Headmaster Cid: (announcing) This is Headmaster Cid. I have an announcement to make. I have an important news that I must share with all of you. The Garden is being repaired right now. We'll leave FH immediately after it's finished. We're going on a journey. This is a journey to defeat the sorceress, Garden will now be used as a mobile base. The administration of Garden will be run by myself and the staff, as usual. This journey will involve many battles. A well-qualified leader is needed for this. Therefore, I am appointing Squall as your new leader. From now on, Squall will be the leader. He will decide our destination and battle plan.

Squall: (Are you serious?)

Headmaster Cid: Everyone, please follow his orders.

Squall: (I can't believe this...)

Headmaster Cid: If there's any objections, please come see me in person.

Squall: (I don't even have a choice?)

Headmaster Cid: Squall, we're under your command from now on. This is your fate. It is your destiny to lead the way in defeating the sorceress.

Squall: Don't talk about this like it's been decided since by birth! (I don't mind fighting the sorceress. It's unavoidable as long as I'm a SeeD member.) (What? AS long as I'm a SeeD member?) (What if I quit?)

(Quit... Then what? What do I have left?) (Don't even want to think about it. Just stop thinking...)

Squall is resting in the dormitory.

Squall: (I'll just have to do as I was told... Command the Garden and kill the sorceress.) (How does Headmaster Cid expect me to take care of everyone?) (It'd be best to go fight the sorceress soon, and end this nonsense.) (.....!? But isn't she the headmaster's wife? He wants us to kill his wife?) (What does it feel like to give an order like that?)

Meanwhile outside of the mayor's house, a stage is there.

Irvine: Hey everyone. Here's our producer, Selphie.

Selphie: Ahem! We'll be holdin' the concert as planned. The performance isn't just for us, though. It's also for Squall. Y'know, to congratulate him on his recent promotion.

Quistis: Sounds fun.

Zell: So, who's gonna perform?

Irvine: We are.

Zell: Yeah, right.

Quistis: You're kidding. Oh, no way. You can count me out. I have no musical aptitude.

Rinoa: Oh really? I gotta see this.

Selphie: Let's just give it a try. We have everything ready and all we need is 4 people.

Rinoa: This is gonna be fun!

Selphie: Oh, sorry, Rinoa, but you're not gonna be a member.

Rinoa: You're gonna leave me out?

Selphie: Uh-uh. We have something more important for you to do.

Zell: So what are you gonna do? I mean basically, we're all amateurs, right? Even if you hand us instruments, we won't be able to do anything.

Selphie: First I wanna ask you guys something. Ok, you know I took over this event after I transferred to Balamb, right? I have the composition that the last producer recommended to me, but everything got all messed up after the Garden started moving. There's supposed to be only 4 scores that go with the composition, but I got 8 scores here.

Zell: What does that mean?

Irvine: It's pretty simple. 4 other scores from a different people composition got mixed up with the 4 scores that Selphie had. So we have to find the 4 original scores to perform the composition that Selphie has. Only way we're gonna find them is to play all 8 scores and see.

Selphie: So I want you guys to pick up an instrument, one person at a time, and play it. Irvine knows the composition, so he'll choose which 4 are the right ones.

Irvine: Let's get started.

Zell goes for the Sax. Irvine goes for the Electric Guitar, Selphie goes for the Bass Guitar and Quistis goes for the Piano.

Irvine: Ok, we have until tonight to practice for the performance.

Selphie: Rinoa, that's when you're up.

Rinoa: You can count on me!

Selphie: It's gonna be a blast!

Meanwhile in the dormitory as Squall lays in bed...

Squall: (...I'm bored...) (What's everybody doing?)

Squall goes out.

Quistis: (Shhh, here he comes.)

Zell: (Ok, he's all yours.)

Rinoa is in her dress.

Rinoa: So what's up?

Squall: (Tired.)

Rinoa: You look so down? Come on, Squall, how old are you? You're still a teenager. Why don't you act like one for a change?

Squall: (...Just tired.)

Rinoa: Ok, come on. Let's go to the concert.

Squall: (...What?) ...Why not?

Rinoa: YES! Okay, let's go!

Outside of FH, Squall and Rinoa talks to Irvine.

Irvine: So she convinced you, eh? (Looking good together.) (So like...I found this place. It's perfect for you guys.)

Squall: (Give me a break...)

Irvine: (It's by the stage. You can't miss it.) (I left an old magazine there.) (You can thank me later.) (Have fun. Just let it all out tonight.)

Squall: (Oh man. This guy is sick.) Are you finished?

Irvine: I might be there later with a special someone, too.

Squall talks to Irvine again.

Irvine: (Come on, man. I'm about to make my move.)

Selphie: What's up?

Squall: Oh well...

Irvine: Geez... Thanks a lot!

Selphie and Irvine goes to the stage. Squall and Rinoa follows them.

Selphie: Squall! You big stud! This is all for you! Congratulation!
Enjoy the show! Rinoa, don't let him get away!

Squall: (Whatever...)

Selphie: Ready!? A-one, two, three...

Squall listens for a while. Then he found an old magazine that Irvine told him about.

Squall: (This looks like the place he was talking about.)

Rinoa: Ohh, a naughty magazine.

Squall: (I thought he was kidding.) You wanted to talk about something, right? (sits) What is it?

Rinoa: Umm...well it's about your promotion. Things are gonna get real tough for you, eh?

Squall: (I don't want to think about it.)

Rinoa: Squall, I'm sure there'll be a lot of difficult things that you'll have to deal with from now on. We were talking about that, and saying how you'll probably try to handle everything on your own.

Squall: (I probably will.)

Rinoa: They know you too well. I do, too, although I haven't been around you that long. Y'know, when you start thinking, you tend to frown like this.

Rinoa fell back.

Squall: I'm out of here.

Rinoa: Oh come on! I'm sorry! (going behind Squall) But really, we were saying that...well... You can't handle everything on your own.

Rinoa pushes Squall off the concert floor and to the ground.

Squall: !!!

Rinoa: That's it! Just let out anything! Anything... We want you to talk to us a little more. That's all. Y'know, if there's anything you want to tell us, or anything we can do, don't hesitate to let us know. I know it's not easy but I wish you would trust us and rely on us a little more.

Squall: (Am I that untrusting...? Maybe I'm this way because I'm scared.) (Nothing lasts in this world.) (It feels great to have friends who believe in you, and adults you can rely on.) (That's why it's so dangerous, especially if you become used to it.) (Someday you're bound to lose everything. Everybody around you will be gone.) (Then what are you left with? Nothing. Nobody... It's so miserable.) (And it's inevitable. It's so hard to recover from something like that.) (I never ever want to deal with that again. I can't even if it means being alone...)

Rinoa: I don't get it. What's going on?

Squall: (Huh!? What?) (Oh me?) Sorry about that. So...are we finished here?

Rinoa: What? No, I didn't mean you. I was talking about the music. I love this piece but it's been terrible for the last few minutes. Geez, what's wrong with them?

Squall: Oh. Well...I'll see you later, alright?

Rinoa: Wait! You're not gettin' off that easy. You still owe me an answer.

Squall: (Answer for what...? Oh...) Fine. I'll ask for help when I really need it. I'll try to trust everybody more often. Ok?

Rinoa: What is your problem!? Why do you have to be like that!? Are you mad or something? Tell me you are, because this really can't be you!

Squall: I'm sorry.

Rinoa: You're not sorry! You just wanna get the hell out of here, that's all! Geez! Why does it have to be like this!? Why!?

Rinoa ran away.

Squall: (...Oh well. This won't change anything... I think I was honest. I prefer to be alone, right? ...Yeah...)

Later, Squall is in bed and in his dream...

Young Squall: ...Sis... I'm all alone. But I'm doing my best... I'll be ok without you, Sis. I'll be able to take care of myself.

The announcement is heard.

Announcer: Squall, Squall! Please report to the bridge immediately.

Squall: (...What is it now?)

Squall proceeds to the bridge.

Quistis: Greetings commander!

Squall: Don't call me that.

Xu: We thought you should have a title. So Quistis and I decided on commander.

Quistis: Sorry to carry things out on our own, but Xu and I assigned duties.

Xu: I'll take care of all the supplies needed in the Garden. And I'll help take care of the students with Dr. Kadowaki.

Quistis: You can just focus on our destination and battle plans. And, ah... Will you let Selphie rest a while? I think she's exhausted from the missile base mission. She could use some rest. How does that sound to you?

Squall: Fine...

Xu: Alright, I have some reports for you already.

Nida: Hey, Squall. By the way, you know the FH technicians were fixing the Garden, right? They just finished. Meaning... The Garden's ready to go anytime. Oh yeah. I'll be piloting the Garden. FH technicians taught me everything about piloting this thing. Let me know when you want to go.

Quistis: Any suggestions on where we should go?

Xu: Hey, why don't we go back to [Balamb]? We don't know what's happened since we left. Besides, Balamb may be their next target. It's a harbor town, just like a FH.

Quistis: You're right. Squall, what do you think?

Squall talks to Nida.

Nida: Are we ready to go!?

Squall: We're taking off. I'll direct you to our destination. Announce the departure.

Nida: Roger! May I have your attention please. This is the bridge. The Garden will be leaving FH shortly. Please prepare for departure. I will hand the mic over to our leader, Squall.

Squall: A speech...? Forget it. Cut the mic!

Squall's group takes Balamb Garden to Balamb. In Balamb, they talk to the Galbadian Soldier and he told them that this town is under Sorceress Edea's control. Squall mentioned to him about Ellone and the Galbadian soldier let Squall's group pass. Squall's group talks to Ma Dincht and what is happening. Then, they talk to the guards next to the hotel and they told Squall's group to find the captain. After searching everywhere, they talk to the dog and the dog showed them where the captain is. In the train, the dog chased out Raijin (the captain). Then outside of the hotel...

Galbadian Soldier: Hey, you! Stand back. This could be dangerous! The commander's just about to...

Raijin: (kicked away) YEOW! Ouuuch... F-Fujin... C-Control you temper, ya know? I was patrollin', just like ya told me. I even woke up that search dog, sleepin' on the job, ya know? You guys help me out here! We've gotta clam Fujin down, ya know!?

Zell: RAIJIN!!!

Raijin: Woooooow! What are you guys doin' here!?

Zell: We're here to liberate Balamb, ya know!? ...I mean...uhh... We're here to liberate Balamb!

Raijin: Seifer told us to give you a whoppin' if we saw you, ya know! You soldiers help me out, too!

Squall's group fights Raijin and 2 Galbadian Soldiers.

Zell: You'll pay for this, Raijin.

Squall's group begins the fight.

Raijin: Ughhh, you got me, ya know...

After Raijin got wounded and the 2 Galbadian Soldiers KO'ed...

Zell: OHHHH YEAHHHH! The commander's gonna get a whoopin' too!

Inside the hotel, Squall's group saw Fujin.

Zell: So I guess you're the commander! Pack your bags and get the hell outta Balamb!

Fujin: ...RAIJIN, DEFEATED...?

Zell: That's right, BABY! Now, where' Seifer and the sorceress!? You're all goin' DOWN!

Squall: Zell, clam down. Fujin, looks like you're on your own. Are you still willing to fight?

Fujin: RAGE!

Raijin: BWA HA HA HA!!! She's not alone!

Zell: W-Who's there!?

Raijin: Major come-back, ya know! Actually, I feel a lot betta, ya know! I feel invincible, ya know!

Zell: How the...!? I thought we defeated you!

The fight begins.

Raijin: Time to get serious, ya know!?

They wound Raijin.

Raijin: Sorry Fujin...they got me, ya...

They wound Fujin.

Fujin: I... DEFEATED...

After the fight...

Squall: Are the two of you taking orders from the sorceress?

Fujin: NEGATIVE!

Raijin: The sorceress has nothin' to do with us, ya know!? We're actin' on our own!

Squall: Our plan...?

Raijin: We're on Seifer's side, ya know!

Squall: ...That's up to you, but... Enough is enough. This isn't an internal Garden conflict.

Raijin: We can't back out, ya know...

Fujin: ...NEGATIVE.

Raijin: Seifer has a lot of followers, but we're his only friends... We're a posse, ya know...? The Galbadian soldiers are only listening to Seifer 'cause they fear the sorceress. Without us, Seifer would have a posse, ya know...?

Zell: If you guys stand behind him that much... Tell frickin' Seifer to stop this nonsense!

Fujin: AFFIRMATIVE!

Raijin: We ain't no sell-outs! We're behind Seifer all the way, ya know!?

Squall: Ok... Understood. So you want nothing to do with Garden now? ...From now on, we're not gonna hold back. (...I guess that's how it goes. That's what comrades are all about...)

Irvine: Hold on a sec!

Raijin: Don't wanna...talk anymore, ya know... ...Kinda painful...ya know...

Fujin: WIMP! (kicked Raijin's leg) (to Squall's group) RUN!

Raijin and Fujin left.

Irvine: ...You cool with that?

Squall: Friend or foe... It all comes down to circumstance. That's how we were raised. It's...nothing special. (Nothing special... Is that true? Then... What is this I'm feeling?) Let's go.

Later back at Balamb Garden...

Quistis: Where are we going next?

Selphie: Hello, s'cuse me!

Squall: What is it?

Selphie: Have you decided on a destination?

Squall: Still thinking.

Selphie: Um... Can we maybe go to Trabia Garden? It's like...in the mountains, so maybe the sorceress will leave it alone... But maybe... You know?

Squall: (But I thought it was destroyed by missiles.) (Oh, I see... That's why. Oh course she'd want to go.) I'll keep that in mind.

Selphie: Thanks.

Selphie left. Squall's group takes Balamb Garden to Trabia Garden. In there...

Squall: Looks pretty bad.

Selphie arrived.

Squall: Selphie!

Selphie: A direct...hit?

Zell: ...Man, this really pisses me off! ...I'm goin in.

Squall: Be careful.

On their way in...

???: Squall!

It's Rinoa and Quistis.

Rinoa: Any idea where Selphie is?

Quistis: We're looking for Selphie...

Squall: Yeah... She ran off ahead.

Irvine: I bet you she's in shock... Come on, let's go after her.

Squall talks to Selphie along with her friend.

Selphie's Friend: So you've been looking after Selphie?

Squall: ...Selphie's been a great help.

Selphie: Ahh...

Selphie's Friend: What's wrong? That's not like Squall at all!

Squall: (...Whatever.)

Squall's group proceeds to the basketball court.

Squall: We're leaving as soon as Selphie comes back. We're on standby 'til then. (Doesn't seem like the enemy has invaded this Garden yet... Are they on their way?) (Where's the sorceress? We have to find her and...)

Squall talks to everyone. After that a basketball was thrown into the court and Selphie arrived.

Selphie: Sorry to keep you waiting! Thank you so much for coming all the way out here, everyone.

Irvine: Cheer up, eh?

Selphie: Thanks. Take me with you when you fight the sorceress, ok? I wanna get even. I want my revenge!

Rinoa: Um... Do we...have to fight? Isn't there another way? Y'know, to avoid any bloodshed?

Zell: Yo...!?! What the...!?! What are you sayin' all of a sudden!?

Rinoa: Maybe someone really smart can come up with a way, so we wouldn't have to fight anymore...

Squall: (What are you getting at...?) (If someone can come up with something, that'd be great...) (But no one's doing anything... They're all scared, uneasy. All they do is complain. They just pretend to be thinking.) (They criticize others, but in the end, they can't do anything, either.) (Rinoa, why all this, all of a sudden? What do you expect from me?) (I grew up in Garden. I'm a SeeD. Do you understand?)

Rinoa: Squall? You have to voice your feelings, or else I wouldn't understand.

