

Legend of Legaia Game Script

by Sise-Neg

Updated to vFinal on Sep 19, 2011

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0                LEGEND of LEGAIA                0
0=====0
```

Game Script
by
Sise_Neg

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As this is a Game Script this will obviously contain major spoilers of the game's plot. This is in no way intended to be a strategy guide.

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01: Terms of Use [DISC]

This video game script will not be used for purposes of publishing as it is created and owned by me. This Game Script can only be hosted at the following websites:

- 1) gameFAQS
- 2) Legaia Wiki
- 3) Neoseeker

If you wish to use my script on your website then you must ask for permission through e-mail. If permission is granted the script must not be altered in any way, shape or form and proper credit must be given.

To contact me about errors within the script or if any questions arise, about the script itself or plot points for Legend of Legaia, feel free to reach me through these methods: e-mail (sise_neg@yahoo.com), PM through GameFAQS inbox or my talk page at the Legaia wiki.

02: Version History [VERS]

Version 1.3:

- The entire game script has been completed
- NPC Dialog through Hunter's Spring has been written
- Need to add character info
- Need to complete NPC Dialog

Version 1.4:

- Margins have been corrected
- Added additonal Optional Scenes
- NPC Dialog through Biron Monastery (pre-Mist) completed

Version 1.5:

- Corrected some script errors in the text
- Added an approved website with permssion to host this script
- Completed NPC Dialog up to Usha Research Center
- Added a MISC section. Has yet to be completed

Version 1.8

- Completed all NPC dialog
- Corrected some spelling errors
- Added missing Optional Event
- Gave the Optional Events their own titles
- Need to add files
- Need to add dialog for getting all characters to Lv.99
- Need to complete character info

Version 1.9

- Added files
- Added dialogue after obtaining level 99 for the entire party
- Completed character info

FINAL

- Tightened some dialogue sections
 - Changed the text wrappers around the 'boss' sections
 - Added Japanese names to character bios
-

03: Legend of Legaia Staff [STAFF]

<Credits>

Original Script:	Hidenori Shibao
Director:	Kazuhiro Kobayashi
Character Design:	Natsumi Arisawa
Character Design:	Kazuhiro Miyawaki
Character Design:	Taketoyo Ogawa
Character Design:	Takeshi Ohtani
Original Plan:	PROKION STAFF

04: Legend of Legaia Japanese Voice Actors [VA]

<Cast>

Vahn:	Wataru Takagi
Noa:	Sachiko Sugawara
Gala:	Jin Yamanoi
Songi:	Takashi Nagasako
Gi Delilas:	Isshin Chiba
Che Delilas:	Wataru Takagi
Lu Delilas:	Shoko Ezaki
Gaza:	Takashi Nagasako
Zora:	Shoko Ezaki
Tetsu:	Isshin Chiba
Cort:	Jurouta Kosugi
Mini Game:	Barry Gjerde

05: Legend of Legaia Character Info [CHAR]

Due to its much greater detail, the V-Jump released for Legend of Legaia in Japan was used for the character biography information rather than the game pamphlet for the US release. Many thanks to my good friend Kazu Glascock for the translations! :P

NOTE: The bios for Jette, Zora, Dohati and Zeto are not from the V-Jump as they do not have any, but rather from the Legend of Legaia Japanese Official Strategy Guide.

I will insert the Japanese text next to the names of characters in this section of this script. If you cannot see it, you will need to have an East Asian Text Support on your CPU. In order to chance the page's encoding in your web browser, go to "View" then "Character Encoding", and then select the proper encoding format.

- * Name in parentheses is the Romaji for the Japanese release.
- * Farthest right are the Japanese characters for their names.

+=====+
+Vahn (Vann) ヴァン +
+=====+

A boy with a mission of saving the world!

Height: 152cm (5'0")
Weight: 48kg (106lbs)
Birthday: Minori Moon, 7th
Age: 14
Likes: Hanging out near the oldest tree in town
Hates: Leaving behind people who are suffering
Admires: His father and Tetsu
Favorite Food: Meat (Well Done)
Weapons of Choice: Swords, Knuckles
Strong Against: Fire, Earth
Weak Against: Water

Bio: Vahn was born in the town of Rim Elm. He has a good heart and a strong sense of justice. He is loved by everybody in town. His mother died when he was very young, so he lives with his father and little sister. Since childhood, he has trained with Tetsu, the Biron monk.

+=====+

+Noa (Noah) ノア +

+=====+

Height: 143cm (4'8")

Weight: 34kg (75lbs)

Birthday: Kohaku Moon, 11th

Age: 12

Likes: Beating up evildoers

Dislikes: Being lonely

Admires: Terra

Favorite Food: Mushrooms

Weapons of Choice: Claws, Ferals

Strong Against: Wind, Water

Weak Against: Earth

Bio: Noa lives with a wolf of the Ra-Seru within a cave. She was not born there, but then where is she from? Neither Noa or Terra know. Noa isn't very good at thinking, but she is good at detecting evil.

+=====+

+Gala (Ghara) ガラ +

+=====+

The Strong-hearted Biron Priest

Height: 178cm (5'10")

Weight: 82kg (180lbs)

Birthday: Aoba Moon, 21

Age: 18

Likes: Biron Martial Arts, Training, Maya

Dislikes: Monsters that use dirty tactics

Favorite Food: Something that pumps him up

Weapons of Choice: Clubs, Maces

Strong Against: Thunder, Light

Weak Against: Dark

Bio: Power is love! Gala is a Biron Monk who has always kept this message in his heart. Gala has hated the Seru and the humans who rely on them ever since his parents were killed by Seru in the Mist. After the death of his parents, Gala was adopted by Zopu of Biron Monastery. Gala trained very hard and was eventually appointed as the leader of the Monastery at age 17. Soon after he attained the title of Master Teacher.

+=====+

+Ra-Seru (La-Ceru) ラ・セル +

+=====+

Seru who help Vahn on his journey.

Names: Meta (Maetah), Terra (Termah), Ozma (Ozzmah)

Bio: Out of all the Seru who live with humans, these Seru are special. Seru monsters have become violent due to the Mist's presence, but it never affected these mystical Seru. The Ra-Seru help Vahn on his journey to destroy the Mist. Each one of them holds a special power.

+=====+

+Songi (Songhi) ソンギ +

+=====+

Gala's rival who betrayed Biron!

Height: 180cm (5'11")
Weight: 83kg (183lbs)
Birthday: Hokage Moon, 7th
Age: 19
Likes: Winning
Dislikes: Losing
Admires: Nobody (except himself)
Favorite Food: Rare Steak

Bio: At Biron Monastery he was Gala's superior. He was much stronger than Gala, but he never put any effort into his training. Because of this, Gala achieved the title of Master Teacher instead of him. For this reason he holds a grudge against Gala. He believes that power is everything and will do whatever it takes to become stronger. He eventually obtains the power of the deadly Haou Ken (Hyper Wave)!

+=====
+Mei (May) メイ +
+=====+

Always Worried about Vahn

Height:154cm (5'1")
Weight: Secret
Birthday: Haruka moon, 4th
Age: 15
She loves: Cooking and sewing
She hates: Saying goodbye to people
Inspiration: Juno
Favorite food: Hand-made pastries

Bio: Mei is a girl who lives in Rim Elm, a small town where Vahn is from. She has been good friends with Vahn and loves him a lot. She lost her mother because of the Mist. Mei looks up to her father as the small town's greatest hunter.

+=====
+Cara (Karla) カーラ +
+=====+

Mysterious female pirate who wanders the Mist

Height: 161cm (5'3" 1/2)
Weight: Secret
Birthday: Oboro moon, 13th
Age: 27
She loves: Kids and music
Hates: Weak men
Inspiration: Nobody
Favorite food: Seafood

Bio: For some strange reason Cara is able to wander throughout the Mist freely. Using this ability, she goes from town to town in order to steal things. Cara is originally from Karisto Kingdom, and she often says, "I don't know."

+=====
+Luctes (Lectus) レクタス +

+=====+

Prideful Soren who uses wings of the Seru.

Height: 180cm (5'11")

Weight: 69kg (152lbs)

Birthday: Hikari Moon, 21st

Age: 31

Likes: Flying in clear skies

Dislikes: Humans with no pride; rain

Admires: Cructes (Soren Elder)

Favorite Food: Ostrich Steak

Bio: Soren are known to fly using Seru Wings. Luctes is the son of Cructes. Out of all the Soren, he is the most prideful.

+=====+

+Gaza (Gaxhell) ガゼール +

+=====+

Height: 179cm (5'10" and 1/2)

Weight: 73kg (161 lbs)

Birthday: Hibiki Moon, 11th

Age: 61

Likes: Studying sword fighting, writing difficult kanji

Dislikes: Those who disturb him

Admires: Emperor Etora I

Favorite Food: None

Bio: In Karisto Kingdom, while the armies of Sol and Conkram were in the midst of war, Gaza was the best warrior on the battlefield. Yet he lost his son and grandchildren when the Mist appeared. His glory faded away, he now lives to fight the Seru monsters in Sol.

+=====+

+Zeto (Xetau) ゼトー +

+=====+

Governor of Conkram

Zeto makes a comparatively weak enemy, but he is able to destroy Rim Elm's wall, which makes him somewhat impressive.

+=====+

+Dohati (Dohatey) ドハテイ +

+=====+

Governor of Conkram

Dohati hates to move around. He's still fat even after transforming.

+=====+

+Delilas (Derilla) Siblings+

+=====+

Conkram's Elite Fighting Unit

Names:

Gi Delilas (Gea Derilla) ギ・デリラ

Che Delilas (Ce Derilla) チェ・デリラ

Lu Delilas (Le Derilla) ル・デリラ

Bio: The Delilas Family used to be Conkram's elite, but now they are Vahn's enemy. Gi Delilas is the oldest, followed by Che Delilas and then Lu Delilas, the youngest sibling.

+=====
+Zora (Xolla) ゾラ +
+=====+

High Priestess of Conkram

In love with Cort, she controls the Delilas Siblings. However, Cort doesn't love her back.

+=====
+Jette (Jitsu) ジツツ +
+=====+

The lieutenant of Conkram

Trusted by Cort, and also the last one to protect the Mist. Considered more of a guardian than a boss.

+=====
+Cort (Cauxt) コート +
+=====+

Height: Unknown
Weight: Unknown
Birthday: Unknown
Age: Unknown
Likes: Unknown
Dislikes: Unknown
Admires: Unknown
Favorite Food: Unknown

Bio: Protector of the monster's lair in the Mist. Its existence is completely unknown. Could this be the evil that Vahn has been looking for?

06: Legend of Legaia Game Script

[a100]

0=====0		
0	Prologue	0
0=====0		

God created the heavens,
the earth, and the seas.
After creating all things in the
universe, god created humans
to rule over the world.
Yet, while possessing the wisdom
of god, humans were physically
weaker than the wild beasts,
and impulsive in spirit.
Many times did the humans
come close to dying out forever.
Concerned about the humans'
future, god gave them a mighty
force with which to aid them.

It was the Seru.

Since the dawn of human memory, known as history, humans lived together with creatures known as Seru. The Seru lived together with humans, always obeying them, and making the humans many times stronger than before. When not worn by a human, a Seru looks much like a stone figure. However...

Upon touching a human, a Seru changes form and gives that human secret abilities.

With a Seru, a human can lift objects heavier than itself and even fly in the air at will.

However, that era came to an end.

Appearing from out of nowhere, the Mist covered the land, bringing to an end prosperous symbiosis between humans and Seru.

After the thick Mist came, the Seru, who once obeyed humans, rebelled against them.

The Seru began attacking humans at will. Seru that attached themselves to humans controlled their minds and turned them into evil beasts.

As if forsaken by god, human civilization collapsed. It was the twilight of humanity.

Those who escaped the Mist inhabited the desolate areas and protected each other.

Now, their faint hope is their only source of inspiration.

Chapter I: Drake Kingdom
#####

[a101]

0=====0
0 Chapter 1-1 0
0 0
0 The Legend Begins 0
0=====0

{The camera pans over the small village of Rim Elm which lies on a southern coast. The door to a small hut on the southeast of town opens and out steps the hero of our adventure, Vahn. He walks to the opposite end of town and peers in a hut's window before walking into a large pit holding an ancient tree. Vahn closes his eyes in prayer as a little blonde girl and an old man walk up to him}

Village Elder: Vahn! I knew you would be here.

Village Elder: The mysterious Genesis Tree. This is a soothing place. You always liked this tree. Tomorrow, you will become a hunter, an adult. Were you praying for a successful hunt?

- 1) Yes
- 2) No

- 1) Yes

Village Elder: That is good. Then I, too, will pray for your success.

- 2) No

Village Elder: I was wrong. Perhaps you're praying for the safe return of the hunters who are out now.

Village Elder: Vahn, I thought I would come here to cheer you up. But I guess that wasn't necessary. You will be a fine hunter! I'm counting on you, from the bottom of my heart! Ha, ha, ha, ha!

{The Village Elder strolls off. Vahn heads up the stairs as the door to the hut he looked into earlier opens. The beautiful Mei greets Vahn}

Mei: Vahn! I was looking for you. So you were praying at the Genesis Tree. It's about the hunting clothes for you to wear tomorrow.

- 1) What hunting clothes?
- 2) Is something wrong?

- 1) What hunting clothes?

Mei: You're terrible! I can't believe you forgot. After all the trouble I went through to make them for you to wear hunting tomorrow.

- a. I'm sorry! Now I remember.
- b. I was just joking. Ha, ha.

- a. I'm sorry! Now I remember.

Mei: Vahn, you...You're so anxious to go hunting that you forgot all about it. I guess that's what I like about you, Vahn. Oh, and by the way...

- b. I was just joking. Ha, ha.

Mei: That's a mean joke. I was really angry for a minute. Anyway...

2) Is something wrong?

Mei: I'm almost finished, but I have to check some of the measurements so, can I measure you one more time?

a. Sure, go ahead.

b. Uh, not now.

a. Sure, go ahead.

Mei: Thanks. Vahn, you're so kind.

b. Uh, not now.

Mei: I just have to make one little alteration, so it'll only take a minute.

Mei:

I'll be at your house waiting for you, so don't be too late.

{Vahn decides to go the beach to find his friend and mentor, Tetsu}

Tetsu:

You were a child when the Mist appeared, Vahn, but now you are ready for the hunt. Time goes by so quickly. I have taught you the techniques of Biron all your life. Do not forget them while hunting outside the village! Now, then...Vahn, do you want something today?

1) I want to hear about Biron.

2) Tell me the secrets of fighting.

3) I want to practice with you.

1) I want to hear about Biron.

Tetsu: Biron is a god of strength and love. Outside Rim Elm is a temple devoted to Biron. There, many warrior-monks devoted to Biron practiced night and day. They renounced the world's dependence on Seru and worked to polish their fighting skills. Many Biron warrior-monks also traveled the globe to spread the noble teachings of Biron. When visiting Rim Elm, I was trapped here by the Mist. But I am still a faithful Biron! I feel it is my destiny to teach the young the teachings and fighting skills of Biron.

2) Tell me the secrets of fighting.

Tetsu: Ha, ha, ha! There's no shortcut to success in battle! Constant training is the only way. However, I shall teach you a little secret. Use your Spirit effectively! You will be unable to attack and thus be attacked...but your defensive force rises while you are accumulating Spirit. That's not all! In your next turn, you will be able to inflict more attacks! This is a good strategy when fighting a formidable

opponent.

~~~~~  
3) I want to practice with you.

Tetsu: I see. Before we practice, take this.

Narration: Vahn now has a Healing Leaf!

Tetsu: Now you are ready. Come at me!

#####  
Tetsu's Battle Tutorial  
#####

Tetsu: I will show you how to fight while engaging in an actual battle.  
First, let's look at basic attacks. Select [Begin]

{Begin} - {Run}

Narration: To enter a command, use the directional buttons.

Tetsu: Next select [Attack].

          {Item}  
{Attack}       {-}  
          {Spirit}

Tetsu: There are two attack modes. [Auto] and [Command]. Here, select  
whichever one you like.

{Auto} - {Command}

Narration: In [Auto] mode, your attacks are selected automatically. In  
[Command] mode, you can freely combine any of the commands: [Right],  
[Left], [High] and [Low].

Tetsu: Select a combination of commands

          {High}  
{Left}        {Right}  
          {Low}

Narration: Some sequences of commands result in a hyper arts move.

Tetsu: Select the target.

Narration: Use the directional buttons, then press the X button. This  
isn't necessary now, since there is only one target.

-----  
Vahn -> Attack -> Tetsu  
-----

{Vahn attacks with a combo and Tetsu counters back with his own}

Tetsu: Next is how to use items. First, select [Begin].

{Begin} - {Run}

Tetsu: Next select [Item].

```
    {Item}
{Attack}      {-}
    {Spirit}
```

Tetsu: Select an item

```
-----
Recover 200HP. Ally. --> Healing Leaf 6
-----
```

Narration: Select from the window on the right. The window on the left shows the effects of the selected item. Use the directional buttons, then press the X button. This isn't necessary now, since there is only one target.

Tetsu: Now select [Begin]!

```
{Begin} - {Reselect}
```

```
-----
Vahn --> Healing Leaf --> Vahn
-----
```

```
{Vahn uses a Healing Leaf}
```

Tetsu: Next is about your spirit. Select [Begin].

```
{Begin} - {Run}
```

Tetsu: Next select [Spirit].

Narration: When [Spirit] is selected, your defense increases and the [Attack] action gauge will be longer on your next turn.

Tetsu: Now select [Begin]!

```
{Begin} - {Reselect}
```

```
{Vahn uses Spirit and Tetsu attacks with his own combo}
```

Tetsu: Last is about a Hyper Arts move. Select [Begin]

```
{Begin} - {Run}
```

Tetsu: Next select [Attack].

```
    {Item}
{Attack}      {-}
    {Spirit}
```

Tetsu: There are two attack modes; [Auto] and [Command]. Here, select [Command].

Narration: Hyper arts are acquired by entering commands in the [Command] mode or by learning them from an instructor. Once acquired, they can be used in either the [Auto] or [Command] mode.

Tetsu: Enter commands in the order of [High], [Low], and [High].

```
{High}
{Left}  {Right}
{Down}
```

Tetsu: Select the target.

Narration: Use the directional buttons, then press the X button. This isn't necessary now, since there is only one target.

Tetsu: Now select [Begin]!

```
{Begin} - {Reselect}
```

```
-----
Vahn --> Attack --> Tetsu
-----
```

```
{Tetsu attacks Vahn with a 'Somersault' art and Vahn counters back with his own 'Somersault'}
```

Tetsu: Good! That's enough practice for today.

```
#####
End of Tutorial
#####
```

Tetsu: You did well. That is enough for today. Tomorrow you leave for the outside world, where many Seru lurk. Do not be overconfident!

```
{Vahn leaves the beach and heads over to his home}
-----
```

```
{Mei is in Vahn's house working on the Hunter Clothes for Vahn's hunting trip. Vahn's little sister, Nene, paces around the house. Vahn's father, Val, sits at his desk in front of his books}
```

Nene: It's getting late. What could he be doing?

```
{Val takes a break from his reading and looks at Mei}
```

Val: I'm sorry, Mei. That Vahn -- I wonder where he's wandering around.

Mei: It's alright. My father hasn't come back from hunting today yet, anyway.

Nene: I should be the one making hunting clothes for my brother.

Mei: Don't worry about it, Nene. I just wanted to help celebrate this special day for Vahn.

Nene: Um, Mei, can I ask you something?

Mei: What is it?

Nene: Mei, are you in love with my brother?

Mei: !

{Mei blushes a beet red as Vahn strolls casually through the door}

Nene: Ah-ha! I knew it!

{Nene notices Vahn walk inside}

Nene: What took you so long? Mei has been waiting for you this whole time! You're always wandering around with your head in the clouds. Let's hurry up and take those measurements!

{Mei regains her composure and walks over to Vahn}

Mei: Vahn, hold still. I'll only take a minute.

{Mei takes out her measuring tape and starts measuring him}

Mei: I knew it! You've gotten bigger since the last time I measured you. You're almost as big as my father - maybe bigger! It's amazing how quickly boys grow. Alright, I'm done. Thank you, Vahn.

{Mei looks over at Val and Nene}

Mei: Mr. Val, little Nene, if you'll excuse me, I'll be on my way.

Val: Thank you, Mei. Give my regards to Juno when he returns from the hunt!

Mei: I will!

{Mei walks out of the house. The scene fades to black}

Off-Screen: They're back!

{Three men rush over to the gate within the northern end of Rim Elm's Wall. They unbar the gate and pull it wide open}

Man: The hunters have returned!

Old person: By golly, they were gone a long time.

Little boy: Father! My father is back!

{The kid runs up to a hunter who has entered the village}

Little boy: Welcome back, Father. Did you catch anything?

{The boy's father ignores him and turns to the gate. Hunters enter through the gate carrying a body on a stretcher}

Old person: Is that...Is that...It is. It's Juno.

{Mei runs into view}

Mei: Father? Father?

Hunter: I'm so sorry, Mei. It happened so quickly...before we knew it. The Mist came earlier than usual...Juno was attacked by the Seru monsters...There wasn't anything we could do.

{Vahn arrives at the group and walks over to Mei}



Mei: Father...Father, wake up! Please, open your eyes! Father! No!  
Don't leave me all alone, Father. Please! Don't! Oh, please...

{Vahn places his hand on Mei's shoulder. The screen fades}

-----  
{A view of the ocean is seen as Village Elder and Val walk out of Mei's house. Nene is waiting outside for Val}

Nene: The Mist always takes away the people we love! I hate the Mist!  
Tell me, Father. Will we always have to live in fear of the Mist? When will we be able to go outside the village safely?

Val: Nene...

Nene: Father!

{The scene changes to the interior of Mei's house. Mei is looking at her father's corpse on the bed}

Old Woman: Vahn...Don't worry about Mei. She's calmed down considerably.  
It will be dark soon. We'll stay here with Mei, so go home and don't worry about her.

- 1) Alright. Please look after her.
- 2) No! I want to stay with Mei!

~~~~~

- 1) Alright. Please look after her.

Old Woman: Good. Then be careful on your way home.

=====

- 2) No! I want to stay with Mei!

Old Woman: I know how you feel, but Val and Nene are waiting for you to come home. Just say a word or two to Mei and then be off.

~~~~~

{Vahn returns to his house}

Val: Vahn, you look sad. I understand. Juno was a kind man. Soon the Mist will come. You must be tired. Do you want to rest?

- 1) Yes
- 2) No

~~~~~

- 2) No

Val: I see. After all that has happened, it's no wonder you can't sleep.

=====

- 1) Yes

Val: Good. Rest well, then.

{The scene fades to black}

~~~~~  
{It's the middle of the night and a loud bang continuously collides  
with the Wall guarding Rim Elm}

Val: Vahn! Wake up! Can't you hear that sound? Vahn, wake up!

{Val shakes Vahn and he jumps out of bed}

Val: Are you awake now? Vahn, listen carefully to that sound. I think  
it's coming from beyond the Wall. Vahn, would you go take a look for  
me?

- 1) Yes
  - 2) No
- ~~~~~

- 1) Yes

Val: That's a good son. But hurry back at the first sign of danger!

=====

- 2) No

Val:

I see. But with these legs, I couldn't move fast enough, if something  
happened. I implore you, Vahn! Go take a look for me!

- a. OK
  - b. No
- ~~~~~

- a. OK.

Val: That's a good son. But hurry back at the first sign of danger!

=====

- b. No.

Nene: Please...for me?

- 1) Alright, Nene.
  - 2) I guess I have no choice.
- ~~~~~

- 1) Alright, Nene.

Nene: I knew I could count on my big brother!

Val: Yes, but hurry back at the first signs of danger!

=====

- 2) I guess I have no choice.

Nene: What's wrong with you? You're acting different today.

Val: I wish I weren't always a burden to you because of this bad leg of  
mine. Thank you, Vahn, I'm counting on you!

~~~~~

{Vahn runs outside and joins the other villagers who have gathered at the front of the Wall}

Village Elder: Oh, Vahn. So you came to check on the Wall, did you? This Wall has protected Rim Elm from the Mist for over ten years. Hopefully it will stay standing forever.

Off-Screen: Ah, quite impressive. Look how many puny humans survive.

{A strange portal forms right in front of the villagers}

Village Elder: Wha...What on earth is that?

{A metallic-looking creature with a pointed head and a slit for eyes rises out of the portal}

Mysterious Being: Pitiful creatures, you humans. Living in fear of the Mist, you scream at the sight of a Seru's shadow. Pathetic humans! In this desolate place, you thought this flimsy wall would protect you from the Mist? Humans! You are but insects! The time has come to abandon your foolish resistance. I am Zeto. I have come to bring the salvation of the Mist to you miserable creatures.

{Tetsu leaps into the air and attacks Zeto, but Zeto activates a shield that knocks Tetsu to the ground}

Zeto: Humans! Now is the time! Accept the Mist!

{Zeto turns toward the Wall as a monstrous creature larger than the village itself shoots fiery blasts that destroy the Wall. Mist begins to flow within Rim Elm}

Middle-Aged Woman: The...The Mist!

Hunter: Oh no! The accursed Mist has entered Rim Elm!

Zeto: It is time! Seru! Followers of the Mist! It is time for you to attack! Seru! Destroy that old eyesore of a tree!

{Zeto disappears back into his portal. The gigantic Seru from earlier vanishes and a swarm of Gimard Seru enter Rim Elm}

Middle-Aged Woman: Aaarrggh!

{A Seru that has entered the village begins to attack one of the women}

Zeto: Save yourselves by accepting the serenity of the Mist without resistance.

{Vahn battles the Seru and defeats it, saving the woman who was being attacked}

Optional Event: Checking on Mei

{Vahn runs into Mei's house to check on her}

Mei: Vahn! They all went to check on the Wall, but still haven't come back. Vahn, what happened?

- 1) The Mist is here!
- 2) Nothing to worry about.

2) Nothing to worry about.

Mei: Oh, O.K. Well, then, I'll stay by my father's side. (Silence)

1) The Mist is here!

Mei: Oh, no! That means the Seru monsters will come into Rim Elm! What should we do?

- a. Let's go to my house!
- b. Lock all your doors and windows!

b. Lock all your doors and windows!

Mei: Alright, I'll do that.

{Mei stays by her father's corpse}

*Vahn talks to Mei again

Mei: Vahn, be careful.

a. Let's go to my house!

Mei: Thank you, Vahn! Maybe that would be better. Alright, take me to your house!

{Vahn nods and gets ready to head out the door}

Mei: Oh, wait a minute, Vahn! Father...

{Mei takes another look at her father before heading out the door with Vahn. Vahn takes the lead and keeps a lookout while Mei follows him back to his place}

Val: You did a good thing, Vahn. Mei must have been uneasy all by herself. Ah, but...If my cursed body were not crippled like this...The Wall is broken, yet all we can do is huddle together in fear. If only there were someplace safe for us.

End Optional Event

{Vahn runs back outside and finds his way back to the Genesis Tree}

Woman: Vahn! I'm so glad to see you! I was all alone! I came here to get away from the Seru monsters. Hey, have you noticed that the Mist doesn't come in here? The Genesis Tree is glowing. It's radiating some kind of amazing power. The Genesis Tree is very warm. Vahn, go ahead, touch it.

{Vahn touches the Genesis Tree}

Voice: ...Vahn. Vahn...You are Vahn, are you not?

{A red and green stone figure rises out of the Genesis Tree and levitates in front of Vahn}

Stone Figure: I have read your thoughts. I am speaking to your mind. I am Meta, a Ra-Seru. I have been waiting inside this Genesis Tree for someone like you. I ask you, Vahn. Do you wish to save your people from the Mist?

- 1) Yes
- 2) No

~~~~~

- 1) Yes.

Meta: Good! By combining our powers, we will rid the whole world of the Mist! Vahn, open your mind...Feel my presence.

=====

- 2) No.

Meta: You regard me with suspicion that is understandable. But through your mind, I can see whatever you see. I see your people trembling in fear of the Mist. They stand at an abyss of despair! And you, Vahn... such a kind boy you are. Your hatred for the Mist is stronger than anyone else's. I will give you my powers!

- a. Yes
- b. No

~~~~~

- b. No

Meta: Very well. Your destiny is your own. I can't will it to change. It is unfortunate, for this may be the only way to defeat the Mist.

=====

- a. Yes

(Same 'Yes' response as above)

~~~~~

\* This section is skipped if Vahn does not at first say 'No' to Meta.

Meta: Let us pursue the same destiny as human and Ra-Seru working together!

- 1) Yes
- 2) No

~~~~~

- 1) Yes

(Same 'Yes' response as above)

=====

2) No

(Same 'No' response as above)

~~~~~  
\* This dialog option is skipped if Vahn already answers 'Yes'

Meta: Vahn, so you have changed your mind. Then come, let us pursue a single destiny!

1) Yes

2) No

~~~~~  
2) No

Meta: Vahn, you are so very capricious. Do not make me lose faith in you...and in all humans.

=====

1) Yes

Meta: Vahn, open your mind...Feel my presence.

~~~~~  
{Vahn closes his eyes and Meta attaches to Vahn's right forearm}

Meta:

The approaching Mist is killing the Genesis Tree. I am too weak...I need the life force of the Genesis Tree to be strong. To revive the Genesis Tree, we need the power to change destiny -- the power of the human spirit! Vahn, hurry! Hurry and assemble everyone here!

1) Option One: Speak to Val

2) Option Two: Speak to Village Elder

3) Option Three: Speak to Mei

~~~~~  

Option One: Speak to Val

{Vahn runs back to his house}

Val: Vahn, what is that? That...that's a Seru!

{Vahn tells Val what's going on}

Val: (Silence) Now I understand, although this is all so confusing. The situation is desperate. Our only hope now is your Seru and the Genesis Tree. Alright! Tell everyone to gather at the Genesis Tree!

=====

Option Two: Speak to Village Elder

{Vahn runs to the Village Elder's house on top of the hill}

Village Elder: What are you doing, Vahn? That's a Seru! (Silence)

(Silence) Oh, so it's a Ra-Seru, is it? I don't understand, but I can tell that your words and the Seru do not lie. Alright, then, Vahn! I'm trusting you with the lives of everyone in the village!

=====

Option Three: Speak to Mei

{Vahn runs back to his house after escorting Mei there and receiving Meta}

Mei: Vahn! Vahn! What's that on your right arm? Is that...a Seru?

1) That's right.

2) No, it's a Ra-Seru!

~~~~~

1) That's right.

Mei: Oh, no! Vahn, you have to remove the Seru. Hurry!

{Vahn shakes his head no}

Mei: Oh, I see.

=====

2) No, it's a Ra-Seru!

Mei: (Silence)

~~~~~

Mei: So, it's a Ra-Seru...Yes, I do sense something gentle about this Seru. Alright, tell everyone! We're all going to revive the Genesis Tree!

{The scene changes and everybody is gathered at the Genesis Tree}

Village Elder: Vahn, Rim Elm is engulfed in the Mist. You and the Ra-Seru are our last hope! We entrust you with our lives. Everyone, we must pray together.

Meta: The power of prayers is strong! Now's the time, Vahn! Go to the Genesis Tree!

{Vahn stands at the base of the Genesis Tree}

Meta: Awaken, Genesis Tree. Remember the instant heaven and the earth were born! Vahn, you, too, must pray!

{Vahn begins to pray}

Meta: Good! Harder! Pray harder!

{The villagers start to glow with light as they pray}

Meta: To push away the Mist! To revive the Genesis Tree! Open your minds! Pray hard!

{Vahn reaches out to the Genesis Tree and the light from the villagers' bodies combines and enters Vahn's right hand. As Vahn touches the Genesis Tree it begins to transform into a healthy tree; its power causing the invading Seru to shatter and the Mist surrounding Rim Elm to vanish}

Meta:

Thank you.

Thanks to Vahn,
and the people of Rim Elm,
the Genesis Tree has been revived.

The Genesis Tree has the power
to drive away the Mist and to
make a Ra-Seru like me stronger.

The Mist has left Rim Elm,
but it still covers
the rest of the Earth.

Many Genesis Trees
wait to be revived.

Vahn, let us leave
Rim Elm together
to look for those Genesis Trees.

{Vahn collapses}

Nene: Brother...

Village Elder: Don't worry. He's just in a deep sleep.

Val: How peaceful he looks. He must be dreaming about something nice.

Mei: Vahn...

{The screen fades to black}

{The people of Rim Elm are gathered at the beach to see off the dead bodies of three villagers who died at the hands of the Seru: Rei, Esto and Juno}

Village Elder: (Silence) And our friend, Juno. The hateful fangs of the Seru took their lives from them. To Ferti, god of the sea, we entrust their bodies. But Rem, our leader. Our great leader! On your sacred wings, take the noble souls of our friends to the Valley of Noaru! May their souls find peace and eternal happiness in the distant Valley of Noaru.

{Some hunters push Rei's and Esto's coffins into the water and shortly after push Juno's coffin out to sea. Mei rushes into the ocean and cries as her father's body floats away}

Mei: (Silence)

{A little boy watching the funeral from the village turns to his mother}

Little boy: Mommy, where are Juno and the others going?

Mommy: To the Valley of Noaru, dear. Far, far away -- beyond the sea.

Little boy: Is Juno going to come back? Will he bring us good things to eat again?

Mommy: The Valley of Noaru is... ..very, very far away, dear. I don't think he will come back.

{The screen fades to black}

{Vahn is standing near the newly revived Genesis Tree. The Village Elder walks over to him}

Village Elder: A Genesis Tree and a Ra-Seru...We had some pretty important things here in Rim Elm! Vahn, Rim Elm is saved thanks to you! You were truly courageous and I thank you again. However...It's about our precious Mei. Her mother may still be alive inside the Mist! If you have pity on Mei, then rescue her mother. If you say yes, I'll tell you the rest of the story. Will you do it?

- 1) Yes
- 2) No

~~~~~

- 2) No

Village Elder: I'm sure you're concerned about Mei, too. Will you do it?

=====

- 1) Yes

Village Elder: Oh, thank you! Now, even Mei doesn't know this, but...Mei's mother, Maya, used to work at Biron Monastery. Ten years ago the Mist came... ..and naturally we lost all contact with her. As for whether Biron Monastery itself still survives in the Mist... Unfortunately no one knows. But Maya is Mei's only surviving blood relative! Vahn, with the Ra-Seru, I'm sure you can make it to Biron Monastery! Vahn! I'm counting on you. Once more thing, Vahn. Keep this a secret from Mei...She will only be heartbroken if Biron Monastery has indeed been lost to the Mist.

~~~~~

{After the Village Elder leaves Vahn prepares to exit Rim Elm}

Mei: Vahn! Wait, Vahn!

{Mei runs over to Vahn at the village entrance}

Mei: Phew! Oh, I'm glad I made it. Here! I brought you the hunting clothes I promised you.

Narration: Vahn now has Hunter Clothes.

Conditional: If Vahn Brought Mei to His House Earlier

Mei: And this is a gift for you, to thank you for rushing to check up on me yesterday.

Narration: Vahn now has Mei's Pendant.

End Conditional

Mei: Hey, Vahn, what's the matter?

- 1) Are you alright now?
- 2) Mind your own business.

~~~~~

- 1) Are you alright now?

Mei: Yes. I had a good cry. And making your hunting clothes took my mind off everything.

=====

- 2) Mind your own business.

Mei: Hee, hee! You're so cute when you get embarrassed like that!

~~~~~

Mei: Vahn, I heard from the Village Elder that you're going on a long trip.

{Vahn nods}

Mei: Well, take care. And don't forget to wear the hunting outfit I made you. And be sure to come back when you finish whatever it is you have to do. I mean it! You'd better come back!

{Mei turns to leave}

Mei: I've never been good at saying goodbyes. So I have to go home now. I'm sorry...I'll be waiting for you to come back, Vahn!

{Vahn leaves Rim Elm and journeys northwest toward Hunter's Spring}

[a102]

0=====0	
0 Chapter 1-2	0
0	0
0 Hunter's Spring	0
0=====0	

{Vahn walks into the Hunter's Spring and meets up with a group of hunters from Rim Elm}

Hunter 1: Oh, Vahn! I'm glad you came.

Hunter 2: I'm impressed! You made it here all by yourself?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

Hunter 2: Ha, ha, ha! You're so confident! You're a lot hardier than us

hunters.

2) No

Hunter 2: Oh, so the Ra-Seru Meta is with you, eh? Vahn, you've grown up into a fine adult!

Hunter 1: By the way, Vahn, see that guy over there? Don't know him? Well, we come here often, but this is the first time we've met someone else here! He says his name's Lezam, and he was telling us the most amazing story.

{Lezam bows to Vahn, Vahn bows back}

Hunter 3: Vahn, you should talk to Lezam, too.

{Vahn walks over to Lezam}

Lezam: I am called Lezam. I serve King Drake, ruler of Drake Kingdom. So, you are Vahn. The hunters have told me of you. You have done great deeds. You have my gratitude.

1) Tell me why you are grateful

2) Thanks, but I must be going

2) Thanks, but I must be going

Lezam: You wish to resume your journey. I understand. Then I shall not take up your time. I had hoped to ask your help concerning Drake Castle, which lies beyond here.

\*Vahn talks to Lezam again

Lezam: What is wrong? Do you wish to hear my story?

a. Yes

b. No

b. No

Lezam: (Silence) Good luck.

a. Yes

Lezam: Then I shall tell you.

1) Tell me why you are grateful

Lezam: Yes, this is about something that happened before the Mist reached here. I was heading to Rim Elm under King Drake's orders to warn them of the Mist. But the Mist caught up with me, and I became a Seru monster! From what I hear, it is your deeds that enabled me to become human again. That is why I am grateful. Thank you so much! Drake

is surrounded by the Mist, and King Drake is surely awaiting you...your powers! With your powers, our Castle could be saved. Will you help us?

- a. Yes
- b. No

~~~~~  
b. No

Lezam: N...No? Oh. I see. Perhaps I ask too much. I am sure you have your own quests to pursue. I apologize.

~~~~~  
a. Yes

Lezam: Oh, thank you! Please do whatever you can to save Drake Castle! Before I departed, the King had made a frightening decision. I hope he is safe.

~~~~~  

Optional Tutorial

{Vahn reads the information written on the four knights of armor found behind the fountain at Hunter's Spring}

Mysterious Statue

Narration: In strange script on the pedestal it reads, "Arts: Secrets."

- 1) I don't need to read any part of it.
- 2) Read "About Arts"
- 3) Read "Learning Arts"
- 4) Read "About AP"

~~~~~  
1) I don't need to read any part of it.

(nothing happens)

~~~~~  
2) Read "About Arts"

Narration: Arts - For inflicting severe damage on your opponent, two things are needed: Arts and AP! Execute Arts by combining "Right (Ra-Seru)", "Left (Arms)", "High", and "Low" battle commands in a specific sequence. You also need sufficient AP to execute an Arts move.

~~~~~  
3) Read "Learning Arts"

Narration: Try different combinations of commands when fighting - that's the secret to discovering new Arts! A kind person may teach you new Arts. If you are lucky, you can also discover new Arts using Auto battle mode. There are also Hyper Arts! The only way to learn these is to read the hidden Secret Books.

~~~~~  
4) Read "About AP"

Narration: AP stands for "Art Points," which are needed to execute Arts. When fighting a powerful opponent, check your remaining APs! APs range from 0 to 100. There are three ways to obtain AP: 1. Automatically during each turn. 2. Using the Spirit command. 3. Sustaining damage from an opponent's attack.

~~~~~  
Mysterious Statue

Narration: In strange script on the pedestal it reads, "Secrets of Magic."

- 1) I don't need to read any part of it
- 2) Read "About Magic"
- 3) Read "Learning Magic"
- 4) Read "Identifying Seru Opponents"

- ~~~~~
- 1) I don't need to read any part of it

(nothing said)

- =====
- 2) Read "About Magic"

Narration: Magic is the most powerful advantage of Ra-Seru. To learn magic, defeat a Seru in combat. Magic requires MP, which stands for Magic Points. Each spell has a different Magic Level from 1 to 9. When Magic is successfully used repeatedly, the level rises. The power of Magic depends on the user, the opponent, and the attributes of each.

- =====
- 3) Read "Learning Magic"

Narration: First, remember that Magic can only be acquired by Ra-Seru, not humans! When humans with Ra-Seru defeat Seru, new Magic may be acquired, unless the Seru opponent was defeated with Magic. Also, Magic is acquired only by the victorious character. For a certain character to acquire Magic, that character must deliver the final blow in combat!

- =====
- 4) Read "Identifying Seru Opponents"

Narration: To acquire Magic, you must fight a Seru opponent. Seru can be identified by their name, such as Fire Gimard. The name also tells you the element. Fire Seru possess the Fire element, and so on. Seru opponents appear only in the Mist and never in a field. If you fight a Seru but fail to get its Magic, try fighting that Seru in another Mist area.

~~~~~  
Mysterious Statue

Narration: In strange script on the pedestal it reads, "Secrets of Accessories."

- 1) I don't want to read any part of it
- 2) Read "About Accessories"
- 3) Read "Where to Obtain"

~~~~~  
1) I don't want to read any part of it

(nothing said)  
=====

2) Read "About Accessories"

Narration: In addition to weapons and armor, each character can wear up to 3 accessories. Accessories provide skills useful in fighting and traveling. There are two kinds of skills: Individual Skills, effective only for the character possessing them, and Shared Skills, effective for everyone! Each are listed in the Item menu, under "I" for Individual and "A" for All.  
=====

3) Read "Where to Obtain"

Narration: Many accessories are sold at shops, but some can be very expensive, so choose wisely. There are also accessories that are not sold in any shops. These hidden accessories grant powerful skills and can be found in the hands of unlikely opponents or in treasure chests deep inside a dungeon. It's your job to search them out!  
~~~~~

Mysterious Statue

Narration: In strange script on the pedestal it reads, "Secrets of Fighting."

- 1) I don't want to read any part of it
 - 2) Read "Attack Power & Equipment"
 - 3) Read "Defense Power & Equipment"
 - 4) Read "Abnormal Status"
- ~~~~~

1) I don't want to read any part of it

(nothing said)
=====

2) Read "Attack Power & Equipment"

Narration: Attack Power [ATK] increases according to your weapons and armor. Attack Power is displayed under Status and determines the effectiveness of Arts. Attack Power is the sum of: character attack power, Ra-Seru attack power, total equipment attack power, and accessory attack power. Ra-Seru attack power increases when a Genesis Tree is revived.
=====

3) Read "Defense Power & Equipment"

Narration: There are two types of defense: Upper-body defense [UDF] and Lower-body defense [LDF]. Upper-body defense is the sum of a character's defensive power and the defensive power of head and body gear. Lower-body defense is the sum of a character's defensive power and the defensive power of body and leg gear.
=====

4) Read "Abnormal Status"

Narration: Venom: Attack and defense powers decline as HP gradually falls. Toxic: More dangerous than Venom. Numb: Temporarily unable to move. Rot: Affected body parts can't be used in battle. Curse: Disables Magic and are vulnerable to attacks. Stone: Unable to move. Must use Medicine to recover.

~~~~~

\*\*\*\*\*

End Optional Tutorial

\*\*\*\*\*

{Vahn leaves Hunters Spring and continues north until reaching Drake Castle}

[a103]

|                        |   |
|------------------------|---|
| 0=====                 | 0 |
| 0 Chapter 1-3          | 0 |
| 0                      | 0 |
| 0 Drake Castle Dungeon | 0 |
| 0=====                 | 0 |

{Vahn enters through the main gate of Drake Castle. He runs up the stairs inside but is stopped by the locked Sunrise Gate in his way. He begins to search for the key until finding it on a wall in a room near the Sunrise Gate}

Narration: The case says, "Contains Sunrise Key." Do you wish to open the case?

- 1) Yes
- 2) No

~~~~~

2) No

Narration: Vahn did not open the case.

=====

1) Yes

Narration: The Sunrise Key is in the case! Vahn now has the Sunrise Key!

~~~~~

\*\*\*\*\*

Optional Event: Vahn Discovers a Seru Monster

\*\*\*\*\*

{Vahn walks to a large cage behind him. He discovers it is blocking him from numerous monsters on the other side}

Seru Monster: Ggrrrr...

Narration: There is a sense of sadness in the eyes of the Seru.

Meta: Vahn! Take a good look. This is a human possessed by a Seru. I have looked into this person's mind, the same way I spoke to your mind.

But the Seru controlling this person's spirit is too strong, and I couldn't make out any words. The only way to return these people to normal is to drive away the Mist.

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

{Vahn heads back to the Sunrise Gate}

Narration:

Vahn inserted the Sunrise Key into the keyhole. The Sunrise Gate opened!

{Vahn rushes up the stairs into the next area. The Lightning Gate leading farther into the castle is locked so he searches once again for a key}

Narration: The case says "Contains Lightning Key." Do you wish to open the case?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did not open the case.

=====

- 1) Yes

Narration: The Lightning Key is in the case! Vahn now has the Lightning Key!

~~~~~

{Vahn goes back to the Lightning Gate}

Narration: Vahn inserted the Lightning Key into the keyhole. The Lightning Gate opened!

{Vahn rushes up another set of stairs and searches the rooms behind him in the new area for the key to the Star Gate in front of him}

Narration: The case says "Contains Star Key." Do you wish to open the case?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did not open the case.

=====

- 1) Yes

Narration: The Star Key is in the case! Vahn now has the Star Key!

~~~~~



{Vahn goes back to the Star Gate}

Narration: Vahn inserted the Star Key into the keyhole. The Star Gate opened!

{The Star Gate opens and Vahn runs through the castle and into the throne room after reaching the locked Mountain Gate. Vahn heads into the room left of the throne}

\*\*\*\*\*  
Optional Event: King Seru Monster  
\*\*\*\*\*

{Vahn examines the Seru monster behind the cage}

Seru Monster: Growl!

Narration: From its clothes, this Seru seems to have been one of the royal family.

Meta: Vahn, I have a feeling this Seru is King Drake. Look. There's a small key around his neck. That must be the key to the Water Gate.

{Vahn opens the treasure chest in front of the cage}

Narration: A letter in the treasure chest says "To the human traveler that finds this." Do you wish to read it?

- 1) Yes
- 2) No

~~~~~  
2) No

Narration: Vahn put back the letter.

- =====
- 1) Yes

Letter:
I am King Drake III, King of Drake.
I know not who will read
this letter.
But anyone who makes it through
the Mist must have powers
greater than the Mist.
No doubt you have seen the
Seru monsters in this castle's
dungeons.
Those monsters are in fact
my dear retainers and the people
of my kingdom.
When the Mist approached we tried
many ways to drive it back.
We even prayed at the Genesis Tree
of Mt. Rikuroa to the north. Legend
says the tree has the power to
save the human race. In the end
we decided to lock ourselves in

the dungeon and wear Seru,
surrendering to the Mist.
As Seru monsters, we should
survive on Drake water until the
day the Mist goes away.
We locked ourselves in the
dungeon so the Seru madness
would not force us to harm anyone.
So, traveler, I ask you to
drive away the Mist, as we
were powerless to do so.
You are our only hope for the
future -- the hope that
sustains us.

Narration: Vahn put back the letter

End Optional Event

{Vahn finds a case on the wall}

Narration: The case says, "Contains Mountain Key"! Do you wish to open
the case?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did not open the case.

=====

- 1) Yes

Narration: The Mountain Key is in the case! Vahn now has the Mountain  
Key!

~~~~~

{Vahn returns to the throne room}

Optional Event: Dreaming in the Dungeon

{Vahn walks into the other room to the right of the throne}

Meta: Vahn, the door to this room is quite strong. If you shut the door
tightly, you should be able to rest peacefully in here. Do you want to
rest?

- 1) Yes
- 2) No

~~~~~

- 2) No

Meta: I understand. You wish to make haste.

=====  
1) Yes

Meta: A wise decision. While you are sleeping, I will stand guard.  
~~~~~

{The screen fades to black and in a few moments Vahn is seen standing in darkness with Meta floating in front of him}

Meta: Vahn, I apologize for interrupting your dream. There is something I must tell you about the Seru and my powers. That's right, the Seru. They are horrible creatures. But the Seru themselves are not at fault. The Mist is responsible for all of this. I have special powers to use against the Seru. I can assimilate with a Seru that the Mist has made mad. The special powers of the Seru will combine with my own, making me a powerful weapon.

- 1) If Vahn has absorbed Gimard
2) If Vahn has not absorbed Gimard
~~~~~

1) If Vahn has absorbed Gimard

Meta: I have already absorbed the abilities of Gimard, the Fire Seru you have fought. It is not always possible to absorb the abilities of a Seru by fighting it. Nevertheless, let's try to fight as many Seru as we can, and hope we absorb its powers.  
=====

2) If Vahn has not absorbed Gimard

Meta: I have not yet mastered any of the abilities of the Seru, but the Fire Seru, Gimard, is here. Don't give up and only fight Gimard a few times. Eventually we'll absorb his powers.  
~~~~~

Meta: You can use the Seru abilities by expending MP. When to use it is up to you. Just remember that MP is limited.

{Vahn wakes up from his dream}

Narration: Vahn took a nap. HP and MP are completely recovered.

Meta: Vahn, you look so much better now.

End Optional Event

{Vahn rushes to the Mountain Gate}

Narration: Vahn inserted the Mountain Key into the keyhole. The Mountain Gate opened!

{The bars rise and Vahn rushes up the stairs beyond him to the barren fields of Mist, traveling northwest until he reaches Mt. Rikuroa}

Meta: Vahn, I sense the presence...of a Ra-Seru like me! Let's hurry to the top of the mountain! Our friends...our friends must be there!

{Vahn starts to run up the mountain. The screen cuts to the world map and the camera zooms in on a cave to the north of Mt. Rikuroa}

[a104]

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0 Chapter 1-4 0
0 0
0 The Barbarian Girl 0
0=====0

{A little girl with pink hair sits in darkness with her legs curled up to her}

Off-Screen: Noa...Noa...Where are you? Your mother needs you! Noa...it's so dark here. Noa...Noa...I want to see you! I need you, Noa.

{Noa tries running after the orb of light speaking to her through the darkness but cannot reach it}

{The screen turns white. A large gray wolf with a green object on its head stares down at Noa}

Terra: Wake up, Noa! You can't sleep forever! It's time to get up! Noa, you looked like you were having a bad dream.

- 1) Yes
- 2) No

- ~~~~~
1) Yes

Terra: Yes, well, you should always remember your dreams, no matter how painful. Dreams tell you about the future.

- =====
- 2) No

Terra: Oh. I guess you just don't want to tell me about it. Listen to me! You must always remember your dreams, no matter how painful they may be. Dreams tell you about the future.

~~~~~  
Terra: Alright, then. Time for practice! Come with me.

{Noa follows Terra}

Terra: Make it snappy! Noa, I have much to teach you. Now follow me!

{Terra heads into another area of the cave. Noa follows Terra and meets with her again}

Terra: Noa, I have taught you much, but I wonder if it is sinking in. So now it's time for a test. The first question is...when the Mist is around you, which is the combination that results in chaos?

- 1) Seru and Ra-Seru
- 2) Ra-Seru and human
- 3) Seru and human

4) Human and animal

- 1) Seru and Ra-Seru
- 2) Ra-Seru and human
- 4) Human and animal

Terra: Noa! Have you been paying any attention to what I've told you?  
Now I'll ask you again.

3) Seru and human

Terra: Good. A Seru touched by the Mist begins to act on its own and possess the human that uses it. So you must be careful. Now I will leave you. I will be waiting up ahead.

{Terra heads into another area of the cave. Noa follows Terra and meets with her again}

Terra: Now for the second test. Listen carefully! What is it that, when it is revived, uses powers from another world to push back the Mist?

- 1) The Book of Genesis
- 2) A Genesis Tree
- 3) A geneticist
- 4) A dandelion

- 1) The Book of Genesis
- 3) A geneticist
- 4) A dandelion

Terra: Noa! Have you been paying any attention to what I've told you?  
Now I'll ask you again.

2) A Genesis Tree

Terra: That's right, Noa. Soon you will be entrusted with the reviving of the Genesis Trees. How soon that day comes depends entirely on you.

{Terra heads into another area of the cave. Noa follows her again}

Terra: Now for the last question. Listen very carefully. Which Genesis Tree is closest to us?

- 1) Mt. Rikuaku
- 2) Mt. Rikuraku
- 3) Mt. Rirokua
- 4) Mt. Rikuroa

- 1) Mt. Rikuaku
- 2) Mt. Rikuraku
- 3) Mt. Rirokua

Terra: Noa! Is there something wrong with your brain? Now I'll ask you

again.

=====  
4) Mt. Rikuroa

Terra: Correct! It's the Genesis Tree at Mt. Rikuroa! Mt. Rikuroa is located south of this cave. Although now we are trapped inside Snowdrift Cave, someday, someday...the day will come when you and I will go to Mt. Rikuroa together! Noa, I look forward to that day with eagerness. Now come with me. After using the mind, it's time to use the body. Time for training!

~~~~~  
{Terra heads into a separate area of the cave. Noa watches her leave and then follows}

Terra: Listen to me, Noa. Now we're going to practice fighting. As I have always said, never get careless during practice, or you'll get hurt. Touch the Red Piura or Black Piura sticking out of those holes to start fighting. If you're not confident, fight the Red Piura. If you're confident, fight the Black Piura. Ready, Noa? Begin!

{Noa fights multiple Puera, honing her fighting skills. After she finishes practice she and Terra head out to get something to eat}

Terra: Noa, you have improved greatly. Perhaps there is no more I can teach you by spoken word. (Silence) Now it is time for me to tell you everything. Noa, let's go over there. I must tell you something important.

{The whole cave starts to tremble from a large earthquake, throwing Noa and Terra around the floor}

Terra: (Silence) I think it's over. We've lived in this cave for some time, but that's the biggest earthquake yet. ! Noa! The wind! The wind is blowing! A hole must have opened in the cave. Be careful, Noa! It's the Mist! They're out there, in the Mist! Noa! Quick! We must hurry. We'll follow the wind to the Genesis Tree! Hurry, to Mt. Rikuroa! Hurry, Noa! We've no time to lose! Follow me!

{Terra runs ahead of Noa back to camp. Noa runs after her and meets her at a gaping hole in the wall}

Terra: Noa! Come here! It looks like there are Seru up ahead. I can feel the wind blowing here. Do you know what that means, Noa? It means we can go outside! Let's head for Mt. Rikuroa and the Genesis Tree.

{Noa and Terra travel into the opening that was made due to the earthquake and find a way out of the cave. They start to head south toward Mt. Rikuroa}

Optional Event: The Mist Valley

{Noa and Terra turn east into a valley covered with a very thick Mist}

Terra: Look carefully, Noa! Beyond that valley is where the Mist is born. From there it flows out into this world. Though the Mist is too thick to see clearly, there is a Mist Generator beyond the valley.

(Silence) (Silence)

{Terra collapses and Noa rushes over to her}

Terra: I'm sorry, Noa. Suddenly I feel a little ill. The Mist is too thick. I'm sorry, but I don't think I can go any further. Let's not go there now. Instead, let's head for the Genesis Tree of Mt. Rikuroa!

- 1) Terra, are you alright?
- 2) Let's destroy the Mist Generator!

1) Terra, are you alright?

Terra: Noa, you are such a good child. Don't worry about me. I'll feel better once I get away from this place. Alright! On to Mt. Rikuroa! The Genesis Tree awaits!

2) Let's destroy the Mist Generator!

Terra: Yes, you might be right. If we destroy the Mist Generator, the Mist here will disappear. But I just can't go on. I'm sorry. In this Mist, I'm so weak that I could never make it to the Mist Generator. So, please, let's go to Mt. Rikuroa instead. We can destroy the Mist Generator another day.

*If Noa tries to enter the Mist Valley again

Terra: Noa, I know the Mist Generator lies ahead, but our goal now is to get to Mt. Rikuroa. Let's go back.

* If Noa tries to enter yet again

Terra: Noa, I know how badly you want to destroy the Mist Generator, but...I'm too weak to go any further. So please, don't force me to do what I can't.

* If Noa tries to enter the Mist once more

Terra: Noa! {Terra bites Noa and tackles her to the ground} (Silence)

 End Optional Event

{Noa and Terra reach the northern entrance to Mt. Rikuroa}

[a105]

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0 Chapter 1-5	0
0	0
0 Mt. Rikuroa	0
0=====0	

{Noa and Terra climb their way up the mountain. They enter a cave leading inside the mountain and walk a few paces forward until they are stopped by a small earthquake. A piece of the mountain crashes down in front of them}

Terra: Noa, this cave's foundation seems unstable.

{Noa and Terra continue on but are stopped by yet another earthquake.
Another piece of the mountain falls in front of them}

Terra: That was close, Noa. This cave won't hold much longer. We're almost at the summit! Don't stop till we're there!

{Noa and Terra almost reach the cave exit}

Terra: Noa, I know that was rough, but hold out just a little longer. Look! The exit is right there!

Terra: !

{A large Golem blocks the cave exit and pounds its chest}

Terra: Noa...it seems we must fight him if we wish to get out of the cave.

+=====
+Mini-Boss: Golem+
+=====

{The Golem attacks Noa and Terra but is defeated}

+=====
+End of Mini-Boss Battle+
+=====

{The cave starts to rumble intensely}

Terra: !

Terra: Noa, the cave is about to collapse! Follow me!

{Noa and Terra run outside and the cave collapses immediately afterward}

Terra: Noa! That was close! You did well! I envy you - you are always so full of energy! I'm sorry, but I'm a little fatigued. Let me rest here awhile.

{Noa and Terra rest while Noa gazes into the view of mountains beyond her}

Terra: Noa, we've been together for a long time. Even in this horrible environment, you've grown into a fine woman. I'm very proud of you. Now I must tell you something important. Listen well. You may not know, but wolves like me do not normally speak. I am actually a Seru, a Seru attached to the head of this old wolf. I, Terra, who saved you from the Mist when you were all alone and raised you. I'm a Seru!

{Noa rises up from the ground and stares at Terra}

Terra: But don't confuse me with those common Seru, driven mad by the Mist. I may look like a Seru but I am a Ra-Seru! I am impervious to the Mist. I wanted to watch over you, until you were a little older. But that's not possible anymore. This wolf has reached the end of its life.

The wolf will die soon. And if I stay attached to it, I will die with it.

{Noa rushes over to Terra}

Terra: That is why I brought you here, to this mountain. With the power of the Genesis Tree at the summit, I can transfer from the wolf to you! Then I won't have to leave you all alone. That is my plan. I have decided to stay by your side until you find your real parents! Now, this mean old wolf is fully rested! On to the summit!

{Noa and Terra travel into another cave. After navigating through this cave they reach Mt. Rikuroa's summit}

Terra: Noa! This tree - It's the Genesis Tree! This brings back memories! This is the tree through which I came to the human world. I was sleeping inside this tree, then suddenly...I was awakened by the sound of a baby's cry. That baby was you, Noa. Your body was too small for me to attach myself to you. So instead, I chose this wolf. Now that's enough talk of the past! Come on, Noa!

{Noa doesn't move}

Terra: Noa, there's nothing to fear. Come this way!

{Noa heads over to Terra when suddenly a voice resonates through the air}

Zeto: Ha! Those Ra-Seru fools.

{A portal appears in the middle of the air and Zeto rises out of it}

Zeto: What eyesores they are. I will show them the consequences of helping those pitiful humans...it was I, Zeto, who destroyed your pitiful little camp! Had you submitted peacefully to the Mist and the Seru, your suffering would have ended! So be it! If you insist on struggling so miserably, then I will finish you off now! Attack, Caruban! Rip them to shreds with your fangs!

{From out in the distance a large Seru with the body of a lion and wings on its back swoops over to Mt. Rikuroa's summit and encircles Noa and Terra}

Terra: You, Seru slave of evil! Be smart and go away now! This world is for human beings of compassion!

Zeto: Caruban! Kill them!

{Caruban attacks Terra and cripples her. Noa rushes to her side while Caruban continues to encircle them in mid-air}

Terra: Noa...I'm sorry...my mistake...I was careless...my strength...unfortunately...is nearly...depleted...

Zeto: Ha ha ha! That was too easy! You don't fight as tough as you talk! Caruban! This girl is yours. Do with her as you please! Ah ha ha ha!

{Zeto disappears into his portal. The screen fades to black}

{Vahn is seen running up the side of Mt. Rikuroa}

Meta: Let's hurry to the top of the mountain! Our friends...our friends must be there!

{Vahn opens the wooden gate blocking the path to the summit and ventures up the mountain. Eventually Vahn and Meta arrive at the summit to see Caruban encircling Noa}

Terra: (Concentrating) Meta...it's Meta! Meta is here. Meta, I'm glad you found yourself a nice child, too. Vahn? His name is Vahn? Vahn, please, help this child...help Noa.

Meta: Vahn! Let's go!

{Vahn rushes over to Noa's side and prepares to fight Caruban}

Meta: Noa! Let me help you!

+=====
+Boss: Caruban+
+=====

{Vahn and Terra fight the deadly Caruban and together they destroy it}

+=====
+End Boss Battle+
+=====

Terra: Noa...you have done well. Now, please...take me to the Genesis Tree.

Meta: Vahn, let's help them.

{Vahn walks over to Terra's body and helps Noa carry it to the Genesis Tree's trunk. Noa sits next to Terra's body and pets her}

Meta: Alright, Vahn. Let's give our strength to the Genesis Tree!

Narration: Vahn gently touched the trunk of the Genesis Tree. Vahn feels a gentle warmth in the palm of his hand.

Meta: Awaken, Genesis Tree! Recall the instant that the heavens and earth were born!

{Noa watches as energy from Meta's body rises and enters the Genesis Tree. The tree starts to glow and grows from its withered state into a healthy Genesis Tree. Its powers spread toward Drake Castle and one by one the Seru Monsters turn back into normal humans}

Terra: This power is just what I needed! Alright, Noa, let's go!

{Terra rises up from the wolf's head and attaches itself to Noa's left hand}

Terra:
Noa, listen well.
You and I
are now one.

You now possess
magnificent powers.
You and Vahn must go
on a journey to search out
the Genesis Trees.
The journey may be difficult,
but remember that
I will always be with you.

Narration: With the power of the Genesis Tree, Meta's level increased to Lv2.

{The wolf trots away from the Genesis Tree. Noa tries to follow it but is stopped by Terra}

Terra: No, Noa! You mustn't follow her! The wolf is a proud animal. She's going to find a place where she can die alone. So, Vahn...

{Noa kicks the ground nervously, avoiding eye contact with Vahn}

Noa: Vahn, will you take me with you?

- 1) Yes
- 2) No

~~~~~  
2) No

Noa: (Silence)

Meta: Vahn! You must be nice to her!

Noa: Vahn...Can I go with you?

- a. Yes
- b. No

=====  
b. No

Noa: (Brooding)

{Noa turns around and starts to make shapes on the ground with her finger}

Meta: Vahn! You must be nice to her!

- =====  
1) Yes

Noa: Good. So I won't be alone. I'll be with you, Vahn.

~~~~~  
Meta: Vahn, let's return to Drake Castle. I'm sure the people freed from the Mist are waiting for you.

{Vahn and Noa head down the summit on their way to Drake Castle}

Noa: Vahn! Voices! I hear a whole lot of voices from inside! Is it safe? Will we be okay?

1) Ha ha ha! Don't worry!

2) Be careful, Noa!

1) Ha ha ha! Don't worry!

Noa: Alright! I won't worry since you're here, Vahn.

2) Be careful, Noa!

Noa: I will. But I'm not scared, because you're here, Vahn.

{Vahn and Noa walk through the Mountain Gate to see King Drake and two guards waiting for them}

King Drake: Travelers, have you driven away the Mist?

1) Yes

2) No

1) Yes

King Drake: So what we heard was true!

2) No

King Drake: So modest! Yet there is no need to be, as we already know. Shortly before you arrived, a peddler came and told us everything!

King Drake: One look at the shining Seru on your arms and I understand how this miracle occurred. I am Drake III, king of this castle. You have my deepest gratitude.

Noa: Um, can I ask you something?

King Drake: What is it, young lady?

Noa: There's some weird hair growing under your nose.

King Drake: What? Oh! Ha, ha, ha! Young lady, this is...this is called a moustache.

Noa: Whiskers? Whiskers! How weird.

King Drake: Oh? Actually I am quite fond of my moustache. Ha, ha, ha! So be it. Now I wish to hear more about what happened. Young travelers, come over here.

{Vahn and Noa follow King Drake to his throne room and tell him their stories}

King Drake: (Silence) Hmm! What an amazing story. So Vahn was heading to Biron Monastery in search of Mei's mother. My order to open the water gate must have caused you great hardship! I am sorry for that.

But here, take this. It is the Water Key.

{A knight takes the Water Key from King Drake and gives it to Vahn}

Narration: Vahn now has the Water Key!

{Vahn bows to King Drake and starts to head off with Noa}

King Drake: Vahn! Noa! Wait! I have a favor to ask you.

{Vahn and Noa walk back to King Drake}

King Drake: I know that you both are on separate quests. But I ask you to remember the horrible Mist that covers the earth. And that those like you, chosen by the Ra-Seru, have a holy mission. I have not the authority to command you. You have saved Rim Elm and Drake Castle from the Mist...but the suffering will not truly end until the whole world is free of the Mist!

Noa: Mr. Drake, what does "suffer" mean? Are you talking about dinner?

King Drake: No, ha ha ha! That's "supper." "Suffer" means to be very sad.

Noa: Suffering is when sad things happen...no! I don't want any more sad things to happen! I hate suffering! Vahn, that means we have to destroy the Mist! That will stop the suffering.

King Drake: Yes, I agree with Noa. Ha, ha, ha! I will detain you no further. Please continue on your journey. I will pray hard for a safe trip. Good luck!

{Vahn and Noa reach the exterior of the castle to see an open market place}

Noa: Vahn...so many...so many...people! Vahn, look! Look at all the people! They all look so happy. Now I feel kind of happy, too. I want to talk to them! I want to talk about happy things! Vahn? Do you think they'll want to talk to me?

- 1) Sure, they'll be happy to.
- 2) Probably not

~~~~~

- 1) Sure, they'll be happy to.

Noa: Yeah, you're right. I know they would! I'll see you later. I'm going!

=====

- 2) Probably not

Noa: You're so mean! You're wrong! I'm fun to be with! I know they would like talking to me! I'm going to talk to that person over there!

~~~~~

{Noa runs off to speak with the Arms Dealer}

Noa: Vahn, look at this! This is so cool!

Arms Dealer: Young lady, that's a Fighting Robe. It doesn't just look good. It'll protect those pretty arms of yours.

Noa: Wow! That's great! A "Fighting Robe"! How cool!

Arms Dealer: Ha, ha, ha! What a charming young lady! I'll give you a good price.

Noa: OK!

{Noa takes the Fighting Robe and tries to run off with it}

Arms Dealer: Hey, hey! Wait a minute! You gotta pay for that! Money! You know, money!

Noa: Money? What's that? What's money? Vahn, tell me what money is!

- 1) What you need to buy things
- 2) What you get for killing monsters
- 3) I don't know. Sorry

- ~~~~~
- 1) What you need to buy things
 - 2) What you get for killing monsters

Noa: Oh. I don't really get it. I guess I'm just a goofy kid. Oh well. OK! Here, you can have this back!

{Noa gives back the Fighting Robe to the Arms Dealer}

Arms Dealer: Y-You don't want it?

Noa: Nope! I still don't know about money, so I don't want it!

- =====
- 3) I don't know. Sorry

Arms Dealer: Hmmf. For the heroes who saved Drake Castle, you don't know much, do you? Money is what you trade to buy things from stores like mine. The more monsters you beat, the more money you get. You know G's, right? That's money! Oh well, if you don't know about money, you don't know. OK, I'll tell you what. I'll give you the Fighting Robe for free! As a present from me to you.

Narration: Noa now has the Fighting Robe.

Noa: Wow! Thanks, Mister! You're great!

{Noa blows the Arms Dealer a kiss}

Arms Dealer: Ah! How embarrassing. But next time, young lady, you have to pay with money, alright?

Noa: Uh-huh! Oh! I want to go over there! Let's talk to those people!

Arms Dealer: What a great kid! You'd better take good care of that young lady! Ha, ha, ha!

~~~~~

{Vahn walks over to Noa who is at the Items Shop}

Noa: Yeah, uh-huh. Vahn, I'm almost done talking. Hold on a minute. Yeah...uh-huh. Thank you, Mister Supply Dealer! I won't forget! OK, now I'm going to give you a test about supplies. Which item restores your HP the most when you use it?

- 1) Healing Berry
- 2) Healing Flower
- 3) Healing Leaf
- 4) Life Water

- ~~~~~
- 2) Healing Flower
  - 3) Healing Leaf
  - 4) Life Water

Noa: Hmm? That's not what I heard. Funny...

- =====
- 1) Healing Berry

Noa: Right! Wow, you're smart, Vahn!

~~~~~

Noa: Alright, next question. What does the Door of Light let you do?

- 1) Return to Rim Elm.
- 2) Zip over to a town you've been to.
- 3) Escape from the dungeon.
- 4) Find happiness and go to heaven.

- ~~~~~
- 1) Return to Rim Elm.
 - 2) Zip over to a town you've been to.
 - 4) Find happiness and go to heaven.

Noa: Wrong! Vahn, did you forget everything you know?

- =====
- 3) Escape from the dungeon.

Noa: That's right! Wow, Vahn! You know everything!

~~~~~

Noa: Alright, then, last question! What is this supply dealer's name?

- 1) Mei
- 2) Wats
- 3) Lezam
- 4) Tetsu

- ~~~~~
- 1) Mei
  - 3) Lezam
  - 4) Tetsu

Noa: Sorry. I guess this question was just too hard for you.

- =====
- 2) Wats

Noa: Wow, Vahn! How did you know that? You're so incredible! Very good!

\*\*\*\*\*  
Noa's Rewards  
\*\*\*\*\*

\*If Vahn gets all questions wrong

Noa: What's wrong, Vahn? You're not having a good day. Here, you can have this.

Narration: Vahn now has the Wisdom Water!

\* If Vahn gets two questions wrong

Noa: Hee, hee! I guess I might be smarter than you, Vahn!

(Nothing received)

\*If Vahn gets one question wrong

Noa: Too bad, Vahn. You were really close. Here, you can have this!

Narration: Vahn now has 5 healing shrooms!

\*If Vahn answers all questions correctly

Noa: You know everything, don't you, Vahn? Here, take this.

Narration: Vahn now has ten Healing Shrooms!

Noa: Yeah! Oh! I want to go over there! Let's talk to those people!

{Noa rushes over to the Inn}

Noa: Hey, Vahn. They said this is called an "inn." What's an inn for?

- 1) A place for sleeping.
- 2) A place that restores HP and MP.
- 3) Uum, I don't know.

1) A place for sleeping.

Noa: A place where you sleep? Oh! That's boring!

2) A place that restores HP and MP.

Noa: Really? Well, let's stay here if we go someplace far away and get tired.

3) Uum, I don't know.



Noa:

Hey! Vahn...you have a strange look on your face.

~~~~~  
Noa: Yeah! Thanks, Vahn! I had fun talking to everyone! I'm done. Now let's go someplace you want to go, Vahn!

Optional Event: Leaving Noa?

{Vahn tries to leave Drake Castle before Noa is done talking with everybody}

Noa: Vahn! {Noa runs toward Vahn} Are you going to leave me here? Don't you want to go with me? Are you going to leave me all alone?

- 1) Yes
- 2) No

~~~~~  
1) Yes

Noa: Hmmf! {Noa starts jumping up and down} Liar! You're a liar, Vahn! You said you wanted to go with me! So that makes you a liar! Waa... {Noa falls to the ground and starts crying} Waaahhh!

{Vahn walks over to Noa}

Noa: Waahh! Waaahh! I don't want to be by myself! I want... {Noa gets up and stops crying} Even if you say no, I...I...I'm going with you!

=====

- 2) No

Noa: Oh, OK. OK, we have to go now, right? Sorry for being so much trouble. I'll be good from now on, so...so don't leave me alone, OK, Vahn?

~~~~~  

End Optional Event

{Vahn and Noa leave Drake Castle}

Optional Event: Back in Rim Elm with Noa

{Vahn takes Noa to Rim Elm and they speak with Tetsu}

Tetsu: Ah, Vahn! What a darling little girl you have with you!

Noa: I'm Noa! Nice to meet you!

Tetsu: Noa, huh? And this child, too, wears a Ra-Seru, I see. Noa, shall I teach you a Biron Art to use on your mission?

1) Yes, please.

2) I wish to rely on my own abilities.

2) I wish to rely on my own abilities.

Tetsu: I see. True, one must combine various commands during a fight. And one can also discover new lethal techniques by chance. May Biron be with you!

1) Yes, please.

Tetsu:

Good! That's the spirit! Now, Noa! Listen carefully. (Explaining)

a. If Noa knows the Art 'Acrobatic Blitz'

b. If Noa does not know the Art 'Acrobatic Blitz'

a. If Noa knows the Art 'Acrobatic Blitz'

Tetsu:

Besides, I see you already know the Acrobatic Blitz.

b. If Noa does not know the Art 'Acrobatic Blitz'

Narration:

Noa learned the Art Acrobatic Blitz!

Tetsu: You will also no doubt learn new Arts from Biron warrior-monks out there. Always strive to perfect your techniques! May Biron be with you!

{Vahn and Noa enter Mei's house}

Mei: ! Vahn, who's that person?

Noa: I'm Noa, a friend of Vahn's!

Mei: Oh, I see. Noa, so you're Vahn's friend. I'm pleased to meet you. I'm Mei, I'm Vahn's friend, too.

Noa: If you're Vahn's friend, that makes you my friend, too. Nice to meet you, Mei! Vahn, I like Mei! She's nice!

Mei: Vahn, you have made a very charming friend! I'm happy for you.

{Vahn and Noa leave Rim Elm}

End Optional Event

{Vahn and Noa head toward the opened Water Gate to the east of Drake Castle}

Narration: This is the Water Gate Controller. Do you wish to insert the

key and operate the device?

1) Yes

2) No

~~~~~  
2) No

Narration: Vahn did not use the Water Key!

=====

1) Yes

Narration: Vahn used the Water Key!

~~~~~

{The gate comes down and blocks the flowing river, drying up the riverbed and letting Vahn and Noa cross to the other side of the valley. Vahn and Noa continue to head east toward Biron Monastery}

Optional Event: The Mist Valley Again

*At the West or East Mist Valley entrance

{Noa runs toward the valley with Vahn right behind her}

Noa: Vahn, look! The Mist! Come see it!

Meta: Just beyond this valley is the Mist Generator!

Terra: The Mist produced by the Mist Generator spreads out into the areas beyond the valley.

Noa: I want to destroy the Mist Generator! I wanna get rid of the Mist!

Terra: Noa, we should slow down!

{Noa shakes her head no}

Meta: The Mist here is too thick! My power is almost too weak to keep us from succumbing to the Mist!

{Noa pouts}

Terra: If we only had a little more Genesis Tree power! Just a little more!

{Noa's eyes start to water}

Noa: Vahn, let's find another Genesis Tree! If we find it...Then we could pass through here and destroy the Mist Generator!

* Vahn and Noa try to enter again

Meta: Vahn, you must be patient! I know the Mist Generator lies ahead, but I'm too weak to go any further. Let's find another Genesis Tree. Reviving that will weaken the Mist enough so we can get through.

* Vahn and Noa try to enter once more

Meta: Vahn, I know how badly you want to destroy the Mist Generator, but...Let's focus our efforts on reviving another Genesis Tree.

End Optional Event

[a106]

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0 Biron Monastery 0
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{Vahn and Noa reach Biron Monastery and enter the large front door. There is a lever in the middle of a room in between two large fans in the floor and a small door ahead of them}

- 1) Option One: Pull the lever
- 2) Option Two: Press the button on the door

~~~~~

\*\*\*\*\*  
Option One: Pull the lever  
\*\*\*\*\*

{Vahn operates the lever, causing the fans beneath the floor to blow the Mist away from the area and open the front door. A man runs out the door that opened}

Man: I don't believe it! I rush out thinking that some Seru are up to no good, and I find human visitors! Well, then, come with me! I'll introduce you to everyone at Biron.

=====

\*\*\*\*\*  
Option Two: Press the button on the door  
\*\*\*\*\*

Narration: There is a large button on the door. Do you wish to press it?

- 1) Yes
- 2) No

~~~~~

2) No

Narration: Vahn did not press the button.

=====

1) Yes

Narration: Vahn pressed the button.

Voice: Who's there? If you're human, say something now.

a) Yes

b) No

~~~~~

a) Yes

Voice: I don't believe it! A human customer! Alright, then! Move the lever that's right by you. The Mist inside the airtight chamber will disappear and this door will open automatically. The lever by your back activates a device that gets rid of the Mist in the airtight chamber.

=====

b) No

Voice: (Silent contemplation) Ha! Ha, ha, ha. Ha, ha, ha, ha! You're funny! I like you! Move that lever. It will suck out the Mist from the room, and open the door. The lever by your back activates a device that gets rid of the Mist in the airtight chamber.

~~~~~

{Vahn and Noa enter the monastery to see a group of Biron monks training}

Man: I'm so glad you came. It's been a long time since Biron Monastery has had any real human visitors. I never thought anyone would come here while I was guarding the gate. You really surprised me! Wait! They're in the middle of training. When it's over, I'll introduce you to Master Zopu.

Zopu: Stop right there! Good! We seem to have visitors. What a rare treat. That's enough training for now. You may now attend to your individual tasks.

Monks: Yes, sir!

{All monks disband except for two monks who were leading the training. The monk guarding the gate walks over to Master Zopu to announce Vahn and Noa's arrival}

Zopu: Well, well. Welcome to Biron Monastery. Now, then. Let me get a good look at you.

Noa: I am Noa! With me here is Vahn! Good to meet you, old man!

{The monk in blue walks forward}

Master Teacher: How dare you call Master Zopu "old man"!

Zopu: Ha, ha, ha! This young lady means no ill will. Master Teacher, stand aside.

Master Teacher: Yes, sir!

{Master Teacher leaves into the room behind him}

Zopu: I see. Vahn and Noa. How do you do? I am Zopu. Hmm. Your eyes are keen. And you have Seru...alright, then! We welcome you here. Tonight, we shall have a party in your honor. Until then, you may make yourselves at home inside the monastery.

{Master Zopu leaves into the same entrance that Master Teacher left

into previously. The monk wearing red and black walks over to Vahn and Noa}

Songi: Those things on your arms...are those Seru?

1) Yes

2) No

~~~~~

1) Yes

Songi: So that's a Seru! I hear they give their wearer great strength.

Noa: That's right!

Songi: Ha, ha, ha! I want one of those Seru!

=====

2) No

Songi: Hey, don't lie to me. I already know everything.

Noa: I'm not lying! This is no ordinary Seru! It's a Ra-Seru!

Songi: I see. A Ra-Seru, eh? I definitely want a Seru like that!

~~~~~

Songi: I am Songi. Pleased to meet you. If you have an extra Seru, then let me have it! Ha, ha, ha, ha!

{Songi heads into the entrance that Master Zopu and Master Teacher walked into earlier}

Noa: What a weirdo.

{Vahn and Noa head into the same room where a large shrine of Biron is held. As they try to walk up the stairs at the side of the shrine a woman with green hair runs down the stairs}

Woman: Is that you, Vahn? Vahn? It is you, Vahn! Don't you remember me?

1) Uh...Maya?

2) I don't remember

~~~~~

1) Uh...Maya?

Maya: That's right! I'm Maya from Rim Elm! Vahn, what a good memory!

I'm impressed. You were still so young when I left the village.

=====

2) I don't remember

Maya: It's me, Maya! Maya from Rim Elm! Vahn, don't you remember? Well, that's understandable. You were still so young when I left the village.

~~~~~

Maya: When Master Zopu told me a youth called Vahn had come, I hurried here. I knew it was you! I knew it right away! You look just like Val when he was young. I'm so happy. Because of the Mist, I thought I would

never see anyone from Rim Elm again. You two are amazing! You must have had a hard time getting here. Oh, I almost forgot! I'm sorry, but Master Zopu asked me to help with the preparations for the party. I have to go now. There are so many things I want to ask you about, but that will have to wait until tonight. I want you to tell me about yourself, and about your village. Bye for now. I'll see you later!

{Maya returns back up the stairs}

Noa: So that's Maya, the one you've been looking for. Hmm. What energy she has. I couldn't get a word in. But I'm so glad I finally met her! So glad she's well!

Optional Event: The Woman's Bedroom

{Vahn and Noa reach the womens bedroom within the monastery}

Monk: Yes, sir! If you're looking for Maya, I believe she's in this room. But this is a woman's bedroom. Men are forbidden. You may not enter!

Noa: Oh, you're horrible! What are you looking at? I'm a woman! I'm a woman, so I can go in!

Monk: I don't mind you, Noa, but Vahn will have to wait here.

{The monk opens the door and steps aside}

Noa: OK! I'm going to talk to Maya.

{Noa runs in and closes the door behind her. The monk steps back in front of the door}

Monk: (Silence) (Silence) (Silence) Umm...It sounds pretty lively in there. I can hear a lot of laughter. Maya is very loving and hardworking. She's such a cheerful person. The monks of Biron think of her like a mother. The Biron Monastery doesn't allow Seru or women...I guess the Mist has changed that rule.

{The door bursts open and pushes the monk aside. Noa comes out with a smile on her face}

Noa: I like Maya, too! She's a good person! Hey, is something wrong?

- 1) No, I'm happy for you!
- 2) Did you tell her about Juno or Mei?

~~~~~

- 1) No, I'm happy for you!

Noa: Yeah! I've heard a lot of stories from Maya! But right now, Maya is too busy preparing for the party. She sends you her regards.

=====

- 2) Did you tell her about Juno or Mei?

Noa: Uh-Oh! I'm sorry! I forgot about that. But you can tell her later. I wanted to tell Maya, but she was so busy getting ready for the party.

I didn't want to be in her way. You can tell her later!

~~~~~

End Optional Event

Noa's Dream #2

{Vahn and Noa rest inside the bedroom in the Monastery. As Noa dreams, she lies curled up as an orb shines above her}

Orb: Noa...Where are you? I miss you...I want to see you.

{The orb disappears. Noa wakes up and looks around as the orb reappears}

Noa: Who's there? Who is that? Whose voice is that?

Orb: Noa, my dear...Mother can't hear you very well. Mother can't see you very well.

Noa: M-Mother? Are you my mother?

Mother: Noa, I want to see you.

{The orb flies off in a different direction and Noa begins to chase it}

Mother: It's so dark here...Freezing cold...I'm...in the deepest Mist...

Noa: The Mist! You're in the deepest Mist?

{The orb goes heads in a different direction and Noa chases after it once more}

Mother: Mother is...at the source...of the Mist...

{The orb flies even farther away and gets smaller before finally disappearing}

Noa: Where? Where are you? Where are you Mother?

{Vahn and Noa head into Master Zopu's chamber after speaking with the people in Biron Monastery}

Zopu: You said your names were Vahn and Noa, right? Did you listen to what the people of Biron had to say?

1) Yes

2) No

~~~~~

2) No

Zopu: Make yourselves at home. Everyone here at the monastery wants to talk to the visitors.



=====

1) Yes

Zopu: I see. Well, then...before the party begins, tell me what you heard. Tell me what you heard about the Seru and about the Mist.

~~~~~

{The screen fades and transitions to that night where the party is being held in the main hall. Vahn and Noa are speaking with Maya}

Maya: So, that's what happened. Juno, he...he was killed by a Seru. (Silent contemplation) (Still silent) So Vahn, you came all the way here for Mei's sake. (Silent contemplation)

Noa: Maya, don't cry! Cheer up! It's not like you to cry like that!

Maya: That's sweet of you to try to cheer me up. Still...it's all so frustrating that I couldn't be by Juno's side. I loved him so! All along I thought I would see him again someday, and now it's too late. I'm so sad! I'm sorry, Vahn. I'm sorry, Noa. I'm sorry for crying like this.

Noa: Maya, come to Rim Elm with us! Mei is there!

Maya: I'm sorry, Noa, I just want to be alone now. I need time alone to think.

{Maya leaves the party and heads back to the womens' chamber}

Noa: When Maya's sad it makes me sad, too. Sad and lonely, Vahn.

{Vahn and Noa go over to Master Teacher to speak with him}

Master Teacher: Yes, sir! (Contemplation) Those are Seru on your arms, aren't they?

1) Yes

2) No

~~~~~

2) No

Master Teacher: What? Not Seru but Ra-Seru? Don't be foolish. A Seru is a Seru. I don't like it. I despise those creatures and those who depend on them!

=====

1) Yes

Master Teacher: I don't like it. I despise those creatures and those who depend on them!

~~~~~

{Vahn and Noa find Songi}

Songi: A Seru that's not affected by the Mist...what I wouldn't do for one! They say that a Ra-Seru sleeps inside something called the Genesis Tree. With a Seru like that, I'd show Master Teacher who's really boss. Ha, ha, ha! Anyway, don't you mind me.

{Master Zopu enters the room}

Zopu: I just saw Maya walking around crying. You didn't tell me before but I want you to be honest with me now. Vahn, Noa. You two came here to take Maya back to Rim Elm, am I right?

1) Yes

2) No

~~~~~

1) Yes

Zopu: Such forthrightness! Ha, ha, ha! That is good. Young people should be frank.

=====

2) No

Zopu: Ha, ha, ha! You can't hide anything from me! You young people should be more honest!

~~~~~

Zopu: I, too, shall speak frankly. I have a favor to ask of you. I have heard that you used that Ra-Seru to revive the Genesis Trees in Rim Elm and in Mt. Rikuroa. You rid those places of the accursed Mist. Actually, there are two Genesis Trees near the Biron Monastery. Will you revive them as well?

1) Yes

2) No

~~~~~

2) No

Zopu: We at Biron will help you in every way we can. I therefore implore you! Please! Will you awaken the Genesis Trees near the Monastery?

=====

1) Yes

Zopu: Ah, I thank you both! I must tell everyone immediately.

~~~~~

{Zopu stands on the platform in the middle of the room}

Zopu: All of you! Listen! They have just agreed to revive the Genesis Trees!

Everyone: Hurray! Hurray for Vahn! A toast to Noa!

Zopu: Once revived, the Genesis Trees will rid us of the horrible Mist! This is our chance! We must all help these brave visitors. The Genesis Trees are in separate forests north of here, in West and East Voz. Vahn, tell me, which forest will you go to first?

1) West Voz Forest, in the northwest

2) East Voz Forest, in the northeast

~~~~~

1) West Voz Forest, in the northwest

Zopu: West Voz Forest. I see. Yes, that forest is closer to the origin of the Mist. Yes, that is a wise decision. Master Teacher! Master Teacher, are you there?

{Master Teacher rushes forth at his summons}

Master Teacher: Yes, sir!

Zopu: Master Teacher, you will accompany these two to West Voz Forest!

Master Teacher: B-But...

Zopu: Master Teacher! An elder's order is the same as a command from Biron!

Master Teacher: Y-Yes, sir!

Songi: Master Zopu! Have you forgotten me?

Zopu: What is it, Songi?

Songi: If Master Teacher is going to West Voz Forest, then I will go to East Voz Forest! I will go there to make sure that the Genesis Tree is safe.

Zopu: Songi, it is so unusual for you to volunteer like this! But that is good! I will give you monks to command. I am counting on you, Songi!

Songi: Yes, sir!

Zopu: Now, then. Night has fallen. Let the party end.

{The screen fades to black}

Off-Screen: Ha, ha, ha! They're all fools!

{The screen cuts to Songi standing by himself in the main hall}

Songi: I'm so brilliant! Once I get rid of those two brats and that macho moron...I'll get the Ra-Seru from the Genesis Tree in East Voz Forest! Ha, ha, ha...! I can't stop laughing!

=====

2) East Voz Forest, in the northeast

Zopu: Ah, since East Voz Forest is farther from the Mist's source, perhaps its Genesis Tree is safe.

Songi: Hey, wait a minute!

Zopu:  
What is it, Songi?

Songi: I'll go to East Voz Forest for you! I know my way around there.

Zopu: But Songi, you do not have a Ra-Seru.

Songi: My point exactly! Vahn and Noa each have their own Ra-Seru. That's why they should go to West Voz Forest, where the Mist is thicker.

Zopu: Hmm. I see. What you say makes sense. Alright, I give my permission! Vahn, Noa. I am sorry, but I must ask you to go to West Voz Forest. Master Teacher! Master Teacher, are you there?

{Master Teacher rushes forth at his summons}

Master Teacher: Yes, sir!

Zopu: Master Teacher, you will accompany these two to West Voz Forest!

Master Teacher: B-But...

Zopu: Master Teacher! An elder's order is the same as a command from Biron!

Master Teacher: Y-Yes, sir!

Zopu: Now, then. Night has fallen. Let the party end.

{The screen fades to black}

Off-Screen: Ha, ha, ha! They're all fools!

{The scene changes to Songi standing by himself in the main hall}

Songi: My strategy worked. The Ra-Seru must be in the first forest they picked, East Voz. Now it's mine to take! Ha, ha, ha!

~~~~~

	[a107]
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{The scene transitions to the shrine room. Songi leads three monks as Master Teacher stands in front of Vahn and Noa}

Zopu: May Biron bless Songi on his journey to East Voz Forest!

Songi: Thank you! Leave everything to me!

{Songi and his group of monks head out toward East Voz Forest}

Zopu: May Biron also bless Master Teacher and our two vistor on their journey to West Voz! Vahn, Noa. Good luck to you both!

{Vahn, Noa and Master Teacher walk a little ways toward the left set of stairs}

Noa: Hey, Master Teacher, can I ask you something?

Master Teacher: What?

Noa: "Master Teacher" is a weird name.

Master Teacher: It's not a name, it's a title!

Noa: So "Master Teacher" isn't your name? Then what is your name?

Master Teacher: Since you are not Biron monks and need not call me Master Teacher, I will tell you. My name is...Gala!

Noa: Gala...that's an interesting name.

Gala: Well don't get too friendly. I hate Seru!

{Vahn, Noa and Gala take the northwestern path from the monastery and journey toward West Voz Forest}

Optional Event: With the Monk at the Mist Valley

{Vahn Noa and Gala reach the valley of Mist}

Gala: This is the place! The Mist is so thick! It's full of a warped madness and the presence of evil! The Mist is flowing from a strange castle beyond this valley!

Terra: This valley is the passageway for the Mist created by the Mist Generator.

Noa: Terra, can't we go on ahead?

Terra: I'm sorry, Noa, I know I'm a Ra-Seru, but I don't have the strength now...

Noa: I know! I'll find the Genesis Tree and make you stronger! Then you could get through here with no problem!

{Gala walks over to Noa}

Gala: ? Who...W-Who are you talking to?

{Noa looks at Vahn curiously and then back at Gala}

Noa: To Terra!

{Gala steps back}

Gala: A Seru? You can talk to a Seru?

Noa: Uh-huh! Terra's nice! She's a good Seru!

Gala: You're so strange. You give me the creeps - - both of you! But no matter! Now, on to West Voz Forest, as Zopu instructed us!

Noa: OK! I'll do my best!

{Vahn, Noa and Gala turn back}

End Optional Event

Optional Event: Ancient Wind Cave

{Vahn, Noa and Gala head north and enter a cave with a river that flows out of it. They see a door within the cave}

Narration: The door won't open! But...It sounds like there is someone on the other side of the door. Do you wish to knock?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did not knock!

=====

- 1) Yes

Narration: Vahn knocked on the door!

Old Man: There's no one here! No one!

\*Vahn knocks again

Old Man: I said there's no one here! The Mist is outside. There can't be any humans out there. We're just hearing things! No one can go out until the Mist is gone, and no one must open this door!

\*Vahn knocks again

Old Man: You're starting to irritate me. I'm not going to answer you any more.

Noa: Oh, I want to go in there! I want to go in! {Noa starts pulling on the door} Open up! Open the door! Open the door!

Old Man: (Silence)

Noa: Vahn, it's no use.

\*Vahn knocks again

Old Man: (Silence)

~~~~~

{Vahn, Noa and Gala discover large double doors made of stone in the back of the northeast side of the cave}

Narration: The door is locked and won't open!

{Vahn tries to open it a second time}

Gala: What are you doing? No amount of brute strength can open that door.

{They give up for the time being and head to West Voz Forest}

End Optional Event

{Vahn, Noa and Gala arrive at West Voz Forest. Within the forest they find a Fertilizer in a treasure chest and later arrive at a gorge blocking their way. A strange plant lies in front of the gorge}

Narration: Small blades of grass sway.

Noa: What weird grass. Vahn, is it edible?

Gala: You guys don't know anything, do you? That's called Bridge Grass. It's tiny now, but it'll be big enough to span a gorge and strong enough to walk on. And, no, it's not edible!

Noa: Oh. So we can't eat it. Oh, hey, I know! Vahn, Gala, we got Fertilizer from the treasure chest, right? Let's give it to the Bridge Grass! It might grow faster that way!

Gala: Hmm. I thought you were just a fool, but that's a good idea.

Noa: You're mean, Gala! Boo-hoo!

Narration: The blades of Bridge Grass are swaying. Do you wish to use the Fertilizer?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did nothing.