Squall: You were...part of a resistance movement in Timber, right? Unlike others who were all talk, you took to your weapons and fought... And now you're saying all this? What happened to you?

Rinoa: I guess...I'm getting scared. Sometimes...when I'm with all of you... I...feel like we're on the same wavelength.....you know? But when the battle start happening, it's different. Everyone's tempo seems to pick up and... ..I get left behind. I try to catch up, but it's no use... How far is everyone going? I can't hear anyone... Once I catch up, I wonder... Is everyone safe? Will they welcome me with open arms?Is everyone ok? Will we all make it back together? When I start thinking like that...

Irvine: Rinoa, I understand. Someone might not be there. Someone you love may disappear before your very eyes. It's tough when you live your life thinking that way. But that's why I fight... (picks up a basketball) When I was a little kid... I was about 4 or so... I was in an orphanage.

Irvine shoots the basketball but it hit the rim and didn't go in. In Irvine's memory...

Irvine: Plenty of kids... All with no parents... It was around the end of the Sorceress War, so I guess it couldn't be helped. Anyway, that's where I was. And out of all the kids there, one was very special to me.

Kid Selphie: Irvy, wanna play?

Irvine: I really liked this girl, and it made me so happy just talking to her.

Kid Irvine: Sefie, wha'cha playin'!?

Kid Selphie: WAR!

Back to present.

Selphie: Was that orphanage...a stone house?

Irvine: You guessed it...

Quistis: An old house made of stone? ...By the ocean?

Irvine: You guessed it... I knew right away, when we first met!

Selphie: Heeey! Why didn't you tell us!?

Quistis: Yes, who didn't you tell us?

In Irvine's memory...

Irvine: 'Cause you two seemed to have forgotten! It just kinda sucked that I was the only one who remembered... Spunky little Sefie and bossy little Quisty.

Kid Selphie: That is just soooo weird...

Kid Quistis: Huh?

Kid Zell: Hey... DO you guys remember setting off fireworks?

Irvine: That was...

Kid Irvine: This way!

Squall in the image form and he goes out the door to the beach.

Irvine: How about this?

Selphie: YEAH!

Zell: The ocean! The lighthouse!

Quistis: We did set off fireworks.

We are now with the kids.

Kid Zell: Yooooo!!! Kids aren't suppose'ta play with fireworks! I'm tell-ing!!! I'm gonna tell on you!!!

Kid Seifer: Cry-Ba-by-Ze-ll! Go back to bed!

Zell: If I remember this, does that mean I was there, too?

Quistis: ...We all got in big trouble.

Zell: Then...what about my parents in Balamb...?

Quistis: The Dinchts in Balamb must have adopted you.

Irvine: Yep, that's probably it.

Zell: I...was here...

Kid Zell: Yoooo! C'mon! Stop it! Matwyn, help!!!

Kid Seifer came in.

Kid Seifer: CRY-BABY-ZE-ELL!!!

Selphie: Who's THAT!?

Kid Seifer: NAH-NA-NA-NA-NA-NAH!!!

Kid Zell: Stop teasing me, Seifer!

Quistis: Oh my goodness!

Zell: Seifer... My archenemy...

Selphie: WOW! HE was there, too!

Irvine: Well?

Back to present.

Irvine: Seifer was there, too. Except for Rinoa, we were all there.

Selphie: Heeey that means...

Squall: Yeah.....I was there, too.

In Squall's memory...

Squall: I...

Young Squall: ...Sis...

Squall: I was always waiting for 'Sis' to come back.

Young Squall: I'm...all alone. But I'm doing my best... I'll be ok without you, Sis. I'll be able to take care of myself.

Squall: (...I didn't turn out ok at all.)

Young Squall: ...Sis Elle...

Squall: Elle...Ellone. So, Ellone was 'Sis'. She was a bit older than us, and we all used to call her 'Sis'. Quistis, Zell, Selphie, Irvine, Seifer, Ellone and myself... Yeah... I'm not sure what the meaning behind all this is, but we were definitely together.

Now we are in the beach.

Zell: You mean, Sis is Ellone?

Selphie: She's the one that takes us back to Laguna's period.

Squall: ...She said she wanted to change the past. I don't know why...

Quistis: There can only be one reason for that.

Selphie: She must not be happy with the present.

Zell: If that's the case, I'm definitely up for helpin' her! She's a

part of our orphanage gang!

Selphie: You didn't even remember who she was!

Irvine: Hey, Selphie... That goes for you, too!

Squall talks to Irvine.

Irvine: Hmm... So, Sis was Ellone, eh? Everyone was fond of Sis, but you, Squall, you kept hoggin' her for yourself.

Squall: You sure have a good memory... ..This is really strange. I don't think I was adopted because of the way I am. Probably the same with Seifer, too. You two must have been at Garden by the age of 5 or so... Even so, he's never mentioned anything about growing up in an orphanage. And nothing about this has ever crossed my mind when I see him, either. Don't you find that odd...?

Selphie: That IS strange...! In any case, I had loads and loads of fun after going to Trabia. That's probably why I forgot all about my childhood. That's what I think. But I don't know what's up with you guys! It's so odd that you would forget!

Quistis: I...remember. Yes, I remember now. Things didn't work out too well at my new home. So I came to Garden at the age of 10. That was when I first noticed Seifer and Squall. Seifer and Squall were always fighting.

Squall: Yeah... Quistis always used to break us up.

Quistis: Yes! That's right! Seifer was a kid who always needed to be the center of attention. But Squall always used to ignore him... But eventually they would end up fighting. Squall could have easily walked away from it, but always took up the challenge. He should've just ignored him, but Squall, almost in tears, would say... 'I gotta do my best by myself. Or else I won't be able to see Sis'. I guess I was trying to take Sis... I mean, Ellone's place. I tried, but to no avail... That's probably it! Even after becoming an instructor, I couldn't stop thinking about Squall. I thought it was...love. I have to hide my feelings because I was an instructor, but I've come to realize it wasn't. It was my childhood feelings as a big sister that lingered... Oh well...

Squall talks to Quistis.

Quistis: (A misunderstood love...?) (Actually, I had completely given up when Rinoa came into the picture.) Hey! It must be the same for Seifer! I'm sure Seifer has forgotten his childhood, too. But whenever he sees Squall, his inner feelings start to boil, and...

Zell: Is that why he's always pickin' fights with Squall?

Squall: ...Why is it that we forgot? We grew up together as kids... How's that possible...?

Irvine: How about this? ...The price we pay for using the GF. The GF provides us its power. But the GF makes its own place inside our brain...

Quistis: So you're saying that the area is where our memories are stored? No...! That's just a rumor the GF critics are spreading.

Zell: So if we keep relying on the GF, we won't be able to remember a lot of things?

Quistis: There's no way headmaster Cid would allow such a dangerous thing!

Irvine: Then how is it that I remember, while everyone else has forgotten? Well...? In any case, I hadn't junctioned a GF until recently. That's why I remember a lot more than you guys.

Quistis: How about you, Selphie? Your first experience with the GF was when you came to Balamb Garden, right?

Selphie: ...Yeah.

Squall talks to Selphie.

Selphie: I have a confession to make!

Now we are in the house.

Selphie: When I was 12, I went on an outdoor training session. I found a GF inside one of the monsters I defeated... I junctioned that GF for a while. So I have experienced with GF, too. But...but, it's really weird! I can't remember the name of that GF!

Quistis: It must be the GF's fault. ...What should we do?

Squall: What should we do? ...Nothing.

Zell: What do you mean nothing!?

Squall: So what do you want to do? You wanna stop using GF now? As long as we continue fighting, we're indebted to the powers of the GF. If there's a price I have to pay for that, I'll gladly pay for it.

Selphie: Heeey, I know! Let's all keep a diary! That way we'll always have something to remind us!

Zell: Are you sure that's what you want!? Maybe...that's for the best. Yeah... I don't care if I forget about my childhood, when Seifer used to pick on me. What's important to me now is having the power to protect my parents in Balamb. They adopted me. There's no way I'm lettin' go of that power!

Quistis: Hey... Do you all remember Matron?

Zell: She was always wearin' black...

Selphie: Let's see...

Squall: (Matron... Dressed in black... She's the...)

Quistis: Very kind... Long black hair... Yes, I really admired her.

Selphie: Wait... I just pictured her face, and...

Zell: I see a resemblance. Matron... They look alike...

Irvine: Look alike? Nah, that's not it. Matron's name is Edea Kramer.
Matron is Sorceress Edea.

Selphie: Matron... Sorceress Edea...

Quistis: Why is the Matron...?

Irvine: Why? You're wondering why Matron would take over a country, or fire missiles and whatnot? At this point, we probably wouldn't comprehend it even if we talked about it.

Squall: (...You're probably right.)

Irvine: ...Hear me out. SeeD and Garden were all Matron's idea, right? I'm not a SeeD, but I share the same feeling with all of you. SeeD are supposed to fight the sorceress, right?

Squall: (This is strange.) (That's right... It was when I was being tortured by Seifer. He wanted to know what SeeD was.) (Matron should know...) (But Matron is Sorceress Edea. There's no denying that.) (What does this all mean?)

Irvine: Squall, you listening?

Now we are outside of the house.

Irvine: So like...this is what I wanted to say. Let's see... Oh yeah. I understand what Rinoa's saying. I understand, but still I'm gonna fight. I want to stay true to everything I've stood for. I'm sure it's the same for everyone. That's why I thought it'd be best if everyone knew we would have to face Matron. You've all heard this before. How life has infinite possibilities. I don't believe that one bit. There weren't many paths for me to choose. Sometimes, there would only be one. From the limited possibilities I faced, the choices I made have brought me this far. That's why I value the path I chose... I want to hold true to the path that HAD to be taken. I know our opponent is Matron, whom we all love very much. We might lose something very important on account of the GF. But I don't mind. It's not like I drifted here on the tides of fate. I'm here because I chose to be here. And more importantly... We all grew up together. But due to various circumstances, we were all separated. As a kid, you couldn't really go out on your own... There were no other paths to take... All I did was just cry. But...

Now we are back to present.

Irvine: But...somehow, we're together again. Just like old times, though a lot's changed. We're not kids anymore... We're strong enough to take care of ourselves. Make our own decisions... We're confronting a big one right now. Do we fight Matron or not.....? I say we fight... Shoot for a common goal... Hey, at least it'll keep us together a little longer.

Zell: ...yeah. Let's do it. We can't run from her for the rest of our lives.

Selphie: It's such a bummer... I can't believe we have to fight Matron.

Quistis: I know... But Zell's right. We can't run from her forever.

Squall: Rinoa... It's up to you. We're gonna fight... I think it's the only

way we can move on with our lives. If that makes any sense at all, come with us. I'm sure that's what everybody wants.

Selphie: (saw snow coming down) Look! Look! A gift from the faeries!

Zell: Yo, you wanna go check out Edea's orphanage?

Selphie: I wonder what it's like now?

Irvine: We might find a clue.

Quistis: Clue? You mean as to why Matron turned out like this?

Squall: (It probably has to do with something that happened in the past. But the past is the past...it's over, done with.) Despite what truth we find, it's not going to change the present. But... I wanna see, too. I don't know what we'll find, but... Let's head for [Edea's house].

Squall talks to Rinoa.

Squall: I guess that's it... We're fighting.

Rinoa: ...You guys are fearless.

Squall: Fearless? I don't think that's quite right. If you think too hard, you become lost... I think that's what everyone's afraid of...) I wish we didn't have to fight, either.

Squall's group takes Balamb Garden to Edea's House. Squall chose Zell and Irvine to be in his group. In Edea's House...

Squall: (This place looks...familiar.)

Squall's group goes back to Balamb Garden and proceeds to Galbadia Garden.

Nida: Squall, take a look.

Nida gave Squall some special binoculars. We watch a movie of Squall watching Galbadia Garden.

Nida: What do you think?

Squall: (They probably know we're here, too. If not, we'll make the first move.) The battle is inevitable.

Nida: The sorceress is with them, huh? So this is going to be the final battle?

Squall: I hope so. (What should I do first? I have to give orders to everybody. It's my responsibility.) (I have to try to keep it simple. If I give out too many orders, it could lead to chaos.) (What should I say!? Come on think! There's no time!)

Nida: Give out your orders when you're ready.

Squall: This is Squall speaking. This is an emergency so listen carefully. We're going into battle against Galbadia Garden. 1st and 2nd Class Sabers, assemble in the parking lot. Those with MG Rank 3 or above, head for the 2nd floor deck and await instructions. Be sure to

warm up. Quistis, Zell, Selphie. Come up to the bridge right away!
Cafeteria team, collect all the hot dogs and store everything in the
secret shelter. Don't leave anything for the enemy. (What else?)

Dr. Kadowaki: (announcing) This is Dr. Kadowaki. I'd like to make some
additional requests. Students who have Student ID numbers ending with
an 8, please take care of the junior classmen. Is that alright with
you, Squall?

Nida: I think that was a bit unnecessary. People tend to get a little
wild in battle. They just need to hear where's necessary. Any orders
for the defense team?

Squall: (What am I thinking!?) The enemy will probably come aboard. We
must concentrate our forces at the front gate and the quad. If your
Student ID number is even, report to the quad. If it's odd, report to
the front gate.

Irvine: Hey, hey, hey, what's up? I'm not invited!

Squall takes the lift down to the 3rd floor.

Irvine: I thought I was part of the gang.

Squall: Sorry about that.

Squall talks to Quistis.

Quistis: What do you want us to do?

Squall: I want you guys to help me lead the others. When Zell gets
here, we'll divide into 2 teams.

Selphie: Zell...? Umm, I think he's taking a nap. Yeah, he said he hasn't
slept at all lately.

Quistis: What...? Oh yeah.

Squall: What are you guys talking about?

Quistis: Nothing. It's our little secret.

Squall: (...What's he doing? We don't have any time!) I'm going to go
check the [quad]. Who's coming with me?

Squall chose Irvine and Selphie.

Squall: Quistis, find Zell. You guys work together and lead the team at
the front gate.

Quistis: Alright.

Squall: (to his group) We still have some time so [don't bother
equipping your GF] yet. Alright, let's go for the quad.

Squall's group gets on the elevator.

Quistis: Squall, what about Rinoa?

Squall: (...Rinoa.) You guys take care of her.

We watch a movie of Galbadia Garden moving through. Squall's group made it to the quad.

Zell: S'up, Squall! I got this place covered.

Squall: I thought you were sleeping?

Zell: Oh...! Yeah, y-your announcement woke me up! My student ID is even, so I'm supposed to be here, right? Yo, Squall come here for a sec. It's about your ring. This might not be the time, but...

Squall: ...What is it?

Zell: Give me your ring, will ya? I just wanna borrow it for a while. I won't lose it or anything. C'mon, what do you say?

Squall: Why do you need it?

Zell: Uh...I can't tell you that. C'mon, just give it to me. You can trust me.

Squall: (What the hell... I like this ring... I...guess it's all right if he just wants to borrow it...)

Squall gave the ring to Zell.

Squall: Don't lose it.

Zell: YEAH! THANKS MAN! I didn't think you were gonna give it to me. Rinoa is gonna be so happy!

Squall: Rinoa?

Zell: Alright, Squall! Leave this place up to me!

Quistis: Zell, you're here!?

Rinoa: Guys, I'm gonna fight , too. I don't wanna just hide. I know I can fight. I want to fight alongside everyone.

Zell: I hope this is the last time we have to fight in our home.

The announcement appeared.

Nida: Squall! Get back to the [bridge] right now!

Squall: Zell, I'm counting on you. Good luck, everyone.

Squall's group left.

Zell: Time to get it ON!

Nida: Look!

We watch a movie of the view of Galbadia Garden approaching Balamb Garden and we see Seifer.

Nida: Seifer is in charge over there. They're heading right for us!

Squall: Just keep going.

We now view Seifer who he is now telling the Galbadian Soldier in motorcycles to go. We watch a movie of the Galbadian Soldiers launching their motorcycles to Balamb Garden.

Nida: We're gonna crash!!!

Squall: Go right! (announcing) The enemy Garden is right by us! Quad team! Watch out!

Zell: Go straight ahead, to the [left]! We gotta stop'em from comin' in! Don't forget to equip your [GF]!

Zell's group moves on.

Zell: C'mon, c'mon, they're dead ahead. ...Oh yeah! Rinoa, here you go. (holds Squall's ring) I got it from Squall. Like I said, I'll make you one just like it. 'Til then, hold on to it for me, will ya?

Rinoa: What did you say to him?

Zell: I just told him to hand it over.

Rinoa: It looks cool, but it's too big.

Quistis: Talk about it later. Let's go.

They move on. We watch a movie of the partial ground came apart and Rinoa fell but held on to something.

Zell: DAMMIT! I CAN'T REACH HER!

Quistis: We need a rope or something!

Zell: Rinoa! HOLD ON, WE'LL BE RIGHT BACK!

We watch a movie of the Galbadia Garden. Zell and Quistis proceed to the Front Gate.

Zell: Squall!!! Rinoa's in trouble!

Quistis: Squall, she's in danger!

Squall: (...Damn!)

Nida: Squall, listen up! The enemy is attacking the classroom. The junior classmen are there. WE have to do something fast!

We watch a movie of Squall's group watching Galbadia Garden.

Xu: The enemy's heading this way!

Zell: Squall, DID YOU HEAR ME!?

Squall: YEAH!!! But she's not the only one in danger!

Irvine: Didn't think you were so heartless, Squall. Rinoa is gonna die! Don't do realize that!?

Squall: (We have to divide into 3 groups. ...Who should come with me?)

Squall chose Quistis and Irvine.

Squall: Selphie, you go with Xu.

Selphie: Gotcha.

Squall: Quistis, Irvine, come with me. We'll head for the [classroom]. Zell, you help Rinoa. Do whatever it takes, alright!?

Zell: Leave it to me!

We watch a movie of the view of Galbadia Garden again.

Nida: Squall! Go to the [2F classroom]. The enemy is coming in from the sky.

Squall: We're going to the [2F classroom]. Come on!

Squall's group proceeds to the classroom. We watch a movie of the Paratroopers preparing their mech suit and after stopping at Balamb Garden, they go down and crash through the window. Squall's group fights 4 Paratrooper. After Squall's group killed them, they freed the people there. Then they heard the announcement from Dr. Kadowaki. Squall's group is on their way out. We watch a movie of Galbadia Garden hitting Balamb Garden. Squall's group goes to the 3rd floor.

Dr. Kadowaki: What's the situation?

Squall: We were able to stop the first two waves of the attack. But our forces aren't looking too good. Many are injured. If they send another wave, I don't know if we can hold them.

Selphie arrived.

Dr. Kadowaki: How's your team?

Selphie: Bad. They're barely holding them off.

Dr. Kadowaki: So...looks like this is it.

Quistis: Their Garden has more experienced fighters. On the other hand, most of our troops are students who are still in training. Like Squall said, one more wave and we might be finished.

Squall: (Maybe I should've focused on attacking in the beginning instead of concentrating on our defense...)

Dr. Kadowaki: Seifer is with them, right? You said it yourself. There's no way you can run from him. It's kind of like your destiny to face him. ...Looks like it's now or never! You've come this far already. What is there to think about? You're not gonna run away are you?

Squall: (Never!) There's no way I'm gonna run from him! Besides, attacking them might be our only chance. The only problem is, how are we going to board their Garden?

Irvine: Say, how about if we crash into their Garden? I know it sounds crazy but at least we'll be able to get in. Their pilot's been ramming

us all along. I'm sure Nida can do it, too.

Squall: We have no choice. Let's do it.

Zell arrived.

Squall: Where's Rinoa?

Zell: Sorry, man. There's nothin' I can do! There's no way to get to the quad! Those bastards have the area barricaded. Man! The only way we can get to her is by going over the roof or flying there.

Squall: (...Rinoa.)

Irvine: Whoa, wait a minute. You just gave up on her, didn't you? Listen... Do me a favor. YOU...go help Rinoa. It may be too late, but don't give up until you're CERTAIN that there's nothing more you can do!

Squall: I...I have to lead the attack.

Irvine: I don't care what you have to do, or how you feel. Just do it...please! For Rinoa!

Quistis: Listen to Irvine, Squall. She's one of us.

Selphie: What are you waiting for!? I can't believe you!

Zell: C'mon, Squall! Please! It's gotta be you! You're the one that has to save her!

Irvine: I'll take everyone inside Galbadia Garden. Don't worry. I know the place like the back of my hand.

Quistis: We'll clear a path. Once Squall arrives, we'll move in.

Dr. Kadowaki: Squall, you're forgetting something very important.

Squall: (What?)

Squall and Dr. Kadowaki takes the lift up to the bridge.

Dr. Kadowaki: Talk to your men, Squall. Encourage them. As their leader, it's your duty.

Nida: You probably don't know, but everybody in this Garden looks up to you. They like you.

Squall: (announcing) Everybody. This is Squall. How's everyone doing? You're all probably too tired to even stand up after all the fighting. But I want everyone to listen to me... We still have a chance to win, and I need your help. This is going to be our final battle. We're going to attack them before they come in again. To do that, we're going to head straight into their Garden. So I want everyone to prepare for a major collision. Take care of all the junior classmen. Irvine, Quistis, Zell, and Selphie will lead the attack into their Garden. As for everyone else, please support them if you can. SeeD was formed to fight the sorceress; at least, that's what I heard. And Garden was created to train SeeDs. So this battle is Garden's destiny and also our destiny. It's a grueling battle, and I'm sure you guys are all exhausted. But I don't want to have any regrets. I don't want anyone to

look back and regret this day. So just this once, I want you guys to give everything you've got! For yourselves and for me!

Dr. Kadowaki: You did great. That was wonderful. Ok! Let's bash into them!

We watch a movie of Balamb Garden ramming into Galbadia Garden and it stopped. Zell's group gets out.

Zell: OHHH YEAHHH!!! We're in!

Quistis: Ready guys!?

Selphie: You betcha!

Zell's group were surrounded by Galbadian Soldiers.

Zell: Let's rock!

Squall goes to the 2nd floor and a woman asks Squall to help a kid. Squall finds the kid and told him to run. All of a sudden, a Paratrooper attacked Squall. Squall opens the emergency exit and the Paratrooper with the mech fell out. Squall fistfights with the Galbadian Soldier. After Squall knocks off the soldier, we watch a movie of Squall taking the mech and saving Rinoa. And also SeeDs are fighting against Galbadian Soldiers. Squall and Rinoa made it.

Rinoa: Squall! Thank you.

Squall: It was, ah...don't worry about it. It was my job. We're still under contract. And it was everybody else's idea, too. And I just happened to find you. That's all. So like I said, don't worry about it.

Rinoa: You know something, I couldn't afford to fall off that cliff and die. I have something very important that belongs to you. I can't die until I give it back to you, right? Zell gave it to me, see? I've been holding onto it.

Squall: (I'm gonna kill him...) That's my favorite ring. You'd better give it back.

Rinoa: I'm sure it is. It's a cool-looking ring. What's this monster on it anyway?

Squall: It's not a monster. It's a lion. Lions are known for their great strength and pride.

Rinoa: Hmm...great strength...pride... ...Kinda like you, Squall.

Squall: I wish...

Rinoa: Hmm...so this L I O N of yours, does it have a name?

Squall: Of course. Griever.

Rinoa: So that's what you call it. You know Zell said he'll make me one exactly like it. Who knows, maybe I can become like a lion, too. That'd be crazy, huh!? I mean, everyone might, y'know, get the wrong idea about us.

Squall: (If it's so crazy, why do you sound so delighted?) (Everyone is trying to get us together.) (It's so obvious even I can tell.) You sound like you want everyone to get the wrong idea.

Rinoa: No-no-no-no-no!

Squall: Well...everyone's waiting. Rinoa, let's go.

Rinoa: Ok! Squall, let's go!

Squall and Rinoa goes inside.

Selphie: Rinoa!

Zell: You're here!

Quistis: Are you alright?

Irvine: The sorceress should be here somewhere.

Squall: (No turning back now...) Forget about the past! She's our enemy now! Don't think twice for a second. There's no way we can fight her like that. I, for one, can't. She chose to fight and became our enemy. We choose to fight back. We have no choice. At least I'd like to think so. (Seems like I'm the only one confused...) We've come this far. I guess there's no need for me to say anything.

Rinoa: We're still listening. Squall, we want to know how you feel.

Squall: I'll tell you later... After we all get out of this. Let's go.

Squall chose Zell and Rinoa. Squall's group finds their way to where Seifer is.

Seifer: Oh, you guys shouldn't have... I was gonna come visit you at my old home.

Squall: Shut up.

Seifer: Did you guys come to fight Matron? After all that she's done for us? Hey Chicken-wuss. Lot's happened between us, eh?

Zell: Yeah! I'm dyin' to get even!

Seifer: Rinoa, what are you doing here? You gonna fight me, too? Come on, remember a year ago we...

Rinoa: Stop it!

Squall: It's too late, Seifer. You can't mess with our minds. To us, you're just another enemy, like one of those monsters.

Seifer: You're comparing ME to one of them? I ain't no monster. I'm the sorceress' knight. And look at you. Attacking like a swarm. You guys are the monsters.

The fight begins.

Seifer: Let's go after them monsters!

Squall's group fights Seifer.

Seifer: This can't be! Why!?

After they KO'ed Seifer...

Edea: Worthless child.

Edea disappeared to the auditorium. Squall's group follows Edea to the auditorium.

Squall: (.....?) (What's going on?)

Edea crashed through a window.

Edea: So the time has come. You're the legendary SeeD destined to face me?

Squall: (What is she talking about?)

Edea: I must say that I am impressed. ...An impressive nuisance. Your life ends here, SeeD.

Seifer came.

Edea: Worthless fools.

Squall: (You're not our 'Matron'.)

Edea: All SeeD must perish!

The fight begins.

Seifer: I'm the sorceress' knight. You'll never...get past me.

Squall's group fights the wounded Seifer and Edea.

Seifer: Ughaah! ...Damn, I'm disgraced.

Seifer is KO'ed.

Edea: Defeated... Useless fool. Enough play. SeeDs must die!

They fight Edea.

Edea: A...Ahhh...

All of a sudden the screen whites out.

Squall: (What happened...?) (My...body...)

Rinoa is acting strange.

Squall: (Rinoa...) (.....!) (Rinoa... Seifer...)

Rinoa suddenly collapsed.

Quistis: Rinoa? Are you all right?

Edea: Squall, Quistis, Selphie. Irvine, Zell. You've all grown so much...

and become so strong... I have waited for this day to come. And also feared this day would come. Is today a joyous day? Or an odious day? Where is Ellone!? Have I protected Ellone!?

Squall: (...I don't understand.)

Quistis: Squall! It's Rinoa...

Squall: (.....Rinoa? What's wrong with Rinoa?)

END OF DISC 2

Squall is back in Balamb Garden. In the dormitory...

Squall: (Is it over...?) (What happened...?) (Rinoa.....) (What happened to Rinoa.....?)

In the Infirmary...

Quistis: (announcing) Squall, can you hear me? Head to [Edea's House] at once. The Sorceress Edea... Matron is back at the orphanage.

Squall's group proceeds to Edea's House. Squall chose Zell and Irvine to go with him. On their way in, Squall's group talks to Headmaster Cid.

Headmaster Cid: ...Many thanks for your hard work. ...Hahaha... Are you angry with me? Haha... I don't blame you. All I do is talk big but in times of trouble, I run away. I was in a no-win situation... Your defeat would be the end of you. Your victory would mean losing my wife. I just couldn't bear... to face the outcome. I don't care about yourself... But...please forgive Edea...

Squall's group talks to Edea.

Edea: My children... Please forgive me... I raised you as my own, yet still, I...

Squall: We feel the same way.

Zell: We fought you, too, knowing you were our Matron.

Irvine: Matron...

Edea: You are SeeDs. You cannot back out of a battle, I know. You were magnificent. However, it is not over yet. At anytime, I may...

Squall talk to Edea again.

Edea: ...I have been possessed all this time. I was at the mercy of Sorceress Ultimecia. Ultimecia is a sorceress from the future. A sorceress many generations ahead of our time. Ultimecia's objective is to find Ellone. She is after Ellone's mysterious power. I knew Ellone very well. Ultimecia is a very fearful sorceress. Her heart is filled with anger and hate. There was no way I was going to let Ultimecia get a hold of Ellone. The only thing I could do was... ...Surrender my soul to Ultimecia and lose control of my mind. That was the only way I could save Ellone. And the end result... Well, you all know. The sorceress that appeared in Galbadia was in fact Ultimecia...inside my shell...

Squall talks to Edea again.

Edea: Ultimecia had yet to achieve her goal. I believe she may use my body again to carry out her plans. I plan to make a stand this time, but...if that does not work... I may have to face you in battle once again. I ask for your support, young SeeDs.

Before Squall could leave...

Zell: Squall, I'm sure that Matron has much more to say!

Squall: (I've heard enough.) (I understand that listening to what Matron has to say is important, but Rinoa...) Matron, do you know what's wrong with Rinoa?

Edea: Rinoa is the girl in light blue? I remember vaguely... What happened to her?

Squall: She was with us when we fought you. After the battle... ...Her body was cold... She didn't move...

Headmaster Cid: Did Rinoa die!?

Squall: NO!!!

Edea: Forgive me, Squall. I don't think I can be of any help.

Squall: ...It's all right.

Headmaster Cid: Squall, I understand how you feel. But you are in a position of leadership. The other students at Garden have a right to know about the outcome of the battle and what's to come. Take whatever information you can get here, back to Garden. Remember, it wasn't just Rinoa. Everyone fought.

Squall: I understand... But...

Headmaster Cid: But, but, but... That isn't something a leader should say.

Squall: (...Dammit.) Ultimecia's objective is to find Ellone. (First time we met was the day I became a SeeD. We met again...in Timber...) Ellone's mysterious power... Sending one's consciousness back into the past. So Ultimecia wants to use Ellone's power, right? (We had a lot of arguments at first. But in time, things began to change.) I get it. Ultimecia wants to send her consciousness from this period further into the past. What's she going to do in the past? (You were looking at me... You smile when our eyes met...) Time compression. Time compression? (It made me feel calm, tranquil.) It's time magic. Past, present, and future get compressed. What's going to happen to the world? Why do something like that? (Rinoa... Give me another chance.) I can't even imagine a world where time is compressed!

Zell: Yo, Squall!

Selphie: You're not even listening!

Squall: So basically, all we have to do is prevent Ultimecia from getting a hold of Ellone.

Quistis: Yes, but...

Squall: We're going back to Garden. We have to let everyone know.

Irvine: Hey, we're worried about Rinoa too, y'know?

Squall: Then why don't you...!? Forget it.

Later back in Balamb Garden...

Squall: That about covers the update. Our task at hand is to find Ellone. Then we'll deal with Ultimecia. I believe that Ellone is on the White SeeD ship. We're setting out to look for it. I wonder where it could be? We'll gather information for a while. Be prepared for battle any time. And... Sorceress Edea is back at her home. She's probably not our enemy anymore. Let's just leave her alone.

Squall goes to the Infirmary. He still sees Rinoa in bed unconscious.