=====

- 1) Yes

Narration: Vahn poured the Fertilizer at the base of the Bridge Grass.

~~~~~

{The Bridge Grass grows and crosses the gorge. Vahn, Noa and Gala walk across it and travel through the forest until they reach a wilted and transparent Genesis Tree}

Gala: This? This is a Genesis Tree? This dead, rotting tree doesn't look like it has the power to drive away the Mist. But it doesn't matter to me. Vahn, hurry up and do whatever you came here to do.

Noa: There's something wrong! Vahn, there's something wrong with this Genesis Tree! This is different from Mt. Rikuroa's Genesis Tree! Terra, what's going on?

Terra: (Silence) We were too late. The poison of the Mist has killed this Genesis Tree.

{Noa starts to cry}

Noa: The Genesis Tree is dead?! But I thought you and Meta could give

life to the Genesis Tree!

Meta: Regrettably, this one is too far gone for us to help it.

Noa: No!

Gala: In other words, we came all the way out here for naught! There's nothing we can do now. Let's stop wasting time and get back to Biron Monastery.

{A flash of light shines from the dead Genesis Tree and a small figure can be seen}

Gala: Hey!

Noa: Vahn! Something's glowing! Look! It's glowing!

Meta: That glow! That's the glow of a Ra-Seru Egg! It's a Ra-Seru Egg!

Terra: How fortunate! At least the Ra-Seru Egg still survives! Meta and I will combine our powers and call the Ra-Seru Egg to us.

{Vahn and Terra raise their arms and use the powers of Meta and Terra to call forth the Ra-Seru Egg}

Meta: Vahn! Now get the Ra-Seru Egg!

Narration: Vahn feels the warmth of life at his fingertips.

{The Ra-Seru Egg shrinks in size until it can fit within the palm of Vahn's hand}

Narration: Vahn now has the Ra-Seru Egg!

Meta: Vahn, the Ra-Seru Egg needs the power of a healthy Genesis Tree. Take good care of the Ra-Seru Egg until then.

Noa: I can't wait to see what kind of Ra-Seru comes out of the egg!

Gala: West Voz Forest's Genesis Tree was dead...I wonder how Songi fared in East Voz Forest.

{At these words a gigantic flash of light erupts through West Voz Forest}

Gala: What?

{A loud noise shakes through the forest}

Gala: That sound and light came from the direction of Biron Monastery!

Noa: I wonder what happened.

Gala: Vahn, the Monastery may be in trouble. We must hurry back there!

{The trio enters Biron Monastery to find bodies lying all over the ground. Mist is flowing everywhere}

Gala: It's the Mist. Why is the Mist in the Monastery? What on earth happened? I'll go on ahead and see what's going on.

{Gala leaves Vahn and Noa and rushes to a body on the floor. After checking the body he rushes to the open door on the left side of the room}

Noa: Vahn! It's the Seru! I smell the Seru!

{Vahn and Noa run through the Mist infected hallways and knock on the door leading to the kitchen}

Off-Screen: (Silent contemplation) Who is it? Could it be...is that you, Vahn?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

Off-Screen: (Silent contemplation)

- =====
- 1) Yes

Off-Screen: That voice! It's Vahn! Wait just one moment while I unlock the door. Quickly! Hurry inside before the Seru monsters come!

~~~~~

{They enter the kitchen and see Master Zopu}

Zopu: Well, Vahn and Noa. I'm glad you reached us safely. I just heard what happened from Master Teacher. So the Genesis Tree of West Voz Forest was already dead. That's too bad. As you can see, things here are a mess. That Songi betrayed us! The monastery wall was destroyed with a great blast. Then came Songi and many Seru. The Mist came in and caught us off guard. There were so many Seru monsters. Songi had a Seru on his arm. That Seru may have been controlling him. We barely made it here alive. Such a pitiful story.

{Noa rushes to the other end of the room}

Noa: Zopu...what about Gala? Where is Gala?

Zopu: When he heard that Songi had done this, he ran off in a rage. Maybe he went to look for monks who survived the attack...or to track down Songi. There's nothing I can do now. Nothing. What a disgrace I am!

{Noa rushes toward Zopu, hopping up and down in front of him}

Noa: Don't cry, Zopu! I'll fight hard, so don't cry, Zopu! Vahn, let's get rid of the Mist! Let's drive the Mist from Biron!

{Vahn and Noa leave the kitchen and see that the door to the woman's bedroom is wide open. Vahn and Noa run inside and find a Seru monster with green hair}

Seru Monster: Grrawww!

{The Seru monster runs to the other end of the room}

Noa: Vahn! It's a Seru! A Seru monster! Gasp! Oh no! Arrgh! Maya! It's Maya! She's turned into a Seru! Maya, wait!

{Noa tries to pull the Seru off of Maya's body}

Noa: Maya, I'll get that Seru off you. Wait! I'll take it off!

Terra: Noa! Stop!

{Noa lets go of the Seru}

Noa: But...

Terra: If you rip it off her like that, she'll die!

Noa: Why? I don't understand!

Terra: Listen, Noa. Listen carefully! You should never remove Seru from a human when the Mist is around. The Seru and human are one, so if you do that they'll die. There's only one way to free a human who's turned into a Seru monster. And that is to get rid of the Mist! You said there's a Genesis Tree in East Voz Forest, right?

Noa: Yeah.

Terra: If you want to help Maya, you have to awaken the Genesis Tree there.

Noa: Then Maya will turn back into a human?

Terra: Noa, I would never lie to you.

Noa: Maya, I promise...I promise to destroy the Mist!

{Vahn and Noa head to the passageway toward East Voz Forest. As they are about to go beyond the fan room a voice stops them}

Gala: Wait a moment, both of you.

{Vahn and Noa turn around and Gala runs over to them}

Gala: I checked the entire monastery. Everyone's either dead or changed into Seru. It can't be true! Songi did all this? How could he have done this! What was he thinking? I have to talk to Songi! I have to find out why he did this! But...Vahn! Noa! Are you going to go to East Voz Forest now?

- 1) Yes
- 2) No

~~~~~

- 2) No

Gala: Please! Tell me the truth!

=====

- 1) Yes

Gala: I knew it! I know that Songi is waiting for me in East Voz

Forest. If the Genesis Tree is still alive, I'll revive it and free the monastery from the Mist! After traveling together, I know how strong you are now. Actually, to be honest, I'm not confident enough to go to East Voz Forest without you. I need your strength. Please! Will you take me with you?

- a. Yes
- b. No

~~~~~  
b. No

Gala: I know I'm being selfish, but I want to learn the truth about Songi! I want to rid the monastery of the Mist! Please take me with you!

\* If Vahn says no again

{Gala drops to a knee}

Gala: I know I'm being self-centered, but I want to learn the truth about Songi! {Bows to the floor} I want to rid the monastery of the Mist! Please take me with you!

- =====
- a. Yes

Gala: Thank you! From the bottom of my heart, I thank you!

~~~~~  
{Vahn, Noa and Gala head out the east exit of Biron Monastery}

[a108]

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0 Chapter 1-8	0
0	0
0 To East Voz Forest	0
0=====0	

{As they enter the forest Gala stops Vahn and Noa}

Gala: Wait a moment, everyone! I feel something...I feel Songi's presence! Songi is here! Vahn, Noa, I need you two to promise me something! Even if Songi appears before you, don't fight him. I know this is asking a lot, but...if a Seru possesses his soul as you say, then I want to be the one to take care of him. I will detain you no longer. Come, let's hurry!

{Many crystalized weeds block the paths leading deeper into East Voz Forest but the trio comes across a Weed Hammer}

Gala: Oh, a Weed Hammer!

Noa: Gala, what's a Weed Hammer?

Gala: It's something used to break Crystal Grass and other types of hard Grass.

Noa: Oh.

{Vahn, Noa and Gala break through the obstructions blocking their way.
Eventually they reach they find the Genesis Tree}

Noa: I found it! Look, everyone! It's the Genesis Tree! And it's alive!

{Noa closely inspects the Genesis Tree}

Noa: Yeah! Vahn! Gala! It's still alive! The Genesis Tree is still alive!

Gala: This Genesis Tree does seem different from the one in West Voz Forest. Did Songi find this Genesis Tree? Or did the Genesis Tree mislead him into taking a wrong turn somewhere?

Meta: Vahn! An evil presence draws near! Hurry! Let's revive the Genesis Tree!

{Vahn walks to the trunk of the Genesis Tree}

Songi: Now wait just a minute!

{Songi appears at the top of a mountain ledge}

Songi: Watch what you're doing, or you'll hurt yourselves! Ha, ha, ha!

{The three rush forward at the sight of Songi}

Songi: Gala! I knew you would come! You're so predictable! How thoughtful of you to come all the way here to check up on me! I'm flattered!

{Songi does a forward flip as he jumps onto the ledge below him}

Songi: But don't worry about me! I'm the picture of health - physically and mentally! I may be wearing a Seru, but I haven't done anything stupid like let it control me!

{Songi does another forward flip onto another ledge below him}

Songi: This is a special Seru! It gives me pure energy, extraordinary power! Gala, you're no match for me now!

{Songi jumps down to the ground}

Songi: Fight me! I'll destroy you, just like I destroyed Biron Monastery!

{Noa rushes forward but is held aside by Gala}

Noa: That's it! I'm gonna knock your block off, Songi! Let me at him!

Gala: Noa, you promised to leave him to me, right?

{Noa reluctantly backs away}

Gala: Songi! You say you are not possessed by the Seru? You...you are not the Songi I know! You're nothing but a bloodthirsty beast! I don't know what happened to you, but you are obviously void of a human spirit. If you want to fight me that badly, then I'll fight you!

{Gala prepares his fighting stance}

Gala: I'll beat the evil out of you and return you to normal! Now fight me!

{Songi spits on the dirt}

Songi: You hopeless simpleton! You still don't understand the situation! Well I'll show you! I'll hammer it into that thick skull of yours!

{Songi charges toward Gala and pummels him into the ground. Gala gets up and attacks Songi but is easily deflected and punched onto the floor}

Songi: Gala, I thought you were stronger than that! You're not even a worthy opponent!

{Songi turns his back on Gala}

Songi: This is ridiculous! Absurd! You need more practice!

{Vahn and Noa rush to Gala's side}

Songi: You're not even worth dirtying my hands over. I'll leave you to one of my cohorts! Have a nice, enjoyable, pleasant...death!

+=====
+Mini-Boss: Viguro x2+
+=====

{Two Viguro appear behind Vahn, Noa and Gala. The heroes defeat them and Gala collapses to a knee after the battle is over}

+=====
+End Mini-Boss Battle+
+=====

Songi: Stop! Enough already! Gala! You're completely hopeless! You're holding everyone down! As a fellow Biron monk, I'm ashamed! You were so bad, I was ashamed to even watch! Oh, I've had enough! I'm going home!

{Songi turns his back to the trio}

Songi: Let's play together again another time, Gala...

{Songi faces them again}

Songi: If a wussy like you can manage to stay alive, that is! Ha, ha, ha!

{Songi shows off with a series of flips, jumping backwards across the ledges before disappearing over the top of the mountain}

Terra: What an insolent man!

Noa: I hate him!

Meta: But Songi's Seru, that definitely was a...nevermind! We don't have time to talk! We have to revive the Genesis Tree! Hurry!

{Vahn walks over to the Genesis Tree's trunk}

Narration: Vahn reached out gently to touch the Genesis Tree. He feels a gentle warmth in the palm of his hand.

Terra: Noa! I'll help you!

{Noa runs over to the Genesis Tree}

Narration: Noa reached out swiftly to touch the Genesis Tree. She feels a silent power in the palm of her hand.

{The energy from Meta and Terra enters the Genesis Tree. It revives and thins out the Mist in East Voz Forest}

Terra: Look! The Genesis Tree's power is making the Ra-Seru Egg hatch!

{The Egg shatters and reveals a blue-colored Ra-Seru}

Gala: It's a Ra-Seru!

{The Ra-Seru rises from the ground and levitates in front of Gala}

Gala: Ra-Seru! Why are you here, in front of me? Ra-Seru! Is it me you have chosen?

{Gala pauses for a moment in thought}

Gala: Very well! I submit myself to you! To defeat Songi, the villain who attacked Biron Monastery...I submit myself to you, Ra-Seru! Take me!

Ozma:

Gala, I am pleased
to meet you.

I am Ozma.

I am a Ra-Seru.

I sense you do not wish
to open up your mind to me.

Please do not fear me!

We Ra-Seru exist only
to lend our strength to
humans, not control them.

Your mind will remain
your own. I will not
tamper with it.

And besides,

I have chosen you. Just as
you submit yourself to me,
I entrust you with my very
destiny.

Never forget that!

Gala,

I am counting on you,
and the future that
you will create for us.

Narration: With the power of the Genesis Tree, Meta's level increased to Lv3. Terra's level increased to Lv2.

Gala: I feel it! I feel the strength in my arms! The Ra-Seru's strength! Vahn! We must return to Biron Monastery! I fear for Master Zopu's safety!

{The Ra-Seru heroes rush toward the exit of East Voz Forest in a hurry to reach Biron Monastery}

Noa: I hope the Genesis Tree's powers reached Biron.

{Vahn, Noa and Gala are in Master Zopu's chamber. The Mist is now gone from Biron Monastery}

Zopu: Although many died during Songi's attack, thanks to our visitors...Biron has been freed from the Mist. I thank you again. But, you, Master Teacher!

Gala: Yes, sir!

Zopu: You defied the teachings of Biron and wore a Seru. As ruler of the Biron Order, I cannot forgive you. I hereby excommunicate you!

Gala: (Silence) I understand. I was prepared for that.

{Gala drops down on one knee and looks down at the floor}

Noa: Zopu, what does "excommunication" mean?

Zopu: (Silence)

Gala: Noa, it means I'm no longer welcome at Biron Monastery.

Noa: What!

{Noa jumps up and down in a tantrum}

Noa: That's not right! Gala didn't do anything bad! How can you kick him out after he fought so hard for us? Zopu, that's wrong!

Gala: Noa, stop! Zopu is only doing what he must. Monks like me all take a vow to obey certain rules. I broke those rules, and so I cannot be a monk of Biron anymore.

Noa: That's OK, Gala. Vahn and I will be your friends! Vahn and I won't ever turn our backs on you!

{Maya suddenly walks into the room}

Maya: Vahn! And Noa, and Master Teacher! You're all safe! I heard about what you did. That's really something! I'm so proud of you. I also heard that the Genesis Tree...caused the thick Mist in the northwest valley to thin, revealing a strange castle. Vahn, I know you. You plan on going to that castle, don't you?

1) Of course!

2) I'm going to Rim Elm with you.

~~~~~  
1) Of course!

Maya: I knew it! Brave son of Val! You are truly a native of Rim Elm.

I'm so proud of you. You're so brave! I'll be in the kitchen, so come see me later!

2) I'm going to Rim Elm with you.

Maya: Silly! You have more important things to do than worry about a middle-aged woman like me. And you call yourself Val's son? You call yourself a native of Rim Elm? After traveling so far with Noa and Master Teacher and meeting so many people...Don't you feel anything? Is your heart made of stone? I am not going back to Rim Elm! If you won't go to the castle, then I'll go in your place!

Zopu: Ha, ha, ha! They've completely ignored me, too. Hmm. It was ten years ago, when that castle was built and the Mist flowed into this region. Unless we destroy that castle, the Mist will never go away and more tragedies will occur. I am sure of it. Vahn, Noa. I'm counting on your Ra-Seru. And you, too, Gala.

Gala: Yes, Master Zopu!

Zopu: Gala, I want you to take care of Songi! Even if it means wearing a Seru against the rules of Biron. You and Songi...you are two of my dearest pupils. Like my own flesh and blood! Gala, I'm counting on you to take care of Songi!

Gala: (Overcome with emotion) Yes, sir!

{Maya leaves the room to go back into the kitchen. Vahn, Noa and Gala make their way out of the monastery in order to destroy the Mist Generator}

[a109]

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0 Chapter 1-9 0  
0 0  
0 Zeto's Dungeon 0  
0=====0

{The Ra-Seru heroes enter the valley of Mist and arrive at a large fortress}

Noa: Vahn, Gala! Look at all the Mist! It's coming from over there!

Gala: It's a smokestack! Thick Mist is pouring out from that smokestack!

Ozma: That is where the Mist that engulfed Drake Kingdom comes from!

Terra: Now listen, Noa. This castle has caverns deep underground. Deep inside them is a Mist Generator! That's where the Mist is coming from!

Noa: I'll destroy the Mist Generator! I want to get rid of all the Mist!

Terra: You're a good girl. That's right, Noa. We have to destroy the Mist Generator!

Meta: Once we reach the Mist Generator, we can stop the Mist with our



Ra-Seru powers. But this is a vital castle to the enemy, and will be heavily defended. Proceed with caution!

{Vahn, Noa and Gala nod in agreement charge through the levels of the dungeon until they are stopped by a familiar voice}

Songi: Ha, ha, ha! Here comes the army of idiots to save the day!

{The Ra-Seru heroes see Songi standing atop a ventilation shaft}

Songi: What courage! Perhaps idiots do not fear death! Oh, what comedy!

{Songi forward-flips down onto the floor}

Gala: Vahn! Noa! Step aside. Leave Songi to me.

Songi: Gala! How forgetful you are! It is I who defeated you once before! Have you forgotten how much stronger than you I am?

{Songi raises his right arm to flash the Ra-Seru on his forearm}

Songi: You must be suicidal to fight someone as skilled as I am in the fighting arts. Oh, how pitiful! Your extreme stupidity brings tears to my eyes! Well, come on! I'll finish you quickly, so you'll feel no pain.

+=====  
+Boss: Songi+  
+=====

{Songi and Gala face off in a one-on-one battle. Gala is victorious}

+=====  
+End Boss Battle+  
+=====

Songi: I don't believe it! That Seru has made you much stronger than before! I am pleased! After all, a weak rival is so boring. We both use Seru - that makes us comrades. So let's call our little meeting today a draw.

{Songi flips on top of the ventilation shaft he was once standing on}

Songi: As a fellow Seru-user I'll tell you something you should know. The lord of this castle, Zeto, is waiting for you all by the Mist Generator. Gala, be very, very careful, if you value your life. Don't lose to someone like Zeto. Farewell!

{Songi runs off immediately without awaiting a reply from Gala}

Gala: Just what is that guy up to anyway? My apologies for taking so long...

Noa: I don't like that Songi! I hate him! Next time he comes, I'll fight him, too!

Gala: Yes, I suspect the day will soon come when we shall all have to fight him...now let's hurry! To the Mist Generator!

{The Ra-Seru heroes regroup and venture deeper into the dungeon. They

ride down the 2nd floor elevator and travel the corridors until reaching the massive Mist Generator in front of them}

Noa: Oh my...!

Terra: The Mist Generator is a machine that creates Mist and a product of humans' evil desires.

Gala: Can we really destroy something that big?

Ozma: With our faith, Ra-Seru and humans can destroy this machine together!

Meta: This machine does not belong on earth! Let's go!

{The Ra-Seru heroes rush forward to the Mist Generator as a flash of light erupts and Zeto rises out of the ground}

Zeto: The Mist is salvation. The Mist is eternal. The Mist is perfect harmony. You should have accepted the Mist obediently. Instead, you resist so foolishly. I, Zeto, will now put an end to your futile resistance!

Noa: I know you. You're the one who bothered me at Mt. Rikuroa! You did those horrible things to Terra the wolf! I...I...I'll make you pay!

{The Ra-Seru heroes charge at Zeto as he changes form into a gigantic crab}

+=====  
+Boss: Zeto+  
+=====

{Zeto attacks the Ra-Seru heroes but despite his transformation he is defeated}

+=====  
+End Boss Battle+  
+=====

Zeto: How could I lose to humans? Is it because of those Ra-Seru? Urrgh...Those Ra-Seru, who don't even know the Mist's salvation? Forgive me, Prince Cort!

{Zeto cries out as he bursts into pieces}

Meta: Vahn! Noa! Gala! Are you ready to destroy the Mist Generator?

- 1) Yes
- 2) No

~~~~~

- 2) No

Meta: This is to destroy all Mist from the face of the earth! Are you ready!

=====

- 1) Yes

Meta: We must work as one! Attack!

~~~~~

{The Ra-Seru heroes raise their right arms into the air. A bright light from each Ra-Seru enters the Mist Generator. After a few moments the Mist Generator crumbles and falls into pieces}

Gala: Amazing! The Ra-Seru are powerful enough to destroy that giant Mist Generator!

Noa: Terra? Terra, are you sad? I can tell that you're crying, Terra.

Terra: You're so kind, Noa. But don't worry about me.

Noa: But...

Meta: After all, the detestable Mist that surrounded Drake Kingdom is now gone!

Terra: But we mustn't rest yet! We still have to destroy those who created these infernal machines!

Ozma: There are also people in other areas still suffering in the horrible Mist!

Terra: Resting now is the same as giving up!

{Vahn, Noa and Gala head back to Biron Monastery. Unbeknownst to them, a Ra-Seru Egg floats up from the Mist Generator's crumbled pieces and then shatters}

-----

{The Ra-Seru heroes are seen standing in Zopu's chamber at Biron Monastery}

Zopu: So, the Mist comes from some device called the Mist Generator. There must also be a Mist Generator in the north, which is still enveloped in the Mist. Honorable Gala!

Gala: Master Zopu, please, you mustn't call me "Honorable" Gala...

Zopu: I see. Well, then, Gala! I want you to go after Songi. That Seru on Songi's arm.....obviously it is not a Ra-Seru. And I cannot help but suspect the influence of some evil presence, Zeto perhaps. Fighting the Mist also means tracking down Songi.

{Noa runs into the room}

Noa: Zopu! Gala! Maya says she will return to Rim Elm!

{Maya enters the room}

Maya: Master Zopu. Everyone. I want to thank you for letting me stay here so long.

Noa:

Maya, you're really going back alone? I can go with you.

Maya: Thank you, Noa. But the Mist Generator has been destroyed. I'll be alright. Come visit me in Rim Elm sometime. We'll have fun talking

together again.

Noa: OK!

Maya: Vahn, you've been chosen by the Ra-Seru, so don't be ashamed of it.

1) Thank you. I'll do my best!

2) I wish I could go to Rim Elm, too!

1) Thank you. I'll do my best!

Maya: Vahn, you're a brave man, and I'll be sure to tell Mei and Val how brave you are! Well, it makes me sad to watch people walk away from me. So I'll leave ahead of you. Goodbye, everyone.

2) I wish I could go to Rim Elm, too!

Maya: Cheer up, Vahn! You're a man. Don't worry about me. Besides, do you want to idle away the rest of your life in a little village like Rim Elm? Mei and Val would be so disappointed if they heard you say that! You're simply incorrigible!

Noa: Goodbye, Maya.

Zopu: Yes, good luck to you.

Gala: Have a safe journey.

{Maya begins to head out but turns around and takes one last look at everyone before she exits the room}

Gala: Well, Maya is gone now. Vahn, to the north of Drake Kingdom, people are suffering because of the Mist. But we can save them.

Noa: Vahn, to the north! Let's go to the north and fight the Mist!

1) Follow me, everyone!

2) I have a bad feeling about this...

1) Follow me, everyone!

Gala: That's the spirit! Vahn, you're the leader! We're all counting on you!

Noa: Vahn, you're the greatest!

{Noa blows Vahn a kiss}

2) I have a bad feeling about this...

Gala: (Silence)

Noa: (Silence)

Gala: Huh?

Noa: What?

a. All right, all right. I'll go!

b. Huh?

~~~~~

b. Huh?

Gala: Huh?

Noa: What?

=====

a. All right, all right. I'll go!

Gala: That's the spirit! Vahn, you're the leader! We're all counting on you.

Noa: Vahn, you're the greatest!

{Noa blows Vahn a kiss}

~~~~~

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Optional Event: Reacquainted with Tetsu

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{Vahn, Noa and Gala return to Rim Elm and speak with Tetsu}

Tetsu: Ah, and you there...

Gala: Sir! Master Tetsu, I am called Gala.

Tetsu: Gala? I remember you being a mere child...You have grown strong so quickly! That reminds me. What happened to Songi?

{Gala shakes his head}

Gala: (Silence)

{Tetsu looks at Vahn, who shakes his head also}

Tetsu: There must be some reason. But it matters not! I won't trouble you to explain. {Tetsu looks toward the ocean} Gala, as a fellow Biron disciple, please look after Vahn and Noa for me!

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End Optional Event

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Optional Event: A Painful Reunion

\*\*\*\*\*

{Vahn, Noa and Gala enter Mei's house to see Maya inside hanging clothes}

Mei: Vahn! (Silence) Vahn, you're a liar! You're nothing but a liar!

Why didn't you tell me?

{Gala shrugs and walks over to the window at the other side of the room}

Mei: About my mother...Why didn't you tell me you went to Biron Monastery to look for her? Why didn't you tell me? I was so worried about you! I never knew you put yourself in such danger for me. Why didn't you tell me?! Why? You should have told me! I was so worried!

{Vahn places his hand on Mei's shoulder to comfort her}

Mei: (Silence)

{Maya walks over to Mei}

Maya: Mei, why are you angry at Vahn? Why?

Mei: I don't know...I'm so happy to have you back home, Mother, but... And it was Vahn who brought you back, but...I'm so grateful to Vahn, and at the same time I feel so guilty...When I see his face, I get full of emotions...so many emotions at the same time. I'm angry at Vahn for not telling me, and angry at myself for not knowing. (Silence)

{Mei blushes red all over}

Maya: Oh, Mei! You don't have to cry! There, there now! I don't know what to do with you!

{Noa runs over to Mei and Maya}

Noa: Mei? Mei, why are you crying?

Mei: Noa?

Noa: Mei, your mother came home! You're not lonely anymore! So why are you crying? Why are you crying? Did Vahn do something that bad? Was he mean to you? {Noa looks over at Vahn} If Vahn was bad to you, I'll teach him a lesson! So don't cry, Mei, OK? {Noa looks at Mei} When I see you crying, it makes me want to cry, too! I don't have a mother! I'm all alone! Uh... {Noa drops to her knees} Ohh... {Noa starts to cry heavily} Waaa! Waaaa!

Gala: Noa!

Maya: Noa!

Mei: Noa!

Noa: Wah! Waaaaaa! Waaaaa!

{The scene fades to black before focusing back on everyone}

Mei: Oh, I'm sorry, Noa! I'm so sorry! So many emotions came out all at once, and I was just confused.

{Maya starts wiping away Noa's tears}

Maya: Noa, I want you to think of me as your mother, OK?

Noa: Uh-huh.

Maya: Vahn, I want to ask you a very important favor. I want you to find Noa's mother, like you found me. Would you do that for me? Noa tells me that she dreams about her mother often...In those dreams, she hears her mother's voice calling to her. Well, they say dreams are the prophecies of Rem, right? So, please! Find her!

- 1) Of course! That's the plan.
- 2) I don't know about that...

~~~~~  
2) I don't know about that...

Maya: Oh...Vahn, you're not as kindhearted as I thought you were. There is a time and place for jokes, but this isn't one of them! Please, think it over.

- =====
- 1) Of course! That's the plan.

Maya: That's the Vahn that I know! That's the spirit!

~~~~~  
Gala: Vahn, Noa, we should get going.

Noa: (Whimpering)

{Noa walks toward the door}

Maya: Gala, you take care of yourself, too!

Gala: Yes, ma'am. Thank you very much!

Maya: Vahn, I believe in you.

Mei: Vahn, thank you so much.

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End Optional Event  
\*\*\*\*\*

\*\*\*\*\*  
Optional Event: Bees in the Tree  
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{Vahn, Noa and Gala examine a small tree just above the steps leading down to the beach}

Nene: Look! In that tree...Bees! Be careful!

{Nene falls face-first on the floor. Vahn turns to Nene after she trips and becomes ambushed by the bees in the tree}

- 1) Defeat the bees
- 2) Lose to the bees

~~~~~  
2) Lose to the bees

{Vahn wakes up in his bed}

Nene: Are you alright?

=====

1) Defeat the Bees

Narration: The bees are gone, and a sweet smell emanates from a hole in the tree. Vahn put his hand in! Vahn now has the Honey!

Nene: Wow, you're great! You chased off the bees! Everyone in the village will be so happy! I'm going home now. Bye!

~~~~~

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End Optional Event

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\*\*\*\*\*

Optional Event: Nene the Thief

\*\*\*\*\*

{Vahn returns to his house and speaks to Nene after killing the bees}

Nene: I smell something sweet. Oh, you brought me Honey!

Narration: Vahn handed the Honey to Nene!

Nene: Thank you! Now I can make an Elm Cake!

{Vahn no longer has the Honey and Nene never makes him an Elm Cake. Nene taking the honey has also made the bees respawn in the tree}

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End Optional Event

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{Vahn, Noa and Gala head north passed Biron Monastery}

[a110]

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0 Chapter 1-10 0

0 0 0

0 The Ancient Wind & Water Caves 0

0=====0

{Vahn, Noa and Gala reach the Ancient Wind Cave. A room within the cave holds an inn and a weapons shop. They are greeted by an old man}

Old Wizard: How do you do? I am the Old Wizard. Now that the Mist has amazingly disappeared, I was just waiting for a customer. Welcome to my shop. I have everything and anything. Come on into the back.

{The Ra-Seru heroes venture into the back of his inn and see a large lever in the ground}

Narration: Do you wish to move the lever?

1) Yes

2) No

~~~~~


2) No

Narration: Vahn did not move the lever.

1) Yes

Narration: Vahn moved the lever.

{As Vahn moves the lever the large stone double doors at the other side of the cave open. The heroes enter through the doors and make their way down a winding cave until reaching a door that leads to another shop}

Old Witch: Well! My first customers in ten years! I'm so happy! I've been in business here for forty years. But it's been ten years since I've had any customers! I'm so happy now! Well, come on in! I run a store and an inn. You must be tired. Come along and I'll get you a room for the night.

Narration: Do you want to spend the night?

1) Yes

2) No

2) No

Old Witch: What? Oh, stop talking nonsense. You have to stay

1) Yes

Old Witch: Well, enjoy your stay!

{The screen cuts to black. Suddenly the image of a courtyard with fountains and a large building ripple into view. Vahn, Noa and Gala are there}

Gala: Vahn! Noa!

Noa: Boo hoo! Where are we?

1) We may be dreaming.

2) I have no idea at all.

1) We may be dreaming.

Gala: Perhaps...but if this is a dream, it feels different from an ordinary dream.

2) I have no idea at all.

Gala: This feeling...It's probably a dream, yet it feels different from an ordinary dream.

{Noa raises her hands to her ears and appears to be listening to something in the distance}

Gala: What's the matter?

Noa: A voice! I hear a voice! My mother...It sounds like my mother!

Voice: Noa! I am not your mother!

{A white sphere rises at the building in front of them and a voice fills the air}

Voice: My name is Hari! I inhabit a world between the dream world and the human world. I have a message for those in the human world and who are with the Ra-Seru. They are the true words of Rem. Go to Octam, the ancient yet eternal city, far away in the heart of Sebusus. There, compassionate human beings will learn the true meaning of all dreams!

{The sphere rises even further into the air and disappears}

Gala: Hari...

Noa: Hari is going to tell us what our dreams mean...

{The scene transitions back to the Ancient Wind Cave. Vahn, Noa and Gala hop out of bed}

Gala: Vahn, I had that dream again.

- 1) I guess we should find Hari.
- 2) That sure is a weird dream.

~~~~~

- 1) I guess we should find Hari.

Noa: Yeah, you're right, Vahn.

=====

- 2) That sure is a weird dream.

Noa: Oh! Hmmp! I want to see Hari!

~~~~~

Optional Event: Dream Girl

{Vahn, Noa and Gala find a small girl in the corner of the Old Witch's Inn}

Girl: Do you dream a lot?

- 1) Yes
- 2) No

~~~~~

- 2) No

Girl: Oh. Well, never mind, some people just don't remember their dreams, I guess.

=====  
1) Yes

Girl: Oh, good! I dream a lot, too! Dreams tell you about your future, you know. Do you want to learn how to tell the future from your dreams?

a. Yes

b. No  
~~~~~

b. No

Girl: Well, I guess people create their own future, not dreams...
=====

a. Yes

Girl: I knew it! I knew you were interested in dreams!
~~~~~

Girl: Somewhere on the Sebuscus Islands is a person who lives in a dream world. His name is Hari.

Noa: Hari? I know about Hari! Can Hari really tell you what a dream means?

Girl: {Nods} Yes. My grandma told me so.

Noa: He's in Octam. Hari is in Octam, right?

Girl: {Shakes her head} Octam? I'm sorry, I don't know much about the outside world.

Noa: {Hangs her head} Oh. Sigh!

{Noa turns to Vahn}

Noa: Vahn! I've made up my mind! I'm going to look for Hari! Vahn, will you help me find Hari?

1) Of course I'll help you find him!

2) First we must destroy the Mist!  
~~~~~

1) Of course I'll help you find him!

Noa: Good! I'm so happy. Thank you, Vahn!
=====

2) First we must destroy the Mist!

Noa: Oh, Vahn...I guess you're right. (Sigh!) But I want to see Hari! Vahn, I'll do everything I can to destroy the Mist, but...if...That's IF we find Hari, let me at least talk to him, OK?

a. OK, you can.

b. We don't have time for that!
~~~~~

a. OK, you can.

Noa: Thank you Vahn! You're such a nice person! You're so nice to me!  
Alright, Vahn, let's go to Sebuscus and find Hari!

{Noa runs up to Vahn excitedly}

b. We don't have time for that!

Noa: Hmmph. You're so mean, Vahn...

{Noa sadly and slowly walks over to Vahn}

\*\*\*\*\*

End Optional Event

\*\*\*\*\*

{As the Ra-Seru heroes try to leave the Inn through the back exit the  
Old Water Witch walks toward them}

Old Witch: You're my first customers in a long time. I can't let you go  
away empty handed!

Narration: Vahn now has two Doors of Wind!

Noa: Old Witch, what is this?

Old Witch: What? You don't know about the Doors of Wind? Let's see,  
where do I start? It's an item that lets you fly - anytime - to a town  
you've visited at least once. You can't use it in caves or inside a  
town, but...many islands make up the Sebuscus Islands. Use the Wind Door  
to get around there.

Gala: Thank you for your kindness.

Old Witch: Oh, don't mention it. Well, good luck to you.

{Vahn, Noa and Gala continue on through the next cave until reaching  
Sebuscus}

#####  
Chapter II: The Sebuscus Islands  
#####

[a201]

0=====0  
0 Chapter 2-1 0  
0 0  
0 Jeremi 0  
0=====0

{The Ra-Seru heroes find themselves in the Sebuscus Islands, which are  
completely covered in Mist. They travel until finding the town of  
Jeremi}

Noa: Vahn! It's Mist! Everyone's turned into monsters in the Mist!

Terra: Noa, it's a Genesis Tree! I sense a Genesis Tree!

Gala: That means we can save this town if we revive that Genesis Tree!

Ozma: I sense that the Genesis Tree is somewhere in town...someplace high up.

Noa: How exciting! I want to go! I want to go to the high place!

Gala: Oh, brother.

{Vahn, Noa and Gala go to the central building in town and take the elevators to the Sky Gardens at the top of the tower. They go through the hedge maze and find a a large, mutated Seru chomping onto the trunk of the Genesis Tree}

Noa: Hey, who's this?

Ozma: It's a Seru!

Noa: A Seru? I didn't know Seru could be this weird.

Terra: Have you forgotten? Seru themselves are blameless. It's all the Mist's fault. Long exposure to the Mist must have turned that Seru into such a horrible creature.

Meta: It's clinging to the Genesis Tree to absorb the energy that it emits.

{Noa rushes over to the monster and tries to pry it off of the Genesis Tree}

Noa: Let go! Let go of the Genesis Tree right now!

{The monster emits light from its body and Noa is knocked away}

Noa: Hey!

{The plant monster lumbers around and faces the Ra-Seru heroes}

Gala: The only way to revive the Genesis Tree is to defeat him first! Let's go!

+=====  
+Boss: Berserker+  
+=====

{Vahn, Noa and Gala defeat the Berserker}

+=====  
+End Boss Battle+  
+=====

Gala: It was a horrifying monster, but no match for the Biron martial arts!

{Noa rushes up the steps to the Genesis Tree}

Noa: Hurry! Hurry! Vahn, we have to help the Genesis Tree!

{Vahn and Gala join Noa at the base of the Genesis Tree}

Narration: Vahn reached out gently for the Genesis Tree. He felt a gentle warmth in the palm of his hand.

Narration: Noa reached out swiftly for the Genesis Tree. She felt a quiet strength in the palm of her hand.

Narration: Gala reached out strongly for the Genesis Tree. He felt pure joy in the palm of his hand.

{The Genesis Tree revives and pushes the Mist out of Jeremi}

Narration: With the power of the Genesis Tree, Meta's level increased to Lv4. Terra's level increased to Lv3. Ozma's level increased to Lv2.

Noa: Terra and I are even stronger! This is great!

Gala: So this is how the Ra-Seru become stronger...

{The camera scrolls to the edge of the tower and a man steps out from the door behind him. A woman is standing at one of the stairways looking at him}

Man: Ooh, something's wrong...my head feels fuzzy...

Woman: Was I asleep...or was I awake? Oh, the Mist came, then...

{They both walk to the entrance of the Sky Gardens}

Woman: Hey, look! The Genesis Tree is changing!

Man: Whoah! The Mist is disappearing, too! Something is happening! There's someone next to the Genesis Tree!

Woman: They must have drove away the Mist! Oh, how wonderful!

{The man and woman run through the hedge maze toward the Genesis Tree}

Woman: It was you who got rid of the Mist, right?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: What? I couldn't hear you very well. You're the ones who got rid of the Mist, right?

=====

- 1) Yes

Man: I knew it! Thank you so much! How wonderful! It's a miracle! Tell me how you did it.

~~~~~

{Vahn and Noa start to explain}

Man: Uh-huh. I see...amazing!

{Gala joins in}

Man: Incredible! Just great! Magnificent! So reviving the Genesis Trees is what does it. I should get going, then!

{He begins to rush off but stops to tell the heroes one last thing}

Man: I'll hurry down ahead of you so I can tell the people of Jeremi about this miracle!

{The man heads off to the bottom of the tower}

Woman: Some people never change...

{The heroes take the elevator down to the first floor of the tower. The mayor of Jeremi and the man from earlier are waiting for them}

Mayor: Vahn, Noa, and Gala! I heard the news! I'm so grateful to you all! You revived the Genesis Tree and saved Jeremi from the Mist! The townspeople have rushed over to get a look at all of you! Please, come this way.

Man: Perfect! Don't worry about a thing! When I told the townspeople about your brave deeds, they were ecstatic!

Mayor: Oh, come now! The townspeople are so anxious to see you! Let's go! Alright, this way, please!

Man: Ha, ha! I'm in trouble! I must return to Sky Gardens. I hope to see you again soon!

{The trio follows the mayor into the main hall of the tower}

Mayor: Ladies and gentlemen! Thank you for your patience. Wearing Ra-Seru, these heroes braved the Mist and revived the Genesis Tree! Here they are, the heroes who saved Jeremi: Vahn! Noa! Gala! Thank you, brave Ra-Seru heroes!

{The crowd begins to crowd Vahn, Noa and Gala}

Blue-haired Dancer: Vahn! I just adore you!

Random Guy: Noa, you're so cute!

{Noa steps back at this man's advance. He steps in even closer}

Green-haired Dancer: Oh I don't believe it! It's Gala!

{The crowd begins to go out of control and starts to push in even more in order to catch a glimpse of the Ra-Seru heroes}

Mayor: Don't push! Everyone, please calm down! Ooof! I'm being crushed! Mmff!

{The scene fades to black}

{The Ra-Seru heroes wake up from a long rest at Jeremi's inn. The mayor is there to greet them}

Mayor: Ah, I see you're all awake! I'm so sorry about yesterday. I

never thought that would happen! I have firmly instructed everyone not to cause any ruckus this time. Well then, good luck. Good day.

{The mayor of Jeremi leaves the inn. After the mayor leaves the Ra-Seru heroes explore the town and find themselves in the jeweler's shop. His name is Zalan}

Zalan: Well, if it isn't the Ra-Seru heroes! I have a favor to ask of you. Will you listen?

- 1) Yes
- 2) No

~~~~~  
2) No

Zalan: Oh, I see. I understand.

- =====
- 1) Yes

Zalan: Oh, thank you! I have a wife and son in Vidna. I don't know how things are in Vidna, but...if they are alive, I want them to know I am safe. That's why I wrote this letter. But I can't deliver the letter because of the Mist outside town. I heard that you can travel through the Mist. All I ask of you...is that you deliver this letter to my wife and son in Vidna.

(Vahn now has Zalan's letter!)

Zalan: My wife's name is Yuma. My son is called Pepe. I hope they are safe.

~~~~~

|                             |        |
|-----------------------------|--------|
|                             | [a202] |
| 0=====0                     |        |
| 0 Chapter 2-2               | 0      |
| 0                           | 0      |
| 0 Vidna - Town of Windmills | 0      |
| 0=====0                     |        |

{The heroes travel north along the islands and come across a town surrounded by gigantic windmills. The windmills have kept the Mist out of the area. They explore the town and enter into the home of Yuma and Pepe, Zalan's wife and son respectively. A young man, Pepe, walks toward them}

Pepe: (Silence) Yes, I am Pepe, but what do you want?

Noa: Yeah! Hooray! It's Pepe! It's Pepe! Oh, Pepe, listen, we...Pepe's alive...I mean, of course you're alive...This letter...in Jeremi, Zalan...

Pepe: What?

{Gala gives Noa an irritated look and steps in front of her}

Gala: I'm sorry. She is very excitable.

Noa: Uh-huh! Uh-huh!



Gala: We have a letter for you from your father in Jeremi. Here it is.

(Gala gave Zalan's letter to Pepe.)

Letter:

To my dearest Yuma and Pepe:  
If you are reading this letter  
then thankfully you are safe.  
I am writing you out of concern  
for your safety.  
Jeremi was covered in the Mist,  
but thanks to a brave Ra-Seru  
we are free at last.  
I lost my memory when the Mist  
first came, but now I am  
completely recovered.  
I suppose Vidna is covered by  
the Mist as well.  
I hope that the madness of the  
Seru has not possessed you.  
I have so many things to ask.  
It has been over 10 years  
since you left for Vidna,  
but it seems like only yesterday  
since we bid farewell, smiling.  
Yuma, does the ring I gave you  
still sparkle?  
Pepe, how many gems do you know  
the name of now?  
I want to be with you. I want  
to tell you how much I love you.  
Stay healthy and strong.  
Until we meet again,  
I won't lose hope.  
Your father, Fat Fingers,  
Zalan

Pepe: When I was small, I asked Mother what attracted her to Father. She said it was his fat but nimble fingers. Ever since then, his nickname around the house was "Fat Fingers." To tell you the truth, somewhere in my heart, I had given up on Father. But he's alive! Oh, thank you for bringing the letter. Thank you so much! If only Mother were alive, too! Yes. Three years ago, she fell ill and died. Oh, wait a minute!

{Pepe walks over to a kitchen cabinet and fetches something before returning back}

Pepe: This is a keepsake of my mother. If you would, please give it to Father.

(Vahn and the others now have Yuma's ring!)

Pepe: Please tell Father...tell Zalan of Jeremi that his son is alive.

{The Ra-Seru heroes leave with Yuma's ring and explore more of Vidna. The Ra-Seru heroes enter a home filled with Biron monks}

Noa: Hey! Gala, look! People from Biron! It's a lot of Biron people!

Gala:  
(Surprise)

{Vahn and Noa both turn toward Gala who is staring at the floor in shame}

Noa: Gala, what's wrong? I thought the Biron people were your friends.

{Gala shakes his head}

Gala: It's just that I've violated the teachings of Biron by wearing Ozma.

Noa: What's the matter, Gala? Zopu forgave you! Then why?Vahn, say something to Gala.

- 1) He'll understand if you explain.
- 2) Gala, don't torment yourself!

~~~~~

- 1) He'll understand if you explain
- 2) Gala, don't torment yourself!

Gala: But...

Noa: Gala, Vahn is right! And what's more...Ozma isn't a Seru. He's a Ra-Seru. So you didn't do anything wrong!

~~~~~

{A priestess rushes over to the Ra-Seru heroes}

Priestess: Ra-Seru? Did you just say "Ra-Seru"?

Noa: That's right! A Ra-Seru isn't the same thing as a Seru.

Priestess: Oh, Hari, your prophecy has come true!

Gala: And you are?

Priestess: Allow me to introduce myself. I am called Sashia.

Noa: Sashia, are you a friend of Hari's?

Sashia: Not really a friend...I serve Hari. I am a priestess at the Temple of Rem. Before the Mist came, Hari instructed me to go to Vidna. I was to wait for three youths wearing Ra-Seru and give them The Message.

Gala: Hari knew that we would come here?

Noa: Wow! That Hari is amazing! Where is he? I want to meet him!

Sashia: I am sure that Hari awaits your visit, too. I shall now give you The Message, as instructed by Hari. Go to the Temple of Rem! See the four Books of Prophecy! When you have seen them all, the secret will be clear! A brave Ra-Seru will acquire a great key, the Star Pearl!

Gala: Four Books of Prophecy? Star Pearl? What is this, a riddle?

Sashia: Hari said that with this, the youths wearing Ra-Seru would find a way.

Gala: Umm...

{A voice from off-screen interrupts the conversation}

Voice: Excuse me, but...

{The Ra-Seru heroes turn to face the one who interrupted them, a Biron monk who was previously training}

Biron Monk: I have heard of you. You are of Biron, yes?

{Gala looks at the floor in shame}

Gala: Actually, not...anymore.

Biron Monk: Things being the way they are, I am sure there are very good reasons. Nonetheless...you are the visitors that Sashia has waited for all this time. Please, rest here.

{The monk bows and the three rest at the house}

Sashia: The Temple of Rem is in Octam. Good luck to you all.

\*\*\*\*\*

Optional Event: Speak with Danpas

\*\*\*\*\*

{Vahn, Noa and Gala enter a house at the far end of town where they find construction workers building an underground shelter. They take the elevator down in the basement and speak with the owner of the house, Danpas}

Danpas: Do you realize how serious the situation is?

- 1) Yes
- 2) No

~~~~~

- 2) No

Danpas: Oh, this is ridiculous! You don't realize what's happening! Fools, fools, all of you!

=====

- 1) Yes

Danpas: The townspeople here don't realize how horrible the Mist is. Don't you fellows agree?

- a. Yes
- b. No

~~~~~

- b. No

Danpas: Oh, this is ridiculous! You don't realize what's happening!

Fools, fools, all of you!

=====  
a. Yes

Danpas: You know, you seem pretty smart. What would happen if for some reason the windmills stopped? The Mist would swallow us all. We'd all be eaten by the Seru, or possessed by them. That's why I'm preparing for when that happens. I built an underground shelter. And what do the townspeople do? They treat me like a lunatic. Fools. Fools! They're all fools! You seem to know what's going on, so if the Mist ever comes, you can hide in here. For you fellows, I'll have an especially good hiding place.