Squall: (Rinoa... You feel so cold.) (Are you going to be like this forever?) Isn't there anything I can do!? You were so full of life. Now you don't even make a sound... I want to hear your voice. (This is like talking to a wall.) Rinoa... Call my name. (.....)

Squall collapsed. In Squall's dream...

Laguna: Why the heck do I have to do this!?

Kiros: 'Cause we have no money.

Ward:

Laguna: Alright, I'm sorry!!! Yeah, so it's kinda my fault that we stayed at the hotel so often. But heck, I'm not cut out to be an actor!

Kiros: So you say, but we know you're really quite excited...

???: Ok everyone! Take your positions!

Laguna: Man, I can't believe this director... Making a movie with me...an amateur... ..The heck am I supposed to do?

Ward:

Laguna: Alright, alright... So we were lucky I got the job. As long as we make some money, right...?

Later...

Laguna: A-Are you serious!? What kind of costume is this!? (in the knight costume)

Kiros: Ah, ah, ah... No complaining. Let's go, let's go, let's go!

Director: Hey, look at you! Not bad! This is your co-star, playing the part of the princess.

Co-star: Hi, nice to meet you!

Director: All we need now is someone to play the dragon... (saw Ward and Kiros) Oh...! Perfect... Hey, you 2 back there!

Kiros: Yes?

Director: I'm kinda in a squeeze here... The guy playing the dragon is sick... So you think you could put on the dragon costume and kinda just...walk down here? I'll pay ya...

Kiros: I guess so.

Kiros and Ward left.

Director: Ok, just be on standby over there.

Suddenly, the dragon noise...

Kiros: A-Ahhhh...!!!

Director: Ok, people, here we go. Scene 12, 'Death of the Sorceress'. Ready..... ACTION!!!

Sorceress (Co-star): Oh, Sir Knight... Save me from the wicked dragon...!

Laguna: Oh...Ok... I...I'll s-save you from the dragon... (...Darn it. I'm gettin' all nervous here.) (And what's with this gunblade? Haven't used one of these since training.) (Kinda like this?) (swings the gunblade)

Director: Hey, not bad. I'll just put in some voice overs... Ok! Bring on the dragon!!! Hey! Come on, guys! The dragon! Alright! Here we go!

The red dragon arrived.

Director: WoooooW!!! Just like the real thing...! Excellent work, Kiros!!! Wait a minute... Was the costume THAT big...?

Laguna: (Whoa! Kiros n' Ward are takin' this seriously.) (Man, looks like the real thing...) Erghhh!!! (almost got bitten) (G-Geez...! Take it easy, Kiros...) ...What the...? Is this thing real???

Director: WHAT!!! No wonder...!!! W-What am I doin'...? I'm gettin' outta here! W-Well, Sir Knight... It's all yours!

Sorceress: S-S-Sir Knight... I must bid you farewell!!!

The director and the co-star ran.

Laguna: H-HEY! Don't just leave me here!!! (heard the roar from the dragon) Tch! It's now gonna let me go. Hmm... The gunblade...

Laguna fights off the dragon. After that...

Laguna: Now's my chance! RUN!!!

Laguna then saw the dragon again.

Laguna: Daaaarn! Stupid dragon! Where the heck are Kiros and Ward!?

Kiros: Laguna, did you call me? Yahhh!

Kiros and Ward came down.

Kiros: Wait long enough? Here! (threw Laguna his Machine Gun)

Laguna: (takes off his costume) Alright! Time to kick some dragon butt!!!

Laguna's group begins the fight with the Ruby Dragon. After defeating it...

Laguna: H-How many are there? They just keep comin'! We're outta here!!! (saw something far away) ...What...is that?

Now we hear Ellone and Squall's voices.

Ellone: ...I can't disconnect.

Squall: (What is this connect thing...?)

Ellone: Is it you, Squall?

Squall: (Yeah...)

Ellone: 'Connect' is just what I call it. It's when I use my special power. Oh, I know... I must be asleep. That's why I can't control it. I'm sorry, Squall. Just let me use your spirit for a little while longer.

Squall: (Let me go back.)

Now we are with Laguna and Edea.

Laguna: She ain't here, either...

Edea: If I may ask, what happened to this Ellone?

Laguna: She was kidnapped by Esthar soldiers. I've been travelling, tryin' all I can to get inside Esthar but...

Edea: They were looking for a successor to the Esthar sorceress, Adel?

Laguna: Yeah, yeah! Exactly it!

Edea: Is she your daughter?

Laguna: No...but she's just so cute! Oh, I wish I could hear her voice!

Squall: (I want to hear Rinoa's voice.)

Edea: Is something the matter?

Laguna: No...just the faeries...

Squall: (I don't care if it's the past or what. I want to hear Rinoa. I want to see Rinoa.) (That way, there might be a chance to save her.)

Ellone: You can't change the past. I just found that out. When I was kidnapped, Uncle Laguna went on a journey to find me... But because he did, Uncle Laguna wasn't able to be by Raine's side when she died. Raine wanted to show Laguna her new born baby... Raine kept calling out for Laguna. So no matter what, I wanted Laguna to stay in the village... But it didn't work. I can no longer make it back to that moment... And also... I can only send you inside someone I've met before. I'm sorry,

Squall. I'm about to disconnect. I'll try again to speak to you this way.

Squall: (Sis! Ellone!) (I'm...) (I want to hear Rinoa's voice.)

Squall woke up.

Squall: I can see you if we go back in time! Maybe even change things! Ellone! Ellone! Can you hear me!? Send me back to the moment Rinoa went into a coma! (takes a seat) (Ellone, you won't answer me...?) (I know she's on the White SeeD ship.) (White SeeD... Edea's SeeD... Edea's SeeD?) Maybe Edea would know the whereabouts of the ship! Then I can see Ellone. Then maybe I can go back...

Squall takes Balamb Garden to Edea's House. He takes Zell and Irvine with him. In there, Squall talks to Edea.

Edea: Is there anything at all I can help you with?

Squall: The White SeeD ship. The one Ellone's on.

Edea: Those children are... They are very cautious. They would never remain in one place for long.

Squall: ...I see.

Edea; Oh yes, however... Those children seemed to have taken a liking to Centra's landscape. Therefore, they may have stationed their ship [by an inlet somewhere on the Centra continent]. And Squall. Please take with you this letter that I wrote. With this, they shall welcome you.

Squall's group takes Balamb Garden to the White SeeD Ship. In there...

White SeeD: ...We meet again.

Squall: My name is squall. We're SeeDs from Balamb Garden. I'd like to speak to your leader.

White SeeD: I'm in charge. State your business. Depending on what you say, we may ask you to leave immediately.

Squall: I want to see Ellone.

White SeeD Leader:!?

Squall: We pose no threat. Edea told us that you would be here.

White SeeD Leader: Edea...how...?

Squall:Edea is no longer under Sorceress Ultimecia's control. She is now our ally. So there's no reason for you to hide Ellone's whereabouts from us. We want to take Ellone back to protect her from Ultimecia.

White SeeD Leader: Thank you for coming... But we have no reason to believe you. Please leave.

Squall's group moves on. They saw Watts and Zone.

Watts: Wow! Long time no see, sir!

Zone: Whoa! Look who's here! Squall, how's it goin'?

Watts: Can't believe you're here! Everybody doin' good, sir?

Zone: After you guys left, the Galbadian buttheads came after us, and we barely escaped to this boat.

Watts: I was sure we were goners, sir! Zone went nuts and was thinking about swimming across the sea to escape!

Zone: Hey, it was a plan. All you were doing was whining like a big baby. 'We're gonna die, we're gonna die!' And look who jumped in first! You, you numbnuts!

Squall: (...I don't see how these wackos keep surviving.)

Zone: So, how's Rinoa? Where is she?

Squall: ...Rinoa fought with us against Edea. For some reason, she went unconscious after the fight. She's resting in the Garden now. I don't know what happened. We couldn't protect her. I'm...I'm sorry.

Zone: YOU SON OF A BITCH!!! What did I say!!!? What did I say, HUH!!!? I told you to take care of her!!! That nothin' better happen to her!!! Scumbag! You pathetic lyin' scumbag!!!

Watts: Zone! C'mon! Easy, sir! Easy. She's not dead. They just dunno what's wrong with her, that's all. Ain't that right, sir? Squall would never give up on her. Am I right, sir?

Squall: We came here to get Ellone because there's a new evil force after her. If we can get Ellone and Rinoa together, maybe...we can get Rinoa back.

Watts: Really!? See, Zone! I told you, sir! Rinoa's gonna be fine! She promised she would come back! We all have to free Timber together. Don't worry, sir!

Zone: ...All right. But I'm gonna say it one more time. If something happens to Rinoa again, I swear...

Squall now talks to the White SeeD Leader.

Squall: Here. (hands the letter to the leader)

White SeeD Leader:This is Matron's writing. She really gave this to you?

Squall: You guys call her Matron too, huh?

White SeeD Leader: Yes. Ever since we were little.

Squall: We were raised by Edea, too. It was difficult to fight against her, but we did. Fortunately, everything turned out well. Edea is no longer evil. She's back to her old self again...the kind Matron we remember.

White SeeD Leader: Squall, thank you. We owe you and Balamb Garden much.

Squall: Even our salute is the same.

White SeeD Leader: Matron told us it hasn't changed since SeeD was established.

Squall talks to the leader again.

White SeeD Leader: So it says in the letter you're looking for Ellone...
...I'm sorry. Ellone's no longer here.

In the leader's memory...

White SeeD Leader: Remember we picked her up from your Garden near the FH coast? After that we headed east to get away as far as we could from Edea and Galbadia. Before long, we encountered the Galbadian fleet. They had a lot of ships. Obviously, they were searching for us. We should've been more careful. They pursued us in full force. Luckily, we were able to escape but, then our ship broke down and we were stranded. There was no way we were going to let the Galbadians take Ellone. Eventually, the Galbadians caught up to us and we had no choice but to prepare for battle. Then an Esthar ship appeared. A battle began between them, and we were caught in the middle of it. Then something strange happened. Suddenly, an Esthar ship came up beside us and Esthar soldiers came aboard. They told us to get aboard their ship. It sounded like an order to evacuate. Of course, we refused. We didn't trust them just as we didn't trust the Galbadians. As the Esthar soldiers were trying to convince us, the battle became more intense. Soon they were forced to leave our ship. As their ship was pulling away, Ellone yelled out something. Then, all of a sudden, she jumped onto their ship. It wasn't like her at all. To this day, I don't understand why she did that. After that, Esthar's fleet withdraw from battle and fled.

Back to present.

White SeeD Leader: After they left, we... well it's a long story. After our ship is fully repaired, we plan to go to Esthar. Sorry, Squall. We couldn't protect her.

Squall: So Ellone's in Esthar?

White SeeD Leader: We believe so.

Later back in Balamb Garden...

Nida: Have you decided on a destination?

Squall: Esthar.

Nida: Oh, man... Xenophobic Esthar. That area's terrain is not really suited for flying the Garden.

Squall: Anyway, set a course for Esthar.

Squall goes to the infirmary and checks on Rinoa.

Squall: (Let's go, Rinoa. Let's go meet Ellone.) (Ellone will bring us together.)

Balamb Garden is now near FH. Squall carries Rinoa.

Squall: (...Sorry everyone.) (I can't go on like this.)

Outside...

Squall: It's a bit far, but we'll make it.

While Squall kept on walking...

Squall: (...It's pretty far...) (Didn't think it would be this far...) (What am I doing...?) (Go to Esthar... Find Ellone... Talk to Ellone...) (But there's no guarantee that everything will be resolved if I talk to Ellone.) (Even so, I'm...) (I.....sure have changed.)

Squall stops and place Rinoa down and he sits down.

Squall: (I wonder what everyone's doing...?) (They're probably laughing at me. Or maybe they're angry...?) What do you think? To tell you the truth... I worry too much about what others think of me. I hate that side of me... That's why I didn't want anyone to get to know me. I wanted to hide that side of myself. I hate it. Squall is an unfriendly, introverted guy. It made it easy for me when people perceived me that way. That's a secret between you and me. Got that?

Squall picks up Rinoa.

Squall: Rinoa...

While walking he finally found his group.

Quistis: Squall, you're late.

Zell: Is the princess still asleep?

Quistis: She might wake up with a kiss from the prince.

Squall: Is that why you came all the way out here? To tell me that?

Quistis: You're going to Esthar, right? We're coming, too.

Zell: We're Edea's escort.

Edea arrived.

Edea: Let us be on our way, Squall.

Squall talks to Edea.

Edea: We shall leave as soon as we're ready.

Squall: What business do you have in Esthar?

Edea: I must go see Doctor Odine.

Zell: Dr. Odine. You've heard the name, right?

Squall: (...Odine?) Tell me more.

Zell: You know the famous Odine brand, don't you? That's all Dr. Odine's work. When it comes to knowledge about the sorceress, he's number one...

Squall: ...Thanks. So, why do you need to see this doctor?

Edea: Sorceress Ultimecia is alive. She is able to take control of my body at any time. If that were to happen... I would once again bring terror. I, too, value my self-being. I want to protect myself. If it were possible, I would like to rid myself of the sorceress' power. Doctor Odine may know a way. He may be able to save me. ...I understand. Let's all go to Esthar.

Later, Selphie and Irvine arrived.

Zell: Yo, they're back.

Quistis: The two of them went to take a look.

Selphie: How's it goin' Squall? Is Rinoa still asleep? Psst... Psst... Psst... (Rinoa's so cute when she's asleep.)

Squall: Whatever. So how is it? Can we make it to Esthar?

Selphie: Wooo! Are you blushing!?

Irvine: Selphie, don't make Squall angry... Esthar's on this continent, right? It's supposed to be huge... I don't know why, but I can't seem to find it anywhere.

Selphie: Couldn't find it up north or down south... Let's try going [East] next!

Squall chose Zell and Edea. Squall's group proceeds to Great Salt Lake.

Selphie: Hello... I don't see a city...

Edea: Looks like we are in for a long trip.

Zell: Everything'll be all right. We'll be by your side all the way!

Edea: Thank you Zell. But remember, you must stay alert even in my presence. As long as I can be myself, everything will be fine. But if Ultimecia gets inside me again... You all know what to do...

Selphie: What, what, did I miss something? Uh-oh, it's so quiet. The air's getting heavy. Guys... What's wrong? COME ON! We're all together again! We're gonna bring back Rinoa! It's like a picnic! We're gonna have fun!

Squall: ...Somebody once told me that if you mention bad things, they'll come true. I know it's a silly superstition, but right now I want to believe it. So let's not talk about it anymore.

Squall chose Zell and Edea. On their way, they fight Abadon. After killing it, they move on.

Squall: (.....?) ...There's something here.

A hidden tunnel appeared.

Zell: WHOA! What the hell is that!? It's some kinda hole or tunnel...

Squall: This looks like the only way.

Inside, Squall's group finds an elevator. They go in.

Zell: What's this, an elevator?

Edea: I haven't the slightest clue...

Squall: (I don't know what I'm doing, where I am.....) (I don't know if we'll ever get to Esthar.) (But I don't care...) I'm not turning back now.

Later, the elevator stopped.

Squall: (It stopped... Is that it?)

Zell: It stopped.

Squall found a door.

Edea: Squall, what are you thinking?

Squall: (...I don't care at this point. Nothing's gonna surprise me.)
What else? Let's go.

On their way, we watch a movie of the town of Esthar revealed.

Zell: THE HELL IS THIS!?

Edea: ...What is going to happen now?

We watch a movie of the lift activated and after it reaches the other area...

Squall: ...Judging from their technology, they must know we're here. It's possible we might encounter some hostility, so stay alert. (feeling strange)Aaahh! No...not now!..... This.....isn't good.....

In Squall's dream...

Guard: The skinny one and the fat one... Get your asses down to Lunatic Pandora! You're gonna stay here and work! The rest of you, get back to work!

Laguna talks to the guard.

Security Guard 1: You!!! I said no talking!!! It's only been 3 days, you wimp!!! When I was young... I worked all day, all night...without sleep...!

Later Laguna talks to the other guard.

Laguna: I wonder if Kiros and Ward are workin', too...?

Security Guard 2: No talking! How many times do I have to...

Laguna: Oh... Meal time! Alright, it's time to eat!

Security Guard 1: You keep working! That's what you get for your big mouth! That beast over there, you, too! No meal until your work is

done!!!

Laguna: Hey... You can't be serious! I'll be done in 2 to 3 hours, but... His job won't get done for days!

Security Guard 1: He just won't get fed for a few days. If he wants to eat... he should work faster...

Later...

Security Guard 2: (to security guard 1) Come give me a hand. I can't handle the big guy alone.

Security Guard 1: (to Laguna) Don't do anything stupid while I'm gone. The camera is watching you.

Laguna talks to the prisoners several times. After that...

Dr. Odine's Voice: Bahh! This iz a failure!!!

Man: Sounds like Dr. Odine's up to something again upstairs.

Laguna was later told to go up to the elevator to see something, but Laguna first talked to the man. Then the security guard came back.

Security Guard 1: Hey, did you go tell them? What are you doing! Up to no good again, aren't ya...!!?

Laguna: Stop!!!

Laguna fights the Esthar Soldier. After killing him, the another one came down from the elevator to the floor.

Security Guard 3: Don't move!

Laguna: Darn it...I did it again... Well, too bad! (pushing and holding the guard) (to the man and the Moomba) Just get on and go!

Later, Kiros and Ward arrived...

Laguna: Kiros! ...Ward! Great timing!

Another guard surrounds them.

Kiros: Or should I say... bad timing?

Security Guard 2: Stop talking and just keep walking!

Ward:

Laguna: It's not so bad... 2 is better than 1. 4 is better than 2, right?

Kiros: So, who's the fourth one? Geez... Are you... starting to hallucinate?

Laguna: Yeah... I can see it! Oh.. My sweet Elle... You make your uncle so happy. (Hey... Now's our chance!) (You know what to do? Let's just finish'em off and get out of here!) Alright... Let's go!

Laguna's group fights 2 Esthar Soldiers and a Gesper. After killing all

of them...

Laguna: Jaaaaaaail break!!!

Laguna's group goes up from the elevator. On the 1st floor, they listen to Dr. Odine.

Laguna: (No security guards..... Now's our chance!)

Dr. Odine: ...Vat iz.....?

Doctor's Assistant 1: Luna... weap...

Doctor's Assistant 2: Moon.....listen...

Laguna: (What the heck are they talking about?)

Doctor's Assistant 1: To use Lunatic Pandora as a weapon... You would need a system to move it. And you are researching that now? How do you come up with such bold ideas? I could never come up with such brilliant ideas.

Dr. Odine: I forgot!

Doctor's Assistant 2: Lunar Base was built in space to observe the moon. So much money was spent on building it. Now why couldn't they give some of that money to this lab?

Dr. Odine: Zat iz ze way it iz! Accept it!

Doctor's Assistant 1: The rumor goes that little girls are being abducted for the sorceress research. I have a daughter myself. It disturbs me to hear such a story. How do you think their parents feel?

Dr. Odine: They will be proud to help ze research! Zat iz all zat matters.

Doctor's Assistant 2: What happened to the [Weapons Monthly] you borrowed from me? My friend's bugging me to return it...

Dr. Odine: I don't know!

Laguna: I see.....

Outside...

Laguna: Hey! You waited for me?

Moomba: Grrr... Grrr...

Laguna: Stay on your toes! Don't get captured again! (Darn it!) (I promised him a meal and a nap when we get out.) (Well... I guess he's better off running...free.) !

Man: It's ok... He's also an 'Adel Resistance' member. He's Dr. Odine's assistant. All the not info about the lab comes from him.

Doctor's Assistant: Is he a new member? Welcome to our group. You made quite a bit a noise down there... Well, this may be a good time to leave this facility.

Man: Did something happen to the doctor? Or did Adel stop funding this lab?

Doctor's Assistant: No, it's Dr. Odine. He... He's done it again. He's found a new toy he prefers over a big one like Lunatic Pandora... Some child named Ellone.

Laguna: Ellone!?

Man: You know her?

Kiros: Know her...? She's really the only reason why were here.

Ward:

Laguna: Where is she? Where's Ellone!?

Doctor's Assistant: Dr. Odine would probably know her whereabouts.

Laguna: So look for Odine, right? We're going back! Thanks for all your help. Better go some place safe now. Adios!

Man: Wait a second! I still owe you! If you're looking for that girl, Ellone, you'll eventually need help. Facing Esthar...and Adel with only the 3 of you will be difficult. Why not let us help you? We'll provide you with all the information you'll need.

Kiros: It's not a bad idea... We don't know anything about Esthar. I never want to go through all this again. I'm sure Ward feels the same way.

Ward:

Laguna: Huh?Hmm... Okay, fine! We'll accept your help. In return, we'll help your Anti-'Azal' movement or whatever.

Ward:

Kiros: It's 'Adel'. Start listening more closely, 'cause it's getting embarrassing... ..is what Ward would say. Can't you see it in his eyes?

Laguna: Yeah, sure, I always see it! But...who cares!?! I speak with passion from the heart! That's what matters most.

Man: Yes... That's right! It all sounds crazy, but...I like you! I really want you to be our leader...

Laguna: Leave it to me! Once we find Ellone, I'll take up that offer! Well, let me go pay a little visit to Odine. Wait right here! (Darn it, did it again! Why don't I ever think things through before I answer?) (Well... It's been ok 'til now. I'm sure things will work out.)

Laguna's group goes back to the lab.

Laguna:? Where did he go?

Laguna's group takes the elevator down to where Dr. Odine is.

Laguna: Dr. Odine! Where's Ellone!?

Security Guard 1: Can't believe you guys came back...

Security Guard 2: You fools!

Laguna's group fights 2 Esthar Soldiers and an Elastoid. After killing them all...

Dr. Odine: Vat are you saying!? I do not know any... Ellone. ...Okay. I was lying! Ellone... I know Ellone!

Laguna: Hey wait! Where's Ellone!?

Dr. Odine runs...

Laguna: I'm talking about Ellone! Where did you take her!?

Outside...

Laguna: Hey wait! Tell me where!

Dr. Odine:In [O Lab]! Ellone iz there.

Doctor's Assistant: (...He means [Odine's laboratory].) To go there, go over here...then over there...and then here.

Laguna: I see...I didn't understand a word. Kiros! It's your show from here!

Laguna's group and the man gets in the car.

Doctor's Assistant: We'll be joining you as soon as we can. Until then, good luck! Please be careful.

Later, Laguna's group arrived in Dr. Odine's lab.

Laguna: This is the place, right? This place sure is weird... Hey? Where'd he go?

Kiros: I think he must be lookin' for us...

Ward:

Kiros: Yeah, you wouldn't usually jump out of a car...

Laguna: Whoa, it just kinda sped off. I hope he's all right.

Kiros: Besides, we're...

Ward:!

Laguna's group fights Esthar Soldiers. After killing them, they take a sitting elevator up. In the lock room.

Laguna: Hmm?

Esthar Soldier: !

Laguna's group fights the Esthar Soldiers. After killing them, they pulled the switch to unlock the door where Ellone is. Laguna sees

Ellone.

Laguna: Ellone!!!

Ellone: Uncle Laguna!

Laguna: See... I told ya I'd come save you... Sorry I'm a little late, but...

Squall woke up.

Edea: Squall, are you all right?

Zell: Something's comin'!

The car arrived.

Man: Sorceress Edea?

Edea: Yes. WE came here to see Dr. Odine.

Man: ...Please explain what this is regarding.

Edea: Yes, of course.

Squall: I want to see Ellone. Where is she?

Man: ...Ellone?

Edea: Squall, calm down. Trust me. Let me handle this.

Man: Please come with us.

Squall's group rides the car.

Edea: Amazing...

Man: We'll be arriving at the Presidential Palace shortly.

Zell: WHOA...!!! How big is this thing!?

Edea: I hope Dr. Odine is there.

In the Presidential Palace...

Edea: ...That is the very reason I am here. I seek the doctor's help. I wish to be free of Sorceress Ultimecia's control.

Dr. Odine: Zat will be easy.

Dr. Odine arrived.

Dr. Odine: We just exorcise the sorceress. There iz nothing Odine cannot do.

Edea: I leave everything in your hands.

President Aide: So you want to see Ellone?

Squall: Where is she? I have to bring Rinoa to her. We need to see Ellone, now!

Dr. Odine: So, you will take Odine hostage!? You are a fool.

Squall: I don't care! Just take me to Ellone!

Dr. Odine: Do as he says. I give ze permission.

President Aide: ...Very well.

Dr. Odine: But under one condition. You must let me observe this girl.

President Aide: ...Well? We would need time to prepare before we take you to Ellone. So, you will leave the girl with us until then?

Edea: Accept their offer, Squall.

Squall: You better not do anything to Rinoa.

Before Squall's group could leave...

President Aide: We'll take the girl there. There's nothing to worry about. Just head to [Lunar Gate].

Squall's group rents a car and goes to Lunar Gate. In there...

Lunar Gate Staff: We've been expecting you. This way, please.

Suddenly, Angelo came in.

Squall: (...It's gonna be ok. I'll take care of Rinoa.) (to the staff)
Lead the way, please.

Inside...

Lunar Gate Staff: Are you the ones taking off?

Squall: Yes.

Lunar Gate Staff: Ok, this way. Distance-wise, it's pretty far, but you'll be there in no time. You'll be there by the time you wake up.

Squall: Where are we going?

Lunar Gate Staff: Let me give you a quick explanation about the whole process. First, we need you to enter the capsule inside this pipe. Here, you'll undergo the 'cold sleep' process. Once this process is complete, your capsule will automatically be loaded into the booster. After that, we launch. You should be there by the time you wake up. Leave the rest to the staff once you get there. ...Well, that's about it in a nutshell. I won't say there isn't any risk involved. What do you want to do?

Squall: Let's do it.

Lunar Gate Staff: Ok, you need to decide who you're taking. The girl in blue has already undergone 'cold sleep' and has been loaded in. There's room for 1 more.

Edea: In the meantime, something must be done to suppress my powers...

Quistis: But it'd be too dangerous for Matron to be alone!

Zell: Then let me be her escort! C'mon Squall, what do you say!?

Squall: (...Hmmm?) Ok. Leave it in Zell's hands.

Zell: OHHH YEAHHH! I'll do whatever it takes to watch over you. Don't worry about a thing! Squall, don't worry about us!

Squall: (...Matron is a sorceress. Don't forget that.) Ok, let me decide who's going.

Squall chose Irvine to come.

Lunar Gate Staff: Is this your party?

Squall: ...Yeah.

Lunar Gate Staff: Ok then, those who are going, get in.

Squall and Irvine gets in the capsule.

Staff 1: All capsules are in place. Conditions inside the capsules are normal.

Staff 2: Boosters on standby. All systems normal. Launch error correction, plus 2, Orbital correction, minus 1. Corrections complete.

Staff 3: Go!

Staff 1: Clear.

Staff 2: Clear.

Staff 3: Clear.

We watch a movie of the capsules launching into space.

Zell: Man, I hope everything goes well.

Quistis: I think they'll be alright.

Selphie: They'll be fine!

Edea: Let's pray for their safe return. Ok, shall we go?

Angelo runs.

Selphie: Heeey, come back!

Quistis: Hey, stop!

Zell: What the...!?

Zell and Edea followed them. We watch a movie of the outside of Esthar with something floating over it.

Zell: What the hell is that!? It's humongous!

Selphie: Isn't the [city] over there?

Quistis: Dr. Odine! He might be in danger!

Edea: Zell, we better head for the [city] at once. Dr. Odine might know what's going on.

Zell: Alright! Who's comin' with us!?

Zell chose Quistis along with Edea. Zell's group takes the car back to Esthar. In Esthar, they go to Odine's Lab.

Dr. Odine: Why iz Lunatic Pandora here now? Who iz moving zat thing?

Doctor's Assistant: Galbadians, sir. They're the ones that salvaged it. We must sound the alert in the city now!

Dr. Odine: It will not attack us. This city iz not ze target.

Doctor's Assistant: I hope so... I hope you're right.

Dr. Odine: But Tear' Point..... Hmm?

Zell talks to Dr. Odine.

Dr. Odine: So we meet again. This iz exciting.

Zell: What's so exciting about this!? This and that about Galbadia and all!?

Dr. Odine: It's been a long time since I last saw Lunatic Pandora.

Zell: That Lunatic...whatever, that big thing!? What the hell is that!? What the hell is going on!?

Dr. Odine: Oh! You want to hear my story. Zat iz nice. I would be happy to tell you. I've been investigating ze Pandora since it was excavated. So we serviced it...

Zell: Grrrr.....

Dr. Odine: And investigated...

Zell: I don't care about that!

Dr. Odine: Vat do you want?

Zell: What's gonna happen? What do we do?

Dr. Odine: Zat iz what I'm about to...

Zell: The enemy's comin', right!? And there's no time! We'll do something about it! Just tell us what to do. Make it short.

Dr. Odine: Short, eh? Are you sure about zat? Zat iz too bad. Yes, this could be very bad. You want to go inside to stop it!? Then look at zis.

Zell's group gets a mission briefing for their mission. After that...

Dr. Odine: Zat iz how it goes. I give you this.

Dr. Odine gave them a map.

Dr. Odine: Ze problem iz...

Zell: Alright, alright...! We gotta get goin'!

Dr. Odine: I want to talk some more.....

Zell's group searches for the Lunatic Pandora.

Zell: Oh...man...

Quistis: Dr. Odine told us to get on, but...?

Zell's group fights Galbadian Soldiers. After killing them...

Zell: Now's our chance!

Inside the Lunatic Pandora, they go on until...

Zell: (saw something) ...The hell is that!? Well, no time to be ponderin'... Let's do it!!!

Zell's group tried to get past the Mobile Type 8 but they were levitated.

Zell: Arghhh!!! M...My body... I can't move!? Arggghhhh.....

Edea: Ugh!!!

Quistis: Ahhhh!!!!

Zell's group were thrown out of Lunatic Pandora.

Zell: Dammit! ...Kills me to let'em go!

We watch a movie of Lunatic Pandora floating over Tears' Point.

Zell: I guess we better fall back for now.

Edea: The Lunar Cry...

Zell: Let's head back.

Meanwhile, we watch a movie of the capsules launching near the Lunar Base.

Controller A: 3 capsules are approaching. Shall we recover them?

Man in Space Suit: Of course. What do you expect?

Controller A: Are these the special personnel coming aboard?

Man in Space Suit: Yeah, I hope they don't cause any problems.

Controller B: Shall we put troops on standby?

Man in Space Suit: I have a feeling we won't need to.

Controller A: Then we'd better station them all the more. Capsule recovery team, initiate recovery process. Security, go to standby.

Man in Space Suit: Thanks for the vote of confidence. Why do you always play me like that? I'm gonna go check up on Adel. Take care of the rest, will you?

Controller A: Yes, sir.

Controller B: Yes, sir.

We watch a movie of the neo tunnels and net activating. The guys in space suits takes the capsules in to the thawing room.

Quick-Thaw Technician: Initiating quick-thaw. It's gonna feel a bit itchy.