~~~~~  

End Optional Event

{The Ra-Seru heroes leave and head over to Octam to find out the secret of the Star Pearl}

[a203]

0=====0	
0 Chapter 2-3	0
0	0
0 The Eternal City of Octam	0
0=====0	

{The Ra-Seru heroes travel to Octam. They can see that it is the same city that appeared before them in their dream}

Noa: It's Octam! Vahn! Gala! This must be Octam!

Gala: Yes, this would appear to be the Octam as was told to me in past dreams.

{Noa runs farther into the town}

Noa: Hooray! We're in Octam! Yeah! That means Hari is here, right? He's the one who can tell me what my dreams mean!

{Noa runs up the building's stairs}

Noa: Hari!

{Noa runs to the other side of the building}

Noa: So where is Hari?

{Noa runs down the other set of stairs}

Noa: Come out, Hari! I want you to tell me what my dreams mean!

{Gala walks over to Noa and put his hand on her shoulder}

Gala: Noa, wait! Calm down! You must calm down!

Noa: But...

Gala: Listen! Look around you! Octam is enveloped in the Mist! Could any ordinary human beings survive here?

Noa: But I just...

Gala: Noa, forget about Hari for now! We can look for him when the Mist is gone.

Noa: You're so mean, Gala! Waa! Waa! Wait, I know! The Genesis Tree! If we find it, we can drive out the Mist! Terra! Terra! Tell me, is the Genesis Tree close by?

Terra: I am sorry, Noa. Unfortunately, I do not sense the presence of a Genesis Tree here.

Noa: No! It's not fair! Waaa!

{Noa pushes passed Gala and walks toward Vahn}

Noa: Vahn! What do you think?

- 1) Let's at least look around.
- 2) We must save the world first.

~~~~~

- 1) Let's at least look around.

{Noa blows Vahn a kiss}

Noa: Oh, Vahn, you're my favorite! So there, Gala! You have to do whatever Vahn says.

Gala: Very well, then. But if we don't find anything, Noa, then...you must forget about Octam and about Hari.

{Noa turns around and frowns in frustration}

Noa: (Silence)

Gala: But, Vahn, there is something that troubles me. In Mist-covered towns there are always people possessed by Seru. But I detect none here. If we must search the town, let's be very careful.

Noa: Gala, you talk like such a big shot! Vahn, let's look for Hari!

=====

- 2) We must save the world first.

Noa: Boo hoo! {Noa starts crying} Waaa!

Meta: Vahn, I know you are anxious, but look around you! The Mist is here, but there are no signs of people possessed by Seru.

Terra: There must be a reason.

Ozma: Perhaps we should investigate.

Noa: See! Meta and Ozma say we should look around!

Gala: Hmm.

Noa: Vahn, let's look around the town!

Gala: I suppose we must. We may learn some new things as well.

~~~~~  
{The Ra-Seru heroes explore the town and eventually find themselves within the Rem Shrine in Octam's main building. Four stone statues with different symbols give clues for a gate of some kind}

Narration: Weathered letters on the stone statue read: "North Gate, The Key is Earth."

Narration: Weathered letters on the stone statue read: "East Gate, The Key is Wind."

Narration: Weathered letters on the stone statue read: "South Gate, The Key is Water."

Narration: Weathered letters on the stone statue read: "West Gate, The Key is Fire."

{After reading the clues on the stone statues the heroes discover that large books titled "Book of Prophecy" lay on pedestals on opposite ends of the room. Vahn, Noa and Gala read them one-by-one}

Book of Prophecy - Volume 1: To those who walk in the Mist: This is the First Prophecy. Read it well. Be warned! Take heed! The Mist is Death in disguise! The Mist is a cradle of madness! History warns us: The Mist stops time. The Mist brings chaos. When the evil Mist appears from the west horizon, leave everything and run for your lives! The god Rem awaits you all, in the hot depths of the earth. Until the heroes of Ra-Seru defeat the Mist...

Book of Prophecy - Volume 2: To those who walk in the Mist: This is the Second Prophecy. Read it well. When reality turns into a nightmare and when nightmares bring despair, the god Rem is the last hope. Rem leads humans to the depths of the Earth, and in his bosom destroys the Mist nightmare. But hear this, heroes of Ra-Seru, those who walk through the Mist! Thou must show a sign of being the heroes of Ra-Seru! The path to Rem's bosom is ever steep and hidden in darkness. Gather at the Gate of Shadows! The path to Rem's bosom can be found only there.

Book of Prophecy - Volume 3: To those who walk in the Mist: This is the Third Prophecy. Read it well. The path to Rem's bosom is at the Gate of Shadows. However, the mouth of the Gate of Shadows is shut. The Gate of Shadows is a stone flower. Only words carved on the Four Faces make the flower bloom. Speak to the Four Faces. Find the words engraved in the Face and engrave them in thine hearts.

Book of Prophecy - Volume 4: To those who walk in the Mist: This is the Fourth Prophecy. Read it well. The Gate of Shadows is a stone flower. The words of the Four Faces will cause a great flower to bloom. However, for the true Gate born in the flower, seek out the Key. That Key is the Star Pearl, a silent treasure that slumbers deep under the Palace of Rem. The Star Pearl will open the true Gate. Heroes, pass and take the ancient path to Rem's bosom.

{After reading all of the books the Ra-Seru heroes can hear a faint rumbling}

Narration: In the distance, the sound of some machine operating is heard.

{The pedestal holding the 4th volume of the Book of Prophecy moves to one side and reveals a hidden staircase}

Noa: Vahn! Gala! Stairs! There are stairs there now! Wow!

Gala: The secret will be revealed when you read the four books. So this is what the message Hari gave to Sashia meant. That Star Peal must be at the bottom of the stairs. Vahn, let's go down the stairs.

{Vahn, Noa and Gala head down the stairs of the hidden passageway and reach a large elevator at the bottom of the room}

Alluring Voice: Well, well! So you're here to look for treasure, too?

{Vahn, Noa and Gala rush over from the side of the elevator and get ready for battle}

Noa: Who are you?

Gala: What are you doing here?

Alluring Voice: Ha, ha, ha!

{A young woman with pink hair steps into view}

Mystery Woman: What am I doing? Some greeting that is! I should be asking you what you're doing here! But let me introduce myself. I am Cara, a two-bit thief!

Noa: I'm Noa! This is Vahn and Gala!

Gala: Cara! I ask you again! What are you doing here?

{Cara laughs at Gala's inquiry}

Cara: Oh, you make me laugh! I'm doing what you are - Sneak thieving!

Noa: Sneak thieving? What's that?

Gala: It's something bad! It's stealing from people!

{Noa runs over to Cara and throws her arms out in protest}

Noa: That's wrong! Sneak thieving is wrong! I hate bad people!

{Cara gets an irritated look on her face}

Cara: Ha! Give me a break! Stop talking like a goodie two-shoes! You mean you're going home empty handed, even though everyone ran away and the town is deserted?

Gala: What did you just say? Everyone ran away?

{Cara pushes passed them and knocks her hand on the elevator door}

Cara: Oh, boy, you guys are really clueless! That's right! Everyone's

gone! They knew the Mist was coming, and took the elevator to an underground shelter to hide.

Noa: Underground? Shelter? So he's still alive! Hari's still alive! Let's take the elevator and go find him!

Cara: Sorry, kid, but the elevator won't work. It's locked, probably as a safety precaution.

Noa: Oh, boo hoo!

{Cara walks passed the Ra-Seru heroes}

Cara: Oh, brother. Uh, say...if it's valuables you're after, there are none here! The townspeople must have taken everything with them when they went underground.

{Cara does a backward flip in the air and lands at the room's entrance}

Cara: The only thing I found was some measly jewel, called the Star Pearl, or something.

Gala: Wait a minute, Cara! The Star Pearl! Where is it?

{Cara turns around and laughs}

Cara: You want that piece of junk? Ha, ha, ha! Well, then, I'll tell you where it is! I palmed the Star Pearl off on a jeweler in...Jeremi, I think. His name was Zalan or something.

Gala: Cara, wait! We still have much to ask you!

{Cara coyly walks over to the entrance and turns around}

Cara: Oh, yeah? Well I don't have anything to say to you! See you later!

{Cara rushes off without another word}

Gala: I don't get it. How can she travel through the Mist at will - without a Ra-Seru?

Noa: The Star Pearl! Vahn, Zalan in Jeremi has the Star Pearl!

{Vahn and Noa nod at each other in agreement and exit Octam}

{The Ra-Seru heroes arrive in Jeremi once more and head in to Zalan's shop}

Zalan: Oh, hello! I've been waiting for you. Did you give my wife and son the letter I asked you to deliver?

- 1) Yes
- 2) No

- ~~~~~
2) No

Zalan: Oh. My wife and son should still be in Vidna...

=====
1) Yes

Narration: Vahn gave Yuma's ring to Zalan.

Zalan: This...this is the ring I gave to Yuma! (Silence)
~~~~~

{Zalan shakes his head at the floor in grief}

Zalan: I see. So Yuma is no longer with us. I wish I could have stayed by her side. That's my only regret! (Silence) But thank goodness Pepe is safe! Someday, when the Mist is gone, I will go to Vidna! I will go to see Pepe! I know that you can make that day come! Please wait a moment.

{Zalan walks over to his cabinet at the other end of the room and comes back with an item as a reward}

Zalan: This is a token of my appreciation. Please take it.

Narration: Vahn now has Zalan's Crown!

Zalan: I'm just a humble jeweler, but if there's ever anything I can do for you...please let me know.

Noa: Zalan! Can I ask you something?

Zalan: What?

Noa: Do you know about the Star Pearl?

Zalan: !

Gala: Noa! You can't just ask out of the blue like that!

Zalan: Ha, ha, ha! Yes, Noa, I know of the Star Pearl. In fact...

{Zalan reaches into his desk drawer}

Zalan: Here it is!

Noa: Wow! Neat! It's the Star Pearl! Can I have it? Please!

Zalan: Of course you may. I have no use for it. Here you are!

Narration: Vahn now has the Star Pearl!

Zalan: A shifty looking female thief palmed it off on me. It has no value as a precious gem. I would've never thought something like this would make someone so happy! Thank you so much, everyone. From the bottom of my heart.

\*\*\*\*\*

Noa's Dream #3

\*\*\*\*\*

{Vahn, Noa and Gala decide to rest for the night. As she sleeps, Noa is once again contacted in a dream. Two orbs shine as Noa sits in

darkness}

Mother: Dear...can you feel it? It's Noa! I feel Noa's presence.

Orb: Ah, Noa! I can sense her, too! It's Noa! My daughter! So warm...Such a pure heart. She's growing up healthily. She seems to have made some wonderful friends.

{Noa wakes up}

Noa: Who is it? Who's there?

Father: ...Can you hear me? It's me...your father...

Noa: My father? Father! Is it you, Father? Is Mother there, too?

Father: Yes. Both of us are watching over you, Noa!

Noa: I...I want to see you, Father! I want to see Mother, too!

Father: And we want to see you. But...We are trapped in eternal darkness. All we...can do...is send you...our words...through your pure heart...in your dreams...It pains me...to send you...our words...like this...

Noa: Father!

{Noa's father's orb fades and disappears. Her mother's orb starts to disappear}

Mother: Mother...wants to see you, too...Noa...We're...waiting for you...

{Noa runs after the sound of her mother's voice in complete darkness}

Noa: Just hang on, Mother and Father. I'll be there soon! I'm coming. I'll go to where the deepest Mist is to see you!

-----  
{The Ra-Seru heroes leave Jeremi and island hop north}

\*\*\*\*\*

Optional Event: The Steaming Fissure

\*\*\*\*\*

{Vahn, Noa and Gala try to enter the town of Ratayu in the northwest of the Sebuscus Islands. However, a large fissure with boiling hot steam rising out of it blocks their entrance into the town}

Noa: Vahn! Over here! There's a town here! Wow! No, Vahn! There's thick smoke coming out! It's too hot! We can't go there!

Gala: It's superheated steam! It's too hot to jump over.

Noa: Vahn! I don't like this place. I want to leave here!

Gala: Vahn! It's no use. We have to turn back.

\*Vahn tries to enter again

Noa: Vahn! It's hot here! I said I didn't want to come here! It's too hot here! Vahn, let's go back!

\*Vahn tries again

Noa: I don't want to go! It's stupid to hurt yourself!

Gala: Vahn, I have endured much out of respect for you as our leader, but...

Meta: Vahn! Are you listening? They are only saying what is reasonable! Even I can't figure you out anymore. Could the kind of person who hurts himself save the world?! So stop worrying about the heat. Let's go!

Noa: Vahn, hang in there! I believe in you!

Gala: The Mist is getting thicker! I can tell! Vahn, let's get out of here!

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

[a204]

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| 0=====0               |   |
| 0 Chapter 2-4         | 0 |
| 0                     | 0 |
| 0 The Gate of Shadows | 0 |
| 0=====0               |   |

{Vahn, Noa and Gala find the Gate of Shadows after a long journey on the Sebuscus Islands. They walk a bit into the Gate of Shadows and are stopped by a voice}

Off-Screen: Oh, what a letdown!

{A pillar of smoking rises out of the large Stone Petal in the middle of the Gate of Shadows. A ninja with green hair and a mask on his face appears out of the smoke}

Ninja: I finally get to see the Ra-Seru heroes who defeated Zeto - and they turn out to be kids!

{The ninja jumps down from the Stone Petal}

Noa: Who are you?

{The ninja pulls out his blade and strikes a ridiculous pose}

Ninja: Gi Delilas, at your service!

{The Ra-Seru heroes get ready in their fighting stances}

Gi Delilas: That Zeto is pretty pitiful to let a bunch of brats like you defeat him!

Gala: You! That Seru you're wearing!

Noa: Is this a bad person, like Songi and Zeto?

Gi Delilas: A "bad person"? Oh, brother. Hey, blue-headed brat! You seem to be the leader of this kindergarten class.

- 1) I'm the leader! Me, Vahn!
- 2) A-Actually, Noa's in charge.
- 3) Obviously, Gala's our leader.

~~~~~  
2) A-Actually, Noa's in charge.

Noa: Vahn, what are you saying? I'm following you!

~~~~~  
3) Obviously, Gala's our leader.

Gala: Vahn, stop joking around! You're the leader!

~~~~~  
1) I'm the leader! Me, Vahn!

Gi Delilas: As I expected. Well, Vahn! Let's see how good you are!
Fight me one on one!

~~~~~  
{Noa starts to pout at Gi's challenge}

Noa: Hey! How come you want to fight just Vahn and not me?

Gi Delilas: One-on-one combat is a Delilas family tradition. I'll fight you later. Well, Vahn? Don't run away! Fight me!

- 1) Bring it on!
- 2) No

~~~~~  
1) Bring it on!

Gi Delilas: Most admirable. Now, prepare yourself!

~~~~~  
2) No

Gi Delilas: How pathetic. Very well, then just stand there and be killed.

~~~~~  
Off-Screen: Ah! Older Brother!

{A gigantic ninja wielding a hammer and a small female ninja dressed in pink jump down beside Gi Delilas}

Female Ninja: Older Brother! (Whisper)...Nivora...Koru...

{Gi Delilas turns away from Vahn}

Gi Delilas: I see. Alright, I'll be right there!

Female Ninja: Yes, I see.

Gala: What are you whispering about there? Who are you?

{A glint shines in Gi Delilas' left eye}

Gi Delilas: You want to know our names? {Noa nods "yes"} Ha, ha! Very well!

{Gi Delilas turns around to face the Ra-Seru heroes}

Gi Delilas: I'm Gi Delilas, expert at delivering a fatal blow to an opponent's body!

{Gi Delilas strikes his ridiculous pose}

Lu Delilas: I am Lu Delilas! I strike with lightning speed!

{Lu Delilas strikes her ridiculous pose}

Che Delilas: I am Che Delilas! Brute strength and chaos are what I am about!

{Che Delilas slams his hammer to the ground and strikes a ridiculous pose. The Delilas trio poses together one more time}

Delilas Family: We are the Delilases!

Gi Delilas: Vahn, I thought we could play together, but now I don't have the time. I'll let you live for now! But next time I see you, I'll have your life!

{The Delilas Family disappears in a cloud of smoke. Noa starts to mimic Lu Delilas' pose. Vahn stares at Noa's antics and Gala shrugs in embarrassment}

Gala: Noa! What are you doing? We don't have time to play!

Noa: Boo-hoo!

{The Ra-Seru heroes prepare to input the correct sequence on the four Stone Heads surrounding the Stone Petal}

Optional Event: Access Denied

{Vahn, Noa and Gala put the wrong sequence of codes into the Stone Heads}

Noa: Vahn! Something's moving under us! Something's coming!

Gala: I think we had better prepare ourselves!

Voice: Only those who are qualified may visit the Gate of Shadows! Prepare to atone for thy crimes with thy flesh!

{A large purple floating head comes out of the statue in front of them and attacks. They defeat the monster}

Noa: Vahn! What will happen if we answer correctly?

Gala: We must be very careful! If we answer wrong again, the same thing

will happen!

End Optional Event

{The Ra-Seru heroes hit the correct node in each of the four Stone Heads}

Noa: Vahn! Look! It's moving! The stone is moving! This is so exciting!

Gala: What kind of internal mechanism is this?!

{The stone fully opens into a rose petal that the Ra-Seru heroes can now climb. In the middle is a sphere-shaped liquid}

Noa: Oh, wow! Look! Vahn, look! The big stone flower opened!

Gala: Vahn! Look! The center of the stone flower! Some strange thing is moving! That must be the entrance to the path leading to underground Octam.

{The Ra-Seru heroes run up the stone flower}

Narration: The bud on the Stone Flower has a small hole and writing on it! Know well that the Star Pearl opens the door to the past! Do you wish to throw the Star Pearl into the small hole?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn kept the Star Pearl.

=====

- 1) Yes

Narration: Vahn threw the Star Pearl into the bud of the Stone Flower!

{The bud expands vertically, allowing the Ra-Seru heroes to walk inside of it}

Narration: The door opened!

~~~~~

{Vahn, Noa and Gala get sucked into the Stone Flower and find themselves in an underground path that branch into multiple routes. Eventually they arrive at the back entrance of Underground Octam}

[a205]

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0 Chapter 2-5	0
0	0
0 The Caverns Under Octam	0
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{Noa rushes out of the east entrance into Octam}

Noa: Wow! Vahn! Gala! Over here! There's a whole lot of people here!

{Vahn and Gala enter the town}

Gala: Ah, these must be the caverns under Octam.

Noa: Octam? That means Hari must be here! He's the one who can tell me what my dreams mean! He must be here, right?

1) Yes

2) No

~~~~~

1) Yes

Noa: Hooray! Vahn, let's go! Let's go find Hari!

=====

2) No

Noa: Oh. Boo-hoo!

Gala: Ha ha ha! Noa, Vahn is just being overly cautious. Based on everything we have learned so far, Hari just has to be here!

Noa: Yeah! Vahn, Gala, lets go find Hari now!

~~~~~

{Vahn, Noa and Gala pass the town's Inn when suddenly a large earthquake begins to shake the town}

Off-Screen: Earthquake! It's an earthquake!

{A man runs out of the largest building in town}

Man: Everyone, run!

{Another man and a woman run out of the building. A crowd looks at a house on a pillar that is shaking uncontrollably}

Unknown Voice: Look at Debora's house! It's going to collapse!

{A woman rushes out of the house and falls onto the ground due to the quake}

Debora: Arrgh! It's shaking! Someone, help me!

{The pillar begins to tilt and Debora starts to slide down the pillar}

Debora: (Silence)

{Debora tries to run to another pillar but a piece of the walkway falls off. A man rushes to the walkway's end and urges her to jump. She lands safely just before the pillar holding her house sinks into the earth below}

Gala: I don't believe it. This is worse than a nightmare!

Noa: Oh no! Wow, Vahn, did you see that? The whole house collapsed!

Optional Event: Talk to Kina

{Vahn, Noa and Gala find a little girl with long blue-hair tied back in a ponytail. Her name is Kina}

Kina: Hey, you felt that earthquake earlier, right? Well around here that's an everyday experience. At least no one died, though. By the way, did you come here to see Hari?

1) Yes

2) No

~~~~~

2) No

Kina: Oh. Well, Hari has been sleeping for a long time, so it may be pointless to see him anyway.

=====

\* If Vahn answered "No" first

Kina: You really did come here to see Hari, didn't you?

(Back to Yes/No options)

1) Yes

Kina: I knew it! I could just tell! I'll take you there! Follow me!

{Kina starts walking away and turns around to Vahn, Noa and Gala}

Kina: What are you waiting for? Come on!

{Kina runs off}

~~~~~

* If Vahn walks a different way

{Kina runs toward the Ra-Seru heroes}

Kina: What are you doing? I said Hari's home is this way!

{Kina runs off}

* If Vahn tries heading in different directions twice more

{Kina runs toward the Ra-Seru heroes again}

Kina: I wish you would stop goofing around. I'm a busy person, you know.

{Kina jumps over Vahn and then turns around and pushes him toward the front of the walkway leading to the southern pillar}

Kina: Now stick close, because I'm going to guide you there!

{Kina runs off}

* If Vahn talks to the man closest to the door in the main building

{Kina runs inside}

Kina: What are you doing? I said Hari's home is this way!

{Kina runs off}

* If Vahn goes to the 2nd floor of the main building and speaks to someone

{Kina runs into the room}

Kina: Hey, come on! Hari's home is this way!

{Kina runs off}

* If Vahn goes to the 3rd floor and talks to somebody

{Kina runs into the room}

Kina: Shhhhhh! You guys talk too much! Let's go! I'm trying to show you around!

{Kina runs out. Vahn arrives in front of the Palace of Meditation}

Kina: This is Hari's house! Well, go inside, go inside!

End Optional Event

{Vahn, Noa and Gala walk to the largest building in town and find the mayor at the top floor}

Mayor: Well! You are strangers here! Yes, I am the mayor. A useless one! Har har har! The people suffer so much, but I can do nothing. What an incompetent mayor I am! Ha ha! If only Hari would awaken, then we could do something about the situation. This is a dangerous place, so you'd do well to leave here quickly. Ha ha! Between me and you, I may have escaped the Mist so far, but I don't expect to live much longer.

{As the Ra-Seru heroes begin to leave a voice resonates throughout the building}

Off-Screen: Come here, everyone! It's Hari! Hari!

{A guard in green iron-clad armor runs through the bottom floor of the building yelling the news}

Guard: Hari is finally awake!

{The guard runs to the top floor, knocking down Vahn, Noa and Gala in the process. He kneels before the mayor of Octam}

Guard: Your Honor! It finally happened! Hari is finally awake!

Mayor: You don't say! What wonderful news! The town is saved! Ha ha ha! There's no time to waste! We must hurry to Hari at the Palace of Meditation!

{The mayor follows the guard to the Palace of Meditation as Vahn, Noa and Gala get up from the floor}

Optional Event: Kina Angered

* Vahn goes back to the 1st floor after it is announced Hari is awake

{Vahn finds Kina waiting at the bottom of the staircase}

Kina: Don't you know that Hari is awake? I'll take you there even if I have to drag you there! Prepare yourselves! The Vuuuulture Blaaaade!

{Kina spins around and does the Vulture Blade attack, knocking Vahn into the wall behind him and causing him to collapse onto the floor. The screen turns red and then cuts to Vahn standing in front of Kina outside}

Kina: What are you doing? I said that Hari is awake now!

End Optional Event

{Vahn, Noa and Gala arrive at the Palace of Meditation and speak to the three bodies of Hari on the bottom floor}

Hari of the Past: I am Hari of the Past. I shall reveal to you the headwaters of the flow of time. Are you ready to hear about the past?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

Hari: Rem is the god of the three faces. It is up to you which face you wish to see. However, once you see one face, you may not leave without seeing the other two. Once you are ready to hear the past, you have only to speak to me.

=====

- 1) Yes

Hari of the Past: The start of your journey is the inevitability of time that connects the past to the present! The interrelation among the Mist, Seru and Ra-Seru is part of the inevitability of time. Beyond the human world in which we live is the home of the Seru, the Seru-kai. All Seru in the human world are born of the Seru-kai. Human world and Seru-kai are indivisible, but the two worlds were destined to remain apart. However, an unfortunate accident allowed the Seru to enter the human world. Humankind learned of the Seru's power and built civilization. But people depended on Seru too much, and it warped the human spirit, leading to great tragedy. At the heart of the Mist is a demon! Even through Rem's eyes its true nature is unclear. This demon, neither human nor Seru, used the Mist to destroy the world! It is no coincidence that you have been chosen by the Ra-Seru! Fight with all your strength! The power of the Genesis Trees is with you! This is the Rem of the past. Did you watch closely? Did you listen closely?

- a. Yes
- b. No

~~~~~  
b. No

Hari: Then do you wish to watch once more? To listen once more?  
=====

a. Yes

Hari of the Past: I have told you all of Rem's words. I will now go back to sleep. (Silence)

~~~~~  
{Hari of the Past closes his eyes and floats back down to his cradle}

Optional Event: Mayor Stops the Ra-Seru Heroes

{Vahn, Noa and Gala attempt to leave before speaking to the final two bodies of Hari. The Mayor comes running down the stairs and blocks their path}

Mayor: Where are you going? Wait! I can't let you pass. I can't do anything on my own! So I can't let you leave! Please go back and listen to everything Hari has to say. That's the only way to save the town.

{The Mayor sits down on the staircase in front of them}

* Vahn, Noa and Gala try to leave again

Mayor: Ha ha ha! But don't concern yourself with me. I'll wait here until you are finished speaking to him.

End Optional Event

{The Ra-Seru heroes walk over to Hari of the Present to listen to his words}

Hari of the Present: I am the Hari of the Present. I shall tell you what drifts on the surface of time. Are you ready to hear about the present?

- 1) Yes
- 2) No

~~~~~  
2) No

Hari: Rem is the god of the three faces. It is up to you which face you wish to see. However, once you see one face, you may not leave without seeing the other two. Once you are ready to hear the present, you have only to speak to me.  
=====

1) Yes

Hari of the Present: The Mist's henchmen are in the last stage. They plan to destroy the world completely! They are now tenaciously pursuing us - who have barely survived the Mist's attack. They are now raising an army to kill legions or turn them into Seru monsters! Deep below Octam, at the bottom of the Fire Path, are their henchmen! Vahn, Noa, Gala! Use the powers of your holy Seru to destroy the demon's henchmen! That is the only way to save this town from danger! The only way to save the world from imminent annihilation is to save each individual life! Fight with all your strength! The power of the Genesis Trees is with you! That's the Rem of the present. Did you watch closely? Did you listen closely?

- a. Yes
- b. No

~~~~~  
b. No

Hari: Then do you wish to watch once more? To listen once more?

- =====
- a. Yes

Hari of the Present:
I have told you all of Rem's words. I will now go back to sleep.
(Silence)

~~~~~  
{Hari of the Present closes his eyes and floats back down to his cradle. The Ra-Seru heroes walk over to Hari of the Future to listen to his words}

Hari of the Future: I am the Hari of the Future. I shall tell you the destination of the flow of time. Are you ready to hear about the future?

- 1) Yes
- 2) No

~~~~~  
2) No

Hari: Rem is the god of the three faces. It is up to you which face you wish to see. However, once you see one face, you may not leave without seeing the other two. Once you are ready to hear the future, you have only to speak to me.

- =====
- 1) Yes

Hari of the Future: Unfortunately, the shadow of the Mist also covers the future. Even with the divine powers of Rem it is not possible to see into the future. I can tell you this only. Listen well. Vahn, a horrible tragedy will shatter your hopes. Noa, your parents are still alive! They are in Conkram, in Karisto Kingdom!

Noa: Did you hear that? Vahn, let's go to Karisto Kingdom! Let's go to Conkram!

Hari of the Future: Yes. If you go to Conkram, Noa, you will see your parents! But beware! Seeing them will disturb you greatly. And you, Gala! In Songi you will find a nightmare awaiting. Remember - Songi is your shadow, your alter ego. Viewed as part of the flow of time, tragedy and salvation are two sides of the same coin. You yourselves may pull the trigger and cause nightmares to happen. But as long as there is hope, the deep, swift flow of the river of time may fulfill your hopes. Fight with all your strength! The power of the Genesis Trees is with you! This is the Rem of the future. Did you watch closely? Did you listen closely?

- a. Yes
- b. No

~~~~~

- b. No

Hari: Then do you wish to watch once more? To listen once more?

=====

- a. Yes

Hari of the Future: I have told you all of Rem's words. I will now go back to sleep. (Silence)

~~~~~

{Hari of the Future closes his eyes and floats back down to his cradle}

Noa: Vahn! Gala! Don't forget! We have to go to Conkram! Conkram!

{Gala closes his eyes}

Gala: Songi is my shadow? What on earth could that mean?

{As the Ra-Seru heroes reach the stairs to leave the Palace of Meditation they are stopped by the mayor of Octam}

Mayor: I heard the good news! So you're going to save this town! The Fire Path of which Hari spoke is a tunnel to the northwest of the town. I told the guards there to let you pass. Well then, I must be going. Ha ha!

{The mayor takes another hearty laugh and leaves back to his building. Vahn, Noa and Gala arrive outside and the pillar holding the Palace of Meditation starts to shake}

Off-Screen: Earthquake! It's an earthquake!

Woman: E-E-Earthquake! W-We have to find shelter!

{A large tremor knocks the woman to the floor and brings a guard outside to his knees. The woman gets up and tries to leave the pillar but in a panic the guard rushes passed her and knocks her into the ground. Vahn, Noa and Gala help the woman up. Vahn tries to rush inside the Palace of Meditation to save the others but Gala stops him. A priestess runs out of the building passed the Ra-Seru heroes and they all run to the other end of the walkway before the Palace of Meditation begins to sink into the depths below. The scene changes to Hari's room. A priestess runs over to a nun watching Hari. The nun nods and the priestess collapses to her knees. The pillar sinks completely into

darkness}

Off-Screen: Hari!

Narration: The earth opened up and swallowed Hari...

{The Ra-Seru heroes walk to the edge of their pillar and look below}

Hari: Vahn! Can you hear me, Vahn? Noa! Gala! Are you there?

{The Ra-Seru heroes look toward the direction of Hari's voice as three floating spheres rise into the air in front of them}

Hari: Vahn, Noa, Gala. I knew that the earth would swallow us up. Everything that happens is predestined in the heart of Rem, god of time. But, heroes of the Ra-Seru! You must not forget the mission with which you have been entrusted! The Hari of the Present ordered you to first head to the Fire Path. Destroy the henchmen of the Mist who have brought calamity to Octam. That will open the door to a new future for you. The three faces of Rem are watching over you. We will meet some day, at an unexpected place. Fight with all your strength! The power of the Genesis Trees is with you!

{The three orbs of Hari rise farther into the air and disappear}

Noa: Vahn...is Hari...is he..is Hari dead?

1) I think he may be gone after all

2) Hari could never die!

~~~~~

1) I think he may be gone after all

Noa: Boo hoo! Now I'll never get to talk to Hari again! I'll never get to ask him anything again!

=====

2) Hari could never die!

Noa: You're right. Hari could never die!

Gala: I don't mean to be cruel, but...you must both face reality! No one, not even Hari, could live through all that! You heard Hari's last words! He's dead!

Noa: Don't say that! Gala, you're so mean! You have a cold heart!

~~~~~

Gala: Before he died Hari told us to save Octam, right? Noa! You can feel sad later! But now we have to do what Hari instructed! That's the best way to respect his memory! Am I right, Vahn?

1)Yes, you're right...

2)No, you're wrong!

~~~~~

1) Yes, you're right...

Noa: Yeah, you're right!

=====

2) No, you're wrong!

Noa: Vahn, I understand! Gala is right!

~~~~~  
Noa: The Fire Path! That's where Hari said the Mist's henchmen are!
Let's go to the Fire Path and get those Mist henchmen! Let's knock
their blocks off!

{Vahn, Noa and Gala enter the Fire Path in the northwest of town}

[a206]

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0 0 0
0 The Monster of the Fire Path 0
0=====0

{Vahn, Noa and Gala head down the Fire Path. They are stopped by a
large tremor}

Noa: Vahn! Look at the stone pillar! It's moving!

{The massive stone pillar behind them trembles ferociously and settles
down after a few seconds}

Gala: This is bad, Vahn. That pillar is holding up the town of Octam!

{An aftershock shakes the entire area}

Noa: No! I don't want to see anything sad happen anymore!

Gala: Noa's right! Let's hurry down there! If we hurry, it might not be
too late!

{Vahn, Noa and Gala head deeper into the Fire Path. They come across a
volcanic underground and lava surrounds them everywhere}

Gala: Vahn, no good...the lava is blocking our way. We can't go any
further.

{Noa throws a quick tantrum but stops to examine the ground in front of
her. She notices a floating rock in front of her that's large enough to
support all of them}

Noa: Vahn, we can use this! We can climb this and get across!

{Noa hops onto the platform and begins to float across the lava}

Gala: Wait, Noa! Don't go by yourself!

{Noa heads back toward them}

Noa: Woah! Weee! Vahn! Gala! This is awesome!

{Noa jumps off the platform and joins Vahn and Gala}

Gala: Vahn, it looks like there's no other way.

Noa: Vahn, what are you waiting for? Hurry! Let's go!

{The Ra-Seru heroes jump onto the floating rock and travel across the molten lava until they spot a half Minotaur half Centaur creature. It charges at the pillar in front of it and punches it. The platform holding up Octam trembles}

Xain: Don't interrupt me! I'm doing something important ordered by Dohati!

{Xain gets ready to charge at the pillar again but is interrupted}

Xain: Didn't you hear me? I said I'm in the middle of something important! We can talk after I push over this stone pillar and kill everyone above us!

{Vahn, Noa and Gala try to get his attention once more}

Xain: Hey! You don't take no for an answer, do you? What on earth do you want? Hey, those Seru on your arms...those...those are...Ra-Seru, aren't they?

{Xain steps back a bit}

Xain: Oh, no! Just my luck! That means you guys...are the enemy, right?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

Xain: Alright, alright! I'll fight you! All three of you, come at me at once!

=====

- 2) No

Xain: Whew! I guess I was wrong. Ha ha! Am I glad! Don't worry about me. I'll be concentrating on this, so just watch me from over there. Killing humans who disobey the Mist is so much fun! Alright, here we go!

{Xain charges at the pillar in front of him and punches it}

Xain: What is it?! You keep interrupting me. Are you my enemy?

- a. Yes
- b. No

~~~~~

- b. No

Xain: O.K., O.K. I know you want to cheer me on, but just be quiet about it, alright?

=====

- a. Yes

Xain: Uh-oh! Oooohhh! Oh, this is not my day! You guys are the enemy!

Ah, shucks! Why didn't you say so before?! Dohati will get mad at me if I don't kill you. So, come on, come at me!

~~~~~  
+=====  
+Boss: Xain+  
+=====

{Vahn, Noa and Gala defeat Xain. A Seru rises out of Xain's head}

+=====  
+End Boss Battle+  
+=====

Xain: You got me! I never thought you guys were this strong! I've lost my host body...now I'm going to die...I bet you're happy! You're as happy as can be over defeating me, aren't you! I can't stand it! Just looking at your face makes the anger swell up in me! I'm going to use what strength I have left to bother you! Now watch with your own eyes and see what will happen...because you defeated me! Watch in vexation! Ha ha ha!

{Xain floats toward the lava}

Xain: This is my curse on you! My anger! The energy of my revenge! The absolute power of darkness!

{Xain plunges into the lava. In a flash the rocks and lava underground are both frozen solid}

Noa: It hardened! Xain made the lava hard! Boo-hoo! Vahn, I'm cold! I hate the cold! Hurry! Let's go back to Octam!

Gala: I never knew the Seru of the Mist had the power to freeze molten lava! Vahn, the danger to the town above is over for the time being, but...what Xain said troubles me. I have a bad feeling about this. Vahn, let's go back up and check out the situation.

{The Ra-Seru heroes travel back up the Fire Path and walk outside the entrance. The guard greets them as they arrive}

Guard: Welcome back! You did it! You defeated the henchmen of the Mist who were underground, right?

1) Yes

Noa: You got that right! We taught that Xain a lesson!

=====  
2) No

Guard:  
What?

Noa: No! We did! We did! Vahn, what are you saying? Did you forget? We defeated Xain, remember?!

~~~~~  
Guard: Ah, I knew it! When the ground stopped shaking, all the townspeople knew you were successful, and started cheering! Please, go

up and talk to them. They'll be very happy. Oh, and the mayor is waiting for you. Please go see him if you have the time.

Noa: OK!

{The guard takes a knee and looks into the depths below}

Guard: Say, it's a little cold here, isn't it? Did something happen?

Gala: Hmm. In their last moments, the enemies froze the depths of the earth.

Guard: What?! Yes. I only hope that nothing bad happens because of that.

{Gala shrugs}

Gala: What could those henchmen of the Mist be thinking? It's a mystery to me.

Guard: That's right. Whatever will happen later on will happen. But now, thank you, everyone!

{Vahn, Noa and Gala head over to meet the mayor of Octam}

Mayor: Thank you! Ha ha! Thank you so much! Ha ha! It's all thanks to you! Ha! Ha ha ha! This is what you'd call a smile of satisfaction! I'm so happy, words can't describe! Say, I have a favor to ask of you. Ha ha! Would you bring me some Spring Salts from Vidna? That's a town known for its hot springs. I am prepared to reward you. I hope you can do this for me. Ha ha! One more thing! I have instructed the guards to let you use the elevator. Please use it! Ha ha!

{Vahn, Noa and Gala walk to the elevator room and ride it up to the Rem Shrine in Mist-infected Octam}

Optional Event: Return to Vidna

{Mist covers the town of Vidna and Seru and Seru monsters run rampant over the town}

Noa: Vahn!

{Noa runs toward the town inn and Vahn follows close behind}

Noa: The Mist! Vidna is covered in the Mist! What's going on?

Gala: Both of you, look!

{Gala points them in the direction of the windmills surrounding Vidna}

Gala: The windmills that were protecting Vidna from the Mist. They've stopped. Hmm. You don't suppose it's because the magma cooled? The effects could have spread this far. What irony!

Noa: Vahn...

{Noa hangs her head in sadness}

Gala: Vahn, let's see if anyone's still alive.

{Vahn, Noa and Gala run over to the underground shelter at Danpas' house}

Narration: Vahn and the others pressed the elevator button!

Off-Screen:

(Silence) Who...Who is it? Are y-y-you human?

1) No

2) Yes

1) No

Off-Screen: (Silence)

2) Yes

Off-Screen: Oh, thank goodness! So there are still other humans not possessed by Seru. Go ahead, get in. I'll start the elevator.

{The Ra-Seru heroes go down the elevator and discover a group of townspeople who have managed to avoid death or possession by Seru. Vahn, Noa and Gala leave Vidna and follow the signs throughout the Sebuscus Islands to the town of Ratayu}

End Optional Event

[a207]

0=====	0
0 Chapter 2-7	0
0	0
0 Ratayu - City of Checkpoints	0
0=====	0

{The fissure blocking the entrance to Ratayu no longer has hot steam flowing out of it}

Meta: Vahn! Don't move! Wait a moment.

Terra: I sense something. Noa, can you? Do you sense it?

Ozma: It's a Genesis Tree! There's a Genesis Tree nearby!

Meta: But wait...the Genesis Tree's energy level is fluctuating wildly...what does this mean?

Terra: The Genesis Tree is to the east! Let's pass through the town and head east!

{The Ra-Seru heroes head into the doors leading into Ratayu. They come to a large door that leads to Mt. Letona, the location of the Genesis

Tree. Unfortunately the door is locked and a notice reads that the key must be obtained from the Lord of Ratayu, Saryu. The Ra-Seru heroes enter Ratayu's castle and walk up to the throne in the Throne Room}

Noa: Who is that?

Gala: What's the matter?

{Saryu moves toward the Ra-Seru heroes}

Saryu: A visitor...I, Saryu, am pleased. I have something nice for you.

Gala: Saryu? You're possessed by a Seru...how can you speak to us?

Saryu: I cannot understand difficult words...I give you the key to Letona.

Narration: Vahn now has the Letona Key!

Saryu: The Letona Key will open the gate. You can reach Mt. Letona's Genesis Tree there. The Mist can be driven from Ratayu. Then I can be with my bride. I am pleased. I give you this West Ratayu Key, too.

{Saryu walks back to his throne}

Noa: Alright! I didn't understand everything, but I got the part about the Genesis Tree!

Gala: I think he'll give us a key to reach the Mist Generator, if we revive the Genesis Tree. It sounds good, but something troubles me...

Noa: But Saryu said something about brides! Gala, let's help him!

Gala: Vahn, I will let you decide what to do.

{The Ra-Seru heroes head to the East Gate and use the key to enter the forested area of Mt. Letona}

[a208]

0=====0
0 Chapter 2-8 0
0 0
0 Mt. Letona's Spooky Wall 0
0=====0

{Vahn, Noa and Gala head toward the mountain}

Meta: Vahn, I feel the presence of a Genesis Tree. We are very near.

Ozma:

The Genesis Tree must be at the summit!

Gala: With a Genesis Tree, we can make our Ra-Seru stronger, too!
Hurry, Vahn!

Terra: But what do those strange energy fluctuations mean? Could it be something evil?

Noa: Vahn! Gala! Let's hurry and go see the new Genesis Tree!

Gala: I hope the Genesis Tree is alright! Come! We must hurry to the summit, Vahn!

{The Ra-Seru heroes head up Mt. Letona and soon reach the summit where the Genesis Tree lies. A transparent pyramid surrounds the Genesis Tree}

Gala: There's something strange surrounding the Genesis Tree! What is this? I've never seen anything like it!

Noa: Vahn, this is weird! It's a spooky wall! Let me touch it...

{Noa walks over to the wall and pokes it. She is instantly repelled backward and lands on her back. Vahn and Gala crouch down to check on her}

Noa: Ow! Vahn! It hurts! Don't touch it, everyone, it hurts!

{Vahn, Noa and Gala begin to head back down the mountain to look for other leads but are stopped by an all too familiar person}

Songi: Well, well. If it isn't my favorite group of idiots! Welcome back! What took you guys so long? I figured you simpletons would be coming, so I was waiting here for you.

{Songi does his patented backward flips and lands in front of the Genesis Tree. Vahn, Noa and Gala head over to him and Noa gets prepared in her fighting stance}

Songi: It took you long enough, you lazy dimwits!

Gala: Songi! Darn! So it was you who put up that force field!

Songi: So you're not just a musclebound moron, are you? That's right! It was me!

{Songi back flips onto the top of his force field}

Songi: I put up that force field to keep you idiots from trying any of your foolish tricks!

{Songi flashes his Ra-Seru}

Songi: Ha, ha, ha! Well, do you want me to deactivate it?

Gala: Of course we do!

{Songi jumps down from the force field and morphs into a hideous appearance of his former self}

Songi: Well, then, fight me! Come at me! All three of you, at once! In the very unlikely event you defeat me, I'll deactivate the force field.

+=====
+Boss: Songi+
+=====

{Vahn, Noa and Gala attack Songi all at once and defeat him}

+=====
+End Boss Battle+

+=====+

Songi: Ah, so you have gotten much stronger since our last meeting, have you? I am impressed! Your Seru are strong, as well. Not bad!

Gala: Stop talking and deactivate the force field right now!

Songi: Well, a promise is a promise. Alright, I'll deactivate it! Watch and learn!

{Songi casually walks over to the force field and raises his hands. A bright light surrounds the force field and in a few seconds it is gone}

Songi: There, you see? I am a person who keeps a promise. Now you are free to wake up the Genesis Tree. Use the Genesis Tree's power to drive away the Mist and make your Ra-Seru stronger! I eagerly await your next feat of bravery! So don't get yourselves killed! Farewell!

{Songi takes off and bolts down the mountain}

Gala: That blasted Songi! But he left so peacefully. I can't figure him out.

Noa: Vahn! Hurry! Let's awaken the Genesis Tree!

{Vahn, Noa and Gala surround the Genesis Tree}

Narration: Vahn gently touched the trunk of the Genesis Tree. Vahn feels a gentle warmth in the palm of his hand.

Narration: Noa gently touched the trunk of the Genesis Tree. Noa feels a quiet strength in the palm of her hand.

Narration: Gala gently touched the trunk of the Genesis Tree. Gala feels pure joy in the palm of his hand.

{The power from the Ra-Seru revives the Genesis Tree and drives away the Mist from Mt. Letona and Ratayu}

Narration: With the power of the Genesis Tree, Meta's level increased to Lv5. Terra's level increased to Lv4. Ozma's level increased to Lv3.

Noa: Vahn! Terra is strong again! Isn't this great? And the Genesis Tree's power drove away the Mist down below.

- 1) If Vahn and the others traveled to Vidna after fighting Xain
- 2) If Vahn and the others did not go back to Vidna after fighting Xain
~~~~~

- 1) If Vahn and the others traveled to Vidna after fighting Xain

Gala: The Mist must be gone now from Ratayu. But the Genesis Tree's power is limited. Unless we destroy the Mist Generator, the Mist will cover Vidna where the windmills stopped.

=====

- 2) If Vahn and the others did not go back to Vidna after fighting Xain

Gala: The Mist must be gone now from Ratayu. But the Genesis Tree's power is limited. Unless we destroy the Mist Generator, the Mist

remains in the Sebucus Islands and Octam.

~~~~~  
Noa: Yeah, that's right. OK! Let's destroy the Mist Generator!

Gala: Vahn, let's climb down the mountain and head for the town below, Ratayu. If we can get the Gate of Ratayu opened, we can reach the Mist Generator.

[a209]

0=====0
0 Chapter 2-9 0
0 0
0 The Brides of the Seru 0
0=====0

{The Ra-Seru heroes head back into Ratayu}

Optional Event: Speak with Saryu

{Vahn, Noa and Gala head back to the palace to speak with Saryu}

Saryu: The Mist...was born due to a mistake. I...am grateful. You destroyed...it. My successor, much difficulty will he have...because you destroyed...Mist. But I am pleased...You have my gratitude. The Mist...has made me very tired...Rest...I wish to rest. You...may leave...That's an...order.

End Optional Event

{Vahn and the others rest in the town Inn to wait for Saryu to feel better. Inside, they find a letter on the counter}

Saryu's Letter:
Harvest Month, Day 5
You are fortunate to be able to
give your life for our
great mission!
Be happy, Eliza!
You have been chosen to be
a Seru bride!
Tomorrow I will send
guards to retrieve you.
Clear your mind, purify your body,
and wait.
Bon Saryu,
Lord of Ratayu.

{Vahn, Noa and Gala see a woman dressed in a purple bridal gown after reading the letter and decide to speak with her. According to the people inside the inn, she is the innkeeper's daughter}

Eliza: So you drove out the Mist. How do you do? I am called Eliza. I have been chosen by Saryu to be a Seru bride. Soon the soldiers will take me away. But, please, don't worry about me. After all, I'm fortunate not to have died in the Mist...and all of my good friends

have already gone to the castle, too. And besides, if I don't go to the castle, my parents will be hurt...or worse. I have heard that you are the heroes who drove out the Mist. That's why I have a favor to ask you. I'm concerned about my parents. Please check up on them once in a while after I'm gone.

{Noa runs in front of Vahn and throws her arms in protest}

Noa: No, Vahn! Vahn! We can't let Eliza go! Don't let her be a Seru bride! I'll...I'll go in her place. I'll be the Seru bride instead! I'm strong! I won't die! So, Vahn! Let me go instead of Eliza! Please!

2) No

1) OK

~~~~~

2) No

Noa: You're so mean, Vahn! If Eliza goes she'll die! So let me go instead! OK?