The technicians thawed Squall's group.

Quick-Thaw Technician: Ok, done. Lock on to rotation ring unit. Lock engaged. Generating artificial gravity.

Squall talks to the Medical Staff.

Squall: Here's a letter of introduction from Esthar's ambassador.

Medical Staff: Wow... What is she, 17, 18..... Is she dead?

Squall (to the medical staff) Don't touch her.

Squall picks up Rinoa.

Piet: I understand the situation. Let's get her to the med lab and we'll talk there. Please follow me.

Squall's group takes Rinoa to the Med Lab. Squall puts Rinoa in the med lab bed.

Piet: I've talked to my crew. Everything will be alright. Come, let's go to the control room.

In the control room...

Irvine: Geez... What a view, eh, Squall?

Controller: This is no time to be impressed. Look at the monitor there.

Irvine: What's goin' on?

Squall looks at the monitor. We watch a movie of the moon with some red stuff on it.

Squall: (...The hell is this!?)

Irvine: Nasty! The monsters, they're everywhere. This is not good.

Controller: The lunar world of monsters. Didn't you learn that in school? As you can see, the monsters are gathering at one point. History's about to repeat itself. The Lunar Cry is starting.

Squall and Irvine goes to the second floor to see Ellone.

Ellone: Squall, I'm so happy to see you again.

Squall: Me too.

Ellone: I'm so sorry. I got you involved in so many things...so much hardship.

Squall: It's alright. I understand. I understand what you were trying to do. Were we of any help?

Ellone: Of course! You were my eyes. Thanks to you guys, I was able to see how much I was loved. I couldn't change the past but just seeing it was more than enough. Thank you so much.

Squall: It's ok. I came here because I need your help. You said you can't change the past, right?

Ellone: You can find out things about the past that you never knew. And from what you've learned, you may see some things differently in the present. You're the one that changes. Not the past.

Squall: Really? There's no way to change the past? No, I want to find out myself. Take me to Rinoa's past. I need to see the past through Rinoa. I want to find out what happened to her, and I want to try to warn her...

Ellone: ...You want to save her. You don't want to lose Rinoa.

Squall nods "yes".

Ellone: Squall, I can't. I don't know Rinoa. I told you I can only send people I know in the present into people I knew in the past.

Squall: I brought Rinoa with me. She's resting in the med lab. Please come with me.

Squall's group is on their way to the Med Lab. The bed in the Med Lab opened. Later, an alarm alert appeared.

Squall: What's going on?

Man: Red Alert! Red Alert! All units report to med lab, stat!

Squall: Med lab... Rinoa? I'll check it out! It doesn't look good, Ellone, you'd better go wait in the control room.

Ellone: Okay. Be careful, alright?

Squall: Irvine, keep an eye on Ellone.

Irvine: Okay.

Squall is on his way to the med lab. Rinoa who is acting strange came out. Squall follows Rinoa to the Control Room.

Irvine: Squall, Rinoa's gone crazy!

Ellone: No!

Squall: (.....Rinoa?)

Piet: That is Adel's Tomb's seal Deactivation Device.

Computer: Adel's Tomb Level 1 Seal Activated. Level 1 Seal has been deactivated.

Squall talks to Rinoa, but is pushed back hard. Rinoa moves away.
Irvine looks at the monitor.

Irvine: Hey look! Stuff on the moon's going berserk.

Squall looks at it. We watch a movie of the moon.

Squall: It's overflowing with monsters.

Piet: It's finally starting...

Squall: The Lunar Cry...

Piet: If that's the case, we definitely have to stop her. If she plans to free Adel, she'll have to go out there. The Level 2 Seal is located on Adel's Tomb.

Squall goes to the second floor.

Crew Member: Look! The moon!!!

We watch a movie of the enemies coming out of the moon and they go into the planet.

Crew Member: Tons of monsters...! I...I believe they're headed for Tears' Point in Esthar...

Researcher: Then that means Lunatic Pandora is at Tears' Point. When did this happen!?

Squall: Have you seen a girl come by here?

Crew Member: Yes. She went into that locker room.

In the locker room...

Squall: Rinoa!

Squall puts on a space suit and goes out to the airlock.

Squall: (Rinoa!)

Squall chases after Rinoa but the door closed on Squall before he could get to it. Squall is on his way to the control room.

Aide 1: It's much too dangerous, now! We must leave Lunar Base at once!

Aide 2: We have to evacuate! Please hurry to the pod!

President: Forget about me, just go!

Aide 1: Please sir, we must hurry!

President: (being dragged) Ahhh! (to Squall) Hey, you! Take care of Ellone! (dragged again) Ughhh!

Squall goes back to the control room. Squall talks to Ellone.

Ellone: Oh gosh! The Lunar Cry is starting! Rinoa is going to be swallowed by the flood of monsters.

Squall talks to Irvine.

Irvine: That can't be Rinoa.

Squall talks to Piet.

Piet: Dammit! The seal's gonna be broken!

Rinoa, out in space and not herself activates the buttons near Adel. We watch a movie of Adel activated.

Squall: Rinoa!!!

Piet: Come on. We have to evacuate! Now!

Irvine: Geeez! Rinoa! Isn't there anything we can do!?

Squall talks to Ellone.

Ellone: Squall, you should be protecting Rinoa, not me. You're the only thing on her mind right now. She's calling you.

Squall: Ellone, take me to Rinoa. Please.

Piet: Next! Hurry!

Ellone: I don't know if I can send you. I don't know.

Squall and the rest of the people evacuated to the escape pod. We watch a movie of the enemies coming down to the planet. In the escape pod, Squall talks to Ellone.

Squall: GOD!!!!!! Rinoa is gonna die! ...I can't take it. Ellone, please. I've never felt this way in my life.

Ellone:

Squall: Take me to Rinoa...to her past.

Ellone: Ok. It may not work, but we'll try, ok?

Piet: Come on! We have to go now!

Squall goes to the lock. We watch a movie of the escape pod detaching and the Lunar Base is completely destroyed. Squall is taken to the very past of Rinoa.

Rinoa: Irvine, go back to the desert prison!

Irvine: (driving) No, it's your father's order. I'm taking you back to Deling City. Ouch! Are you crazy!?

Rinoa: We have to go back and help everybody!

Irvine stopped the vehicle.

Irvine: They'll be fine. I'm sure they can get outta there when the time comes.

Rinoa: You don't know for sure. Squall might say 'but no one has ordered me to escape', and end up staying in there. We can't have that! We have to go help them! I don't care if I have to force you back.

Irvine: (pushed in) Ow...Ow...OUCH! Ok, ok... I'll go, I'll go!

Irvine drives back to the D-District Prison. Now we are with Rinoa and Zell in the other past.

Zell: Squall's ring! I dunno where he bought it.

Rinoa: I want the same one. It looks really cool, doesn't it?

Zell: You mean the one with some monster carved on it?

Rinoa: YEAH!

Zell: Alright, how 'bout I make you one? I'm pretty good at that kinda stuff.

Rinoa: Really!? Sure, OK!!!

Zell: Let's have Squall show us the real thing.

Rinoa: ...We can't do that.

Zell: Why not?

Rinoa: ...It's embarrassing.

Zell: Say what? Oh...

Rinoa: No! It's not what you think!

Now we're back to the escape pod.

Squall: Ellone, that wasn't it. That was too far back.

Ellone: I'm sorry. Let me try again.

Now we're in the past in Galbadia Garden auditorium.

Squall: (Where am I...?) (You're...) (Rinoa...)

We see a flash of Ultimecia in Rinoa's body.

Squall: (This isn't Rinoa!)

???: Oh, my loyal knight, Seifer. The sorceress is alive... The sorceress demands.

Squall: (Ultimecia!? The future sorceress is inside Rinoa!?)

...Transferred from Edea?) (Where's Rinoa!!!?)

???: Find the legendary Lunatic Pandora, said to be hidden beneath the ocean. Only then shall the sorceress provide you with dreams again.

Squall: (Rinoa! Where are you? Answer me!)

Seifer: As you wish, Ultimecia.

Rinoa: (Squall, I'm scared.)

Squall: (Rinoa!!!)

Ultimecia: Who's there!? Get out!

Back to the escape pod.

Squall: Rinoa!

Ellone came out of the lock.

Squall: Ellone!?

Ellone: Did you get to find out what happened to Rinoa? Were you able to change the past?

Squall: I couldn't do anything..... What should I do?

Ellone: I remember those eyes. You just looked at me with the same eyes you had when you were little. Those curious, innocent, puppy dog eyes, I loved those eyes.

Squall: That's in the past.

Ellone: That's right. What's important is right now I finally realized that.

Squall: I have to help Rinoa now. That's the only thing I can do, right?

Ellone: Yes. Talk to her, Squall. Your voice may not reach her, but your heart will. Are you ready? I'm taking you to the nearest past... To the closest present to the future...

We are now with Rinoa drifted in space.

Rinoa: (Am I...gonna make it...?) (How?) (I can't do anything...)
(Drifting...endlessly.) (I'm helpless...)

Rinoa's life support is low.

Rinoa: (No...) (I'm...) (That's it.) (I'm gonna...) (I'm gonna...die.)

Rinoa's life support has terminated.

Rinoa: (Good bye.) (Squall...)

Squall: (Rinoa!!! No!!!) (Don't give up!!!)

Rinoa: (.....?)

Squall: (Can you hear me!? It's Squall... Rinoa!!!) (Rinoa!!!)

We watch a movie of Rinoa trying to breathe hard.

Squall: (Rinoa, come on! Try to remember!)

We watch a movie of Rinoa's breathing stopped.

Squall: (Rinoa! I'm right there with you! Listen to me!

We watch a movie of Rinoa unconscious. While drifting, we watch another movie of Rinoa waking up and seeing her necklace.

Rinoa: (I'm ...still...) (.....alive?) (Squall...?)

We watch a movie of Rinoa pressing the button to get more oxygen. In the escape pod, Squall woke up.

Squall: I'm gonna find Rinoa.

Ellone: You didn't need my help at all.

Squall: Thanks, Sis.

Irvine: Y-You're going outside!? You're crazy!

Piet: Idiot! There's no way he can get back! He's insane! He's gonna run out of fuel and life-support in no time. They're both gonna die.

Squall opens the hatch and out of space.

Squall: (Rinoa..... Where are you?) (I'm gonna find you, no matter what.) (I have to get in front of her... ...And catch her...)

Squall got to Rinoa.

Rinoa: Squall...thank you. I heard your voice.

Squall: ...I can't believe it.

Rinoa: Are we gonna make it?

Squall: Don't worry. (Out of fuel...) (Low on oxygen...)

We watch a movie of the Lunar Cry.

Squall: (What now? Die in space?) (I'm so helpless...) (I can't even save Rinoa? Come on, think!)

We watch a movie of Squall and Rinoa seeing the Ragnarok which is a space ship.

Squall: Rinoa, hold on...

We watch a movie of Squall and Rinoa going into the Ragnarok. Inside...

Squall: (...There's air...)

Squall activates the switch and the hatch is closed.

Squall: (...Ok?)

In the next room they take off their space suits. Now...

Squall: (Wh...What?)

Rinoa: Thank you, Squall. You rescued me again. I can't thank you enough.

Squall: Don't worry about it. I just did what I wanted to do. (Now what?)

Rinoa: The space suit was in our way before.

Squall: (Huh?)

Rinoa: Give me a hug.

Squall: (...?)

Rinoa: A real tight one! I need to know that I'm alive!

Squall: (...Alive?) (We still have to get back.) We may be alive right now... But look at our situation... You want to live, right? You want to go back and see everyone, right?

Rinoa: And not become other people's memories?

Squall: That's right.

In the next area, they hear a roar.

Squall: What the...?

Rinoa: AHH!

Squall and Rinoa saw a Propagator.

Rinoa: (What is that...?)

Squall: (I don't know...)

Rinoa: Doesn't look like a very friendly creature.

Squall: Let's just try to sneak by it.

Squall and Rinoa goes to find a computer. In the computer, there's data on how to kill the Propagators. Squall and Rinoa learns that they have to kill two Propagators in a pair to prevent them from reviving the other ones. They go on and kill them all. After that, they go to the control room.

Rinoa: Wow!

Squall: (I have to... fly this thing?)

Rinoa: Squall, it's trying to talk.

Squall: (Volume?)

Esthar Airstation: This is Esthar Airstation.

Squall: (It's...)

Esthar Airstation: Ragnarok, do you read? Ragnarok, do you read!?

Squall: (...a radio signal.)

Esthar Airstation: This is Airstation. Do you copy?

Rinoa hugs Squall's back.

Squall: This ship is the Ragnarok?

Esthar Airstation: Whoa! Is this really the Ragnarok? You're in space, right?

Squall: Yeah but, I have no idea where we are.

Esthar Airstation: Roger that! We can track you from here.

Squall: (We can go home...?)

Esthar Airstation: Ragnarok... It's been 17 years!

Squall: Can we make it back?

Esthar Airstation: Leave it to us! You should have enough fuel. Enter your location into the atmospheric reentry program and you'll be ok. Once you enter the atmosphere, we can guide you down. You'll be just fine.

Squall: How do I enter the data?

Esthar Airstation: No sweat. We'll take this step by step. Are you in the pilot seat?

Squall: There's too many seats here.

Esthar Airstation: It's the one on the right. Go sit there.

Squall takes the seat.

Squall: Ok, I'm here.

Esthar Airstation: See the touch panel in front of you?

Squall: Yeah, I see it.

Esthar Airstation: The rest is easy. Just enter the following data.

Squall: Go ahead.

Esthar Airstation: WJHEIE/...

Squall: (entering the controls) Entered.

Esthar Airstation: Then... 2872/HD-IEU.

Squall: Entered.

Esthar Airstation: No errors?

Squall: It's fine.

Esthar Airstation: Next, I'm sure you're ok, but there's something I need you to do. Turn off the gravity generator. This should save some fuel. Use the same touch panel to turn it off.

Squall: Alright. (This must be it.) (pressing the control) Done.

Esthar Airstation: Congratulations. You're home free, Ragnarok. And... There's one more thing we need to tell you. From all of us at Ground Control, we wish you godspeed.

Squall: Thanks.

Squall told Rinoa to take a seat.

Rinoa: Hey!?

Rinoa is levitating. Squall gets Rinoa and he sits down.

Squall: Go sit over there. Put your seatbelt on.

Rinoa is on his lap.

Rinoa: We'll be home soon?

Squall: Hopefully. Now go sit down.

Rinoa: Just a little longer.

Squall: Why are you holding onto me like this?

Rinoa: You don't like this, Squall?

Squall: Just not used to it.

Rinoa: How about when you were little? Didn't you feel safe and secure being held by your parents?

Squall: I can't remember anything about my parents... But...Ellone was there for me. Ellone was there to hold my hand.

Rinoa: Makes you feel safe and secure?

Squall: Sure. But she left. Just disappeared. I'm afraid... Afraid of having that feeling of comfort taken away.

Rinoa: You were afraid of losing us? Is that why you kept your distance?

Squall: I was always alone...

Rinoa: Squall... You missed out on all the good things in life. You've missed out on so much.

Squall: ...Maybe.

Rinoa: Definitely. I like it like this. I like having my mom hold me. My dad, too, back when we got along.

Squall: I'm not your mom.

Rinoa: No, of course not. But now... Squall, you're the one who gives me the most comfort. Comfort and happiness... And annoyance and disappointment, too!

Squall: ...Whatever.

Rinoa: Whatever.

Squall: You should get back to your seat now.

Rinoa: Just a little longer.

Squall: (You'll be safer in your seat.)

Rinoa: We're gonna make it home, right?

Squall: We can only hope.

Rinoa: When we get back... We won't be able to stay together, huh?