=====

1) OK

Noa: Thank you, Vahn! I knew you would understand. But don't worry about me. Terra is with me, so we'll get that Saryu. Wait, Eliza. After I get ready, I'm going to go to the castle in your place.

~~~~~

{The Ra-Seru heroes rest up and put on their proper equipment and accessories. After doing so they meet back with Eliza}

Eliza: Are you sure it's alright for Noa to go as a Seru bride in my place?

2) No

1) Yes

~~~~~

2) No

{Vahn and the others walk away}

=====

1) Yes

Noa: I'll be alright! Don't worry about me! Here, give me that dress!

Eliza: Oh, I am so fortunate!

~~~~~

{Vahn and Gala turn around as Noa takes the dress off of Eliza and changes into it. The screen goes black and a knock is heard at the door}

Off-Screen: We are here for the Seru bride! Open the door! Don't disobey!

{Two guards from Saryu's palace enter the inn}

Guards: You seem to be all ready. Eliza! We are here for you, under orders of Saryu!

{Noa follows one guard out the door. Vahn tries to go after them but Gala bars his path. The other of Saryu's guards follows Noa from behind. After they leave Eliza comes out of hiding}

Eliza: What have I done? I let Noa take my place!

{Noa follows the guards north through the town and into the palace. The guards lead her into a chamber filled with various unidentifiable tubes holding unknown substances}

Voice: Someone, help me...I can't hear anything...I can't see...oh, the pain...

{Noa looks toward the right side of the corridor to find a previous Seru bride floating inside a gigantic beaker. Noa turns to the guard behind her and prepares to fight him but the guard raises his weapon and a guard runs up behind Noa. She stops her attempt to fight back and is forcefully shoved forward by the guard behind her. They continue to walk to the end of the corridor where two mad scientists are working. A Seru bride lies still with her arms crossed, her gown turned grey. Behind her is a hideous horned monster in an incubator}

Guard: Here we are. Now wait here for Saryu to arrive!

{The guards walk out of sight. Noa tries to speak to the frozen Seru bride}

Bride of Seru: W-Who is it? I...can't...hear anything. I... can't... see...

{Noa shakes the Seru bride and tries to get her back to consciousness. The scientists notice her struggle}

Mad Scientist: Heh, heh, heh. Young girls are soooo nutritious.

Mad Scientist 2:
Heh, heh, heh. Not yet! It's not your turn!

Mad Scientists: Heh, heh, heh. Hee hee hee!

{Noa runs over to the mad scientist next to the control panel and starts to shake him. As Noa tries to get his attention the horned monster raises a large tail with a tubed end and holds it over the frozen Seru bride. It opens its tail and sucks the Seru bride up}

Noa: Where did that woman go?

{The Seru bride suddenly appears in a large beaker}

Mad Scientists: Heh, heh, heh. You're next...

{Noa attempts to flee the underground laboratory}

Saryu: The bride of Seru is waiting, so I came.

{Saryu walks toward Noa with two guards accompanying him}

Saryu: You'll find more happiness as Juggernaut's flesh and blood than living your own wretched life. So consider yourselves lucky to be brides of Seru. Now be quiet! That's an order!

{Saryu points toward Noa and the guards raise their weapons}

Noa: Saryu, what you've done is unforgivable!

{Noa rushes at Saryu but his guards shock her with electric waves from their weapons. Noa lies stunned on the floor}

Saryu: The brides are not dead. Their vigorous bodies live. Now, connect them to the machine.

{The scene changes to the outside of the palace gate as Vahn and Gala stand in front of it}

Meta: Vahn! I'm receiving contact from Terra! Terra is sending out a warning!

Ozma: Gala! We must hurry! Noa is in danger!

Meta: Noa should be where Saryu is, so let's find Saryu.

Gala: Vahn, it looks like we're next!

Optional Event

{Vahn tries to enter the gate toward Mt. Letona}

Gala: Vahn! Where do you think you're going? Do you leave without Noa?! Think of Noa, a prisoner somewhere in the depths of the palace!

{Vahn tries to exit Ratayu through the city's entrance}

Gala: Vahn! Where do you think you're going? Are you leaving without Noa?! Think of Noa, a prisoner somewhere in the depths of the palace!

End Optional Event

{Vahn and Gala head into the palace. As they reach the chamber where Noa was taken they are ambushed by the two Kemaro guarding the door}

+=====+
+Mini-Boss: Kemaro x2+
+=====+

{Vahn and Gala defeat both Kemaro}

+=====+
+End Mini-Boss Battle+
+=====+

{After defeating the Kemaro they rush into the chambers where the Juggernaut and Noa are located. The scene changes to Saryu in front of the monster}

Saryu: Soon, very soon. The brides of Seru will give you life.

Mad Scientist: Hee, hee, hee! Juggernaut is nearly full of life force.

{Vahn and Gala reach them}

Gala: Noa! We're here to save you!

{Juggernaut raises its tail to suck Noa up right as Vahn and Gala rush toward her. Gala jumps into the air and punches Juggernaut's tail with Ozma. The mad scientists flee}

Meta: It's time to give Noa our fighting powers!

{Meta and Ozma use their powers to remove the bridal gown from Noa and restore her back to normal consciousness}

Noa: (Silence) Vahn? Gala? Oh, thank goodness!

{Noa gets off of her knees and wipes away her tears}

Noa: I never stopped believing! I knew I could count on my Vahn and Gala!

{Saryu appears behind them}

Saryu: You can't "believe" anything! I haven't ordered you to believe! You have done something I have not ordered. I don't like you! You must die! Die! That's an order! I will kill you!

{Saryu's shadow begins to rise from the floor and envelops him, causing him to transform. He turns around to attack}

+=====
+Boss: Van Saryu+
+=====

{Vahn, Noa and Gala defeat Saryu. At his defeat a Sim-Seru detaches from Bon Saryu's head}

+=====
+End Boss Battle+
+=====

Terra: Look at that Seru. That is the Sim-Seru that was controlling Saryu.

Gala: Blasted Sim-Seru! It deserves to be destroyed.

{The Sim-Seru levitates farther into the air and shatters. Vahn, Noa and Gala check on Saryu. He gets up and moves his hand over his head}

Saryu: Oh, my aching head...

{Saryu notices the strange room he is in and looks all around him}

Saryu: W-Where am I? What room is this? ... (Silence)! (Surprise)

{Saryu notices the Juggernaut being created in front of him. He pushes

passed Vahn and starts to operate the control panel}

Saryu: No! The device is running! This machine must never be turned on!
Turn it off! You must turn it off!

{Juggernaut sinks into the incubator and disappears underground}

Saryu: Thank goodness! That must never reach the surface. It's...a forbidden Seru.

{The scene changes and the Ra-Seru heroes are in front of Bon Saryu's throne}

Saryu: I have caused you all so much trouble. Again, I thank you for what you did for us.

{Saryu bows at the Ra-Seru heroes}

Saryu: Yes, I am entirely responsible for the tragedies that occurred in this town. One day, a man named Dohati came to the castle with a most unusual Seru. Foolishly, I put the Seru on. It was an evil Seru they had created - a Sim-Seru! My mind was controlled by the Sim-Seru. It made me turn on the device sealed underground. For Dohati, I made Juggernaut and sacrificed many of the town's young women to do so. The device's records show that I made one Juggernaut before the Mist came. The Sim-Seru gave me only one command: to create an infinite number of that monster! Ironically, that resulted in your helping us to revive the Genesis Tree. Had it not been for you, I probably would have remained a foolish puppet of the Mist. I will do anything for you! Ah, yes - here! I give you this!

{Lord Saryu holds out his hand and Vahn walks forward to reach for his reward}

(Vahn now has the West Ratayu Key.)

Saryu: That will enable you to get to Dohati's castle. Please destroy the Mist's henchmen - Dohati and Juggernaut.

{The Ra-Seru heroes head back to the West Gate and use the West Ratayu Key. They journey the long way south to the Mist Generator in the Sebuscus Islands.

[a210]

0=====0
0 Chapter 2-10 0
0 0
0 Confronting the Ruler of Sebuscus 0
0=====0

{The Ra-Seru heroes reach Dohati's Castle and battle their way up the fort until eventually reaching the room holding the Mist Generator}

Meta: Vahn! This is the Mist Generator that creates the Mist covering the Sebuscus Islands!

Terra: We can destroy this machine by combining our power!

Ozma: But be careful, everyone! I sense the presence of evil!

{The Ra-Seru heroes rush forward to the Mist Generator when a loud voice booms through the air}

Dohati: What a fool, that Saryu of Ratayu. I give him a Sim-Seru, and look at what he does. How naive! To enlist the powers of Ra-Seru in creating Juggernaut...no doubt that is the best he can do with that second-rate Sim-Seru.

{Vahn, Noa and Gala each look around. Dohati appears at the end of the walkway, guarding the Mist Generator}

Dohati: I am Dohati, faithful servant of Cort and true ruler of Sebuscus! It is I who created Juggernaut and ordered Xain to kill that meddling Hari. I, with the superior Sim-Seru I received from Prince Cort! Fools! You shall all feel the power of my wrath! Now I shall show you which is stronger, your Ra-Seru or my Sim-Seru!

{Dohati morphs into a hideous creature that looks like a mix between a frog and a bird}

+=====
+Boss: Dohati+
+=====

{The Ra-Seru heroes defeat the ruler of Sebuscus}

+=====
+End Boss Battle+
+=====

Dohati: How could my Sim-Seru, infused with the wisdom of the Mist, be defeated by a Ra-Seru?

{Dohati reverts back to his normal form}

Dohati: However, my creation, Juggernaut, has already been set free. Rim Elm. That wretched cave. The Biron Monastery. All those foolish humans who think they have escaped the Mist! Juggernaut has unleashed the hand of destruction on them all! And Juggernaut continues to grow under the protection of mighty Prince Cort. Though I may die, Juggernaut will live.

{Dohati shatters}

Meta: Vahn! Noa! Gala! Are you ready to destroy the Mist Generator?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

Meta: It's time to rid the Sebuscus Islands of the Mist that envelops it! Are you ready?

=====

- 2) Yes

Meta: Listen, everyone! We must work together! Let's go!

~~~~~

{Vahn, Noa and Gala use the power of their Ra-Seru to destroy the Mist Generator. A Ra-Seru floats up from the debris and starts to communicate with Meta, Terra and Ozma in the Ra-Seru's language. It soon bursts into pieces.

Gala: Ozma! That thing that disappeared, wasn't that a Ra-Seru?

Ozma: (Silence)

Noa: Terra, something's wrong! You were talking to it in a language I don't understand. I'm sorry, Noa. This is something I still can't tell you about.

Meta: Vahn, I promise that someday I'll tell you who I was talking to.

Ozma: So please don't ask us to tell you now.

Noa: (Crying)

Gala: Noa, there's no use crying about it. All you can do is believe in that promise.

Ozma: I'm sorry, Gala.

Gala: Well, at least the Mist is gone from Vidna and Octam.

Meta: That's right! By the time we reach the outside, both towns should be back to normal.

{The Ra-Seru heroes leave Dohati's Castle and head back to Ratayu}

---

{Vahn, Noa and Gala are seen standing in front of Lord Saryu}

Saryu: I see...your homes were damaged by the Juggernaut I created. I am terribly sorry.

Noa: No! It's not your fault, Saryu! It's the Sim-Seru's fault!

Saryu: Noa...I am told you are searching for your parents in Conkram.

Noa: That's right! Hari told me they were there!

Saryu: There is but one way from the Sebuscus Islands to Karisto Kingdom, where Conkram is. That is by the flying train. There is a flying train station in Octam. I do not know if it is still in operation, but it's worth a try.

Gala: I see. Songi is where the Mist is. Vahn, we must go to Karisto Kingdom!

Noa: Vahn, did you hear that? I want to go to Octam and ride a flying train!

{The Ra-Seru heroes travel back to Octam, where many citizens have moved back from Octam (Underground). Vahn, Noa and Gala head over to the second floor of the main building in Octam where the elevator operator is}

Elevator Operator: The flying trains? Oh, they're out of operation until the Mist is gone from Karisto Kingdom! Oh! Vahn! I didn't know it was you! I'm sorry. You want to go to Karisto Kingdom? Of course, I'll make an exception for you. The crewmen are waiting up there. Oh, and...before you go, I recommend buying plenty of the Doors of Wind!

{The elevator operator unlocks the elevator and sends the Ra-Seru heroes to the roof of Octam's main building. They find three crewmen waiting for them, one of them wearing a Seru required for pulling the gondola}

Crewman 1: Now, then...we can leave any time you want! Well, how about a one-way ride to Karisto?

- 1) No
- 2) Let's go!

~~~~~

- 1) No

Crewman 1: I see. You're not ready. That's alright! I'll be waiting. Come back whenever you're ready!

- =====
- 2) Let's go!

Crewman 1: Affirmative! Yessiree!

~~~~~

{The crewman wearing the Seru runs over to the other two crewmen and prepares them for travel}

Crewman 1: Here we go! Attach Flying Seru! All personnel in standard flight positions!

{One of the crewmen enters the gondola while one crewman and the Ra-Seru heroes watch from outside. The crewman wearing the Flying Seru jumps on top of the gondola and jumps into the air. The Flying Seru grows in size and connects to the front of the gondola}

Crewman 2: Alright, the Flying Seru is ready! Now stop stalling and get on board!

{The crewman enters the gondola with the Ra-Seru heroes and the other crewman jumps on top of the Flying Seru and enters its head, which closes in on top of him, acting like a cockpit. The Flying Train pulls itself across the ropes and brings the Ra-Seru heroes across the ocean}

Noa: Vahn! Gala! This flying train is great! We're breezing across the ocean! Look! Look! Octam is already out of sight! We're already at Karisto Kingdom! Soon we'll be in Conkram. Yea, Conkram!

Gala: I know. Hari did say that your parents were in Conkram, didn't he, Noa!

{Gala turns around to Vahn}

Gala: Vahn...when I was in Biron Temple, I once heard...in Karisto Kingdom, Sol and Conkram were at war when the Mist first covered the earth. Zopu said he believed there was some connection between that war

and the Mist. I think he was right, Vahn! But that's not all. Behind everything - deep inside the Mist - I sense a horrible evil!

{The Flying Seru begins to slow down and eventually comes to a complete halt}

Noa: Vahn, something's wrong! The flying train stopped!

Gala: That is strange. We're still in the middle of the ocean, and Karisto isn't even in sight.

Crewman 2: Something's not right. Why would we stop in the middle of the ocean like this?

{The crewman pushes open the gondola door and jumps on top of it. The other crewman who entered the cockpit of the Flying Seru rushes out to meet him}

Crewman 2: Hey! What're you doing stuck in a place like this?

Crewman 3: (Blah blah blah)...and...(blah blah) we (blah blah)...

{Crewman2 jumps}

Crewman 2: What? What?

{Gala shouts at the crewmen above him}

Gala: What's wrong? What happened?

{The second crewman leans over the gondola door}

Crewman 2: We were just talking about it over here and...

{The third crewman leans over the gondola door}

Crewman 3: This is not good! They say the Mist in Karisto Kingdom is much stronger than they expected. So if we go any further, the Mist will start affecting our Flying Seru.

Crewman 2: I thought we could go farther than this. Oh don't worry. It's a nice downhill slope from here on in! We'll just unhook the gondola, and with a little momentum you'll coast right into Karisto! Leave everything to us! Just close the gondola door and wait!

{The crewmen close the gondola door}

Crewman 2: We're counting on you!

Crewman 3: Affirmative!

{The third crewman jumps on top of the left rope that the Flying Seru is grasping on to and runs across it before jumping back into the cockpit. The second crewman rushes to the edge of the gondola and grasps on to the edge of the Flying Seru}

Crewman 3: OK! Are you ready? Hold on tight!

{The Flying Seru starts to move forward and begins to pick up speed until it's going at a blazing pace}



Crewman 2: Woah! Man, we're going fast! That guy is over-excited!  
Heeeyyy! HEY! That's enough! Unhook us! Unhook us! Vahn, Noa, Gala!  
We're counting on you! Good luck!

{The second crewman lets go of the back of the Flying Seru and is sent falling into the water below. Almost immediately afterward the Flying Seru unhitches and collapses into the sea. One of the crewmen pokes his head above the water}

Crewman 3: Hey! Are you alright?

{Another crewman sticks his head above water}

Crewman 2: The Mist disappears, and next thing I know, we're swimming in the ocean!

{The crewman wearing the Flying Seru comes up next}

Crewman 1: Are they gone?

Crewman 3: They're gone!

Crewman 1: I hope they're alright. Too bad the gondola doesn't have any brakes!

Crewman 3: But, hey, those guys have Ra-Seru!

Crewman 2: You said it! Nothing can beat a Ra-Seru by your side!

Crewman 3: Alright, let's go back!

Crewman 1: Shoot! I wish the Flying Seru could swim!

{The gondola is sent toward Karisto Kingdom increasingly building speed. Vahn, Noa and Gala reach Karisto Station and crash into the wall ahead of them}

#####  
Chapter III: Karisto Kingdom  
#####

[a301]

0=====0  
0 Chapter 3-1 0  
0 0  
0 Karisto Station 0  
0=====0

{A familiar voice wakes the Ra-Seru heroes}

Cara: Well, well! First you're wandering all over the place, now you're napping here?

{Vahn slowly opens his eyes to see Cara standing over him with an amused look on her face. Gala gets up from the side and collapses to a knee}

Gala: Cara!

{Cara turns toward Gala and snickers}

Cara: You're so pathetic. See what happens when you depend on those flying trains?

{Cara leans over to tend to Vahn, who is still lying on the ground. Noa lifts herself halfway up from the ground and sits on the floor}

Cara: I can't keep getting you out of trouble, you know!

{Noa gets up from the ground}

Noa: Hey, I never asked you to help me!

{Cara looks at Noa after her remark and Gala gets up to both legs}

Gala: Cara! What are you doing here? What is that?!

{Gala spins around as an enormous shadow casts over Karisto Station. Noa runs forward and Cara gets up to see what they are staring at}

Cara: I can't believe this. That's the Floating Castle! The one that sprays Mist down from the sky!

{Vahn finally gets up from the floor}

Cara: He took everything from us.

Noa: The Floating Castle...it's gone.

Gala: Tell me, Cara. How are you able to travel freely through the Mist?

{Vahn turns around and looks at Cara}

Gala: How do you escape possession by Seru when you don't have a Ra-Seru like us?

Cara: Ra-Seru?

{Cara looks at Gala with a puzzled look. She reaches into her pocket}

Cara: What is a Ra-Seru? All I have...is this good luck charm!

{Cara pulls out an object that shines with a radiant light}

Noa: Cara! That's a Ra-Seru Egg! Wow!

Gala: Cara! Where did you get that Ra-Seru Egg?

Cara: Oh, so that's what you call it - a Ra-Seru Egg! I didn't know that!

Noa: Cara, can I have that Ra-Seru Egg?

{Cara laughs and puts the Ra-Seru Egg back in her pocket}

Cara: I don't think so! No you can't have it! It's mine! Why should I give it to you? Ha, ha! Well, I have to get going. I have things to do!

{Cara backflips onto the step below her and starts to run off}

Gala: Wait! Cara, where are you going?

{Cara runs a bit farther and then stops to answer Gala}

Cara: Sorry! That's a secret!

{Cara runs the rest of the way down the stairs and leaves Karisto Station for her secret destination}

Gala: Oh, that woman! But...I wonder where she got that Ra-Seru Egg.

Noa: Cara might really be a nice person. After all, she helped us up.

{The Ra-Seru heroes walk down the steps and check out the Official Guide to Sightseeing in Karisto Kingdom on the bulletin board. They decide to journey to the city of Sol, the closest to Karisto Station out of all the destinations}

[a302]

|                                 |   |
|---------------------------------|---|
| 0=====                          | 0 |
| 0 Chapter 3-2                   | 0 |
| 0                               | 0 |
| 0 Sol Tower - The Paradise City | 0 |
| 0=====                          | 0 |

{Vahn, Noa and Gala reach Sol Tower, the largest city in all of Legaia. A humongous walkway with railings on each side leads to the entrance of the tower. Vahn and Gala casually walk to the entrance while Noa takes off and runs, tripping and flipping over on her butt. She looks up at the tower in amazement}

Noa: Wow! (Silence)

Gala: So this is Sol! I never imagined that such a huge city could be built by human hands! This must have been built with the power of the Seru of long ago. The flying trains...the city itself...truly a pre-Mist civilization!

Noa: Let's see what it's like inside!

{Noa takes off without another word}

Gala: Noa, wait! Don't go in alone!

{Noa turns around toward Vahn and Gala from across the walkway and jumps with impatience}

Noa: Well come on, Vahn and Gala! Let's go!

{Noa turns back around and runs into Sol Tower alone}

Gala: Ha, ha, ha! There's no arguing with Noa! Come, Vahn! We're all going inside!

{Vahn and Gala nod and run to the entrance of Sol Tower. Noa stops at the inside entrance of Sol Tower and looks around}

Noa: Wow, it's huge! Vahn! Gala! Look! It's huge!

Gala: I heard Sol was a big place, but I never imagined it was this big.

{Noa heads over to the railing in front of her and looks below}

Noa: But it's engulfed in the Mist...

Meta: Wait! I sense human thoughts. There are survivors in there!

Ozma: The Mist doesn't seem to have reached the upper parts of the city.

Terra: But be careful! I sense indescribable depravity.

Noa: Vahn! Gala! Let's be careful!

Gala: Warrior-monks of Biron were sent to Sol. I hope they are still alive.

{Vahn, Noa and Gala head up the stairs to reach the upper levels of Sol where the Mist hasn't reached}

Noa: Vahn! Gala! Wait a minute! I hear something! I hear someone fighting!

Gala: Yes, I hear it, too! The sound of a monster roaring, and the sound of a sword!

{The sound of the monster's roars and the clanks of the sword are heard even clearer, prompting Vahn, Noa and Gala into action}

Gala: It must be someone being attacked by a monster!

Noa: Vahn! Let's go help!

{They nod and rush up the stairs to help the person being attacked}

Noa: Oh, the sound stopped.

Gala: Whoever it was must have been killed by the monster.

Narration: (Silence)

{An old man fully clad in armor walks out of the entrance}

Old Man: (Surprise)

{The old man jumps back and puts on his helmet, getting ready in his battle stance. Vahn, Noa and Gala prepare to defend themselves}

Old Man: Villains! So thou wert trying to ambush me?! Grottesque beasts from Hell! Pack of Seru demons! Prepare to meet thy doom. Thou shalt die by my Astral Sword!

{The old man starts to creep forward}

Gala: Hold it!

{The old man continues to creep forward}

Gala: Old man! Calm down! We're not Seru monsters!

Noa: Yeah! We're human beings!

{The old man eyes the Ra-Seru heroes}

Old Man: (Silence) (Silence) (Silence)

{The old man puts his guard down}

Old Man: Forgive me. I apologize. Thou art indeed human, as I detect no madness in thine eyes.

{The old man takes off his helmet}

Old Man: I am Gaza, an old man who walks the path of carnage and bloodshed.

Gaza: Forgive me and my incivility, as I live in such a defiled land. But this demon's lair is no place for woman nor child!

{Gaza takes a look at Noa}

Gaza: Hmm?

{He takes a step toward Noa and puts his hand on her face, looking into her eyes}

Gaza: Mar...

{Gaza closes his eyes and shakes his head}

Gaza: No, of course not. Mine eyes doth deceive me. Mar is no longer of this world.

{Gaza turns around and walks passed the Ra-Seru heroes, heading into the floors below}

Gaza: In the upper floors are ones who would greet thee. Make haste! I take leave of you now.

{Gaza disappears into the lower levels. The R-Seru heroes continue looking in his direction}

Gala: That old man, Gaza, now there is a true swordsman! He does not drop his guard for an instant! But his eyes...his eyes showed no emotion at all. They were lifeless, cold eyes. Very disturbing...

Noa: That old man talks so funny...I couldn't understand him. But when he looked at me and called me Mar, he seemed so nice!

{Vahn, Noa and Gala make it to the upper floors where all the survivors are}

-----

\*\*\*\*\*  
Noa's Dream #4  
\*\*\*\*\*

{Vahn and the others rest at Sol Tower's Inn on the upper levels. The scene changes to Noa's dream where she wakes up to the sound of a voice in the darkness}

Noa: Father? Is that you, Father?

{A white orb shines as Noa's father speaks to her}

Father: Noa...There is something I must tell you.

Noa: What?

{An orb of light shines as Noa's mother starts to speak}

Mother: In the past, we made a horrible mistake.

Noa: Mother?

Mother: Something we could not undo. That mistake is what has devastated the world...It is also what has kept us separated for so long.

Father: Now we are paying for that mistake by being trapped in this eternal darkness of deep Mist.

Mother: Noa! You must undo the mistake that led to this devastation! We can give you the power to change fate!

Father: Noa, come to us, so that we can atone.

{Both orbs start to flash in and out of sight}

Noa: Where are you? Where should I go?

Father: In Conk...You can...change...fate...!

{Noa's father's orb disappears followed soon after by the orb representing Noa's mother}

Noa: Mother! I'll go! I'll find you! I promise!

-----

{Vahn, Noa and Gala ascend the stairwell they hear Cara's voice from inside the Jazz Club}

Cara: Oh, I can't take it anymore! Start acting like a man!

Noa: It's Cara! Vahn, that's Cara's voice!

Gala: It's coming from there. It sounds like an argument.

Noa: Let's go see! Vahn, let's go inside!

{Noa rushes into the Jazz Club}

Gala: That Noa is always poking her nose into everything! Come on, Vahn. Let's go.

{Vahn follows Gala into the Jazz Club. They walk forward to see Noa and random people in the Jazz Club staring at Cara, who is yelling at a man

getting drunk at the bar}

Gala: That man next to Cara! It's...

Cara: Grantes! I'm not saying this because I hate you! I just want you to get back on your feet! I want the Grantes of ten years ago, before the Mist!

{Grantes lowers his head and closes his eyes}

Grantes: (Silence)

{Cara closes her eyes and shakes her head}

Cara: Everything I did, I did them hoping that someday, you would get back on your feet. I was a no-good thief! I used the confusion to steal from people! I did things that would make my parents cry, if they knew.

{Cara opens her eyes and looks straight at Grantes}

Cara: Me! A woman! I did all those things. Don't you feel anything?

{Grantes opens his eyes and stares ahead vacantly}

Grantes: I'm grateful. I'm sorry...

Cara: Grantes! You're a sorry excuse for a man! Living off a woman...you're no better than a pimp!

{Noa turns around to Vahn with a puzzled look on her face}

Noa: Vahn, what's a pimp? If Grantes is a human, how can he be a pimp?

- 1) I don't really understand, either.
- 2) He's a man who lives off a woman.

~~~~~

- 1) I don't really understand, either.

Noa: Oh. Well then, Gala, can you tell me what a pimp is?

{Gala looks at Vahn then puts his hand over his face}

Gala: Uh, well, I am a monk, and know not of such things very well. That seems to be what one calls a bad man who doesn't work and has a woman support him.

Noa: A pimp is a bad man?

=====

- 2) He's a man who lives off a woman.

Noa: Wow, Vahn, you know everything! Now I get it! A pimp is a bad person!

~~~~~

{Noa turns around and starts stamping her feet in a tantrum}

Noa: Uh-huh! I get it! Grantes is bad! I hate people who are bad!

Gala: Wait, Noa! Don't be so hasty!

Noa: I'm going to get Grantes' cause he's bad!

{With a flying jump kick Noa kicks Grantes in the head and sends him flying into the alcohol bottles across the bar. Grantes lies in a heap on the floor}

Noa: Grantes is bad! Pimps are bad! I hate pimps!

{Noa jumps on top of a bar stool}

Noa: That's why I won't let Grantes get away with that.

{Cara rushes forward and grabs Noa}

Cara: No, don't. Stop, please.

{Noa turns around and looks at Cara}

Cara: He's not bad. I'm the one who's bad. It's all my fault. So, please, don't hurt him. If you want to hit someone, hit me.

{Noa jumps off of the barstool}

Noa: Why should I hit you, Cara? Grantes is the one who's bad!

{Gala steps forward and looks at Noa sternly}

Gala: Noa, don't interfere in their business. Come on, let's go outside!

{A pianist who was listening in at the argument shakes his head and goes back to performing}

Noa: But I didn't do anything wrong! Grantes is the one who's bad!

{Cara tends to Grantes at the other end of the bar and the scene transitions to Vahn, Noa and Gala leaving the Jazz Club}

Gala: Noa! This is adult business. You can't go sticking your nose into it.

Noa: Why? Adults are humans, too! And I'm a human! I'm a human just like them! Oh, I don't understand! Gala, tell me why!

{Gala facepalms}

Gala: Oh, brother.

{Cara walks out of the Jazz Club and heads into the lower levels}

Noa: You're so strange.

Gala: Come on, Noa! You wanted to go to Conkram, right?! You want to see your parents in Conkram, right?

Noa: Y-Yeah, I do. OK, Gala. I'll take care of Grantes later!

{Gala shrugs and the Ra-Seru heroes start ascending up the tower steps}



\*\*\*\*\*  
Optional Events  
\*\*\*\*\*

=Muscle Dome=

{Vahn, Noa and Gala enter the Muscle Dome. A fight between two Gobu Gobu is about to finish in the ring at the back of the room}

Referee: 8... 9... 10...

Narration: And there's the bell signaling the end of the fight. A colorful finish in only 1 minute, 47 seconds. The contestant in the blue corner has won a record victory.

{Vahn and the others head over to the front desk and speak to a woman in a revealing bunny outfit}

Cashier: Welcome to the city that never sleeps, Muscle Paradise! This is the counter to purchase tokens.

- 1) I want to buy some tokens
- 2) Tell me how the arcade works
- 3) Tell me the types of games
- 4) I don't need any help

~~~~~

- 1) I want to buy some tokens

{A menu pops up}

```
-----  
Your Coins          0 |  
Coins to Buy       000000 |  
                   |  
Your Gold          ##### |  
Total Cost         0 |  
-----
```

{Vahn decides to purchase tokens}

OK?

- 1) Yes
- 2) No

Cashier: Thank you for your purchase. Enjoy yourself!

=====

- 2) Tell me how the arcade works

Cashier: We use tokens here. You have to buy a token to play the games. When you're finished playing the games, you can exchange the tokens you won for prizes. Prizes are available at the opposite counter. You can't exchange the tokens you have for money. But, we will hold on to your tokens until your next visit. Do you need anything else?

=====

- 3) Tell me the types of games

Cashier: We have a total of three types of games in two zones. First, the front of the arcade is the Amusement Zone. Excitement guaranteed in successive bonus rounds! The newest in slot machine action - Wild Card! Win tokens in successive rounds! Fighting game - Baka Fighter. Enjoy either or both! Proceed directly to the game you wish to play after purchasing tokens. In the rear is the Coliseum Zone! Register to enter at the special sign-up counter. Anyone confident in their fighting abilities can enter the Tournament held at the Coliseum! Do you need anything else?

=====

4) I don't need any help

Cashier: Enjoy yourself!

~~~~~

{After purchasing tokens, Vahn, Noa and Gala speak with the hostess next to the counter}

Hostess: Welcome to Muscle Paradise! This is the sign-up counter for the Coliseum Zone.

- 1) I want to enter the Tournament.
- 2) Never mind

~~~~~

2) Never mind

Hostess: We hope you come again soon!

=====

- 1) I want to enter the Tournament.

Hostess: You want to enter? Wonderful!

~~~~~

Hostess: The fee for registering is 100 tokens.

- 1) I want to pay the fee and enter.
- 2) Tell me how to play the games.
- 3) On second thought, forget it.

~~~~~

2) Tell me how to play the games.

Hostess: This is an elimination tournament. Each contestant must fight one-on-one against our powerful monsters alone! The more bouts you win, the more tokens you get. There are three levels in the Tournament. The first is Beginner. You have to fight eight monsters in sequence as you would in a normal battle. At the Expert level, a contestant must fight eight monsters wearing only a Seru. As for the Master level, I will say only that you must fight more than eight monsters. After each bout HP automatically increases or decreases depending on how well, or poorly, you fight. It should also be noted that no items whatsoever may be used during a bout. There are three ways to leave the Tournament: by winning, losing, or running away during a bout. However, running away is considered forfeiting, and no prize money is awarded.

=====

3) On second thought, forget it.

Hostess: We hope you come again soon!

1) I want to pay the fee and enter.

Hostess: First, tell me which one of you will be entering.

- a. Vahn
- b. Noa
- c. Gala

b. Noa

Noa: Wait a minute! I don't want to enter! Why don't you enter, Vahn?

*Vahn tries to sign up Noa again

Noa: I said I didn't want to enter.

c. Gala

Gala: Sorry, Vahn, but vain displays of the martial arts of Biron are forbidden.

*Vahn tries to sign up Gala again

Gala: I must decline, Vahn, why don't you enter the Tournament?

a. Vahn

Hostess: Very well. I will now register Vahn for the Tournament.

Hostess:

There are three levels in the Tournament. Which do you want to enter?

- 1) Beginner
- 2) Expert
- 3) Master
- 4) On second thought, forget it.

4) On second thought, forget it.

{Vahn and the others walk away}

- 1) Beginner
- 2) Expert
- 3) Master

{The screen fades to black and the Tournament begins}

Announcer: Welcome to the Muscle Dome! Round 1

{The match starts}

- a. If Vahn wins the tournament
- b. If Vahn loses the tournament

~~~~~  
a. If Vahn wins the tournament

{Vahn strikes a pose as the referee rings the bell to end the match}

Narration: And the winner is...Vahn! Vahn!

Hostess: That was a good fight. Well done. We hope you enter again.  
Contestant Vahn is awarded #### tokens!

=====  
b. If Vahn loses the tournament

Narration: And the fight ends with contestant Vahn knocked savagely to the mat!

Hostess: That's too bad, contestant Vahn. We look forward to your return match. Contestant Vahn has also been awarded #### tokens.

=====  
c. If Vahn runs away from the tournament

Hostess: Sorry, but contestants who run away in the middle of a bout receive no tokens! To win tokens, you have to fight to the end or be defeated.

~~~~~  
{Vahn, Noa and Gala purchase a Gold Card at the prize counter and leave}

=Sol Fever Disco=

{Vahn, Noa and Gala enter the Sol Fever Disco to see lots of strobe lights and hear dance music playing in the background}

Bouncer: Hello and welcome! Do you have a Gold Card?

- 1) Yes
- 2) No

~~~~~  
2) No

Bouncer: This is a members-only establishment. Please acquire a Gold Card and come again.

=====  
1) Yes

Bouncer: Thank you! I'll hold onto your Gold Card while you are here. Please enjoy your visit.

~~~~~  
{Vahn, Noa and Gala speak to a blonde girl on stage dressed in a black top and gold skirt}

Mary: That's right! I'm Mary the Dance Queen. Ha, ha, ha! Don't tell me you're going to enter the contest, are you?

- 1) Yes
- 2) No

~~~~~  
2) No

Mary: That way, you know, you won't have to be ashamed of yourself.

- =====
- 1) Yes

Mary: I hate people you don't know their limitations. Lowlifes like that should just disappear.

~~~~~  
{Vahn, Noa and Gala speak to a man in a disco outfit dancing on stage}

Disco King: You! That girl there! You look like a natural-born dancer. Do you want to take lessons from me?

- 1) Yes
- 2) No

~~~~~  
2) No

Disco King: What? What a waste of talent. That's too bad.

- =====
- 1) Yes

Disco King: Good! That's the spirit! Now just do what I do and dance!

~~~~~  

Disco King Dance Tutorial

{Noa appears alone on stage}

Disco King: Do you want to learn how to dance?

- 1) Yes
- 2) No

~~~~~  
2) No

Disco King: Alright, give it a try. Let's see you dance!

{If Noa says "No" after this round is over the next two steps of the tutorial are skipped and Noa will automatically start the final tutorial level}

- =====
- 1) Yes

Disco King: That's the spirit. Let me teach you! I'll teach you the basics of dancing. Look down at your feet. There is a dance step guide and marks to show you the dance moves. Press the buttons in the same timing as the flashing guide. Timing is everything! Alright, give it a try. Let's see you dance!

~~~~~

{Noa begins dancing}

*If Noa's timing is off

Disco King: No, that's not it! What are you doing?

{After a while the first round of the tutorial stops}

Disco King: If you dance well, the level rises automatically and you can try more advanced steps. Press the triangle button simultaneously with the last command. But you can only use it three times. Press the circle or square button and triangle simultaneously for a groovy move. But you only get to do that 3 times. Okay, Noa! Let's see you use that triangle button.

{Noa begins dancing}

*If Noa uses the triangle button with good timing

Disco King:
Hey, pretty good!

{After a while the second round of the tutorial stops}

Disco King: You can also go to a higher level by pressing the triangle button. Press it when you're ready. Use the square and X buttons to dance, and press the triangle button at the right time for a groovy move. That's the basics, Noa! Alright, practice is over. Now show me your moves Noa.

{Noa starts dancing for a grade this time. After a while the countdown signals the end of the dancing round}

- 1) If Noa scores between 1-99 points
- 2) If Noa scores between 100-199 points
- 3) If Noa scores between 200-299 points
- 4) If Noa scores 300 points or higher

~~~~~

- 1) If Noa scores between 1-99 points

Disco King: Well, if I had to score that dancing, I'd give it...  
(Score)! {Disco King turns his back on Noa} You're terrible! No talent at all! That was a waste of time! Can't you even manage to press the buttons while watching the gauge?

=====

- 2) If Noa scores between 100-199 points

Disco King: Well, if I had to score that dancing, I'd give it... {Disco King spins and bends backwards while looking up at Noa} (Score)! I admire your effort, but effort isn't enough. Dance is all about rhythm

and style! To show style, press the triangle button. You have to work at it!

{Noa crouches and nods at him}

3) If Noa scores between 200-299 points

Disco King: Well, if I had to score that dancing, I'd give it... {Disco King does a disco move} (Score)! That was pretty good! Dance is all about rhythm and style! The triangle button is the secret to dancing! Use it as one of your moves! Noa, I see real talent in you! Just try a little harder!

4) If Noa scores 300 points or higher

Disco King: Well, if I had to score that dancing, I'd give it... {The camera changes angles 3 times and Disco King does a dance move} (Score)! Noa, there's nothing more I can teach you.

{Noa nods}

Disco King: As a final prize, I'll give you the Speed Chain!

Narration:

Noa now has the Speed Chain!

\*\*\*\*\*  
End Tutorial  
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{Noa speaks with a man in front of the stage}

Man: Welcome, everybody! Sign up for the Dance Contest over here! The sign-up fee is 500G. Do you want to enter the contest?

- 1) Yes
- 2) No

2) No

Man: You can sign up for the contest any time. Come back again!

1) Yes

\*If the party doesn't have 500G

Man: I'm very sorry, but you don't seem to have enough money to pay the sign-up fee. But of course you can dance on the main dance floor.

\*If the party has enough money

Man: Very well. This young lady here, Ms. Noa. I'll go ahead and sign you up.

{The room goes black and Noa runs in the middle of the dance floor in between two other girls. A man on the side of the stage starts to do commentary}

Commentator: There are lots of talented dancers here today. Who will be the new Dance Queen of Sol? Now let's start the preliminaries for the world-famous Sol Dance Contest! Whoever wins the tough preliminary gets to compete against Queen Mary for the title! The judges are ready. When the music starts, start dancing your hearts out!

{The dance tournament starts and Noa begins to dance her socks off. Eventually the countdown starts and the round ends. The room goes black}

Commentator: Contestants, you all danced superbly! Thank you, everyone! Now for the judges' decision. The winners of the Dance Contest preliminaries are...

- 1) If Noa comes in first or second place
- 2) If Noa comes in last place

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- 2) If Noa comes in last place

{Spotlights shine on the two girls next to Noa. Noa storms off and waits in the hallway leading to Sol Fever Disco's entrance as she holds back tears. Vahn and Gala follow her and she joins them}

=====

- 1) If Noa comes in first or second place

{Spotlights shine on Noa and the green-haired girl next to her. Noa jumps excitedly and the girl who lost walks off stage. Noa waves at Gala in the audience and pumps her fist proudly at Vahn. Dance Queen Mary walks up the stage and pushes Noa on the ground. Noa jumps up and down angrily}

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Commentator: Now it's time for the Sol Dance Contest finals!

{Noa takes her place where the other woman was who lost the last round. The spotlights fade}

Commentator: Introducing the contestants...First, a lovely dancer sure to dance gracefully tonight. With pretty green hair, Cathy! Next, in the middle, a dancer of amazing skill and grace, already a legend, Queen of Dance, Mary! Last, a dark horse. An unknown now, but will that change tonight? It's Noa! Now for that breathtaking moment - - the start of the dance finals!

{The round starts and after a while the count down signals the end of the round}

- 1) If Noa comes in first place
- 2) If Noa comes in second or third place

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- 2) If Noa comes in second or third place

{A spotlight shines on Dance Queen Mary. Noa storms off and waits in

the hallway leading to Sol Fever Disco's entrance as she holds back tears. Vahn and Gala follow her and she joins them}

1) If Noa comes in first place

{The spotlight shines on Noa. Mary looks at her in shock and Cathy turns around to the commentator. Mary puts her hand over her face}

Commentator: Oh my...Unbelievable! Mary has been defeated! There's a new Dance Queen tonight! With an elegant yet energetic style, Noa has taken the crown! Tonight is the beginning of a new legend.

{Noa spins in the air a few times and Vahn roots for her}

Commentator: The new Dance Queen, Noa, now receives from the Dance Contest Committee...Prize money of 10,000G and the Swimsuit!

Narration: Noa now has 10,000G and the Swimsuit.

{Vahn, Noa and Gala leave Sol Fever Disco}

=Sol Broadway=

{Vahn, Noa and Gala decide to enter the Sol Broadway}

Ticket Seller:

Admission is 10G per person. There are 3 of you, so that's 30G all together. Do you want to pay 30G to go into the theater?

- 1) Yes
- 2) No

2) No

Ticket Seller: You don't wanna go in? Alright. Fine with me.

1) Yes

Ticket Seller:

Go on in.

{Vahn, Noa and Gala enter the theater just as the show is starting. Two men on stage begin their routine}

Sol-Mar: Hey, folks, thanks for coming.

Sol-Far: Hi, I'm Sol-Far and this is Sol-Mar.

Sol-Mar: And I'd like to say...

Sol-Far:

[Singing] I'm a Sol man! Get it? Sol man? Soul man!

Sol-Mar: Hey, stop joking around, you moron!

Sol-Far: (Grumble, grumble)

{Vahn, Noa and Gala head backstage and see a depressed-looking comedian. Vahn and Noa walk up to him while Gala remains with his back turned, waiting impatiently}

Mon: My partner, Pig, said he doesn't want to perform anymore, and that this is all pointless! Since then, I haven't been able to find a new partner. Hey!

{Mon sees Gala and walks toward him, pushing passed Vahn. Gala turns around}

Mon: Hey, you there! You, the big one! Eh? Your name is Gala? Gala, you look just like Pig! Would you go up on stage with me?

1) OK

2) No

~~~~~

2) No

Mon: Oh. Well, I guess you're not interested in doing comedy. Of course you're not! Oh well. Don't mind me. I was being unreasonable. (Silence) It's all over for me!

\*talk to Mon again

Mon: Hey, Gala! Why don't you team up with me? We could be a comedy team!

=====

1) OK

Mon: What? You'll go on stage with me? Oh, thank you! All right, the stage is this way. Let's go! What are you worried about? Just deadpan it up there and I'll do the rest. I heard that you're a great straight man! So don't worry, let's go!

~~~~~

{The screen goes black and rounds of laughter are heard. Gala and Mon walk backstage after the show is over}

Comedian: Wow, you're great Gala! The audience has never applauded this much!

Mon: I forgot how wonderful it is to see people smiling and laughing!

Gala: N-No! It's not what you think! Vahn! Noa! Don't get the wrong idea! I-I was just having a serious conversation! Even if a Biron warrior-mok did perform in a...comedy show...No, I mean...The rules of Biron forbid laughter! So, even if I, a Master of Biron, I mean, I would...I could never...

Mon: Hey! Gala, what's wrong? Your act was just great, so what's the matter now? That line wasn't very funny.

Noa: Wow! You're great, Gala! You're not just strong, you're funny, too! I wanna go see all the people laughing. I'll be back in a minute.

{Noa runs off}

Gala: Wait, Noa! Vahn, stop! Stop looking at me like that! I...It's just that...You know! Oh well. That Noa went on by herself. I guess we should follow her!

{Gala runs after Noa and Vahn blinks a few times before following him. They all meet up at Sol Broadway}

Sol-Mar: You know, a person who's really talked-about nowadays is Master Gala.

Sol-Far: Just between you and me, that Gala, he may be big and strong...But he's a natural-born comedian! In other words, naturally dumb!

Sol-Mar: Hey, hey! You can't say that!

Sol-Far: Don't worry! I can say that, 'cause me and him are good friends. Just the other day, Gala was saying to me...

{The screen fades to black and rounds of laughter are heard}

End Optional Events

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{Vahn, Noa and Gala reach the top of Sol Tower and attempt to enter the Biron Monastery there. An old man walks out of the temple}

Old Deez: Stop! This is the Holy Temple of Biron. None but the followers of Biron may enter. Let alone those wearing the despised Seru on their person! Go away! Now!

{Old Deez turns around and prepares to head back inside}

Gala: Old Master, wait! Please, wait a moment! I am Gala. I embraced Biron and studied under Master Zopu. Please listen to what we have to say. Please!

{Old Deez turns around and looks down at Gala}

Old Deez: Zopu? So, you speak the name of Zopu! He certainly is of Biron...But...