Squall: ...Maybe. No one can predict the future, there are no guarantees. Those were your words, Rinoa.

Rinoa: That's not what I meant.

Squall: We'll figure out what to do once we get back.

Rinoa takes a seat.

Rinoa: They'll all be angry with me.

Squall: Angry?

Esthar Airstation: This is Airstation. Ragnarok, please respond.

Squall: This is the Ragnarok.

Esthar Airstation: We have some questions for you. We're collecting escape pods. We have a good idea of what happened. I hear no one from Lunar Base is on the Ragnarok. How many of you are there?

Squall: Just two.

Esthar Airstation: Your names?

Squall: Squall. I'm a SeeD from Balamb Garden.

Esthar Airstation: And the other?

Squall: ...Rinoa.

Esthar Airstation: Rinoa? The sorceress!? She's on the ship!?

Squall: (So... It's true? Rinoa is a sorceress?)

Rinoa: I've...become a sorceress. I can't stay with you anymore, Squall.

Esthar Airstation: Respond, Ragnarok!

Rinoa: I don't want the future. I want the present to stand still. I just want to stay here with you...

Squall: (Rinoa...)

Esthar Airstation: Respond, Ragnarok!

Rinoa: Nobody would want to be around me anymore...

Esthar Airstation: The sorceress will be seized upon arrival. Be sure to follow the crews instructions.

Rinoa: I'm...scared.

Esthar Airstation: Squall, do you copy? Is the sorceress listening, too?

Squall breaks contact with the Esthar Airstation.

Rinoa: I'm scared, Squall.

Squall goes to Rinoa.

Rinoa: I don't wanna go back.

Later after the Ragnarok landed...

Squall: I don't know what to do... This is just another crossroad in my life. But, for the first time, I don't know which way to go. I've come this far because I've...fallen for you.Rinoa..... Now...am I just supposed to let you go...?

Outside of the Ragnarok...

Descendant 1: Sorceress Rinoa. Hyne's descendant.

Descendant 2: Come with us. We must seal your power for the sake of the world.

Rinoa:All right.

Descendant 1: Thank you for understanding. Tell us when you're ready.

Rinoa: (to Squall) ...I should tell you this before I go. I was possessed out in space. There was a sorceress inside me. Ultimecia, a sorceress from the future. She's trying to achieve time compression. She's the only one who would be able to exist in such a world. She, and no other. As long as I'm free, she'll continue to use me to accomplish her goal. I... We can't let that happen, right...? ...I should go now. (to the descendant)I'm ready.

Descendant 1: All right. We'll be heading to the Sorceress Memorial.

Squall: Rinoa! Don't go!

Rinoa:Thanks, Squall. But I have to go...

Squall: (.....Rinoa.)

Rinoa: Oh... I still have your ring.

Squall: You keep it.

Rinoa: You sure?

Squall: Yeah.

Rinoa left.

Squall: (...This is what Rinoa decided. There's nothing I can do about it...right?)

Squall goes into the passenger's deck and sits down. Then, Irvine came in.

Squall: Irvine!

Irvine: Hey, I'm back!

Squall: How did you get here?

Irvine: Ahh... I was just fiddling around inside the escape pod. Then the impact from the landing knocked me out for a while. When I came to, it was just me and Piet.

Squall: (Piet? Oh, the guy who escaped with us.) (What happened to Ellone?)

Irvine: No sign of Sis. I hope she's safe... Then after some time, the rescue crew from Esthar arrived. They told me about this ship, and about you and Rinoa. They gave me a ride over here.

Squall: I see...

Irvine: Squall..... When you jumped out into space, you got me thinking... I wondered whether I could do something like that. You were like a hero. Hey, so where's the heroine?

Squall: (Rinoa is.....)

Zell, Quistis and Selphie came in.

Zell: S'up Squall!!! So glad you're safe! I hate to tell you this now, but we've got major problems down there. Well, here it goes! Some big thing called Lunatic Pandora came out of nowhere. Matron couldn't achieve what she set out to do because of it. Which is ok. Matron's not a sorceress anymore. Matron gave away her power to someone without realizing it.

Squall: (To Rinoa.....)

Zell: And, ah... Oh yeah, the Galbadian military is controlling Lunatic Pandora. They excavated it from the ocean where Esthar sank it years ago. Inside the Lunatic Pandora, there's this thing called a 'Crystal

Pillar'. It calls monsters from the moon. Then monsters came down from the moon. Total panic down here. It wasn't just monsters that came falling down. Sorceress Adel came down along with the machine that confined her. I guess the stream of falling monsters engulfed the machine. Lunatic Pandora caught Adel from that stream! Dr. Odine thinks that may have been Galbadia's true intent. Meaning...

Squall: Zell, that's enough for now.

Zell: But Squall!

Squall: I know. I know we're got problems. But I can't think right now.

Irvine: What's the matter?

Squall: Rinoa is a sorceress now. She received Matron's powers. An escort from Esthar came to pick Rinoa up. Rinoa's in Esthar now.

Selphie: We have to go get her!

Quistis: Was she taken by force?

Squall: No. It was Rinoa's decision. She was scared about being a sorceress... Scared of being feared...hated... Scared that no one would want to be around her... She said she couldn't handle that.

Quistis: Didn't you try to stop her, Squall?

Squall: It was Rinoa's decision. What right do I have to object?

Quistis: Oh! Stop that! What are you talking about!? Why did you go all the way out into space to save Rinoa!? To hand her over to Esthar!? So that you might never see her again!? No, right!? Wasn't it because you wanted to be with Rinoa? You're a fool.

Zell: Seriously.

Squall: (A fool, huh?) ...Maybe. (What am I doing...?) (I may never get to hear Rinoa's voice ever again...) (What the hell am I doing?) (What can I do?) (...Of course...)

Quistis: Have you decided?

Zell: Heading to Esthar, right?

Squall: Pandora whatever and Sorceress Adel are out of my hands. I don't know where to look for Sis. The only thing I know is Rinoa. The only thing I want to do for sure right now is for Rinoa. We're going to get Rinoa back!

Suddenly the Ragnarok moved...

Zell: Whoa!

Quistis: Ahh!

Zell: Hey...!

Quistis: Ahh... Excuse me, we're flying?

Zell: I hope this ain't the case but, I can picture Selphie in the pilot seat, and...

Quistis: ...Selphie screaming. Whoo-hoo, we're flying!

Squall: (And standing next to her, a very excited Irvine...)

Squall's group goes to the control room.

Selphie: Whoo-hoo! We're flying!

Irvine: Selphie's just amazing!

Squall: You sure you can fly this?

Selphie: It just kinda took off! I don't know. It's pretty easy. I think I'll be fine. But there's no guarantee it won't crash!

Squall: (No one can predict the future, right?) Selphie, head for Esthar. She's probably at the [Sorceress Memorial]. We're gonna go rescue Rinoa.

Squall chose Zell and Irvine. Squall's group takes the Ragnarok to the Sorceress Memorial. In there...

Sentry 1: You want to see your comrade off...

Sentry 2: I'll make an exception. Go ahead.

Inside the lab...

Engineer: What are you doing here!? This is a restricted area!

Squall: ...To do what I should have done earlier. ...I'll never know unless I do it.

Engineer: What are you talking about?

Squall: ...I know what I want and what I have to do. ...There's still a chance. I'm not gonna look back. I'm taking Rinoa with me.

Engineer: What!? You must be joking. It's too late.

Zell: (prepares for a fight along with Irvine) Go, Squall!

Squall goes to Rinoa.

Squall: Rinoa, hold on! I'll get you out in a sec! (punches the thing)
What am I supposed to do!? Come on!

Squall pulls out his gunblade. We watch a movie of the wires being cut. Rinoa came out. We watch another movie of Squall and Rinoa embracing each other.

Rinoa: Squall, don't! I'm a sorceress.

Squall: I don't care.

Irvine: Squall! Rinoa!

Squall: Let's go.

Before they could get out, they were blocked by Esthar Soldiers. A descendant arrived.

Squall: (That man...) (I've seen him before.)

Squall and the rest of his group ran. Meanwhile in the Ragnarok...

Quistis: What's wrong, Rinoa?

Rinoa: I'm just a little...embarrassed.

Zell: Why?

Rinoa: I was so set on staying in Esthar. But then, when you guys rescued me... It made me so happy, and...

Irvine: No need to be embarrassed!

Selphie: Yeah, happy is good.

Rinoa: Thanks...everybody.

Squall: (I have a lot on my mind...)

Quistis: As an expert Squall observer... He's thinking what do we do now? Blah blah blah... If you think and worry too much, everything tends to turn back. Squall. Why don't we just picture a brighter future?

Squall: ...Whatever.

Zell: But seriously, what do we do from here? I'm not really sure, but... Don't we have to do something about that 'Lunatic Pandora' in Esthar? After all, the Galbadians are controlling it. Which means Seifer is behind all this too, right?

Squall: Seifer is... Ultimecia's puppet.

Zell: Yeah, and that Ultimecia! We can't let that sorceress from the future mess up our world! Let's go kick her ass! We're Seeds! We're here to destroy the sorceress, right!!!?

Squall: ZELL!!!

Zell: ...S-Sorry...

Irvine: So Squall...where we goin'?

Rinoa: Umm... Can we go to the orphanage you guys were talking about in Trabia?

Quistis: That place is in shambles.

Selphie: There's nothing to see there.

Rinoa: I want to stay away from places where there are lots of people... I'm a sorceress. If Ultimecia possesses me again...

Squall: Let's go. Head to [Edea's House].

Squall's group takes the Ragnarok to Edea's House. Squall chose Zell and Rinoa to join him. In there, they follow Angelo to the flower fields.

Zell: Oh... ...Sorry.

Squall: About what?

Zell: I'm sure you want to be alone with her... So Squall... I never thought you were the roma... Ah, you know...

Rinoa: What about you, Zell? That girl in the library...?

Zell: What!? I don't know what you're talking about!

Rinoa: All the girls in the Garden know about it. I noticed right away, too.

Zell: Hey, this isn't about me!

Zell left. Angelo followed him.

Rinoa: What'll become of me?

Squall: Don't worry about it. There've been many good sorceress. Edea was one. You can be like her.

Rinoa: But Edea's still... I can't guarantee anything, either, if Ultimecia possesses me again... You saw me. She controlled me in outer space and made me break Adel's seal. What might happen next time? What will I end up doing? Will I end up fighting everyone? ...Scary thought, isn't it?

Squall: (Rinoa.....) (Even if you end up as the world's enemy.) (I'll...) (I'll be your knight.)

Rinoa: If I fall under Ultimecia's control again... SeeD will come kill me, right? And the leader of SeeD is you, Squall... Squall's sword will pierce my heart..... I guess it's ok if it's you, Squall. Nobody else. Squall, if that ever happens...

Squall: That's enough! I'll never do anything like that. The sorceress I'm after is not you, Rinoa. My enemy is the sorceress from the future... Ultimecia.

Rinoa: Ultimecia lives in the future and possesses me. She uses my body as her extension in this world. How will you save me?

Squall: I'll come up with something... There's gotta be a way.

Rinoa:

Squall: Don't worry. Trust me.

Rinoa: ...I trust you. Well, until you find a way, maybe... Maybe I should stay in Esthar, at that memorial? Wouldn't that be better?

Squall: No... That'd be pointless. I'll just end up going after you again. Rinoa... Just stay close to me.

Rinoa: Oh... Those words!

Squall: What?

Rinoa: That's what started everything.

Squall: What are you talking about?

Rinoa: You don't remember?

Squall: Something I said?

Rinoa: Oh, just forget it!

Squall: No, its because of the GF. That's why I forgot.

Rinoa: That's just an excuse.

Squall: Feeling better?

Rinoa: Yeah. Can I tell you a story? I had a dream. It was a scary dream. We make a promise. WE promise to see shooting stars together. I get dressed up and put on your ring. But the thing is, I can't remember where I'm supposed to meet you. I started to panic. I really want to see you, Squall, but I don't know where to go. I start running through the mountains, the desert, the plains... Through Timber, Balamb, and Galbadia... When I realized I can't run any longer... I...I just want to see you so badly... So I scream, Squall, where are you!? Then I woke up. I was crying. I'm sorry. You don't have to say anything. I just felt like I had to tell you.

Squall: It was just a dream... It doesn't mean anything. Don't worry about it.

Rinoa: ...I guess you're right.

Squall: How about this... I'll be here...

Rinoa: ...Why?

Squall: The reason why you couldn't find me was because we haven't promised yet.

Rinoa: Promised...?

Squall: I'll be waiting for you. If you come here, you'll find me. I promise.

Rinoa: I'll be here, too. It's a promise! Thanks, Squall! Next time, we'll meet for sure!

Zell came back.

Zell: Whoa! Sorry to interrupt! But it's an emergency. We got radio contact from Esthar's Presidential Palace. They have a plan to defeat Ultimecia. They want to hire SeeD to execute it.

Squall: Might be a trap to get Rinoa back in Esthar.

Zell: Oh, and ah... The guy we spoke to, his name's Kiros. Could he be...that Kiros?

Squall: Kiros is in Esthar's Presidential Palace? He wants to hire us? ...Alright, let's go.

On their way to the Ragnarok, Edea speaks to Squall's group.

Edea: Squall! There is something important I must tell you. It is about me... Yes... I believe it was 13 years ago... This is when my story begins. I first became a sorceress when I was a child. And once again... 13 years ago. That day...right here, I encountered a sorceress on the verge of death. I received her powers of my own will. That sorceress was an entity of fear for my children. I could not let her get to them. But... This turned out to be the beginning of my painful story. At this very minute, my bitter story has ended. I now understand there is an end, no matter how painful it may be. Therefore...Squall? You must fight to the end! Even though it may bring tragedy to others!

Squall's group takes the Ragnarok to the Esthar Airstation. Then they proceed to the Presidential Palace.

Squall: (Ward.) (Kiros.) (And that's probably...) (What is up with this country?)

Ward: (to Laguna)

Laguna: Oh, sure. Hey there! Been wanting to meet you guys! You guys are the ones who were inside my head, right? It was like there were some kind of waves running through my head. They gave us so much power during battle. We thought they were some kind of faeries flying over us. So I'm Laguna. President Laguna of Esthar. Pleased to meet ya. If we weren't in a state of emergency, I'd talk to you some more, but... Well, whatever. Let's talk. What do you wanna know?

Kiros: You'll never get going if President Laguna keeps talking. So why don't you guys throw out some questions, and he'll try to answer them.

Squall talks to Laguna.

Laguna: Man, you look way too serious.

Squall: Whatever. Explain the mission to defeat Ultimecia.

Laguna: Ah, straight to the heart of the matter. Just like a workaholic SeeD.

Dr. Odine: Iz it my turn?

Laguna: Yeah. Make it short and easy to understand.

Dr. Odine: I will talk however I want! Egh, Sorceress Edea told me everything. Sorceress Ultimecia comes from ze future to possess ze sorceress of present day. Meaning she leaves her body in ze future and sends only her consciousness here. Does zat sound familiar to you?

Squall: It's like when Ellone sent our consciousness back to the past.

Dr. Odine: You're a smart one! My first guess was zat someone in ze future with an ability like Ellone was sending ze sorceress back here

to our time. But no! Zat is not ze answer. So how does ze sorceress come back to this time...? You want to hear how?

Squall: Yes.

Dr. Odine: Eghhhhhh! I kept this a secret to surprise you... It iz because of me, Odine! I researched Ellone's power long ago. I made out a pattern from ze current running through Ellone's brain. Once ze pattern was determined, it was easy to mechanize. It may only be a toy right now, but in ze time of Ultimecia, it iz an impressive working machine! Which means there iz a machine which imitates Ellone's power. It iz I who made ze first model of zat machine. I named ze machine 'Junction Machine Ellone'! It iz a vonderful thing to know that my invention is used in ze future!