Gala: Please forgive my impertinence!

{Gala jumps into the air and demonstrates some of the Biron Martial Arts before landing on the stairs in front of Old Deez}

Noa: Wow! Gala, you're so cool!

Gala: Biron Martial Arts, seventh degree. What do you think?

Old Deez: Hmm. There indeed is deft mastery in your techniques. Those could only be the secret arts of Biron, taught by Zopu himself! Having seen your skills, it would not do to turn you away. Come with me.

{Old Deez heads into the monastery and the Ra-Seru heroes follow him. The scene changes to Old Deez and the Ra-Seru heroes just finishing a conversation about the reason for their arrival}

Old Deez: I see. Your tales, Gala, Vahn, and Noa...the Ra-Seru and Genesis Trees...to witness such miracles! I am indeed impressed! I apologize for my rudeness earlier. Yes, there is a Genesis Tree here. However...

{Old Deez walks over to the left side of the Biron Shrine and picks up a tiny seedling in a pot}

Old Deez: See for yourselves. This is the temple's Genesis Tree!

Noa: Hey, Vahn! That's only a...

Gala: That's...a seedling! This tiny, frail-looking Genesis Tree is going to help us?

Old Deez: Correct! This is a Genesis Tree seedling. That is what we call it. One hundred years ago, the wilted Genesis Tree of the underground Warrior's Square...was transplanted here. Amazingly, it transformed itself into this seedling. The prophecy of the Holy Emperor Etora IV says that when the time is right...the Genesis Tree in Warrior's Square under Sol, will come back to life. I now entrust you with this Genesis Tree seedling!

(Vahn now has the Genesis Seedling!)

{Gala bow to Old Deez}

Gala: I am honored, Master Deez.

Noa: Vahn! Gala! We did it! Now we can drive the Mist from Sol!

Old Deez: Good luck to you. And may Tieg smile on Sol.

{Four Biron Monks enter the monastery and begin training. The Ra-Seru heroes leave the monastery and walk out of the front gate. As they head to the stairs to descend the tower they are stopped by Gaza}

Gaza: I, Gaza, will not let thine evil plot succeed! This I have vowed on my honor, and on the mighty Astral Sword! No one who would prevent me from keeping that vow shall be spared! Now put down that Genesis Tree seedling! Do not resist me! Lest thou die by my blade!

{Gaza puts on his helmet and prepares to attack. Five Biron monks attempt to rush Gaza}

Gaza: Insolent knaves!

{Gaza knocks out all five warrior monks with a single swipe of his sword}

Gaza: Fools!

{Gaza turns around and makes his way cautiously toward the Ra-Seru heroes}

Gaza: Fear not, that was just the back of my sword! I do not take life

without reason. I am Gaza! I bear thee no ill will. Yet if thou doth seek to drive away the Mist and with it the Seru...then I would be forced to stop thine evil scheme by taking thine lives. Now, how dost thou reply?

Noa: You're weird! I don't understand a word you're saying, but I can tell you're a weirdo!

Gala: There's no reason for us to fight, Gaza! The awakening of the Genesis Tree and your vow...they are the same thing! That means you, old man, and we share a common goal! There is no reason for us to fight. We are not sworn enemies!

Gaza: Misjudge me not! My vow is to live the way of the sword! That and no more! The grounds where my sword holds the power of life and death is the demon's lair below! I exist to fight there! My sword was forged to slay the demons! I live for carnage!

{Noa tilts her head trying to understand Gaza's words}

Noa: Power of life and death? Demon's lair? Carnage? Ooh! I don't understand what that old man is saying at all!

Gala: Noa, the gentleman seems to think if we revive the Genesis Tree and drive away Mist...then he won't be able to practice his swordsmanship on Seru in Mist anymore.

Noa: ? That's too weird! That's just too weird! There's something wrong with this old guy!

Gala: The Mist can twist people's minds with its very existence.

Gaza: Enough idle talk! Let thine steel do thine talking!

+=====  
+Boss: Gaza+  
+=====

{Gaza attacks the Ra-Seru heroes with his powerful sword attacks. However, Vahn, Noa and Gala defeat Gaza and leave him sprawled across the floor}

+=====  
+End Boss Battle+  
+=====

{Noa crouches next to Gaza}

Noa: Oh, the old man...

Gala: Such a senseless fight! Why must human fight human?! Vahn, the old gentleman still lives. We must treat his wounds, quickly!

{Vahn, Noa and Gala attempt to tend to Gaza's wounds but a voice stops them}

Songi: Have no fear, Songi is here!

{A portal opens at the top of the tower. Songi appears through it riding on top of some sort of hover board}

Songi: My, my. Gala, do you realize what you've done? You've killed a human being! You're all a disgrace! Your cruelty puts the Mist's henchmen to shame! Bloodthirsty beasts! How could you murder this poor old man just because he was a little eccentric? Oh, the horror! Just watching it sent a chill through me!

Gala: Songi...Y-You bastard!

Songi: Hey, wait! Wait, you simple-minded muscle-bound oaf! I will save the old man! After all, I've taken to him...and unlike you, I am a merciful person. Ha, ha, ha! I'll heal him, and help him recover! So stay alive long enough to see him get better! So long!

{Songi uses his hover board's energy to pick up Gaza and drags him through the air with him through the portal, disappearing in a rippling vortex}

Gala: That Songi...what is he up to?

Noa: Vahn, is the old man going to be OK? I'm worried about him.

{The Ra-Seru heroes take the Genesis Tree seedling with them to the bottom floors of the tower. As they try to reach the basement they discover that their path is blocked by the Sage's Gate, a massive guard dog statue. As they find out from the machine room next to the Sage's Gate, they can only remove the Sage's Gate by feeding all 8 Sage's Treasure Chests scattered throughout the bottom floors of the tower Soru Bread. Once all the Soru Bread is obtained, the Ra-Seru heroes find the Sage Treasure Chests one by one until all of them are satisfied. They return to the machine room and step on the panel, where eight pipes are rumbling loudly}

Narration: There is writing carved into the door. He who seeks the Warrior's Square must sate the Sage's hunger. Then the Sage's Gate will open. All the Sages have been satisfied.

{The Ra-Seru heroes step off of the platform as steam starts to jut out from the pipes}

Noa: W-What should we do? Something weird is going to happen, I know it!

Gala: Calm down, Noa! Listen! I hear something!

{The screen changes to a view of the Sage's Gate. A wall opens up and the Sage's Guard Dog turns around and slides into the walls, which close up immediately afterward. Back in the machine room, a transparent image starts to appear slowly on the platform in front of the Ra-Seru heroes as their eyes are closed in concentration}

Image: Uhhh...Yeaaa...! Wooooo...hoooo!

{Noa turns around to see the image floating in front of her}

Image: ...am most...impressed!

{Gala turns around and notices the image start to appear more clearly. It bursts into focus and startles Vahn, who jumps backward}

Image: You who solved my riddle! Don't be scared! I am Usha. Dr. Usha!  
I am pleased to make your acquaintance!

Noa: Hi, Dr. Usha!

Dr. Usha: Don't be alarmed. This is a mechanical device. It is not the real me! I know not whether I will still be alive by the time you hear this message. I recorded this message just after sealing the Sage's Gate. This I did to protect the Warrior's Square from the approaching Mist and its cohorts. If I am lucky, I will survive the Mist long enough to meet you. Proceed with the Genesis Tree seedling. Heroes! Drive the Mist from Sol!

{The image of Dr. Usha begins to fade and blinks out}

Noa: Dr. Usha...he disappeared!

Gala: Vahn! How did Dr. Usha know we were here? We should take the Genesis Tree seedling to Warrior's Square, like Dr. Usha said.

{The Ra-Seru heroes head into the basement of Sol Tower where rows of bookcases filled with books are located. They travel through some armories and eventually reach a set of stairs leading farther down into the tower. They descend the staircase and enter the Warrior's Square}

Noa: The air is so cold! I'm chilled to the bone! This place is so weird!

Gala: The air is stale from being sealed in here for so long.

Noa: Hey, what's that? There, in the middle - those strange rocks.

Gala: That must be the Warrior's Square that Dr. Usha was talking about. The Square must be behind those stones.

Noa: Ooh, I want to see the Square! I want to go through the stones!

{The Ra-Seru heroes move the lever immediately in front of them, causing the first row of rectangular stones to drop into the floor. They navigate the stairs to reach the other lever at the other side of the room, passing electric trap barriers along the way. By using levers to deactivate the appropriate barriers they eventually reach the other lever, dropping the second set of stones and revealing a large circle of soil}

Noa: Vahn! The Genesis Tree! We have to plant the seedling quickly!

Gala: Vahn! Hurry! I'm worried about Songi and Gaza.

{They are about to place the Genesis Tree seedling into the soil when they are interrupted}

Songi: Oh, thank you for always thinking of me, members of the Moron Brigade!

{A portal opens in front of the Warrior's Square}

Songi: I wouldn't want to ruin my reputation by not living up to you morons' expectations!

{Songi jumps out of the portal and lands in the center of the Warrior's Square. Gala runs toward him}

Gala: Songi! Leave here peacefully! Now!

Noa: Songi! What did you do with the old man, Gaza?

Songi: Well, well. How touching! The barbarian girl is fond of the old geezer!

{Noa starts throwing a tantrum}

Noa: Ooh! I'm steaming!

{Songi spits on the ground in front of him}

Songi: If you want to see him that much, then go ahead! Gaza! Come out, Gaza! We have visitors!

{A portal opens up in front of the Warrior's Square and Gaza jumps out of it}

Songi: Ha, ha, ha! I'm just as crazy about this geezer as you fools are! In fact, I like him so much that I gave him a custom-fitted Sim-Seru!

{A Sim-Seru in the shape of Gaza's shoulder armor manifests at his right side}

Songi: He's a Super Geezer now...and quite a formidable opponent, too!

{Songi turns around toward Gaza}

Songi: Now, then...I'll leave you to the geezer. If you'll forgive me, I must be going. I'm so busy now! I would wish you good luck, but that won't do you any good! Ha, ha, ha!

{The portal opens up again in front of Songi and he jumps through it. Noa runs over to Gaza}

Noa: Old Man!

Gaza: (Silence)

{Gala runs forward next to Noa}

Gala: Noa! Stay away from him! He's possessed by a Seru!

{The Sim-Seru attaches itself to Gaza and slightly morphs his appearance}

Noa: Vahn! The old man...Gaza, he's...he's being destroyed!

Gala: He's in a frenzy. There's nothing to do now but fight him!

{Vahn nods in agreement. Gaza turns to the Ra-Seru heroes}

Gaza: T-Thou wouldst hinder my path of carnage. You must die! Prepare to die by the steel of the Astral Sword! Prepare to meet thy doom!



+=====  
+Boss: Gaza+  
+=====

{A large purple sword manifests itself between Gaza's hands. The Ra-Seru heroes engage him in battle and defeat him}

+=====  
+End Boss Battle+  
+=====

Noa: The old man...

Gala: Look, Noa! The horrible Seru is separating from Gaza's body!

{The Sim-Seru rises farther into the air and disintegrates over Gaza}

Gaza: I d-dropped my guard...I am...utterly defeated...by the enemy...failed to keep the vow...I made...my dream...never to come true! Mar! Theodore! Belde!

Noa: Terra! Terra! He's dying! Don't let him die! Help him! Terra, you're a Ra-Seru! You have amazing powers! Please, help the old man!

Terra: Noa, Gaza's body is dying. There is nothing we can do. However...yes, that's it. It may be possible to keep his spirit alive.

Ozma: Special powers are needed to raise the Genesis Tree seedling into a full-grown Genesis Tree.

Meta: Gaza's strong spirit, which trapped Gaza in its prison...it's pure and earnest enough to provide the Genesis Tree seedling with the energy it needs!

Terra: Gaza's soul will live eternally in the Genesis Tree in Warrior's Square!

Noa: You mean that the old man is going to turn into a Genesis Tree here?

Gaza: I...am to become a G-Genesis Tree? Now that I have failed...to uphold my vow...then I can die contentedly. Please help me join with the Genesis Tree!

Gala: Noa! Gaza's pulse is getting weaker!

Noa: Old man! If you really want to join with the Genesis Tree...

Meta: Vahn! Place the Genesis Tree seedling next to Gaza! Let his energy flow into it!

{Vahn places the Genesis Tree seedling in front of Gaza's body and turn the seedling into a fully grown Genesis Tree}

Narration: With the power of the Genesis Tree, Meta's level increased to Lv6. Terra's level increased to Lv5. Ozma's level increased to Lv4.

{Gaza's Astral Sword sparkles with energy and floats from the top of the Genesis Tree in front of the Ra-Seru heroes}

Gala: Vahn, Noa! Look! That's Gaza's keepsake!

Noa: Vahn! T-That's the old man! He wants us to use it now that he's gone!

{The Astral Sword drops down to the ground in front of Vahn. Vahn takes the Astral Sword}

(Vahn now has the Astral Sword!)

Gala: For an instant, Gaza saw his grandchild Mar's face in you, Noa.

Noa: Old ma...I mean, Grandpa! Watch over all of us, OK?

{The Ra-Seru heroes walk over to the exit of the Warrior's Square and as they leave Noa takes one last look at the Genesis Tree}

Noa: Old man...

{The Ra-Seru heroes head over to the inn at the lower floor and speak with Emperor Etora of Sol after finding out from a Solian that he wishes to speak with them}

Emperor Etora: I am Etora Ignao Durk de La Micentus the Eighth, Emperor of Sol. You there. Are you the one called Vahn?

1) Yes

2) No

~~~~~

2) No

Emperor Etora: Has the Mist made your ears deaf? I asked you if you are the one called Vahn.

=====

1) Yes

Emperor Etora: I see. I have heard much of your exploits. I am pleased.

~~~~~

{Emperor Etora turns around and looks out the window}

Emperor Etora: Many citizens fell victim to the Mist in the long years before you arrived. But you have saved us. I also foresaw the danger posed by the Floating Caslte...I ordered Dr. Usha to seal the Sage's Gate. I was correct in doing so. I have from Usha a message intended for the heroes who revive the Genesis Tree. X, X, Triangle, Circle, Square! I know not what it means, but apparently it is a password. That is the message! I now entreat you to destroy the abominable Floating Castle! Good work! Give my regards to Usha when you see him!

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Optional Event: Angry Man

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{Vahn, Noa and Gala come across a bearded man next to a fish tank at Sol's Inn on the upper levels who confronts them}

Bearded man: Hey! Who asked you to get rid of the Mist? Why don't you mind your own business!

{A woman rushes up to him}

Middle-aged woman: Stop that! What's the matter with you, talking like that?

Bald man: I-I'm sorry, dear. I just got carried away.

Middle-aged woman: Vahn, I'm so sorry. My husband is just so ill-mannered.

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End Optional Event

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{With the password they exit Sol Tower in a journey to Usha's Research Center in the north. As they walk passed the walkway heading out of Sol Tower the scene changes to the inside of the Floating Castle. The Delilas Family is seen kneeling in front of a throne with a mysterious woman in sitting in it}

Voice: Well, well. It looks like the kids revived the Genesis Tree of Sol. Not bad.

Gi Delilas: When you want that blue-headed brat dead, just say the word, Zora, and he's dead.

Zora: Ha, ha! You're quite confident. But leave them be. While they're wandering around, Koru will...

Lu Delilas: Don't worry about Koru. Leave him to the Delilas family!

Zora: Ha, ha! Then go! I'm counting on you!

Che Delilas: Yes, ma'am!

{The Delilas family jumps off into the distance to carry out their dastardly plan. The camera changes and Songi is seen in standing with his back turned to Zora, arms folded and a smirk on his face}

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{On the way toward Dr. Usha's Research Center, the Ra-Seru heroes reach the frozen city of Buma}

Noa: Vahn! Gala! This is Buma! The Genesis Tree must be here! I'll go check! I'm going ahead to the Genesis Tree!

{Noa runs toward the edge of the town. The scene changes and Cara is seen kneeling on the frozen grass in between the Genesis Trees}

Cara: I know...your heart is frozen just like this ice. I can tell, because my heart is buried here in the cold ice and snow, too.

{Cara shakes her head and gets up from the floor. She walks east over the railings on the edge of the small hill where the Genesis Trees stand. Noa runs to the front of the Genesis Trees}

Noa: Whoa!

{Vahn and Gala arrive behind Noa. They stand in front of the middle Genesis Tree}

Noa: Vahn...Gala...the Genesis Tree! Come look at the Genesis Tree! Oh, this is terrible! It's frozen stiff! It's frozen!

Gala: Oh, no!

{Gala rushes to the Genesis Tree on the right side to check on it}

Gala: Oh, no! Vahn, the Genesis Tree is frozen! It's covered in ice and snow!

{Vahn runs over to the left Genesis Tree}

Noa: Terra! Terra! Everything will be alright, right? Won't the Genesis Tree wake up?

Terra: (Silence) I never imagined that something like this would happen to the Genesis Tree! We still have to try!! We're going to focus all our energy! Come over here!

Ozma: Gala, let's give it a try!

{Gala nods and joins Noa at the middle Genesis Tree}

Meta: Ready, Vahn? Let's go join them.

{Vahn joins Noa and Gala at the Genesis Tree}

Terra: Focus your thoughts!

{They each raise their hands in the air and Meta, Terra and Ozma start to glow}

Ozma: Visualize the healthy, revived Genesis Tree!

Meta: Concentrate! Harder, harder!

{The power from the Ra-Seru enters the Genesis Tree. It seems as if their powers will work, but the Genesis Tree remains as it was}

Terra: It's no good. If we try any harder, we may damage the Genesis Tree.

Noa: No! No we can't give up! We can't! I'll do it! I'll wake up the Genesis Tree!

{Vahn and Gala walk over to Noa as she has a tantrum}

Gala: Noa! Stop acting like a child!

{Noa hangs her head but suddenly has an idea}

Noa: Ohhh! Wait! That's it! A Ra-Seru egg! This is a Genesis Tree, so it should have a Ra-Seru egg!

{Gala nods in agreement}

Gala: Noa is right! Ozma, can we at least get a Ra-Seru Egg?

Ozma: Well, actually...it looks like there are no Ra-Seru Eggs here.

Meta: It looks like all the Ra-Seru Eggs have been taken from every Genesis Tree.

Noa: Cara! She took them! She took the Ra-Seru eggs! I'm sure of it, because she had an egg!

Gala: I see. It's possible. I don't know for sure, but it's possible.

{Noa touches the Genesis Tree}

Noa: Can't we melt the ice? If we could, we could revive the Genesis Tree.

Gala: There's only one thing I can say for certain...and that is, dawdling around here isn't going to get us anywhere! Noa! Vahn! Let's look for other leads!!

{Gala starts walking toward the town exit}

Noa: Gala, you sure do talk big.

{Noa looks at the Genesis Tree in front of her}

Noa: Just you wait. I promise you that we'll figure out something.

[a303]

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0 Chapter 3-3 0  
0 0  
0 Usha Research Center 0  
0=====0

{Vahn and the others journey toward Usha's Research Center and enter the floor underneath the tower. A pipe just down from the tower for visitors to speak into}

Narration: If you have business here, speak into the voice tube.

Noa: Doctor! Dr. Usha! Is Dr. Usha there?

Dr. Usha: Who is it?

{Noa yells into the pipe}

Noa: It's me, Noa! I came to see you, Doctor!

Dr. Usha: Noa? I don't know any Noa!

Gala: We're on a journey to wipe the Mist from the face of the earth! We came seeking knowledge, Dr. Usha. Please let us in!

Dr. Usha: Well...you may just be clever Seru. You say you want to destroy the Mist...if you're telling the truth, you must know the password from someone in Sol! Well? Let me hear the password!

Narration: Please enter the password.

- 1) Password is Correct
- 2) Password is Incorrect

~~~~~

2) Password is Incorrect

Dr. Usha: Wrong! You're way off! So, you were imposters after all! If you were real, you would have heard the password from King Etor VIII in Sol!

Noa: Dr. Usha! Hey! Doctor! Doctor! Vahn, there's no answer!

{Vahn and the others try again}

Noa: Doctor! Dr. Usha! It's me, Noa!

Dr. Usha: Quiet! You're interfering with my research!

Noa: I need to see you! I need to see you, doctor!

Dr. Usha: Then tell me the password!

- =====
- 1) Password is Correct

Answer: X X Triangle O Square

Dr. Usha: That's it! So you are the heroes! You're finally here! Just wait a moment. I'll send down the elevator, so wait a moment.

~~~~~

{An elevator lowers down from the tower in front of the Ra-Seru heroes}

Gala: That will take us up to Dr. Usha!

{Vahn, Noa and Gala enter the elevator and it takes them up to Dr. Usha's Research Center. Inside the research center they find many assistants in lab coats, a peddler, and others who have escaped the Mist}

\*\*\*\*\*

Optional Event: Noa Wants a Bath

\*\*\*\*\*

{Vahn, Noa and Gala reach the second floor of the Research Center and find a hot tub in the southwest corner}

Noa: It's a hot spring! Vahn, Gala! A hot spring! There's a hot spring here.

Gala: Well, imagine that. They even have a bath in this floating place.

Noa: I want to take a bath! I want to get in the hot spring!

Off-Screen: H-Hey! Wait a minute!

{a man walks up wearing only a towel}

Man: What do you mean? I'm going to take a bath!

Noa: I don't mind. We can take a bath together!

Man: N-No, I can't do that.

Noa: Why not? You don't like me?

- 1) I'm too shy.
- 2) Look, the bath is too small.

1) I'm too shy.

Noa: Oh, OK. Well, I don't mind. You're weird.

2) Look, the bath is too small.

Noa: Oh, that's OK! I have a small butt, so we can both fit together!

Gala: Noa, stop embarrassing this person!

Noa: You're always yelling at me...

Gala: I'm sorry. She's still young, and doesn't know about human ways.

Man: Ah-hah. Take a bath with a g-girl? I c-couldn't do that. I'm too shy. I'd like to, but...Mrs. Usha would get mad at me.

\*\*\*\*\*  
 End Optional Event  
 \*\*\*\*\*

{Vahn, Noa and Gala reach the third floor and find Dr. Usha next to a large reactor in the middle of the cluttered room}

Dr. Usha: Ah, you are here! I was waiting for you. You are the brave heroes, are you not?

- 1) Yes
- 2) No

2) No

Dr. Usha: Oh? I was wrong? You are not the heroes? Oh, ho, ho, ho! How mortifying. What a foolish mistake I have made! For ten years, trapped in the Mist, I have anxiously awaited the coming of liberators. Now it seems I have waited in vain? How discouraging! Ah? Ha, ha, ha! Of course! Now I get it! You didn't know what I meant by "heroes"! That's why you said you weren't the heroes! You see? Dr. Usha understands everything! The heroes are those who will destroy the Mist. You are the heroes, correct?

1) Yes

Gala: All three of us hate the Mist and we're going to destroy it by reviving the Genesis Trees!

Noa: I hate the Mist, too!

~~~~~  
Dr. Usha: Oh, ho, ho, ho! I knew it! So those are Ra-Seru on your arms, right?

Gala: Doctor, you know about Ra-Seru?

Dr. Usha: Of course, of course! But who are you? Where do you come from? Why don't we start with that question.

{Noa walks forward a bit and starts jumping up and down excitedly}

Noa: I, um, well, there was this wolf, and, um, I was about to die, and...so then, this Ra-Seru. And then the Genesis Tree, yeah, that's it, then I...

Dr. Usha: Calm down, young lady. We have plenty of time. Try to speak more slowly.

Narration: Vahn, Noa and Gala each told Dr. Usha of their fateful adventures. Destruction of Rim Elm's Wall! Terra and Noa! Their fateful meeting at Mt. Rikuroa! Biron, Songi and Gala! The Sky Gardens of Jeremi! The mystery of Octam! The tragedy of Hari, the prophet! The windless city of Vidna! The Seru brides of Ratayu! The swift flying train! Gaza, the swordmaster of Sol! And the ice-covered town of Buma! The Mist and the Genesis Trees. The Genesis Trees and Ra-Seru. It was an amazing tale. In turns the three spoke. It was morning by the time they finished their tale.

Dr. Usha: Oh, ho, ho, ho! I am amazed! Truly amazed! What a dreadful ordeal you have undergone for such a young age! Overcoming such adversity to bring peace to the world! How noble! You are indeed the heroes! I will do whatever I can to help you! My knowledge is at your disposal! Of course destroying the Floating Castle should completely eliminate the Mist from Karisto. But the Floating Castle can only be reached by air. To revive a Genesis Tree is key. There is a Genesis Tree in Buma, but is it [sic, recte it is] covered in ice. It is impossible to revive it in that state. However...the ice can be melted! There's a Seru in Nivora Ravine to the north that breathes cold air. Its name is Koru. It was once a peaceful Seru, but the Mist has made it savage. The only thing to do is to destroy that Seru!

Noa: Wow! That's easy! Doctor, do it for us! Hurry!

Dr. Usha: Noa, calm down. Koru has been storing heat in his body for many years, and is extremely dangerous. Make a wrong move and KA-BOOM! Koru will explode and destroy you all! With the TimeSpace Bomb, we could trigger thermal reversal and destroy him neatly. But we have no Fire Droplets with which to fabricate a TimeSpace Bomb!

Noa: Fire Droplets? I'll go get them!

Gala: Doctor, where can we find Fire Droplets?

Dr. Usha: In Uru Mais! An ancient book describing how to build a TimeSpace Bomb says..."He who would seek the Fire Droplets must first dream in the home of the Seru." "The dream will summon Tieg, who will bring the Fire Droplet." I don't know who Tieg is, but I do know that the home of the Seru is Uru Mais! And if you have a dream there, that

Tieg will bring the Fire Droplets. It could be easy or difficult. But this is the only way! My wife has the key to the door to Uru Mais. You can get it from her.

Noa: Vahn! Gala! Let's go to Uru Mais!

Gala: Uru Mais. Dreams.Tieg.Fire Droplets. Nothing but riddles!

{Vahn, Noa and Gala head down to the first floor where they are approached by Mrs. Usha}

Mrs. Usha: Oh, it looks like you're all going somewhere. I heard you talking to the Doctor through that speaking tube over there. Now, I may be a worrywart, but I'm a little uneasy about this...here are some questions to see if you properly understood everything! Answer all of them correctly, and I'll give you a Ruins Key as a prize. Hee-hee! First question! Now, where is the home of the Seru?

- 1) Uru Dannis
- 2) Uru Swiss
- 3) Uru Mais
- 4) Uru Mays

- ~~~~~
- 1) Uru Dannis
 - 2) Uru Swiss
 - 4) Uru Mays

Mrs. Usha: Sorry! You're wrong! Now try again!

- =====
- 3) Uru Mais:

Mrs. Usha: Pretty good!

~~~~~

Mrs. Usha: OK, next question. What are you going to do in Uru Mais?

- 1) Fight Songi
- 2) Dream Dreams
- 3) Awaken the Genesis Tree
- 4) Overthrow the leader

- ~~~~~
- 1) Fight Songi
  - 3) Awaken the Genesis Tree
  - 4) Overthrow the leader

Mrs. Usha: Sorry! You're wrong! Now try again!

- =====
- 2) Dream Dreams

Mrs. Usha: Correct! You're pretty smart!

~~~~~

Mrs. Usha: Third question! Let's get to the point! What are you going to get in Uru Mais?

- 1) A Ra-Seru.

- 2) The TimeSpace Bomb.
- 3) Swimsuits for adults.
- 4) The Fire Droplet.

- ~~~~~
- 1) A Ra-Seru.
 - 2) The TimeSpace Bomb.
 - 3) Swimsuits for adults.

Mrs. Usha: Sorry! You're wrong! Now try again!

- =====
- 4) The Fire Droplet

Mrs: Usha: Almost there!

~~~~~

Mrs. Usha:  
OK, last question! Once you have it, where do you take the Fire Droplet?

- 1) Sol
- 2) Usha Research Center
- 3) Nivora Ravine
- 4) Buma

- ~~~~~
- 1) Sol
  - 3) Nivora Ravine
  - 4) Buma

Mrs. Usha: Sorry! You're wrong! Now try again!

- =====
- 2) Usha Research Center

Mrs. Usha: Well done! You certainly are heroes - and smart! You got every question right! Here's your prize!

~~~~~

Narration: Vahn now has the Ruins Key!

Mrs. Usha: It's my husband's collection. It may have some connection to Uru Mais. Good luck! I know you'll be able to bring back the Fire Droplet!

{Vahn, Noa and Gala head down the elevator and start their journey toward Uru Mais so they can obtain the Fire Droplet for making TimeSpace Bombs}

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0 Chapter 3-4 0
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0 Dreaming in the Ancient Ruins of Uru Mais 0
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{The Ra-Seru heroes arrive at Uru Mais. A single ruined structure lies in front of them and beyond that lies a gigantic black pyramid with strange pillars surrounding its top}

Noa: Vahn! Gala! This must be the place! This must be Uru Mais!

Gala: Those strange structures in the distance must be Uru Mais, the ancient ruins, Dr. Usha said. But Vahn, have you noticed something unusual?

- 1) There's no Mist here?
- 2) There are no Seru monsters?
- 3) Noa is full of energy?

~~~~~  
1) There's no Mist here?

Gala: That's right. There's no Genesis Tree to be seen, yet the Mist doesn't flow in here. Those ruins must have the power to hold off the Mist.

=====

- 2) There are no Seru monsters?

Gala: No Mist and no Seru monsters -- even though there's no Genesis Tree!

=====

- 3) Noa is full of energy?

Gala: Yes, you're right! Ha ha! Vahn, you don't notice what's around you, but you do notice Noa! You're the leader, Vahn! So stay alert, please! Be aware of what's around us! There is no Mist and no Seru! You didn't sense that as strange?

~~~~~  
{Noa looks around briefly}

Noa: Vahn, Gala, there's no one here. Where could Tieg be?

Gala: Vahn, do you remember what Dr. Usha said?

- 1) Of course I do!
- 2) Um, what did he say again?

~~~~~  
1) Of course I do!

Gala: Very good, Vahn!

=====

- 2) Um, what did he say again?

Gala: You're the leader, so act like one! Oh, what are we going to do with you? Now listen. We came here to get the Fire Droplet to make the TimeSpace Bombs. We should dream in Uru Mais to get the Fire Droplet from Tieg. That's what Dr. Usha said! At least try to remember where you are and what you have to do!

~~~~~  
Gala: Well, let's go dream, like Dr. Usha told us to do. Then we'll see if Tieg will actually give us the Fire Droplet!

{Noa notices the ruined building in front of the black pyramid structure and points at it}

Noa: Vahn, Gala! There's some weird house here! Let's go inside!

{Noa runs inside the ruined house}

Gala: Noa, wait! Don't go inside by yourself!

{Gala looks at Vahn}

Gala: What are we going to do with that kid?

{Vahn and Gala walk into the ruined house that Noa ran into. The camera scrolls to the side and Cara can be seen watching the Ra-Seru heroes. Vahn, Noa and Gala leave the ruin and run up the steps to the top of the black pyramid. They stop in front of the strange centerpiece}

Gala: So this is Uru Mais. These are strange ruins indeed. I don't see any place where we could use the Ruins Key from Mrs. Usha.

{Noa suddenly puts her hands to her ears and looks in the opposite direction}

Noa: What?

Gala: Noa, what's the matter?

Noa: I hear something! I hear something! It's a voice! I hear a voice!

{Gala puts his right hand to his ear}

Gala: A voice? ...! Vahn, Noa I hear it, too! I hear words inside my head!

{The centerpiece begins to glow and a ray of light shoots upward from it into the air. From the sides of the black pyramid three triangular doorways are opened}

Whispers: You...was...key...ruins...who has...door...dreams...will be open...Gather at...dream...! Door...open...

Gala: Whose voice is that?

Noa: Vahn! Gala! Did you see that light? I saw a light down there!

Gala: However it is seems to have opened the door because we have the Ruins Key!

Noa: Vahn, let's go inside!

Gala: This must mean that this door leads to the Fire Droplet. Alright, let's go inside!

{The Ra-Seru heroes descend the gigantic staircase and enter the right triangular entrance. Inside they travel the winding tunnels until they reach a wide hallway surrounded on each side by pillars. They reach the end of the room to see what looks like a large water bed enclosed in a small pyramid. Vahn closes his eyes and begins to glow}

Narration: Suddenly, serene Words enter Vahn's mind!

Words: Vahn. Vahn. Vahn and Meta. Welcome, human. Welcome, Ra-Seru. The Stone Stage awaits you. It awaits your dreams, it awaits your minds.

{As if sleepwalking, Vahn starts to head over to the Stone Stage, the thing that looks like a water bed enclosed in a pyramid}

Noa: Vahn, what are you doing? You can't go by yourself!

{The pyramid disappears with a bright flash of light and Vahn ascends the Stone Stage}

Gala: Hey, Vahn! What's going on? You can't go by yourself!

{Once Vahn reaches the center of the Stone Stage the pyramid reappears around the Stone Stage and Vahn collapses into sleep}

Noa: Look, Gala! Vahn is sleeping!

Terra: Noa! Can you hear me? You mustn't awaken Vahn! Vahn is dreaming! Dreams mirror the heart. Vahn is looking into his own heart, and Tieg is watching.

{The screen starts to ripple and in a few moments fades into blackness}

Off-Screen: (Silent contemplation)

Village Elder: When the baby was born, there was too much hemorrhaging. If only we had Drake Water, then Nora would be alright. With this Mist, it would be next to impossible to reach Drake Castle.

Off-Screen: Vahn! Vahn!

{The scene becomes clear and a much younger looking Vahn is seen standing on the front steps to his house in Rim Elm listening in on the door. A woman is in front of him reprimanding him for eavesdropping}

Woman: Vahn! What are you doing? Don't eavesdrop like that!

{Vahn shakes his head in defiance and enters his house. He stops to see his father Val speaking with the Village Elder}

Val: Welcome home, Vahn! Village Elder is here, so go pay your respects!

{Vahn bows to the Village Elder}

Village Elder: Ah, Vahn! You're such a good child! I'll be going now. Vahn, take good care of your mother!

{The Village Elder takes his leave. Vahn turns to look at his dying mother in bed, with a crib holding a newborn Nene right by her side. Vahn runs outside his house and Val walks in front of the door, calling out to him}

Val: Vahn! It's almost dark! Don't go outside the Wall now!

{The scene fades to black}

Off-Screen: Val! Val!

{The scene changes to the interior of Vahn's house at night. A hunter is standing in front of Val}

Hunter: Val, I looked all over the village, but I couldn't find him! I couldn't find Vahn! Just as I thought. Vahn must have sneaked outside the Wall when we weren't looking.

{Val turns around and walks toward the other end of the room. He spins around and faces the hunter suddenly}

Val: Oh, no! He must be going to Drake Castle! He must have heard me talking to Village Elder! He's going to get Drake Water!

{Val and the hunter both run outside the house. The scene changes to Val speaking with the Village Elder in front of the door leading outside the Wall}

Village Elder: Val, can't you wait until the wind changes direction in the morning...

{Val shakes his head}

Village Elder: If I cannot convince you otherwise, then so be it!

{Village Elder turns to the two Wall guards}

Village Elder: I give my permission to open the gate!

{The guards turn to the Wall and unbar the large double doors. Val walks slowly forward and disappears into the Mist outside. The scene cuts to black}

Off-Screen: Oh, dear! Vahn managed to return safely from Drake Castle, but Val was attacked by a Seru. He survived, but they say his leg will never be the same again! And Nora! Oh, what a poor family!

{The scene changes to the inside of Vahn's home. Vahn is standing next to Nene in her crib. Nora is no longer in her bed...}

{Vahn opens the door of his house and heads down the steps. As he tries to leave the last step everything turns into darkness and he starts to fall. A voice speaks to him}

Voice: Vahn, Do not blame yourself for the past. Do not feel guilty. The past cannot be changed. Instead, you must be brave and work to create the future! That is what it means to be human! For humans are those who are brave enough to create their own future.

{The scene changes to Vahn asleep on the Stone Stage. Noa and Gala are standing right next to him}

Narration: The words echo in Vahn's mind.

{A flash of light erupts}

Words: Vahn, my child! Your dream is fulfilled.

{The Ra-Seru heroes are each surrounded in a radiant light and are transported to the top of the pyramid next to the centerpiece. Vahn is

now completely awake}

Noa: Vahn...are you alright? Were you having a bad dream?

Gala: Vahn, if you don't want to tell us what you were dreaming about, that's O.K.

{They turn to look at the strange structure in the center of the top of the pyramid}

Noa: Hey! Vahn, look!

{A red ray of light shines at the bottom of the left pillar that holds the circular object in the middle of the pyramid, yet the other two pillars remain the same}

Gala: A ray of light! From the pillar!

{Suddenly, from all sides of the pyramid strange ghosts appear and levitate in the air}

Noa: Vahn! Gala! Someone's there!

Gala: Whoever it is must be using the light to show himself to us. Maybe that's Tieg! Vahn, let's go look!

{The Ra-Seru heroes walk over to one of the strange images of Tieg to hear what it has to say but can't make out any words. They decide to continue on with their dreams and head over to the left side of the pyramid and enter the triangular entrance that's glowing green. They travel to the end where the Stone Stage is}

Narration: Suddenly, serene words enter Noa's mind!

Words: Noa. Noa. Noa and Terra. Welcome, human. Welcome, Ra-Seru. The Stone Stage awaits you. It awaits your dreams, it awaits your mind, Noa.

{As if sleepwalking, Noa starts to head over to the Stone Stage}

Gala: Noa! What's wrong, Noa? Where are you going?

{The pyramid disappears with a bright flash of light and Noa ascends the Stone Stage. Once Noa reaches the center of the Stone Stage the pyramid reappears around it and Noa collapses into sleep}

Gala: Vahn! Listen. You can tell by Noa's breathing - she's sound asleep!

Ozma: Gala! Noa is being drawn into Tieg's spirit world! She's going to have an important dream now!

{The screen starts to ripple and in a few moments fades into blackness}

King Nebular: Noa! I am thinking of naming this child Noa.

Queen Minea: That's a lovely name. Noa, the promise of a new era!

{The scene becomes clear. Aking stands in front of his queen, who is carrying a baby}

King Nebular: Yes! A new era of prosperity and hope - that is what this child represents.

Jette: Your Majesty!

{King Nebular and Queen Minea turn to the room's entrance}

Jette: Your Majesty! I've come on a most pressing matter!

King Nebular: Jette, enter.

{A man in elegant attire with long, spiky red hair walks quickly into the room and bows to Queen Minea}

Jette: I trust Her Majesty is in good spirits!

{Jette walks over to King Nebular}

Jette: Actually... (Speaking in low voice)

King Nebular: What?! Cort did that?

Jette: You see, Your Majesty... (Speaking in low voice)

King Nebular: I understand. I'll go at once!

{Jette walks backward a few paces and stops. He bows to Queen Minea. Jette turns around and walks over to the entrance and stops to bow to Queen Minea once more before exiting the room}

Queen Minea: Did something happen to Cort?

King Nebular: It's...It's nothing to worry about. I'm sure...I can't talk now. I'm going below to investigate the matter for myself.

{King Nebular rushes out of the room}

Queen Minea: Noa...Conkram's future...Your future...Noa, I want you to have a happy, prosperous future.

{The screen goes black}

Off-Screen: It's the Mist! Get rid of the Seru! Lock the doors!

{The scene transitions to the outside of Conkram's palace as Seru attack the city. Queen Minea remains on the palace balcony carrying Noa in her arms in front of a man with wings}

Queen Minea: Courageous soldiers of Soren, this town of Conkram will soon die. I care nothing of my own life. Let the Mist take it. After all, I am the queen! I must share the same fate as this nation. But this newly born child, Noa...I want her to see the future! Please, take this child to a land untouched by the Mist! Take her to a world with a future! Please!

Soren: Your Majesty, your courage is inspiring! I will take Noa as far as I can, however far that may be.

Queen Minea: Thank you! Now, hurry! The Mist is getting closer.

{Queen Minea gives the infant Noa one last kiss before putting her in the arms of the Soren}

Soren: Your Majesty...

Queen Minea: Go now! Hurry! The Mist draws near!

{The Soren ascends into the air and flies away from the city of Conkram. Queen Minea rushes to the edge of the balcony and drops to her knees}

Queen Minea: Oh, Noa!

{The scene transitions to the Soren flying over Mt. Rikuroa. He suddenly spins out and falls all the way down to Mt. Rikuroa's summit, next to the Genesis Tree. The Soren lies dead and a wolf comes out of the entrance to the summit and sniffs at Noa's body. It howls into the air and suddenly Terra floats into sight}

Terra: So, your name is Noa. How do you do, Noa? I am Terra. I have decided to live with you!

{The screen gets dark and fills with stars in the distance that spiral downward. Words enter Noa's mind}

Voice: Noa, young victim of the whims of Fate. The past etched in your mind is now revealed! The pain of your past may have left large scars and may gnaw at your heart. But never lose hope! For when there is hope, you can draw strength from the past. That is what being human is all about! For humans are those who, with hope in their hearts, find the future through the past.

{The scene changes to Noa asleep on the Stone Stage. Vahn and Gala are standing right next to her}

Narration: The words echo in Noa's mind.

{A flash of light erupts}

Words: Noa, my child! Your dream is fulfilled.

{The Ra-Seru heroes are each surrounded in a radiant light and are transported to the top of the pyramid next to the centerpiece. Noa is now completely awake}

Gala: Noa...Are you alright?

Noa: Uh-huh. Vahn, Gala...Let's go to Conkram after we destroy the Floating Castle! Someone's waiting for me in Conkram! Someone who knows me! So we have to go to Conkram, O.K.? Do you promise?

{A green ray of light shines at the bottom of the right pillar that holds the circular object in the middle of the pyramid, only the light in the middle remains to be activated. The images of Tieg are now even clearer than they were before and the words can be heard with more clarity}

Noa: Vahn! Gala! There it is again - the light!

Terra: That light is called the Phantasmal Light. It's activated by your dreams.

Noa: Phantasmal Light? Vahn, Gala, that's neat! This is fun!

Gala: Ozma, you've heard of it before?!

Ozma: What?

Gala: Now why would a Ra-Seru like you know about the Phantasmal Light? Why?

Ozma: Well, I...

Gala: Tell me about it if you know. Or are the Ra-Seru trying to manipulate us for some purpose?

Ozma: No! That's not it at all! Gala, you must believe me! We just wanted to talk to you minds, rather than explaining things with words.

Gala: (Silence) Well if talking is that disagreeable to you, do what you must. But listen, Ozma...If your intentions ever diverge from mine...Then, believe me, you won't get away with it!

Ozma: (Silence)

Noa: What are you so angry about, Gala? I don't understand! Boo-hoo! Come on, Vahn, we have to have the last dream.

{The Ra-Seru heroes descend the gigantic staircase and enter the back triangular entrance which radiates with a blue light. They reach the end of the path and reach the Stone Stage. Gala suddenly closes his eyes and begins to glow}

Narration: Suddenly, serene Words enter Gala's mind!

Words: Gala. Gala. Gala and Ozma. Welcome, human. Welcome, Ra-Seru. The Stone Stage awaits you. It awaits your dreams, it awaits your mind, Gala.

{As if sleepwalking, Gala starts to head over to the Stone Stage. Noa walks over to Gala}

Noa: Gala! Hey, Gala! Vahn, Gala is walking away!

{The pyramid disappears and Gala walks to the center of the Stone Stage. As he collapses in a daze the pyramid reappears over the Stone Stage}

Noa: Vahn! Listen! Gala is snoring!

Terra: Noa! Can you hear me? You mustn't awaken Gala! Gala is dreaming! Dreams mirror the heart. Gala is looking into his own heart, and Tieg is watching.

{The screen ripples and fades into blackness}

Off-Screen: Gala must be the strongest in all of Biron!

Off-Screen: He has to be! Songi can train all he wants, but he could

never match Gala's spiritual strength!

Off-Screen: Silence! It's Master Zopu!

{The scene becomes clear. Gala and Songi are facing a platform while a group of Biron monks stand in a row behind them. Master Zopu enters the room}

Zopu: Eight years have passed since the Mist covered the earth! These are difficult times, but...I am pleased at how hard each of you is devoting yourself to your training. Now, as you all know, tomorrow is Biron's Transmigration Festival. As always, we will hold the ritual tournament. Gala!

Gala: Yes, Master Zopu!

{Gala steps forward}

Zopu: Songi!

Songi: Yes, Master Zopu!

{Songi steps forward}

Zopu: As monks of Biron, there are things expected of you. You must fight with all your skills in order to make this a chivalrous tournament.

{Gala and Songi bow in Biron monk fashion}

Gala: Yes, sir!

Songi: Yes, sir!

Zopu: That is enough training for today. Time to begin your individual tasks!

{Zopu and the group of Biron monks head out the room. Gala and Songi remain where they are. Songi walks over to Gala}

Songi: Hey, Gala! That ritual tournament is such a drag, eh?

Gala: (Silence)

Songi: Hey, I don't like that look in your eyes!

{Songi walks forward a little and spits on the ground}

Songi: Gala! I bet you think you're going to win, don't you?

Gala: No, I...

Songi: To hell with you! I'm not stupid! I can tell by that look in your eyes! Hmmf. Ah, forget it. Let's just have ourselves a good time tomorrow, alright? Ha, ha, ha!

{Songi leaves the room and Gala remains looking at the floor. The screen fades to black}

Off-Screen: But, Songi! Tomorrow is the tournament! If you take Jigul grass, your body will go numb and you won't be able to fight!

{The screen clears and Songi is seen standing in front of one of the females in the monastery}

Songi: Mind your own business! I can't take this headache anymore! Besides, everyone knows that Jigul grass is the best thing for a headache. So quit yapping and just give me the Jigul grass now!

Woman: Alright, but don't blame me if things go wrong.

{The woman heads over to the kitchen cabinet and takes out the Jigul grass. She heads back over to Songi and places it in his hands}

Woman: Songi, do you want water?

Songi: No! I'm going to take this after I go back to my room.

{Songi heads out of the room and the woman paces for a while before she realizes just what's going on}

Woman: !

{She rushes out of the doorway that Songi just left through. The screen becomes black}

Songi: Oh, Gala. This is so embarrassing, but...I was afraid that you'd beat me tomorrow, and...I knew I shouldn't, but I took Fury Boosts to help me fight better tomorrow!

{The screen clears and Gala and Songi are seen talking in front of Biron's shrine}

Songi: But as soon as I took them, I started feeling guilty! I felt self-loathing. So here! You take a Fury Boost, too!

{Songi holds out his hand}

Gala: But why?

Songi: This is a contest, so we gotta be fair, right? And I want this to be a fair fight! So go ahead, take it!

Gala: Well, I don't know...Alright! I'll do it!

{Gala takes the "Fury Boost" and swallows it}

Songi: Pretty good! You just gulped that right down! Ha ha ha! O.K., let's go!

{Gala and Songi walk over to the main hall. The scene transitions to Zopu standing on the platform with Gala and Songi immediately in front of it. A group of Biron monks watch in eagerness to see the duel between Gala and Songi}

Zopu: Gala! Songi! Are you ready?

{Gala and Songi bow and then turn to face each other}

Zopu: In praise of the great benevolence and miracles of Biron, we hold this ritual tournament!

{Gala and Songi get prepared in their fighting stances}

Zopu: Let the tournament begin!

Songi: What's the matter, Gala? Are you scared? Fight me!

Gala: Uh...

{The screen changes to Gala's point-of-view and Songi and the room around him turns a dark blue and then changes to a dark red color}

Songi: Come on, Gala!

{Songi rushes toward Gala in a flash and fells him with one blow to the head}

Off-Screen: It only took a matter of seconds! Gala lost! I don't believe it!

Songi: Ha, ha, ha! That's right! I beat Gala! Me, Songi! I win!

{Zopu shakes his head in disappointment and leaves the room. The screen fades to blackness}

Off-Screen: Songi! You mad Gala take the Jigul grass, didn't you!

{The screen clears and the woman who originally gave Songi the Jigul grass is standing right in front of him}

Songi: Aw, be quiet! How should I know what medicine he takes, anyway?

Woman: Stop playing dumb! You may think you've tricked Gala...But he knew! He knew all along!

Songi: What?

Woman: I told him! I told him that I gave you the Jigul grass. And I warned him not to take any medicine you gave him!

Songi: !

Woman: But Gala just laughed. "Oh, Songi's my best friend. Don't worry!" he said.

{Songi shakes his head and walks slowly out the room. The screen goes black}

Songi: Gala! Darnit! He's sleeping! He's still numb!

{The scene changes to Gala sleeping in his bed and Songi standing over him}

Songi: Gala, you think you're clever, don't you? You think you let me win! You're so arrogant! You think it's funny to make a fool of me like that? Some best friend! You hypocrite! You'll never get away with this - Never!! I'll crush you! Gala, I'll beat you to a pulp!

{The screen gets dark and fills with stars in the distance that spiral downward. Words enter Gala's mind}

Voice: Gala, you did your best. You have nothing to be ashamed of. After all, even when unavoidable misfortune occurs, it is the spirit that remains in the end. So be proud of yourself! And use that pride to create happiness! That is what it means to be human! For humans are those who create their own happiness with their pride.

{The screen changes to Gala asleep on the Stone Stage. Vahn and Noa are standing right next to him}

Narration: The words echo in Noa's mind.

{A flash of light erupts}

Words: Gala, my child! Your dream is fulfilled.

{The Ra-Seru heroes are each surrounded in a radiant light and are transported to the top of the pyramid next to the centerpiece. Gala is now completely awake}

Noa: Gala, you seem sad.

Gala: In my dream, I remembered something I didn't want to. So that means we are all finished dreaming?

{The final Phantasmal Light shines blue onto the centerpiece. A flash of light shines and the images of Tieg can be seen with utmost clarity}

Narration: Serene words echo in their minds.

Voice: You did well, my children! Your dreams are now all fulfilled, and our souls are recalled to life. We shall teach you the Past! We shall teach you the Future! That is Tieg's gift! That is the mission of Tieg, the Seru-human, both Seru and human!

Noa: Look! It's Tieg! I can see Tieg clearly now!

Gala: Tieg...Both Seru and human...?

{Vahn, Noa and Gala walk to the first Tieg and decide to listen to all of what Tieg has to say, one by one}

Tieg 1: In the beginning there was Tieg, and Tieg was everything. Then Tieg divided Himself into two. Those were human and Seru. Tieg also divided the world into two: the human world and Seru-kai.

Tieg 2: To protect two worlds, Tieg placed ten Genesis Trees in human world and a Mother Genesis Tree in Seru-kai.

Tieg 3: To govern Seru-kai, Tieg chose a small group of Seru and gave them special Ra-Seru power.

Tieg 4: A thousand years ago, by the human calendar, the Ra-Seru Rogue plotted behind Tieg's back. Rogue gave the humans Seru, but humans coveted the Seru's power, bringing chaos to the human world.

Tieg 5: In the beginning there was Tieg, and Tieg was everything. Then Tieg divided Himself into two. Those were human and Seru. Tieg also divided the world into two: the human world and Seru-kai.

Tieg 6: To protect two worlds, Tieg placed ten Genesis Trees in human world and a Mother Genesis Tree in Seru-kai.

Tieg 7: To govern Seru-kai, Tieg chose a small group of Seru and gave them special Ra-Seru power.

Tieg: Did Tieg tell you everything?

- 1) Yes
- 2) No

~~~~~  
2) No

Tieg: Tieg is Time. Tieg is unconditional Words. It is Tieg's will for the Words to be full of humanness.