Squall: Junction Machine Ellone.

Laguna: That's about it.

Squall: So Sorceress Ultimecia came to know about Ellone from that machine.

Laguna: And Elle became Ultimecia's target. You can't blame Odine. It's useless.

Dr. Odine: You want to go outside!? You want to fisticuffs!? Ok, we continue ze story! Let's see... There is only one way to defeat Ultimecia. You must kill her in ze future. There iz nothing we can do unless we go to ze future. There is no way to jump to ze future under normal circumstances. But there iz still a way! It iz because Sorceress Ultimecia plans to compress time. Compressing time with magic... Vat good will it do for ze sorceress to compress time? There may be many reasons, but it doesn't matter. Let's just figure out vat Ultimecia iz up to. In order for Ultimecia to exist in this time, she must take over ze body of a sorceress from ze present. But ze machine must have a limit. Ultimecia probably needs to go back further in time to achieve time compression. Only Ellone can take her back further into ze past. Zat iz why she iz desperately seeking her. We must take advantage of Ellone's power. There are 2 sorceresses in our time. Sorceress Rinoa and Sorceress Adel. Of ze two, Adel has not awaken yet. Once regeneration is completed, neither Laguna not I will be safe. Sorceress Adel is probably in ze process of awakening inside of Lunatic Pandora. Ultimecia will want to possess Adel, if Adel wakes up. Zat vill be a horrible event. Adel iz a horrible sorceress. If Adel's consciousness wins over Ultimecia, Adel will first destroy this era. So we must use Sorceress Rinoa to inherit Ultimecia's powers. Zat's all for ze mission briefing. First, go to Lunatic Pandora. Ellone's probably being held captive inside, so rescue her first. Then kill Sorceress Adel before ze awakening process is completed. Now, we're left with Rinoa as ze only sorceress of this era. Then wait for Ultimecia to possess Rinoa. When Ultimecia arrives, it's Ellone's turn. Ellone will send Rinoa back to ze past with Ultimecia. Ellone will have to send Rinoa and Ultimecia inside another sorceress she knows in the past. Edea or Adel... Zat's up to Ellone. Once Ultimecia iz in ze past, she'll use ze time compression magic. We will see some influence here. I don't know vat kind of influence, but once Ellone feels it, she'll cut Rinoa and Ultimecia off from ze past. Rinoa will come back to this world. Ultimecia also goes back to her own world. Vat would be left is ze time compressed world. Past, present future will all get mixed together. You will keep moving through ze time compression toward ze future. Once you're out of ze

time compression, zat will be Ultimecia's world. It's all up to you after zat.

Dr. Odine left. Squall talks to Laguna.

Laguna: So you were briefed about the mission? I don't really understand it, either. Will you do it?

Squall: Yes.

Laguna: Alright!!! Let's go! We'll get aboard Ragnarok! Let's do the final briefing in there! I always wanted to ride that thing. Plus the name sounds so cool!

Later in the Ragnarok...

Laguna: Alright! Everyone! From here, we go straight to our final target, Ultimecia! Let's go over the plan again. First, enter [Lunatic Pandora] and rescue Ellone! Next, you [fight Sorceress Adel]! It'll be a surprise attack. Show no mercy. Now here comes the tricky part! Adel will need to pass on her powers before being defeated. Rinoa, you be willing to accept them?

Rinoa: Yes!

Laguna: Good! Next, we [wait] for Sorceress Ultimecia to possess Rinoa! This'll be hard on you, Rinoa, but will you do it?

Rinoa: ...Yes.

Laguna: That's the spirit! Then, Ellone sends Rinoa and [Ultimecia to the past]! Ellone [brings back Rinoa]! Then [head to the future through compressed time]! Ultimecia lives far in the future where none of us can technically exist. There's only one way to make yourself exist in a world like that! As friends, don't forget one another! As friends, believe in one another! Believe in your friends' existence! And they'll also believe in yours. To be friends, to like one another, and to love one another... You can't do these things alone. You need somebody. Right, guys? What place reminds you of your friends? Imagine being in that place with all your friends. Once time compression begins, think of that place and try to get there! That's all! That place will welcome you. You'll be able to get there no matter what period you're in! You need love and friendship for this mission! And the courage to believe it. It's all about love, friendship, and courage! I'm counting on you guys!

Squall: Love and friendship and all that sounds corny, but everyone seems to be up for it.

Laguna: You think it'll succeed?

Squall: We'll try.

Squall's group proceeds to Lunatic Pandora at Tears' Point.

Zell: Here we go! Let's bust in there!

Quistis: I wonder if we can get through.

Irvine: Ahh, don't worry about it.

Quistis: Are the machine guns and main cannon ready?

Selphie: Rrready! Let's just fire like crazy and make a big hole, BOOM!

We watch a movie of the Ragnarok firing the machine gun to Lunatic Pandora and the Ragnarok tried to go in but Lunatic Pandora is shielded.

Irvine: Shields!

Selphie: WHOO-HOOOO!!!

We watch a movie of the Ragnarok going through the shields and it stopped.

Quistis: Are you ready to go?

Squall: Yes.

Squall chose Zell and Selphie to join him. Then they get off the Ragnarok and then...

Raijin: Big sound, this way. It's probably them ya know?

Fujin: THEM? NO, IMPOSSIBLE.

Squall: (That voice...)

Raijin: Ahhhhhh! It IS Squall, ya know!?

Fujin: SHOCK. GOOD. CONVENIENT.

Raijin: That's right. Hand over Rinoa, ya know!?

Squall: No! I'll never hand over Rinoa! And we're taking Ellone! I won't let you resurrect Adel, either!!!

Raijin: You're greedy, ya know! Not fair, ya know!?

Fujin: PERSUASION, USELESS. SEIZE.

Raijin: She's right, ya know!? Let's go!

The fight begins.

Raijin: See, just like I said, ya know?

Fujin:

Squall's group fights Raijin and Fujin. They wound Raijin.

Raijin: I ...I lost again, ya know...

They wound Fujin.

Fujin: CALLOUS...

After that...

Fujin: RETREAT. TEMPORARY.

Raijin: R-R-Right! We're not through yet, ya know!

Squall's group moves on. Then they see Raijin and Fujin again...

Raijin: We meet again, ya know!? We'll take you on, ya know!?

Fujin: NOW, NO FIGHT, NEXT TIME.

Raijin: That's right! We have a surprise, ya know!

Squall's group fights Mobile Type 8. After destroying it, they move on. Now, Squall's group saw Seifer.

Squall: We've come to take back Ellone.

Seifer: Looks like we got company. Show'em your hospitality.

Fujin: RAIJIN, STOP!

Seifer: What's up?

Raijin: We had enough, ya know...

Fujin: (to Ellone) GO.

Fujin let's Ellone go.

Squall: Wait outside. Laguna should be here soon.

Ellone left.

Seifer: Hey, hey... Come on people.

Raijin: Seifer, we're quittin' ya know? Don't know what's right anymore, ya know...

Seifer: Exactly my thoughts. I thought we were a posse.

Fujin: POSSE... We are. We always will be. Because we're a posse, we want to help you. Whatever it takes to fulfill your dreams, we're willing to do. But... You're being manipulated, Seifer. You've lost yourself and your dream. You're just eating out of someone's hand. We want the old you back! Since we can't get through to you, all we have now to rely on is Squall! It's sad... Sad that we only have Squall to rely on... Seifer! Are you still gonna keep goin'?

Seifer: (prepares his gunblade) Raijin, Fujin! It's been fun!

Raijin and Fujin left.

Squall: Are you going to continue with this knight thing?

Seifer: The knight has retired. I guess you could call me a young revolutionary.

Squall: What do you think you're doing?

Seifer: I've always gotta be doing somethin' BIG! I don't wanna stop.

I'm gonna keep running! (takes out his gunblade) I've come this far...
I'm gonna make it to the end, to the goal! There's no way I'm sharing
it with you!

Squall's group fights Seifer. After Squall's group KO'ed Seifer...

Squall: (Seifer...)

Seifer got up all of a sudden.

Seifer: Not yet! It's not over yet, Squall!!!

Seifer grabs Rinoa.

Rinoa: Squall!!!

Squall: Rinoa!?

Quistis: Squall! S-Seifer took Rinoa! I...I'm sorry. Rinoa insisted that
she wanted to be with you... I couldn't stop her.

Squall: Let's just go after Seifer!

Squall chose Zell and Quistis. Now we are with Seifer with a gunblade
holding Rinoa.

Rinoa: Seifer! Stop it! Haven't you done enough!? I know you're not
like that!

Seifer: Can't go back now! I can't go anywhere! The sorceresses as one!
That is Ultimecia's WISH!

Rinoa:Seifer.

END OF DISC 3

Squall's group moves on to see Rinoa and Seifer.

Rinoa:Seifer. No more... Please?

Seifer: Rinoa...

Squall: Seifer!!! NO!

Seifer: Rinoa and Adel! The sorceresses as one! Watch closely, Squall!

We watch a movie of Seifer pushing Rinoa and Adel grabs Rinoa. Squall's
group fights Adel. After defeating Adel, they freed Rinoa. Laguna and
Ellone arrived.

Laguna: Ellone, now's your chance!

Ellone cast something on Rinoa. After that...

Laguna: Ok, Ellone. Just get Rinoa back.

Rinoa woke up.

Rinoa: I...was inside Adel... The young Adel...

Laguna: Ultimecia's inside Adel. Exactly as she wanted. Ok, this is the showdown folks! Time compression is about to begin. 'Love, friendship, and courage'! Show'em what you got!

We watch a movie of Squall's group dropping out of Lunatic Pandora. And they fall from the sky.

Quistis: Where are we supposed to go!?

Squall: To Edea's house!

Rinoa: I'll... Probably disappear...

Squall: Just stay by my side. I won't let you disappear!!!

They fall through the water in another dimension and there were bunch of flying creatures flying by. Then, Squall's group ends up in the Commencement Room. In there, they fight bunch of "Sorceresses". After killing them all, they end up in Edea's house. Then when Squall's group moved on things changed to the future.

Squall: ...Future SeeDs... We're fighting across generations.

We watch a movie of the view of Ultimecia's castle.

Squall: Ultimecia's reign... We have to end it now.

Squall's group and the other group arrived in the castle.

Squall: Good. We all made it.

Zell: ...Whoa...! So this is her castle?

Selphie: Finally.

Irvine: I've never seen anything so creepy. You think what's-her-face really lives here?

Rinoa: We've come this far. She's gotta be here.

Quistis: So this is the future... This is where Ultimecia reigns...

Squall: I don't know what's going on. But since we're still here, I think we still have some time to finish our job.

Quistis: What are we going to do, Squall?

Squall: We'll divide into two parties.

Squall chose Zell and Irvine. The other group are Rinoa, Selphie and Quistis. They go inside, but their abilities has been sealed. They find the bosses and they fight, Sphinxara, Tri-Point, Krysta, Trauma, Red Giant, Gargantua, Catoblepas and Tiamat. Then all their abilities seal has been broken. Now, they all go and meet Ultimecia in her room. We watch a movie of the view of the master room.

Ultimecia: ...SeeD... SeeD.....SeeD..... SeeD, SeeD, SeeD! Kurse all SeeDs. Swarming like lokust akross generations. You disgust me. The world was on the brink of that ever-elusive 'time compression'. Insolent fools! Your vain krusade ends here, SeeDs. The price for your meddling is

death beyond death. I shall send you to a dimension beyond your imagining. There, I will reign, and you will be my slaves for eternity. HAHHAHAHAHAHAHA. Whom shall I exterminate first!? I'll start with you three!

Squall's group fights Ultimecia. After the first fight, Ultimecia summons Griever. Squall's group defeats Griever and then Ultimecia appeared in Griever. After defeating that form, Ultimecia appears in her last form. After defeating that last form, Squall's group appeared in the white void.

Irvine: Is it over? Let's go! Let's go back to our time!

Zell: Shut up! Just calm down and think where we have to go.

Selphie: Careful guys! Don't pick the wrong time!

Quistis: Whatever you do, don't fall into a time warp!

Rinoa: Time...place...who I wanna be with... I wanna go there! Where Squall and I promised. Squall! Squall! Let's go home! Where are you!?

We are now with Squall in the dark void.

Squall: (...Where am I?)

Rinoa: Squall! Where are you going!?

Squall saw Young Squall.

Young Squall: I'm gonna find Sis!

Edea appeared (non sorceress form).

Squall: (...Matron.)

Edea's house appeared.

Edea: Excuse me. Have you seen a little boy?

Squall: You don't have to worry. The boy won't go anywhere.

Edea: I think so, too. Poor thing...

Suddenly, Ultimecia appeared. Squall pulls out his gunblade.

Squall: ...You're alive!?

Edea: ...The sorceress?

Squall: Yes, Matron. We had defeated her... Matron, stand back.

Edea: It's ok. There's no need to fight. That sorceress is just looking for someone to pass her power on to. In order to die in peace, a sorceress must free of all her powers. I know...for I am one, too. I shall take over that sorceress' powers. I do not want one of the children to become one.

Ultimecia: I...can't...disappear yet.

Squall: (puts his gunblade away) Matron!

Ultimecia gave the power to Edea. Ultimecia is gone.

Edea: Is this...the end?

Squall: ...Most likely.

Edea: You called me Matron. Who...are you?

Squall: A SeeD. A SeeD from Balamb Garden.

Edea: SeeD? Garden?

Squall: Both Garden and SeeD were your ideas. Garden trains SeeDs. SeeDs are trained to defeat the sorceress.

Edea: What are you saying? You're...that boy from the future?

Squall: ...Matron.

Edea: Please return. You do not belong here.

Young Squall arrived.

Young Squall: (to Edea) ...I can't find Sis. ...Am I...all alone? Who's he?

Edea: Nobody. You don't need to know. The only Squall permitted here is you. (to Squall) Do you know where to go back to? Do you know how? Will you be alright by yourself?

Squall: (...I'll be all right, Matron.)

Edea and Young Squall disappeared along with Edea's house.

Squall: (Because I'm not alone.) (...I'm not alone.) (...If I call out, they will answer.) Where is everyone!? Rinoa! Where are you!? Zell! Selphie! Quistis! Irvine! Rinoa! (...Am I...alone?) (Rinoa? I want to hear your voice.) (Which way...do I go?) (I can't make it back...alone.) Rinoa? (Am I...all alone again?) (Where...am I?)

We watch the last movie of Squall and when he continues to walk, he got tired, and a feather came down and he catches it. Then a flashback of the past and something extremely strange happened to Squall as he saw bizarre images of the past. Rinoa finds Squall unconscious and before Rinoa could cry, the darkness from the sky disappeared and flower petals flew everywhere and Squall regained consciousness. Then, the camera switches to Seifer, Raijin and Fujin fishing and they saw Balamb Garden passing by. The screen switches to Laguna visiting the grave of Raine. Laguna thinks back to the past where he and Raine met and Laguna gave Raine a ring and then they embrace each other. After the memory ended, Laguna saw Ellone and his two friends, Kiros and Ward. Ellone waved and then Balamb Garden passed by Laguna. Then the credits roll and the recording of Balamb Garden was shown. Then after that, the camera switches to Rinoa looking at the night sky seeing the shooting star. Rinoa points up at the sky and Squall saw it too. Squall and Rinoa then embraced and kissed each other. This ends the story and the game.

THE END

4. Credits

Thanks, goes to Squaresoft for a really great RPG on PlayStation with great storyline and characters designed by Tetsuya Nomura.

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