- =====
- 1) Yes

Tieg: Vahn, Noa, Gala. Do the three of you now understand the Seru, Ra-Seru and Tieg?

- a. Yes
- b. No

~~~~~  
b. No

Tieg: Tieg is Time. Tieg is unconditional Words. It is Tieg's will for the Words to be full of humanness.

- =====
- a. Yes

Tieg: Tieg knows all. Now Tieg will entrust you with the Fire Droplet! The Fire Droplet! From an age when chaos was the world and the world was chaos...The Fire Droplet is chaos, and chaos is the Fire Droplet. Tieg, the pure, perfect being, Seru-human who is of spirit only...He shall now answer the hopes of human and Ra-Seru by opening the door to His world here and now!

~~~~~  
{Tieg and his many duplicates begin to levitate in a circle around the centerpiece on top of the pyramid}

Noa: Vahn, Gala...I'm scared...

Gala: We must make room for Tieg.

{Vahn, Noa and Gala walk back and wait at the top of the staircase}

Tieg: Look, humans. Tieg has brought the two worlds together into one. Chaos is summoned. The Fire Droplet is chaos. Tieg now returns to chaos.

{The images of Tieg surround the centerpiece and levitate even higher into the air. A portal opens above it and the images of enter it. The portal closes behind them}

Noa: Tieg's gone.

{The centerpiece begins to glow and suddenly shatters into thousands of little shards. The screen begins to ripple and turns red, then blue, then green. Suddenly the Ra-Seru heroes are standing in a complete void}

Tieg: Humans, take the Fire Droplet.

{The Ra-Seru heroes watch as a crimson-colored object in the shape of a tear drop descends in front of them, pulsating with light}

Tieg: Tieg has left the humans with his knowledge. Vahn, use your courage...Gala, use your pride...Noa, use your hope...With these three things, knowledge will create the future. Never forget that.

{The screen ripples and fades}

Gala: A dream...? That was all a dream?

{The screen changes as Vahn, Noa and Gala stand on top of the pyramid at Uru Mais, the Fire Droplet lying in the center}

Noa: No, Gala! Look! It's the Fire Droplet!

{Vahn walks forward and picks up the Fire Droplet}

Narration: Vahn now has the Fire Droplet!

{Noa waves to the air in front of her}

Noa: Thank you, Tieg. I hope we can meet again some day.

Gala: We did it! Now, Vahn, we must hurry back to Dr. Usha's laboratory!

{The Ra-Seru heroes begin to descend the pyramid when all of a sudden the entire area begins to shake}

Gala: What's this? Is this the world of Tieg again...

Noa: No, that's not Tieg! Look! The whole forest is shaking!

Terra: Noa! That is a Seru that doesn't belong on the surface! It's evil Sim-Seru, Juggernaut!

Noa: Juggernaut...

Meta: We must run away now! Vahn! It's too dangerous! The only thing we can do is flee!

{The Ra-Seru heroes run down the pyramid. Trees start collapsing one after another and the evil Sim-Seru Juggernaut overlooks Uru Mais. It destroys Uru Mais with a blast of energy and disappears}

Noa: Uru Mais is all destroyed.

Gala: Now we can never borrow the power of Tieg again?

Terra: The enemy...The Mist's henchmen must have felt the Words of



Tieg.

Ozma: Tieg was an obstacle to their goal.

Meta: That is why they unleashed Juggernaut on this holy place!

Gala: But we still have the Fire Droplet that Tieg gave us! Come on, everyone! Let's teach those henchmen of the Mist a good lesson!

{Noa starts jumping up and down in excitement}

Noa: Yeah! Let's teach them a lesson! Let's get 'em real good!

{A voice interrupts Noa}

Cara: Ha, ha, ha!

{Cara seductively walks over to the Ra-Seru heroes}

Cara: What, are you having a party? With a monster like that on the loose?

Gala: Cara! What are you doing here?

Cara: Ha, ha, ha! Well, that's a fine how-do-you-do! I can do whatever I want, wherever I want!

Noa: Hey, Cara. Why don't you give us that egg of a Ra-Seru you have?

Cara: Egg of a Ra-Seru? Oh, you mean this Ra-Seru Egg. Hmm. O.K.!

Gala: What?

Noa: Yeah! Hooray! Let ME have it! I want it! I want the egg!

{Noa rushes toward Cara but she stops her in place by putting her hand on her head}

Cara: Wait! I'm not going to give this Ra-Seru Egg to you for nothing!

{Noa hangs her head in disappointment}

Noa: I knew it...

Cara: If you awaken Buma's Genesis Tree, like you did the one in Sol...Then I'll give you my Ra-Seru Egg as a reward.

Gala: That was your plan from the very beginning.

Cara: Well, get to it, kids.

{Cara starts to walk away}

Gala: Cara, wait! Tell me why? Why do you want us to awaken Buma's Genesis Tree?

Cara: Well, if I said it was for love, little kids like you wouldn't understand anyway. Ha, ha, ha!

{Cara takes off into the forest}

Noa: Vahn, what's love? Does that have something to do with the Genesis Tree?

1) You're still too young to know.

2) I don't know either.

~~~~~  
1) You're still too young to know.

Noa: Vahn, you're so mean! I don't care anyway! I'll figure it out on my own!

=====

2) I don't know either.

Noa: So you don't know what love is either? Well, let's try and figure it out together!

~~~~~  
Gala: Hurry, both of you! We have to deliver the Fire Droplet to Dr. Usha!

-----

{The Ra-Seru heroes return to Dr. Usha's Research Center with the Fire Droplet in hand}

Dr. Usha: I can tell by the sound of your voice that you have the Fire Droplet! Good work! I'll send down the elevator right away!

{The elevator comes down and the Ra-Seru heroes board it. The scene changes to the elevator operators within the tower}

Voice: Hey, you knuckleheads! The visitors are on the elevator! Start winding!

{They ascend on the elevator and run up to Dr. Usha's room on the 3rd floor}

Dr. Usha: Oh, ho, ho! Amazing! Simply amazing! You came back with the Fire Droplets! Tell me! Tell me about Uru Mais! Tell me about your dreams! About Tieg! About the Fire Droplets!

Usha's Assistant: Doctor! Dr. Usha!

{Dr. Usha's assistant walks up to him and whispers in his ear}

Dr. Usha: What? (Silence) Yes, I suppose you are right. We have no time to waste if we are to free the world from the Mist! Now then! Give me the Fire Droplet!

{Vahn reaches in his shirt and pulls out the Fire Droplet, which he gives to Dr. Usha}

Narration: Vahn gave the Fire Droplet to Dr. Usha!

Dr. Usha: So this is the Fire Droplet, the mysterious treasure! I feel such powerful energy! Assistant 1! Assistant 2! Are you ready?

{An assistant gets ready at the machine behind Dr. Usha. The other

assistant takes the Fire Droplet from Dr. Usha's hand and jumps on top of the large reactor in the center of the room}

Dr. Usha: Standby radioactive reactor! Set temperature to 8400!

{Assistant 1 starts pressing all sorts of buttons on the machine}

Assistant 1: Temperature set to 8400! Reactor heating smoothly! Standby complete!

Dr. Usha: Begin heating once the imperial solvent is ready!

{Assistant 3 jumps on top of the other side of the reactor and pulls out a large stone}

Assistant 3: Supersaturate Power Stones with Dragon Water!

{The assistant throws the Power Stones inside of the reactor, causing the electric energy inside to expand and shake furiously}

Dr. Usha: All set? We're going to insert the Fire Droplets into the Imperial Solvent!

Assistant 2: Flash protection ready!

Assistant 1: Fire extinguishing system ready!

Dr. Usha: Insert!

{The 2nd assistant pulls out the Fire Droplet received from Dr. Usha}

Assistant 2: Inserting!

{He throws the Fire Droplet inside the reactor}

Dr. Usha: Assistant 1, Assistant 2, good work! We're all finished. Sometimes I even impress myself! Ha, ha, ha! Here they are, the TimeSpace Bombs!

Narration: Vahn now has four TimeSpace Bombs!

Dr. Usha: Why four TimeSpace Bombs? There is a reason. Listen! One is for blasting open the entrance to Nivora Ravine. Place it in front of the block of ice at the entrance and press the switch. The bomb will explode three seconds after you press the switch, so find shelter quickly! The other three must be set off simultaneously. In Nivora Ravine, the road splits into three tunnels. Thunder Tunnel, Fire Tunnel and Wind Tunnel. You must each enter a separate tunnel! Each tunnel leads to Koru. When you all get there...you must set the TimeSpace Bombs at the same time! Koru can only be destroyed by the combined blasts of all three bombs! Good luck! I know you can do it. You can melt the ice of Buma!

{Vahn, Noa and Gala descend the stairs and head over to the elevator, but not before they are stopped once again by Mrs. Usha}

Mrs. Usha: I'm sorry. I just can't help being a worrywart. I'm afraid I have to give you a test again. Let's start with an easy one. Now, where is it you want to go?

- 1) Bornea Ravine
- 2) Sol
- 3) Buma
- 4) Nivora Ravine

- 1) Bornea Ravine
- 2) Sol
- 3) Buma

Mrs. Usha: Sorry! You're wrong! Now try again!

- 4) Nivora Ravine:

Mrs. Usha: Very good!

Mrs. Usha: Now, second question. Where will you use the TimeSpace Bomb first?

- 1) Uru Mais
- 2) Koru
- 3) Entrance to Nivora Ravine
- 4) Buma

- 1)Uru Mais
- 2) Koru
- 4) Buma

Mrs. Usha: Sorry! You're wrong! Now try again!

- 3) Entrance to Nivora Ravine

Mrs. Usha:  
Ooh, you're all so smart!

Mrs. Usha: Now, how long after the switch is pressed will the TimeSpace Bomb explode?

- 1) Three seconds
- 2) Two seconds
- 3) One second
- 4) Game changes after 3 seconds

- 2) Two seconds
- 3) One second
- 4) Game changes after 3 seconds

Mrs. Usha: Sorry! You're wrong! Now try again!

- 1) Three seconds

Mrs. Usha: Correct.

Mrs. Usha: Now for the last question. Why do you want to destroy Koru with the TimeSpace Bomb?

- 1) A TimeSpace Bomb is there.
- 2) Because we hate Nivora Ravine.
- 3) To destroy the Mist Generator.
- 4) To awaken Buma's Genesis Tree

- ~~~~~
- 1) A TimeSpace Bomb is there.
  - 2) Because we hate Nivora Ravine.
  - 3) To destroy the Mist Generator.

Mrs. Usha: Sorry! You're wrong! Now try again!

- =====
- 4) To awaken Buma's Genesis Tree

Mrs. Usha: Precisely! If you're lucky, it will stop the flow of cold air from the Nivora Ravine...and melt the ice around Buma's Genesis Tree!

~~~~~

Mrs. Usha: Well done! You certainly are heroes - and smart! You got every question right!

Narration: Vahn now has five Healing Berries, five Healing Fruits, and five Magic Fruits!

Mrs. Usha: Those are your prizes! Nivora Ravine is cold, so make sure you don't catch a cold there! Good luck! I know you'll be successful!

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{The Ra-Seru heroes leave the research center and make the long journey over to Nivora Ravine. They reach the entrance that is blocked with gigantic columns of ice}

Gala: Dr. Usha said to plant the first TimeSpace Bomb here.

Noa: Oh, goodie! Goodie! There's gonna be a BIG explosion!

Gala: I'll set the TimeSpace Bomb. When I press the buttons, I'll give the signal. When I do, run and find shelter!

Noa: Gala, it explodes in three seconds, right?

Gala: That's right.

Noa: In three seconds Nivora will change! In one, two, three!

{Gala facepalms and then heads in between two of the ice columns where he sets down the TimeSpace Bomb}

Gala: First, connect the wires. Then go like this...

{Vahn and Noa nod and start running in the other direction}

Gala: All set! Alright! I pressed the switch. Run!

Noa: One!

{Gala starts running as a blue mass of energy starts to consume the pillars of ice}

Noa: Two!

{The energy explodes and sends the Ra-Seru heroes sprawled all over the floor}

Noa: Ugh...

{Noa gets up from the ground, followed by Vahn and Gala}

Noa: Dr. Usha, you liar! I counted right! I counted one-two...

Gala: Was it defective? Why did it explode so soon? Is everyone alright?

{Vahn and Noa nod in confirmation}

Gala: Well, there are no doubts about the TimeSpace Bomb's power. Look at the entrance!

{They look at the entrance to see it completely clear of ice}

Noa: Wow! That TimeSpace Bomb is so powerful! But...if the TimeSpace Bomb is so powerful, why didn't they use it on the Genesis Tree in Buma? Then they could have melted the ice on the Genesis Tree right away.

Terra: No, no, you can't do that! Now listen, Noa. A powerful bomb like that would destroy the Genesis Tree - and Buma and everyone there!

Noa: Oh...I guess the TimeSpace Bomb is too powerful...

{The Ra-Seru heroes head into the entrance and make their way up to the Ravine's summit. As they are about to reach the summit the scene changes and three Soren are seen standing at the top of Nivora Ravine}

Soren 1: Careful! If you slip, you'll fall right into the Mist!

Soren 2: Aaahhh...

{The most highly decorated Soren who seems to be the leader of the bunch turns around to face the other two. His name is Luctes}

Luctes: Now that the Genesis Tree of Sol is revived and the Mist around it is gone...

Soren 2: This is our chance to charge the Floating Castle!

Soren 1: Don't be hasty! Zora is powerful!

Luctes: Quiet! Someone's coming!

{The Soren look below them as Noa runs into view}

Noa: Vahn! Gala! Over here! There's no Mist over here!

{The Soren extend their wings and fly away. Vahn and Gala reach the outside and meet with Noa}

Gala: Ah, the summit. So not even the Mist can make it to this great height.

{Noa looks toward the sky}

Noa: (Silence)

Gala: What's wrong, Noa?

Noa: That's strange...I thought I saw someone nearby...

{Gala scans the environment}

Gala: I don't see anyone.

Noa: Never mind! Vahn, Gala! Let's go!

{Vahn, Noa and Gala descend the mountain and head east until they reach a cave entrance. They enter the cave and reach an area branching into three tunnels}

Gala: This must be the entrance to the three tunnels. We'll have to split up from here and make way on our own. Vahn, Noa. Are you ready?

- 1) Yes
- 2) No

~~~~~

- 2) No

Gala: Alright, Vahn. You're the leader. You lead!

{Vahn, Noa and Gala regroup}

=====

- 1) Yes

Gala: Good! I'll take the Thunder Tunnel on the right, and head for where we'll set the bomb.

Noa: I'll take the middle tunnel. That means you have the left tunnel, Vahn.

~~~~~

{Vahn, Noa and Gala enter the separate tunnels}

Narration: Do you want help for controls in the Three Tunnels?

- 1) Yes
- 2) No

~~~~~

2) No

(The screen focuses on Vahn at the tunnel entrance)

=====

1) Yes

Narration: In this dungeon, Vahn, Noa and Gala split up and go into separate tunnels. To control a different character press the square button on the controller. The screen will jump to a character in another tunnel and you will have control of this character.

~~~~~

{Vahn, Noa and Gala are forced to help each other from their own tunnels by removing obstacles from each others paths. Vahn reaches a large pillar in the center of the path which has a large bar on each end preventing Vahn from passing. Meanwhile Gala has made his way down the path only to be stopped by a large gate preventing him from going any farther}

Narration: Do you wish to push this?

1) Yes

2) No

~~~~~

2) No

Narration: Vahn did not do anything.

=====

1) Yes

Narration: It won't budge an inch no matter how hard you push.

~~~~~

{Vahn is forced to wait until he can receive help from Noa. She arrives at the end of a walkway overlooking Vahn and steps on a symbol that begins to glow}

Narration: A strange crest on the ground began to shine!

{A symbol starts to shine on the pillar in front of Vahn}

Narration: Do you wish to push this?

1) Yes

2) No

~~~~~

2) No

Narration: Vahn did not do anything.

=====

1) Yes

{Vahn pushes the pillar causing it to rotate, which closes the gap above and allows Noa to walk to the other side}



~~~~~  
{Vahn rushes farther down the path until he is stopped by a large gap preventing him from crossing. He sees a snowball leaning on the edge of a path above him}

Meta: Vahn, look. The only way to get through is to get that ball of snow up there to fall over.

{Noa makes her way across the path and reaches a lever on the wall}

Narration: The sign says, "Shield Control Panel." Do you wish to move the lever?

- 1) Yes
- 2) No

~~~~~  
2) No

Narration: Noa did not move the lever.  
=====

- 1) Yes

{The gate blocking Gala's path rises, enabling him to descend farther into the Thunder Tunnel}

~~~~~  
{As Gala runs through the tunnel he comes across the large snowball that Vahn and Meta had noticed earlier}

Narration: If you roll this over the edge, it may fill the large gap in Vahn's path. Do you wish to push the giant snowball over the edge?

*If Vahn has not reached the gap yet

*Narration: The snow is packed tight! It should roll over the edge with just a slight shove! Do you wish to push the giant snowball over the edge?

- 1) Yes
- 2) No

~~~~~  
2) No

Narration: Gala did not move the snowball.  
=====

- 1) Yes

{Gala sends the snowball tumbling down which fills the gap blocking Vahn's way}

~~~~~  
{Vahn jumps over the gap and heads into the entrance of Koru's chamber. He arrives at Koru's front side}

Meta: Vahn, this is Koru. This is where we must plant the bomb. But the

others don't seem to have reached their destinations. We must wait a little while.

{Noa heads farther into the tunnel and arrives at the right end of Koru's chamber}

Terra: We did it, Noa! This must be Koru! We have to wait until everyone is in position.

{Gala finally reaches Koru's chamber at its left side}

Ozma: It looks like we're all in position by Koru!

Noa: What took you, Gala? The bombs! We have to push the buttons on the bombs! Hurry!

Scene Differences: Order of Arrival

*Depending on what order the Ra-Seru heroes reach Koru certain bits of dialogue will be different.

- 1) Vahn reaches Koru first or second
- 2) Noa reaches Koru first or second
- 2) Gala reaches Koru first or second

~~~~~

- 1) Vahn reaches Koru first or second

\*Upon Entrance

Meta: Vahn, this is Koru. This is where we must plant the bomb. But the others don't seem to have reached their destinations. We must wait a little while.

=====

- 2) Noa reaches Koru first or second

\*Upon Entrance

Terra: We did it, Noa! This must be Koru! We have to wait until everyone is in position.

=====

- 3) Gala reaches Koru first or second

Ozma: We're finally here, Gala! This is Koru, the Ice Seru. Now we have to wait until everyone is in position.

~~~~~

- 1) Vahn reaches Koru last
- 2) Noa reaches Koru last
- 3) Gala reaches Koru last

~~~~~

- 1) Vahn reaches Koru last

Meta: Vahn, it looks like everyone has reached Koru.

Gala: Hey! Vahn, can you hear me? Let's set the TimeSpace Bombs!

2) Noa reaches Koru last

Terra: We did it, Noa! Now everyone is in position at Koru!

Gala: Hey! Noa, can you hear me? Let's set the TimeSpace Bombs!

3) Gala reaches Koru last

Ozma: It looks like we're all in position by Koru!

Noa: What took you, Gala? The bombs! We have to push the buttons on the bombs! Hurry!

{Vahn, Noa and Gala nod at each other and jump onto a separate ledge below them to set the TimeSpace Bombs}

Delilas Family: Wait!

{Vahn, Noa and Gala notice the Delilases}

Gi Delilas: The Mist is salvation! The Mist is eternal, perfect harmony!

Lu Delilas: A millennium of Mist and followers is our goal! That is what we promised Lord Zora!

Che Delilas: Swine! You are enemies of Lord Zora and therefore our enemies. You shall die!

{Gi Delilas jumps down from the edge of the cliff with such speed that a series of after images follows him}

Gi Delilas: I'm Gi Delilas, expert at fatal blows to a killing point on my opponent's body!

{Gi Delilas strikes a ridiculous pose and lets out his blade}

{Lu Delilas does a back flip and a bolt of lightning flashes as she appears next to Gi}

Lu Delilas: I am Lu Delilas! I strike with lightning speed!

{Lu Delilas strikes a ridiculous pose}

{Che Delilas lands next to his siblings, his massive weight causing the ground to tremor}

Che Delilas: I am Che Delilas! Brute strength and chaos are what I am about!

{Che Delilas smashes the ground with his hammer causing another tremor. He strikes his ridiculous pose}

{The Delilas siblings once more strike their own ridiculous poses that are different ones from before}

Delilas Family: We are the Delilas Family!

Gi Delilas: We will never let you destroy Koru. He has been placed here by Lord Zora!

{Gala facepalms and turns around}

Lu Delilas: Youngsters, when you play with fire, you get burned!

{Gala sees Noa across from him mimicking Lu Delilas' pose with a smile on her face. Gala facepalms again and turns away from Noa}

Che Delilas: Aieeee! This will be your final resting place!

{Gi jumps over to Vahn and Lu jumps over to Noa. Che Delilas turns around and lumbers over to Gala. He strikes the ground with his hammer}

Che Delilas: Ha, ha, ha! Fight me! I will show you how strength is used!

Narration: The battle against the Delilas siblings will now begin. This match is three consecutive one-on-one battles! Before the battle, prepare your three fighters: Vahn, Noa and Gala.

{Screen changes to inventory}

Narration: The battle will begin. Are you ready?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

{Screen goes back to inventory}

- =====
- 1) Yes

{Gala starts the battle against Che Delilas}

~~~~~

+=====+

+Boss: Che Delilas+

+=====+

{Che Delilas attacks Gala but is ultimately defeated}

+=====+

+End Boss Battle+

+=====+

Che Delilas: H-How...How could this happen? Arrggh!

{Che Delilas falls off the ledge and into the pit of ice holding Koru}

Lu Delilas: Brother!

{Lu Delilas faces Noa. Noa turns around in the exact same pose as Lu,

continuing to imitate her movements}

Lu Delilas: You! Get over here, kid! I'm gonna send you to the next world!

+=====+

+Boss: Lu Delilas+

+=====+

{Lu Delilas and Noa square off. Noa defeats Lu Delilas}

+=====+

+End Boss Battle+

+=====+

Lu Delilas: No! This can't be! How can I lose? I can't lose!

{Lu Delilas spins and falls over the ledge, landing in the pit of ice to join her brother Che. Gi takes his eyes off his sister and looks at Vahn menacingly}

Gi Delilas: I'll kill you for what you did to my brother and sister!

+=====+

+Boss: Gi Delilas+

+=====+

{Vahn fights with Gi Delilas and prevails against the elite assassin}

+=====+

+End Boss Battle+

+=====+

Gi Delilas: H-How humiliating...

{Gi Delilas falls backward into the pit below him. Vahn grins at Gala}

Gala: The dreadful Delilas Family! Alright, everyone! Let's set the TimeSpace Bombs!

Noa: OK! I put my TimeSpace Bomb in place!

{Vahn and Gala set their TimeSpace Bombs}

Gala: I hope they explode after 3 seconds...Not sooner! All we can do is press buttons and run like demons. Ready? Press on the count of 3! Three! Two! One! The button is pressed! Now run! Run!

{Everyone runs toward the exit}

Noa: One!

{The TimeSpace Bombs explode. The strength of the blast causes Noa to flip forward through the air and land outside the cave entrance}

Noa: Aaahh! Dr. Usha, you liar!

{Che Delilas is seen lying crippled, shrouded in darkness}

Che Delilas: (Silence) B-Brother...I'm a wreck. Help me, my brother!

{Gi Delilas, sprawled on the ground, answers Che}

Gi Delilas: Stop whimpering, Che. I-I'm right here. Where is Lu? Is she alive?

{Lu Delilas comes limping into view with one hand over a chest wound}

Lu Delilas: I'm right here, my brother.

{The Delilas Family kneels on the ground, surrounding a near-dead Koru covered in black smoke steaming out of its body}

Gi Delilas: Ha, ha, ha! So not even the Ra-Seru could finish us off! Look! Koru is still alive! The thermal energy...The thermal energy he's stored in his belly for so long...Let's release it!

Lu Delilas: Brother! Do you mean the three of us will merge with Koru?

Gi Delilas: Correct! Lu, is life that precious to you?

Lu Delilas: N-No! Of course not!

Che Delilas: Har, har, har! In doing so we lay waste to all of Karisto! I like it!

Gi Delilas: Listen! We must use our remaining strength! Those Ra-Seru will wish they'd never been born!

Lu Delilas: Uh!

Che Delilas: Arrgh!

{The Delilas Family limps over to the dying Koru. Gi Delilas raises his hands in the air}

Gi Delilas: Koru, silent Seru! Make us one with your life...and your fate!

{Koru starts to absorb the Delilas Family. As they merge with Koru it begins to shine with light. Vahn, Noa and Gala rush back into the chamber where they set the TimeSpace Bombs}

Noa: Ah, Vahn! The light is so bright! What's going on?!

Gala: Such a strange light! Noa, Vahn! Look! It's Koru! The light is coming from Koru!

Noa: Huh? But we blew Koru up with the TimeSpace Bombs!

Meta: It seems the Delilases have merged with that Seru and commanded it to self-destruct! If Koru blows up, everything between here and Sol will be vaporized!

Noa: No!

Gala: How could this happen...Ozma, how can we stop them?

Ozma: I don't know, but since they are controlling Koru, perhaps if we

defeat them...

Terra: Whatever we do, we'd better do it quickly!

{Vahn, Noa and Gala nod and prepare to descend into the pit where Koru waits}

Meta: We have to jump down to where Koru is! Are you ready!

1) Now wait a second!

2) I'm ready! Let's jump!

~~~~~  
1) Now wait a second!

{Vahn steps back from the ledge}

=====

2) I'm ready! Let's jump!

{Vahn, Noa and Gala jump into the pit and land in front of Koru}

~~~~~

Gala: Delilas Family! Don't be stupid! Stop what you're doing!

Noa: Yeah! If Koru blows up, you guys will die, too!

Gi Delilas: Ha, ha, ha! We are all prepared for death!

Che Delilas: Once Karisto is flattened, Lord Zora will build the kingdom of the Mist there!

Lu Delilas: If you want to fight us, come on over. We'll play with you until the explosion comes.

Gala: That suits me just fine!

Ozma: Be careful, Gala! If we don't finish them quickly, we'll be caught in the explosion!

+=====+
+Boss: Koru+
+=====+

{Vahn, Noa and Gala only have a short while before Koru self-destructs and destroys Karisto Kingdom. Amazingly, they manage to defeat Koru in time}

+=====+
+End Boss Battle+
+=====+

Noa: We defeated the Delilases! But what about Koru?

{Koru starts slowly breaking into shards}

Gala: Feel that warmth? It must be heat escaping from Koru!

{The heat from Koru rises into the air and starts to melt the ice surrounding Nivora Ravine and Buma, clearing the path to Northern

Karisto}

Terra: Seru are inherently neither good nor evil.

Meta: Koru, too, became evil only because of the Mist.

Ozma: Seru merely amplify the strength of humans.

Terra: Whether a Seru does good or evil ultimately depends on the person using it.

Noa: But Terra, you're a good Seru, right?

Terra: Hmm. We Ra-Seru are the way we are...because we have been in the human world too long. Now, let's go back to Buma.

Noa: OK. The ice in Buma must be melted by now.

[a306]

0=====0	
0 Chapter 3-6	0
0	0
0 Reviving the Genesis Trees of Buma	0
0=====0	

{The Ra-Seru heroes exit Nivora Ravine and travel to the town of Buma. As they enter the town they see that the ice has melted}

Noa: Woah! Hey! Vahn! Gala! I don't believe it! Buma isn't frozen anymore!

Gala: You're right. I didn't know Buma was such a beautiful town.

{Noa runs over toward the Genesis Tree but notices that Vahn and Gala are still standing where they were, so she heads back to get them}

Noa: Stop standing around! Come on, we've got to wake up the Genesis Tree! I'll go ahead of you.

Gala: Ha ha ha! What an impatient girl! Come on, Vahn, let's go!

{Noa arrives at the foot of the Genesis Tree}

Noa: It's melting!

{Noa rushes over to the Genesis Tree on the left to examine it. She turns around and calls out to Vahn and Gala}

Noa: The ice on the Genesis Tree is melting away!

Gala: It's just like Dr. Usha said.

Noa: Terra! Now we can wake up the Genesis Tree!

Terra: That's right. Since there are three Genesis Trees, let's split up.

{They each walk over to a separate Genesis Tree: Vahn takes the middle, Noa the left, and Gala the right}

Narration: Vahn reached out to gently touch the Genesis Tree's trunk. He felt a gentle warmth in the palm of his hand.

Narration: Noa swiftly reached out to touch the Genesis Tree's trunk. She felt a quiet power in the palm of her hand.

Narration: Gala reached out powerfully to touch the Genesis Tree's trunk. He felt pure joy in the palm of his hand.

{The power from the Ra-Seru enters the Genesis Trees, clearing out the Mist and turning the Seru monsters back into normal people}

Narration: With the power of the Genesis Tree, Meta's level increased to Lv7. Terra's level increased to Lv6. Ozma's level increased to Lv5.

Gala: We did it, Vahn! All our hard work has paid off!

Noa: I'm so happy, Vahn! Terra feels stronger now.

Cara: Who would have thought the Genesis Tree had such powers!

Gala: Cara?

Noa: Cara?

{Cara walks toward the Ra-Seru heroes}

Cara: Well, excuse me, but I was watching you the whole time. It's amazing. So the Genesis Tree of Buma had such powers after all. I thought that it was too late for us to do anything.

Noa: Um, Cara...Can I have the Ra-Seru Egg that you have?

Gala: Now that Buma, your home, is back to normal, you don't need the Ra-Seru Egg anymore!

Cara: Sorry, but I haven't got my "time" back yet. So please, just leave me alone.

{Cara walks over to the center of the Genesis Trees and starts to dig into the ground. Gala runs after her}

Gala: Cara! What are you doing?

Cara: I buried something here. That day, I buried my heart here.

{Gala faces Vahn and Noa and shrugs}

Gala: There's nothing we can do, Vahn. Let's leave Cara alone for now.

Noa: I didn't know you could bury your heart and still live. Oh, I just don't get it!

{Vahn, Noa and Gala descend the small hills leading into the center of the town when they notice three Soren flying in the air above them}

Noa: Vahn, Gala! Look! In the sky! It looks like Soren!

Gala: Humanlike bodies but with Seru Wings. Those are Soren, all right. They must have found out about Buma's Genesis Tree. They've come to

take a look!

Noa: Hey, Soren! It's me, Noa! Over here!

Gala: Ha, ha, ha! Noa, you're too far! They can't hear you.

Noa: I wish the Soren would land over here.

Gala: Hey, that's a good idea. If we had their help...Then we could get to the Floating Castle, where the Mist Generator is. We just have to talk to those Soren.

{The Soren fly off into the distance}

Noa: The Soren! They're gone.

{Cara heads half way down the first set of stairs}

Noa: Hey! It's Cara! Cara, you're bleeding! Your hand is all bloody!

Gala: Cara, is that it? Is that what you buried in the ground?

Cara: Ha! Go ahead and laugh, if you think it's funny! You're right. This is the only memory I have left. This is the music he...Grantes wrote after hearing my song.

Noa: It must be love! That's great, Cara! That stands for your love! I don't know much about love, but...Let me see that!

Cara: Uh...

Narration: Noa took the Music Score from Cara.

Noa: I'll take this music to Grantes for you. Leave it to me!

Cara: Well...thank you.

{Gala facepalms}

Gala: We don't really have time for that but...Oh well.

Cara: Please, do this for me! I'm sure that if Grantes hears that song, he'll change his mind.

{Vahn, Noa and Gala travel all the way back to the city of Sol to find Grantes still brooding in the bar at the Jazz Club}

Grantes: What is it? What do you want from me?

1) Cara waits for you in Buma!

2) Look at this sheet music!

~~~~~

1) Cara waits for you in Buma!

Grantes: That doesn't concern a kid like you.

=====

2) Look at this sheet music!

Grantes: Sheet music? Sorry, I'm not a piano player. That doesn't concern me.

~~~~~  
{Vahn, Noa and Gala decide to give the sheet music to the Jazz Club's pianist}

Pianist: A good tune, eh? If you have any requests, just bring me the sheet music!

Noa: Here! Here's some music! Play this!

Narration: Noa gave the old sheet music to the piano player!

{The pianist looks over the sheet music}

Pianist: Hmm. This is so...so simple...Hmm.

Noa: Well? Are you going to play it or not?

Pianist: Alright, I'll play it! Jeez, what an impatient young girl! Ahem!

{The pianist starts to play the tune from the sheet music. As the music fills the air Grantes recognizes the tune and lifts his head up from the bar}

Grantes: Cara...

{Noa rushes over to Grantes and pats him on the back}

Noa: Grantes! You know what? The Mist in Buma is all gone now.

{Grantes turns away from the bar and looks directly at Noa for the first time}

Grantes: The Mist at Buma...The Mist is gone?!

{Vahn and Gala walk over to Grantes}

Gala: I know I'm young and inexperienced compared to you, but I'll tell you this! Now I don't know what happened to you in the past. I don't know whether you hurt the one you love...And you can turn your back on your past and sit around despondent about the future...But I have no respect for someone who tries to kill his own spirit like that!

Grantes: That...That song...Did Cara...?

Noa: That's right! Cara loves you, and...and she wants you to remember that love.

Gala: Cara said that whatever happens, that love will always be true.

Grantes: Cara said that? I remember now. That's the melody she was playing on my flute the first time I saw her. I came down to the surface following that melody. That's when I found Cara. She was playing the flute! I know I'm a horrible man. I didn't take responsibility for the love I felt.

{Grantes faces Vahn for the first time}

Grantes: Cara...Do you think she'll forgive me?

1) Of course she will!

2) I don't know.

~~~~~

1) Of course she will!

2) I don't know.

Grantes: Sorry, fellas. I guess I'm still depending too much on others. Now I realize that! You taught me a lesson. Now that the Mist is gone from Buma...I'm going to go to Buma on my own two legs and tell Cara! Tell her that it's never too late to change as long as the desire to change is there! Maybe if I tell her that I am grateful - from the bottom of my heart!

~~~~~

{Grantes heads over to the exit of the Jazz Club}

Grantes: Maybe she would forgive me, and then...We'll be waiting for you, both of us together, will be waiting in Buma!

{Grantes runs out the exit. Noa turns to Vahn}

Noa: It'll be OK, right? Cara will forgive Grantes, right?

Gala: Even with Grantes the way he is, love was still alive! A miracle is sure to happen!

Noa: Wow, you're great! Gala, you know everything about love!

Gala: Uh, ahem, well...

{Gala covers his face with his hand as he blushes red with embarrassment}

Gala: T-The teachings of Biron say "Strength begets love" and...Well...

Noa: Wow! You're great!

{The Ra-Seru heroes journey back to Buma to check up on Grantes and Cara. The scene changes to the interior of Cara's house. Cara and Grantes are facing each other in front of a burning fireplace}

Grantes: Cara. I'm so sorry, Cara. I...I...

Cara: It's alright, Grantes. Now that you're at my side, everything is all right.

{Cara walks over to Grantes. They are about to kiss when Noa suddenly walks into the room}

Noa: It's me, Noa! I'm here!

{They see Noa and quickly move away from each other}

Noa: Cara! Grantes! So, you made up, huh?

Grantes: A-Actually, I...We're just...

{Vahn and Gala enter the house}

Gala: Noa! Don't embarrass them!

Noa: What do you mean, Gala?

{Gala stares at Noa for a brief moment and then walks over to Cara and Grantes, ignoring Noa's question and causing her to jump up and down in frustration}

Gala: If you don't mind, I'd like to hear what happened.

Cara: I don't mind. Why don't you tell them, Grantes.

Grantes: I was...torn between my love for Cara and Soren law. It was then that Zora, the master of the Floating Castle, appeared to me. Zora said she would give Cara Seru Wings, if I helped her. Like a fool, I believed her and stole this town's Ra-Seru Eggs. There were three Eggs. I gave two to Zora. The remaining Egg I gave to Cara.

{Cara pulls out her Ra-Seru Egg}

Cara: That's this one here. He gave it to me and said it was a symbol of our love.

Grantes: But of course Zora lied. Ha! She never gave me Seru Wings. I escaped with my life, but my Soren people found out everything I did. As punishment for breaking Soren law, they took my Seru Wings and banished me to the surface. For ten years after that, as you know, I...

Noa: Grantes lived alone. Cara was alone, too. I understand!

Grantes: Yes, I was alone. But you saved me. At first I didn't want to give up being Soren, but now I'm ready to live as a surface-dweller. With Cara.

Cara: Oh, Grantes!

Noa: Love! That's love! I know it! Love is wonderful!

{Gala facepalms}

Gala: I hate to interrupt, but we have to see the Soren. Can you help us?

Grantes: Ha, ha, ha! Alright, then. Here! I give you this.

Narration: Vahn now has the Soren Flute.

Grantes: This is a flute the Soren use to call for help. A surface-dweller has no use for it. If you want to meet the Soren, go to the summit of Mt. Dhini and play this flute. The Soren will think you're a Soren and fly right over to you! Ha, ha, ha!

Cara: Also, I want to give this back to you.

Narration: Vahn now has the Light Egg.

Cara: This can't help me anymore.

Noa: Hooray! Grantes and Cara are good people after all. I love you both!

{Noa blows Cara and Grantes a kiss}

Gala: Noa...We must get going.

{Noa tilts her head in curiosity}

Noa: Huh? Why?

Gala: We don't want to bother the two lovebirds, do we?

Noa: I don't really understand, but since you know about love, Gala, I'll do what you say.

{Noa runs out of the room. Gala turns to Vahn and facepalms}

Gala: Hmm.

{Vahn and Gala walk out of the room}

Optional Event: Back at Cara's

{Vahn, Noa and Gala reenter Cara's house}

Cara: I've been wondering all along... ..why my Ra-Seru Egg never turned into a Ra-Seru like yours. What is it that you have but I don't, I wondered. Now I finally understand. It's compassion. Compassion for the troubled world...Compassion for life itself...Noa?

Noa: What, Cara?

Cara: There are different kinds of love. My love for Grantes is important, but...Your compassion, and Vahn's and Gala's, is so much deeper and stronger...It's much, much stronger than my silly love for Grantes.

Noa: Do you really think so, Cara? Is my love really stronger and deeper than yours?

{Cara nods and Noa jumps for joy}

Noa: Hooray! Gala and Vahn! It's love! That's what's important! Strong love! Deep love! There's so much love everywhere!

Gala: Biron teaches that the sacred duty of the strong is ultimate love.

Noa: Strong love! Deep love! Ultimate love! Yes! Yes!

Cara: Ho, ho! Kid, you're really something.

{Vahn and Gala look at Cara}

Cara: My love may be silly but it's still precious, and that's enough for me.

{Cara looks at Grantes by the windowsill and he nods to her}

Cara: I'm going to nurture that love, together with Grantes. Good luck.
I'll be praying for your success.

{Vahn, Noa and Gala leave}

End Optional Event

Optional Event: The Woman's Story

{Vahn and the others enter Buma's Inn and speak with a woman having a
meal at the table}

Woman: Maybe it was an illusion. Or maybe...Do you want to hear my
story?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: So that Soren I saw was an illusion afterall.

=====

- 1) Yes

Woman: Before the Floating Castle started spewing out Mist, I  
saw...something.

{Vahn nods}

Woman: I saw a Soren flying from the east to the west. But there was  
something funny about the way that Soren was flying. So I looked  
closely, and I couldn't believe my eyes! That Soren was carrying a  
child!

~~~~~

Noa: That was Noa! I know! That was me! The Soren was carrying me!

Woman: Well, my goodness! So that was you? What a coincidence! So that
wasn't an illusion after all!

{Noa nods}

Noa: Vahn, let's find the Soren! They can take us to Conkram!

End Optional Event

{Vahn, Noa and Gala decide to rest for the night}

Noa's Final Dream

{Noa sits in the darkness as two white orbs glow in the distance}

Noa: Father? Mother?

Left Orb: Noa. I feel your presence so strongly. You're right near us. But this will be the last time we can send you our words.

Right Orb: He...He has found us out.

Noa: Who has? Who are you talking about?

Left Orb: The man who brought the Mist into the world.

Right Orb: The man who invaded the realm of the gods by changing the Seru and creating the Sim-Seru. His name...He is Cor...

{Both orbs disappear. Noa runs around in the darkness}

Noa: Father? Mother?

{A large blue orb manifests out of the darkness}

Voice: Ha, ha, ha, ha!

Noa: Who is that? Who's there?

Voice: Ha, ha, haaa! How desperate you are! Noa! Foolish Noa! I don't need to give you my name! Ha! You and that idiot Ra-Seru can struggle all you want! The more you struggle, the more I can taste your despair!

Noa: Bastard! What have you done to my mother? What have you done to my father?

Voice: Listen well, and I shall tell you! If you have the power, come to Conkram for yourself and see. Your parents are there!

Noa: Conkram!

{The orb disappears}

Noa: You bastard! Where did you go? Don't you run away from me! Are you afraid of me? Fight me! I'll kick your butt!! {Noa runs through the darkness} Faaaatherrr!!! Oh, Mother!!!

[a307]

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0 Chapter 3-7 0
0 0
0 Trespassing Holy Soren Ground 0
0=====0

{The Ra-Seru heroes reach Mt. Dhini and walk up to the entrance. Two gigantic stone wings are crossed, barring the path into the forest}

Narration: There is writing carved into the door of the gate. Mt. Dhini, sacred land of Soren. None may climb Mt. Dhini without the mark of the Soren.

Narration: The Soren flute inside the satchel suddenly began to shine. I hear a voice from Birdman Gate! Mt. Dhini is open to those with the mark of Soren!

{Birdman Gate opens its wings. Vahn, Noa and Gala make their way to the summit}

Noa: Vahn, Gala! Look! The summit! Play the flute to call the Soren!

Gala: There's no Mist at the summit! The Soren can fly here on their Seru Wings! Vahn, why odn't you play the Soren Flute you have with you?

Narration: Vahn took out the Soren Flute.

{Vahn plays a quick tune. Before long Noa notices Soren approaching}

Noa: Vahn, Gala! Look! It's the Soren! The Soren are coming!

{Three Soren start lowering and each land on a separate bird statue. The Soren from earlier, Luctes, appears as well}

Luctes: What's going on? You are not Soren. Where did you get that flute?

Noa: From Grantes! Grantes gave it to us!

Luctes: So, that traitor Grantes gave it to you. That doesn't surprise me. This is the Soren's holy place. You earthbound humans must leave here at once!

{Luctes faces the other Soren}

Luctes: Come! We are leaving!

Gala: What are you, allies of the Mist? Are you protecting the Mist?

{Luctes turns around and lands directly in front of Gala}

Luctes: How dare you! You can't insult the Soren like that!

Gala: Then are you prepared to fight the Mist and its allies?

Luctes: Of course we are! That is why we punished Grantes, for helping build the Floating Castle. Many brave Soren have died trying to attack the Floating Castle.

Noa: Then we should work together! We're on the same side!

Gala: We revived the Genesis Tree. The Mist is gone!

Luctes: Hmm...

Gala: Now we need the power of the Soren to destroy the Mist Generator in the Floating Castle!

Luctes: !

{Luctes jumps in the air and speaks with the other Soren}

Narration: (Long Silence)

{Luctes turns to face the Soren farthest to his left}

Luctes: Yes, but still...

Narration: (Long Silence)

{Luctes nods to the Soren farthest to his right}

Luctes: Alright.

{Luctes lands in front of the Ra-Seru heroes}

Luctes: This is a decision I cannot make on my own. You shall come to our camp and speak with our Elder! Is that agreeable?

1) Yes

2) No

~~~~~

2) No

Luctes: Hmmf! It makes no difference to me! {Luctes turns to the Soren} Come! We're leaving!

Gala: W-Wait! Vahn! Knock it off! This is no time for jokes!

Luctes: If you're going to quarrel, do it somewhere else! Will you come with us to our camp?

a. Yes

b. No

~~~~~

b. No

Gala: Vahn! What's the matter with you?! Do you know what you're saying? Stop acting like that! Then why did you revive the Genesis Trees in Sol and Buma? Don't you want to save the world from the Mist? Or are you a great big coward now? All this time, we've looked upon you as the leader. But now you're acting as if you're testing us. You upset me!

Noa: Gala...

Gala: You shut up, Noa! I'm telling Vahn what I think!

Noa: But...

Luctes: I don't have time for this! Argue somewhere else! Well, how about it? Will you come with us to our camp?

1) Yes

2) Yes

~~~~~

1) Yes

2) Yes

Luctes: Good! We're going to fly, so hold on tight! If you fall, you die!

~~~~~  
{Luctes flies back into the air and speaks to the other Soren}

Luctes: Carry them gently! Gently, do you hear? I said G-E-N-T-L-Y!

{The three Soren maneuver in the air and one picks up Noa}

Noa: Wow! I'm flying! This is incredible!

{Gala is picked up next and then Vahn moments after}

Gala: Woooo! Yeah!

{The Soren fly west with Luctes leading the way}

[a308]

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0 Chapter 3-8	0
0	0
0 The Soren Camp	0
0=====0	

{The heroes reach the Soren Camp with Luctes and the rest of the Soren}

Luctes: The Elder lives in the farthest house. Go speak to him.

{The Ra-Seru heroes head over the farthest house in the North where the Soren Elder lives}

Cructes: Welcome, brave humans! We have already heard about your heroic deeds! Most impressive! I now realize that you truly possess the determination to save the world...

{Vahn nods in agreement. Cructes begins to pace the room}

Cructes: We've tried every tactic against that Floating Castle. But, you, with the powers of your Ra-Seru, should be able to destroy it! I have decided that the Soren should help you! Go speak to Luctes, in the square. He will take you to the Floating Castle.

{Vahn, Noa and Gala head back to Luctes}

Luctes: It seems that the Elder has given his permission. Now, then. I'll take you to the Floating Castle!

- 2) No
- 1) Let's go!

- ~~~~~
2) No

Luctes: What? Do you need to go to the bathroom? Oh, you surface-dwellers! Well, pull yourselves together and get ready quickly!

- =====
- 1) Let's go!

Luctes: Good! Now hold on tight!

~~~~~

{Luctes expands his Seru Wings and jumps into the air. He whistles for two other Soren to help him as he picks up Vahn and the others carry Noa and Gala}

[a309]

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0 Chapter 3-9 0  
0 0  
0 Zora's Floating Castle 0  
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{The Soren carry the Ra-Seru heroes to the front of the Floating Castle}

Luctes: That's the Floating Castle! So many Soren warriors died valiantly there... (Silence) Are you ready?

- 1) Yes
- 2) No

~~~~~

- 2) No

Luctes: Idiot! How can we turn back now?! We're going in!

=====

- 1) Yes

Luctes: That's the spirit! I see you are ready for battle! We're going in!

~~~~~

{Luctes and his two partners land on the balcony connected to the Floating Castle and drop off the Ra-Seru heroes}

Luctes: This is as far as our strength allows us to take you! We'll be waiting here. If you succeed in destroying the Mist Generator, come back here.

{Vahn, Noa and Gala run into the Floating Castle. They make their way down the various paths until they reach a dead end. They notice an opening in an air vent and travel through it to meet a Puera guarding a lever on the other side}

Puera: Hey, you're new here. What happened? Did you accidentally shut the emergency bulkhead? Hold on a second! I'll turn on the power and open it. Hmm. Wait a minute! Zora didn't say anything about new people coming. That means...You are those Ra-Seru-wearing foes! You son of a...I'll teach you a lesson!

{The Puera attacks but is easily defeated by the Ra-Seru heroes}

Puera: Uh...Zooraaa...

{The Puera shatters, allowing the heroes to pull the lever and open the emergency bulkhead. After traveling deeper into the castle, they finally reach double doors with a sign on it reading "Throne Room". Two Puera

guarding it attack)

+=====  
+Mini-Boss: Puera x2+  
+=====

{The Ra-Seru heroes destroy the two Puera}

+=====  
+End Mini-Boss Battle+  
+=====

Narration: The lever is pointing down. Do you wish to move the lever up?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn did not move the lever.

=====

- 1) Yes

Narration: Vahn moved the lever up!

~~~~~

{After the Ra-Seru heroes pull both levers the doors open and they run up to the throne}

Noa: Vahn! I can hear it! That's the sound of the Mist Generator!

- 1) Yes, I hear it, too!
- 2) I don't hear anything!

~~~~~

- 1) Yes, I hear it, too!

Noa: But she's not here - Zora, the one who deceived Grantes. I thought she would be here...

=====

- 2) I don't hear anything

Noa: Vahn...that TimeSpace Bomb must have done something to your ears.

~~~~~

Gala: You're right. This is the castle lord's room, but where's Zora...

Noa: I wanted to defeat her and get back the Ra-Seru Egg...

{The scene changes to the Soren waiting on the balcony outside. A Soren leaning over the edge of the balcony jumps down, racing toward Luctes}

Soren: Luctes! Something is coming this way!

Luctes: ! This is bad! Everyone hide! Don't let him see you!

{The Soren fly off and soon a female with wings walks into the entrance of the Floating Castle. The Soren jump back onto the balcony once it is clear that she is out of sight}

Soren: Why? Why won't you fight him?

Luctes: I know how you must feel, but...Our mission is to wait for those three to return.

{The scene changes back to the Ra-Seru heroes in the Throne Room}

Noa: Vahn, it doesn't look like bad Zora is here. Since she's not here, let's destroy the Mist Generator.

{They walk over to the door behind the throne and try to open the door}

Narration: The door to the Mist Generator is locked.

Gala: Blast it! And the Mist Generator is just beyond here!

1) Let's look for the key!

2) Let's look for Zora!

~~~~~  
1) Let's look for the key!

Noa: Good idea! I'll bet the key is around here somewhere!

=====

2) Let's look for Zora!

Noa: Good idea! Let's get the egg back from Zora!

~~~~~  
{As Vahn, Noa and Gala search the room the winged woman walks in}

Winged Woman: Ha, ha, ha! Welcome to my castle, Ra-Seru heroes!

Noa: Zora! Are you Zora?

Zora: And what if I am?

Noa: Give me back the Ra-Seru Egg you tricked Grantes out of!

Zora: Oh, little Noa! You are just as silly as I heard! Ha, ha, ha! I am loved and protected by Cort. Surely you didn't expect me to just hand you the Ra-Seru Egg!

Noa: Boo-hoo!

Zora: But don't worry - I will fight you. If you win, I will tell you where the Ra-Seru Egg is.

+=====+  
+Boss: Zora+  
+=====+

{Zora attacks the Ra-Seru heroes but is defeated by them}

+=====+

+End Boss Battle+  
+=====+

Zora: That's odd. How could I lose?

Noa: Zora! Tell me where the Ra-Seru Egg is!

Zora: You silly fool, Noa...I used...the Ra-Seru Egg...long ago...as an important component of the Mist Generator...

Gala: What? The Ra-Seru Egg is a component in the Mist Generators?  
Ozma? What does this mean?

Ozma: What Zora says is correct. Mist Generators use both Ra-Seru and Ra-Seru Eggs...

Noa: Terra, why didn't you tell me before?!

Terra: I'm sorry, Noa. I was afraid you might get the wrong idea...that the Ra-Seru are creating the Mist.

Songi: Sorry to interrupt your little discussion.

{Vahn, Noa and Gala turn around to see Songi standing in front of the throne overlooking them}

Songi: That woman just can't keep a secret, can she?

Noa: Songi! So you came to help Zora, eh?

Songi: Sorry, but I'm not interested in someone more than twice my age.

{Songi struts over to the locked door blocking the way to the Mist Generator}

Songi: Ha! What good is this puny lock going to do...

{Songi shatters the door open with an energy blast}

Songi: Sorry, but I've got business with the Mist Generator.

{The Ra-Seru heroes run over to Songi}

Gala: What? What do you want with the Mist Generator?

Songi: Ha, ha, ha!

{Songi heads into the Mist Generator room}

Gala: Vahn, let's follow Songi!

{Vahn and Noa nod and enter the room Songi entered. The Mist Generator begin to crumble and fall into pieces before their eyes}

Noa: Somebody else destroyed the Mist Generator...

Gala: Could it be Songi? Could he have destroyed the Mist Generator?

Songi: You are indeed correct! Ha, ha!

{Songi rises from the darkness below on his floating platform}

Songi: I destroyed the Mist Generator for you. Gala, you're not that dumb after all.

Gala: Why? Why would you destroy the Mist Generator?

{Songi does his usual arrogant spit}

Songi: Oh, you are too much! The musclebound oaf is still as dumb as ever! I'll tell you why I did it. The whole Floating Castle was just a trap to lure you in and kill you. The Floating Castle's Mist Generator was just a piece of junk! Even its Mist was no good! I was going to destroy it and you with it after you finished off Zora.

Zora: W-What! What do you mean?

{Zora appears halfway down the stairs, appearing to have crawled her way there. The Ra-Seru heroes turn to face her, prepared in their battle stances}

Songi: Zora! You're still alive!

Zora: C-Cort tried to kill me...?

Songi: That's right. He used you as bait for that very important trap. Not even Cort would expect you to defeat the Ra-Seru!

Zora: But...Cort loved me...He said he loved me.

{Songi charges up an energy blast and fires it at Zora, disintegrating her into millions of tiny shards}

Songi: Cort said he hates pesky women, and hates bossy women like you even more! If this meddlesome woman hadn't opened her big mouth...you would have fell into the trap, and I wouldn't have had to destroy the Mist Generator!

Noa: Songi! What "trap"? What do you mean?

Songi: Ha, ha, ha! Stupid, simple-minded barbarian girl! Use your little brain and think! This Castle used the Mist Generator's energy to float. Here's a tough question. What happens to the Floating Castle when the Mist Generator is gone?

{Right on cue the Floating Castle beings to tilt and shake. It starts descending rapidly toward the ground below}

Noa: Vahn, it's going to fall! The Floating Castle is going to fall!

Songi: Congratulations, you answered correctly! Your prize is a rapid free-fall to the surface!

Gala: Songi, wait! If the Floating Castle was a trap for us...Then where's the Mist Generator creating the Mist in Karisto Kingdom?

Songi: Gala, you are a hopeless dimwit! Instead of the Mist, you should be worried about your own life! Only six minutes till impact! Bye! Have a nice trip! See you next "fall". Ha, ha!



{Songi disappears back into his portal. Vahn and the others rush back from where they came and reach the balcony but the Soren cannot be found}

Noa: They're gone! Luctes and all the Soren are gone!

Gala: They must have sought shelter somewhere.

Noa: What are we going to do? We got away, but we'll all die if we don't do something!

{Gala gets down on one knee and looks at the floor}

Gala: Is it my destiny to die now?

{The force of the fall causes the walkway connecting the balcony with the rest of the castle to tear apart. The balcony tips steeply downward. Noa tumbles to the other side and rises into the air, flapping her arms as she falls. Vahn rushes toward the edge of the tipping balcony to try and reach her and Gala tries running toward the upper end of the balcony to prevent from tumbling over the other side}

Luctes: I'm sorry!

{Luctes and the two other Soren rush in and grab the Ra-Seru heroes before the Floating Castle plunges into the ocean below}

Noa: I thought we were going to die.

Luctes: I apologize. We had to get away from the Seru monsters, and so we were watching from the air.

-----

{The scene changes to the Ra-Seru heroes and Luctes speaking with the Soren Elder, Cructes}

Cructes: How horrifying...The Mist's henchmen were using a Ra-Seru to create the Mist.

Meta: The Mist Generator is a machine that uses Ra-Seru as a catalyst to make the Mist.

Ozma: A Ra-Seru also has the power to take the life of other Ra-Seru. So far we have destroyed Mist Generators by killing the Ra-Seru sealed inside.

Gala: It must've been painful to kill a fellow Ra-Seru, even if to destroy the Mist Generators.

Noa: Terra, I'm so sorry. I didn't realize why you were so sad.

Terra: There was nothing else to do. But I am sure the Ra-Seru who died with the Mist Generators...are better off dead than living to serve evil.

Gala: It was a bittersweet victory. Even so...Songi said that the Floating Castle was merely a trap. If that's true, then where is the Mist in Karisto Kingdom coming from?

{Cructes steps forward and looks at each of the Ra-Seru heroes}

Cructes: I can't understand what the Ra-Seru are saying to you. But, if you are discussing Gala's question, I have already investigated that. Having now learned that the Floating Castle's Mist Generator is powerless...I ordered a reconnaissance team to find the Mist Generator generating the Mist over Karisto. They found it in the mountains of North Karisto! If only we could destroy it now. All of Legaiia would be free of the Mist forever! The Mist Generator is near Conkram, which once fought a war with Sol. In Conkram, you may also find out about Noa's parents, as well. It is the Soren's duty to take you there! This I have already ordered Luctes to do.

{Luctes nods and heads out the door}

Cructes: You should leave for Conkram as soon as you are ready.

Noa: Vahn, did you hear that? Conkram! We're going to Conkram! I finally get to go to Conkram, where my mother and father are!

{Vahn, Noa and Gala head over to the square of the Soren Camp and regroup with Luctes. He looks at all of them one at a time}

Luctes: Vahn, Noa. And you, too, Gala. Please excuse my past rudeness. I had lost my pride as a Soren. I was bitter. I was a fool. But you, heroes of Ra-Seru, you opened my eyes. Thank you! I am grateful - from the bottom of my heart!

{Vahn, Noa and Gala indicate that they accept Luctes' apology}

Luctes: It's almost time. Now, shall we head for Conkram, in the North Karisto Mountains?

- 1) Yes
- 2) No

~~~~~

- 2) No

Luctes: Very well. Call on me again when you are ready.

=====

- 1) Yes

{Luctes extends his Seru Wings}

Luctes: Because of the thick Mist there, you'll have to parachute in. Here, take this!

Narration: Vahn now has the Door of Wind.

Luctes: The Door of Wind is the only way to get back. Use it well!

~~~~~

{Luctes carries Vahn, Noa and Gala to Northern Karisto and sends them in front of Conkram by use of a parachute}

[a310]

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| 0 Chapter 3-10               | 0 |
| 0                            | 0 |
| 0 The Living City of Conkram | 0 |

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{Vahn, Noa and Gala enter Conkram. The city is engulfed in a massive, living Seru shaped like a clam. The people and buildings are completely assimilated with the Seru}

Noa: Father...Mother...I'm here. I finally made it to Conkram!

Gala: This is Conkram? What a horrible place! Look at this evil, everyone! This is not the work of humans!

{Noa runs forward and looks around}

Noa: !

Gala: What's the matter?

Noa: I hear a voice! Someone's still alive! They're calling for help!

Gala: A human voice?

Voice: H-Help...

{Vahn, Noa and Gala turn to see a man attached to a broken down pillar whose organs are fused with the Sim-Seru town}

Gala: Good lord! There are people inside these walls! Hey! Are you alright?

Man: (Silence) Help...Somebody...Help...

{Noa rushes over to him and pulls on his left arm trying to pry him out of the wall}

Noa: Arrggh!

Terra: Noa! Stop it! Noa! If you pull that person out of the wall, he'll die!

{Noa lets go and backs away}

Noa: But...

Terra: Everything here - buildings, people - is all part of a giant Seru! A Sim-Seru! Noa, that person's body has fused with the Seru. We must leave them as they are. There's nothing we can do.

Gala: A Sim-Seru? You mean the town itself is a type of Seru?

Ozma: I never knew that humans had built such a huge Sim-Seru...The thick Mist from the Mist Generator to the north must have enabled it to grow so large.

Noa: (Silence) I'm so sorry. But I'll destroy the Mist! Just hang on a little longer!

Gala: Noa! There's a castle over there! Let's go investigate! Your parents may be there.

Noa: Y-Yes, you're right.

{Noa looks at the man fused with the pillar once more before they walk over to the palace. Noa looks around nervously}

Gala: What's wrong, Noa?

Noa: I...I know this place! Vahn! Gala! I'm scared! I don't know why, but I'm scared...So scared!

Gala: Noa, remember this! Whatever happens here...We won't abandon you! Vahn and I will always be by your side!

Noa: O-Okay. Vahn! Gala! Remember you promised! Remember you promised never to leave me alone!

{Vahn, Noa and Gala walk to the end of the grand hall until they reach the throne room. In the center of the room lies a large mass of organs in the shape of an unbloomed flower. They hear a voice}

Voice: Noa...I feel your presence, Noa...I know you're there...

Noa: Mother...It's my mother!

{The pile of organs starts to peel open, revealing Noa's mother. She is surrounded by flames}

Queen Minea: Noa, I...was waiting...for you...so long! Noa, Come...here...Let me...feel you.

{The Ra-Seru heroes walk closer. Noa kneels down in front of her mother}

Noa: Mother...

Queen Minea: Noa, I hear you...I feel...your warmth. You're so big now...

Noa: Mother! What's the matter with your eyes? Can't you see?

Queen Minea: I've been blinded by the thick Mist and the Sim-Seru that surrounds the town. But I can hear your words and sense your presence. It's my feelings for you that have kept me sane.

Noa: What should I do? Mother, how can I help you?

Queen Minea: (Silence) Do you all know that Jette's Absolute Fortress houses the last Mist Generator?

- 2) No
- 1) Yes

- ~~~~~
- 2) No

Queen Minea: The Sim-Seru that surrounds the town feeds on the Mist from the Absolute Fortress. As you know, a Sim-Seru dies when its Mist Generator is destroyed.

=====

- 1) Yes

Queen Minea: So this Sim-Seru should die if you destroy the fortress' Mist Generator.

~~~~~  
Queen Minea: But...The Gate of Hell is made of an ancient substance and cannot easily be forced open. To break open the Gate of Hell guarding the fortress, you need the Nemesis Gem.

Noa: Where is it? Tell me, and I'll bring it here!

Queen Minea: They are gone. There are no more Nemesis Gems anywhere on earth.

Gala: Your Majesty, that means...

Queen Minea: However, if you travel back to the Conkram of the past you will find the Nemesis Gem. Noa!

Noa: Yes?

Queen Minea: Go to your father! He is in the caverns under the palace. Get the Seru Flame from him!

Noa: The Seru...Flame?

Queen Minea: The Seru Flame has the energy to transport you back to the past!

Noa: Okay. I'll go to Father. I'll get the Seru Flame! I'll get it, so don't give up hope!

Queen Minea: Noa, you are my daughter. I know you can do it. Vahn, Gala. Please look after Noa for me.

{Vahn, Noa and Gala run back down the staircases and into the grand hall where two guards block the way into the underground laboratory}

Guards: So you have the Queen's permission? Well then, you may pass.

{The organs holding the guards splits right down the middle and parts to the sides. Vahn, Noa and Gala travel the winding stairs to the underground laboratory where they see King Nebular fused in the center of the room, surrounded by a transparent, moving dome}

Noa: Father...Father, it's me! I'm here, Father! I came to see you.

King Nebular: Noa...Am I dreaming?

Noa: No, you're not! It's me, Noa! I'm really here!

King Nebular: It's really you...If only my eyes...could see...Then I could...look upon you...I knew...you would...come here... (Silence)

Noa: Father, what's wrong? Father! Are you alright?

King Nebular: I'm sorry, Noa. It's so difficult...just to...stay sane. I know why...you're here. You need the Seru Flame to travel into the past. The Queen...sent me...her thoughts. The Seru Flame...is here. Take it. Use it...Use it...in the Room of Mirrors. Its power...will

transcend the vortex of time...and take you...to the past...

{Vahn grabs the Seru Flame}

Narration: Vahn now has the Seru Flame!

Gala: So this is the Seru Flame. It's a small lamp.

Noa: Father...

King Nebular: Go, Noa. I'm so ashamed...for my own daughter...to see me like this. Go now. Go, I say.

Noa: Just hold on, Father. I'll go to the past and bring back the Nemesis Gem. I'll use it to destroy the Mist!

{Vahn, Noa and Gala make their way back up through the caverns and into the Room of Mirrors. A large lamp is set on either side of the large mirror in front of the Ra-Seru heroes}

Noa: Vahn! Over here! Put the Seru Flame here!

{Vahn uses the Seru Flame to light the lamps. A flash of bright light envelops the room and the reflection in the mirror changes. No longer do they see their own reflection but rather an empty room with floors of bright white marble and clean walls}

Gala: Vahn, look! That mirror is the door to the past. So that's it. It's time to go to the past!

[a311]

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0 Chapter 3-11	0
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0 Visiting the Past	0
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{Vahn, Noa and Gala walk through the other side of the mirror and end up in a vortex}

Terra: Noa, listen! In the world of the past, you will meet your parents when they were young. But no matter what happens, you must never tell them you you are, or what will happen in the future...Do you understand? This is very important. If you do, you will only create chaos that will benefit the Mist and its allies.

{They reach Conkram of the Past as they walk through the other side of the mirror. The Seru Flames go out}

Gala: That was easier than I thought. So this is the Conkram of the past.

Noa: Quick! Let's find the Nemesis Gem!

{Vahn, Noa and Gala explore the palace grounds and meet old foes: Zeto, Dohati, Zora and The Delilas Family and. All of them have positions in the palace. Zeto is the Secretary of State, Dohati the Secretary of Interior, The Delilas Family are Royal Bodyguards and Zora is the High Priestess. They learn that a grand demonstration is to be held the next day as a new weapon is unveiled that will finally make Conkram defeat

Sol in the long war between them. They decide to rest at the town inn for the night}

Innkeeper: Well, well. You want a room at this hour? A room usually costs 10,000G per night...But since tomorrow's a special day, I'll tell you what. All of you can stay for free! Do you want to stay?

1) Yes

2) No

~~~~~  
2) No

Innkeeper: Oh. Well, I guess you want to enjoy the festivities. Come back when you're tired.

=====

1) Yes

Innkeeper: By morning, the display of the new weapon will start. Is all your business finished?

a. Yes

b. No

~~~~~  
b. No

Innkeeper: Oh. Well, I guess you want to enjoy the festivities. Come back when you're tired.

=====

a. Yes

Innkeeper: Good. Show these three to their room!

~~~~~  
Noa (Off-Screen): Wake up, everyone! The demonstration of the new weapon is about to begin!

{Vahn, Noa and Gala exit the Inn and enter the towns square where everyone has gathered}

King Nebular: My son, Prince Cort, has at last completed his new weapon. Cort calls it the Mist. I hereby present this new weapon to the people of Conkram!

{Guards in the town square escort a soldier up the steps into a large transparent cylinder}

Zeto (Off-Screen): The Mist is a special gas that makes the Seru many times more powerful.

{The screen changes and Zeto is now at the front of the balcony raising his hands in the air}

Zeto: Prince Cort and Jette, in the lab under the castle, will now open the door to the Seru world. Using an elixir from the home of the Seru, we have created a new substance. That substance is the Mist. A new weapon that amplifies the power of our Seru. When released into this

cylinder, the Mist will turn the soldiers into mighty warriors!

{A warrior walks over to Zeto and whispers in his ear before taking his leave}

Zeto: Gentlemen! From his laboratory, Prince Cort says he is ready!

{The scene changes to the underground laboratory of Conkram's Royal Palace. Prince Cort orders Jette to activate the Mist Generator, which causes Mist to spin out from a hole that opens up at the bottom of the machine and travel into a tube that leads all the way into the cylinder in the middle of Conkram's town square}

Zeto (Off-Screen): Look well at the power of Conkram's new weapon, the Mist. The pride of Conkram!

Gala: I don't believe it! They're going to use the Mist as a weapon of war!

Noa: Vahn...I don't like this! That person has gone mad!

{The scene changes back to the underground laboratory. The Mist Generator begins to rumble and a large amount of Mist starts pouring out of the opening all at once}

Cort: It's out of control! We used too much Mist. Turn it off now! Quickly!

{Jette starts pressing a number of buttons on a device attached to the Mist Generator}

Jette: I can't, Prince Cort! The emergency shutoff switch isn't working. If we don't do something it'll explode!

{The Mist Generator explodes causing Mist to flow uncontrollably into the cylinder within Conkram's town square. The soldier within the cylinder turns into a Seru monster and breaks out of it. A guard tries to repel him but is knocked down and starts to get torn apart as some townspeople run into their homes and lock the doors while others start to get killed by Seru}

Gala: I knew something like this would happen. The Mist just can't be controlled by humans!

Noa: Listen, everyone! To the underground. Quickly! We must turn off the Mist! Let's go to the laboratory and turn off the Mist!

{The Ra-Seru heroes turn to look at the broken down cylinder and the many Seru monsters in front of them}

Gala: You're right, Noa! We can't desert the people of Conkram like this!

{Vahn, Noa and Gala rush to the underground laboratory and see a large hole with Mist spilling out of it}

Terra: What a mess you got me into.

Gala: There are things that look like Ra-Seru Eggs coming out of that hole.



Noa: Terra, what's going on? Why are Ra-Seru Eggs coming out of that hole?

Terra: That hole leads to the sealed Rogue's Tower, on the frontier of Seru-kai. Those are alter egos of Rogues, rebel Ra-Seru. They have the same properties as Ra-Seru Eggs.

Meta: The Mist Generator here is a primitive one. With our strength, we may stop it temporarily, but unless we cut off the flor of that material...The Mist Generator can't be shut off completely.

Gala: In other words, we have to cut off the source.

Ozma: We must destroy Rogue's Tower! That will stop that flow, and stop the Mist!

Noa: Rogue's Tower...

Terra: The Rogues are evil Ra-Seru who plotted a rebellion against Tieg a thousand years ago.

Gala: There's only one thing to do, Vahn! We must destroy the head Rogue in Rogue's Tower! We can't destroy the Mist of the future unless we destroy the Mist here!

Meta: You must be careful. We can't return here unless we defeat the Rogues.

Ozma: And one more thing...Before you go to Rogue's Tower, make sure you are fully prepared for battle.

{The Ra-Seru heroes prepare themselves and get ready to jump into the vortex leading to Rogue's Tower}

Narration: Do you wish to jump into the vortex and go to Rogue's Tower?

- 1) Yes
- 2) No

~~~~~

- 2) No

{Vahn shakes his head "no" and turns around}
=====

- 1) Yes

{The Ra-Seru heroes jump into the vortex and start falling down a lengthy portal leading to Rogue's Tower}
~~~~~

Noa: Oh! Look!

{A sparkling shard whirs passed them}

Noa: It's a piece of a Rogue.

Terra: That's right. It's a Rogue Fragment.

Gala: So that has the same power as a Ra-Seru? I guess I still have a lot to learn about Seru.

Ozma: The Seru-kai is a world beyond human comprehension.

Noa: Is Rogue's Tower in the Seru-kai? What kind of place is it?

Terra: Rogue's Tower is part of Seru-kai, but the tower itself is the body of a Rogue.

Meta: The Rogues were once Ra-Seru and they can hear what we say.

Ozma: That's why we can't say anything more.

Noa: But...

Terra: Don't worry. Instead of talking, I'll concentrate on protecting you from Rogue's evil.

[a312]

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0 Chapter 3-12                                0
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0 Rogue's Tower                              0
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{The Ra-Seru heroes leave the portal and step in a strange castle. Each floor within the tower holds a blue insignia on the ground that teleports them into a new room. They use these portals to navigate Rogue's Tower. The Ra-Seru heroes defeat some Rogues who attack them and eventually step on a giant insignia on the ground that warps them to a large hall. They walk farther into the room}

Noa: Terra, is this the place? Is the Rogue here?

Terra: (Silence)

Noa: Oh, I understand. You can't talk now.

Gala: Where could that head Rogue be? I sense the presence of evil, but the Rogue is nowhere to be seen!

{Suddenly a portal opens in the ground in front of them and a large bunch of crystals rises out of it. The blue crystals begin to spin and one of them collides with Noa, knocking her into the ground}

Noa: Aaaahh!

{Noa gets back up}

Gala: I-It's the Rogue!

{All of the crystals begin to move again and then stop once more}

Gala: This is the head Rogue, the one sealed in the Tower! If we defeat this one, the Mist in Conkram will disappear.

Noa: Let's get him! Let's teach this Rogue a lesson!

+=====+

+Boss: Rogue+  
+=====+

Element: Variable

Attacks: Element Change, Rogue Flame, Rogue Wind, Rogue Thunder

{With their combined assault on the Rogue, Vahn and the others defeat it, causing the crystals to freeze in place}

+=====+  
+End Boss Battle+  
+=====+

Noa: We did it! We defeated the Rogue!

{The Tower begins to shake and the Rogue shatters into pieces. The shaking stops}

Gala: Now we can destroy Rogue's Tower!

{The Tower starts to quake and pieces of the ceiling begin to crumble and fall around the Ra-Seru heroes}

Noa: Oh, wow! Look! Rogue's Tower is breaking apart! Gala, can I ask you something?

Gala: What is it, Noa?

Noa: Now how do we get back to Conkram from here?

Gala: ! The exit...

{The Ra-Seru heroes turn toward the exit but everything beyond them is pitch black}

Noa: Are we going to die? Are we going to die when Rogue's Tower collapses?

Gala: I'm not going to die in a place like this! Ozma! Can you hear me?

Ozma: Of course I can, Gala!

Gala: Ozma...

Ozma: I've been watching you the whole time! Well done, Gala!

Terra: Now that the Rogue is dead, the Mist must be gone from Conkram by now.

Noa: Terra!

Meta: Come, it's time to return to the human world.

Ozma: Gather together, everyone! We're almost out of time!

Terra: OK, here we go!

{Vahn, Noa and Gala begin to glow with the power of their Ra-Seru and rise into the air, soaring toward a bright light in the darkness above them. They enter the light and the screen goes black}

-----  
{The scene changes to the inside of the underground laboratory where King Nebular is standing angrily in front of Prince Cort and Zora. Jette stands still at the other side of King Nebular}

King Nebular: Cort! Fortunately, the Mist has stopped. That is good.

{King Nebular shoves Cort who still has his head hung as he is being reprimanded}

King Nebular: However, the Mist has claimed many lives. What do you think you are doing?

Cort: But, father! The Mist is...

Jette:

Your majesty, this is all a simple mistake. Yes, the experiment was successful, but...

{King Nebular turns around and pushes Jette}

King Nebular: A mistake?! Fool! Does a simple "mistake" take people's lives?

{The pit once leading to Rogue's Tower begins to rumble, causing everyone to look at it in alarm}

King Nebular: ?

{Vahn, Noa and Gala jump out of the hole and land in front of everyone}

King Nebular: Who...are you?

Noa: I'm Noa! Don't you recognize me? It's me, Noa!

King Nebular: Noa?

{Gala steps in front of Noa}

Gala: Your majesty! You must believe us! We have just been to the Seru world and cut off the source of the Mist!

King Nebular: Is that so? Fantastic! Now I understand everything! You have my deepest gratitude. The people of Conkram owe you their lives! I wish to hear more. Let's go to the surface for a long chat. Let's go!

{Noa runs after King Nebular, who stop at the exit to look at Cort once more}

King Nebular: Hmm? Cort, that thing on your back...You're wearing a Seru! It matters not. Cort! Jette! Zora! All of you remain there and repent for what you have done!

{Vahn, Noa and Gala follow King Nebular back to the throne room of the palace. Zora runs in front of Prince Cort}

Zora: Prince Cort! His Majesty doesn't understand at all. He doesn't understand the Mist's possibilities, or your grand plan!

Cort: I know, Zora. Just forget about it. Besides, I still have time to get a lot done.

Jette: Ha, ha, ha! You are quite right! Quite right!

{The screen cuts to black}

King Nebular (Off-Screen): These three brave warriors have saved Conkram from danger.

{The screen clears and the Ra-Seru heroes are standing in front of King Nebular, Prince Cort and the Royal Family's advisors are standing in two rows behind them}

King Nebular: In reward for this, they desire the Nemesis Gem. Nemesis Gems are byproducts of the Gate of Hell's construction. They are refuse. It pains me to give these three such things as a reward, but...If that is what they desire, then so be it. Such dignity! I am therefore going to give them...

{Cort interrupts his father and raises his hand in protest}

Cort: Father!

{Cort walks between the two rows of advisors}

Cort: I beseech you! Do not give them the Nemesis Gem!

King Nebular: Silence, Cort! This is my decision!

{Cort drops to one knee}

King Nebular: Vahn! Come here.

(Vahn now has the Nemesis Gem!)

King Nebular: All of you, you have my gratitude!

{Cort rises and begins to walk out of the throne room. He stops at the end of the throne room and turns around to take a last look at his father. He turns around again, shakes his head and struts out of the room. Jette, Zora, Dohati and Zetofollow Prince Cort. The Ra-Seru heroes take their leave}

\*\*\*\*\*  
Optional Event: A Test of Willpower  
\*\*\*\*\*

{Vahn, Noa and Gala enter the Queen's chamber and find her on the balcony}

Queen Minea: This is my favorite place in all of Conkram.

{She turns to look at the Ra-Seru heroes}

Queen Minea: Vahn, Noa, Gala, thank you very much. Thanks to you my unborn child is safe and sound.

{Noa's eyes start to fill with tears}

Noa: I'm Noa. That's Noa. Moth...

{Noa begins to walk toward the Queen but Gala walks in front of her and blocks her way}

Gala: Noa, no! Don't!

Terra: Noa, have you forgotten?

Noa: But Terra! That's my mother! My mother!

Terra: You must never say who you are or what will happen in the future. If you do, you will just create chaos that will benefit the Mist and its allies.

{Noa crouches on the floor and looks down at the ground}

Noa: But...

Terra: Noa, now that you are grown, you must understand. Correct?

Noa: Chaos? Benefit the Mist's allies?

{Noa gets up from the floor}

Noa: You're right. I'll do what I have to. Even if I don't like it.

Queen Minea: To whom do you speak?

Gala: Pardon me, your majesty. Noa says that you look just like her mother.

Queen Minea: Oh, I see! Noa, I hope to have a daughter like you. I'll give you this, so that you may always remember me.

(Noa now has Minea's Ring.)

Queen Minea: (Silence) Actually, I was here praying for my son, Cort. Cort has changed completely. He has always been zealous about his research, but...Since becoming involved in the Mist, he seems like a completely different person. I believe that you brave warriors have been sent to me by god. Please, if something happens to Cort, you must save him. You can save Cort. I'm sure of it.

{Vahn and Gala prepare to leave. Noa looks at her mother a few moments longer before joining the others}

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

{Vahn, Noa and Gala head back into the Room of Mirrors}

Gala: Vahn, are we going back to our time?

- 1) Yes
- 2) No

~~~~~

- 2) No

Gala: Well, it would be a good idea to speak with the people here.

1) Yes

Gala: Good.

{Vahn lights the lamps at the sides of the large mirror}

Noa: (Silence)

{Noa turns away from the mirror}

Gala: Noa, what's wrong?

Noa: Cort is my older brother.

Gala: (Silence) Let's go back to the future, Noa. Your parents are waiting for you.

Noa: O-Okay. You're right...Let's go back to the future.

{Noa enters the mirror. Gala takes a look at Vahn and nods before both of them head into the mirror after her}

Jette (Off-Screen): Prince Cort, if a Mist specimen is what you need, then we have this.

{The scene changes to Prince Cort, Jette and Zora huddled together within the underground laboratory}

Cort: That's right! By analyzing this, I can make my own Mist!

Jette: You will require a device of some size.

Cort: I don't care! We'll build a Mist Generator in the Absolute Fortress! We'll conquer the world!

Zora: Ratayu has giant Seru and the legend of Juggernaut...

Cort: Mist technology and Juggernaut...What an interesting combination!

Zora: Prince Cort, there is no end to your dreams! Ha, ha, ha!

{They all start laughing maniacally}

Cort: Ha, ha, ha! Listen well. This is an order. An O-R-D-E-R.

{The scene changes to the grand hall of Conkram's palace. Guards can be seen patrolling the area. As the camera rises a large clam-shaped object is seen sitting on top of a new pedestal in the center of the room. The shell slowly opens up and reveals pulsating innards}

{Noa walks out of the mirror followed by Gala and Vahn. The flames go out and the mirror returns to normal. They exit the Room of Mirrors and walk over to Queen Minea}

Noa: (Silence)

Queen Minea: Noa, you heard me. Cort is my son. And he's your brother. After that incident, two Seru remained in Conkram. One was transformed into the Sim-Seru, which fed on the Mist and engulfed Conkram. The other Seru...may be a fragment of an evil Rogue. That Seru can give humans incredible knowledge. It was that power that awakened Cort's wicked ambitions. With Ra-Seru and Ra-Seru Eggs, he created a Mist Generator and the Sim-Seru. He learned to create Sim-Seru to provide him with the power to achieve his ambitions. By the time we realized what Cort was doing, it was already too late. We feel so responsible...

Noa: It's not your fault, Mother! I'm going to shut down the Mist Generator in the Absolute Fortress for good! After that, you won't have to be alone anymore, Mother!

Queen Minea: Noa, I love you.

Noa: Love...Yes, love. I know about love. Mother, don't give up!

{Vahn, Noa and Gala leave Conkram and journey north toward Jette's Absolute Fortress, which houses the final Mist Generator}

[a313]

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0 Chapter 3-13	0
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0 Ridding the World of Mist	0
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{The Ra-Seru heroes reach Jette's Absolute Fortress. The Gate of Hell blocks the way into the Fortress}

Gala: So this is the Gate of Hell.

Noa: If we destroy the Mist Generator here, then Conkram will be free.

Gala: Noa, the Nemesis Gem from your parents! Throw it towards the Gate of Hell!

Noa: OK!

{Noa runs closer to the Gate of Hell with Nemesis Gem in hand and winds it up in preparation to throw it}

Noa: I'm not afraid of you! I hate you! Get out of here!

{Noa throws the Nemesis Gem at the Gate of Hell, which causes what looks like a miniature black hole to open up and destroy the entrance. Noa waves at Vahn and Gala with a smile on her face}

Gala: Noa! You did it!

Noa: Now we can go inside. Once we destroy the Mist Generator, Conkram will be free! Then my mother and father will...

Gala: Alright, listen! This is the last Mist Generator! Let's not get careless!

{They nod and enter the Absolute Fortress. They reach a gigantic lake

of Mist in front of them that lies underneath a funnel spilling Mist into it}

Gala: Noa! Vahn! Look! There's a big pool of Mist!

{Noa runs over to the edge and gets on her hands and knees to gaze into the lake of Mist below her}

Noa: Wow! Amazing! It looks like a lake made of Mist! Hey, what's that? What is that?

{Vahn and Gala walk next to Noa, who has gotten off the ground and is pointing above them. The camera moves over to the funnel jutting out Mist into the Mist lake}

Gala: This must be Mist from the Mist Generator above.

Noa: That means we have to climb up from here!

Gala: Either way, we have to go around the lake of Mist.

{Noa jumps up and down excitedly}

Noa: Vahn, I can't wait to destroy that Mist Generator!

{Vahn, Noa and Gala make their way around the lake of Mist, heading to the left of it. They climb the paths leading to an overhang looking over the lake of Mist}

Noa: Vahn, over here! I can see the lake of Mist from here.

{Noa runs to the edge and starts to jump up and down impatiently. A piece of the cliff breaks and Noa almost tumbles off but lands behind the ledge}

Noa: Vahn! Gala! Look out! The ground is collapsing!

{Noa crouches on the ground and looks into the lake below. Vahn and Gala walk behind her}

Gala: Noa, don't get carried away! Careful or you'll get hurt!

{Suddenly a deafening roar vibrates through the air; the whole place starts to shake}

Gala: What on earth is going on? Is there something under us?

{The camera pans over the lake of Mist and closes in on the creature inside of it. It roars and a closeup of its face is seen}

Gala: Vahn! That voice...

Noa: It's J-Juggernaut!

{A large rumble knocks Noa on her butt and brings Gala to a knee. Vahn manages to keep himself standing. Noa and Gala get back up after the shaking stops}

Noa: It's J-Juggernaut! Juggernaut is below us!

{Vahn, Noa and Gala run away from the ledge and get closer to the wall on the other side of the path. Noa puts her hands to her ears}

Gala: It stopped. Maybe he's sleeping.

{Noa smiles in amusement}

Noa: That must have been Juggernaut tossing in his sleep.

Gala: I guess so. Anyway, let's hurry. We can't afford to waste time.

{The Ra-Seru heroes run through the Fortress until reaching a machine room with three levers on a platform. They pull the left lever to activate the platform leading higher into the Fortress and prepare to exit}

Voice: Ha, ha, ha!

Noa: Who's there?

{A pillar of smoke rises out of the machine holding the levers and Jette rises out of it}

Jette: Ha, ha! I am Jette, apostle of the Mist! This is my castle. Keep your hands off that machine.

{Jette walks back to the middle lever on the machine and resets the Rapid Transport System to its default position}

Noa: Come over here, Jette. I'll kick your butt!

Jette: Well, well. What a brave girl you are. It's too bad. If Juggernaut were not soundly sleeping in order to replenish his Mist elixir...He would silence you for all eternity with just one blow.

{Noa jumps up and down in anger}

Noa: Ooh...

Jette: Wait a minute...Now I remember. At Conkram. I have read your minds and now know your thoughts. I believe this is our second meeting.

{Jette jumps high into the air and is enveloped by a Sim-Seru before landing behind the Ra-Seru heroes}

Jette: Of course you also know well of Prince Cort.

Noa: Cort? Cort is my older brother.

Gala: What's the matter with you? Have you forgotten what the horrible Mist caused that day?

{They charge at Jette but he disappears almost instantly}

Gala: What the...Where's Jette? Where did he go?

{Jette reappears behind the Ra-Seru heroes toward their right side}

Jette: Horrible Mist? Ha, ha, ha! The Mist is not horrible...It is divine!

{Vahn, Noa and Gala turn around and face Jette, prepped in their battle stances}

Jette: When a true ruler controls the Mist, humans will evolve. That is why Mist Generators are made.

{Jette disappears and the Ra-Seru heroes scan the room with their eyes}

Jette: This Mist Generator is far more powerful than the prototype you have seen.

{Jette reappears in front of Noa}

Jette: With the power of the Mist, we have enhanced Seru, and have created Sim-Seru.

{Another image of Jette appears in front of Gala. It is apparent that Jette can clone himself}

Jette: And in the Fortress is the ultimate Mist Generator!

{Jette and his clone both disappear}

Jette: With the powerful Sim-Seru created at Conkram, we are making an even thicker Mist.

{Jette reappears in front of Vahn at the foot of the stairs leading up to the machine}

Jette: I too am wearing one such invincible Sim-Seru. Its power exceeds even that of Rogue. With this power, I shall now destroy you all.

+=====
+Boss: Jette+
+=====

{Jette attacks the Ra-Seru heroes but is defeated}

+=====
+End of Boss Battle+
+=====

{Jette slowly gets up to one knee and gazes at each of the Ra-Seru heroes}

Jette: Hmm? Hmm...I see your future! I see...a bleak future for you all! Ha, ha, ha, ha! Yours is a future of eternal despair. A dark wilderness!

{After these words Jette disintegrates into countless tiny shards}

Gala: We wasted much time.

{Vahn, Noa and Gala reset the Rapid Transport System to where they had pulled it before. After traveling through the massive fortress they finally reach the Mist Generator, which is the largest one yet}

Meta: Vahn, Noa, Gala! We must destroy the Mist Generator! Are you ready?

1) Yes

2) No

2) No

Meta: Vahn! Stop joking! We have to destroy the Mist Generator!

b. Let's not

Meta: (same response as above)

a. Let's do it!

Meta: (same as "Yes" response)

1) Yes

Meta: We've got to work together. Attack!

{Vahn, Noa and Gala close their eyes and reach out toward the Mist Generator. Suddenly, Noa drops to the floor, clutching the sides of her head in pain}

Noa: Ow! Ouch, ouch!

Gala: Noa what happened?

{Vahn and Gala crouch next to Noa and try to help her}

Noa: My head hurts! Oohh!

Gala: Hang in there, Noa!

{Noa sprawls forward onto the floor and starts to kick and scream in agony}

Noa: Aarrggh! Shut up! Be quiet! Shut uuup! Get out of my head!

{Another flash of light and the camera changes to the room just below the Ra-Seru heroes. Prince Cort starts walking toward Vahn, Noa and Gala}

Cort: (Silence) Little sister...My dear sister...

{The camera changes back to the Ra-Seru heroes, Noa still holding her head in pain on the floor}

Noa: Who are you?

Gala: Noa! Are you alright?

{Noa gets up from the floor, Gala on the ground looking up at her with worry}

Noa: It stopped hurting.

{Vahn and Gala get up from the floor as Prince Cort stops in front of them}

Cort: Hee, hee, hee. I must punish you, little sister, for trying to destroy the Mist Generator. Bad girl!

Gala: C-Cort?

Cort: Good to see you all again. You were so good to me in Conkram...so long ago. Noa, I didn't know it was you. Who would have thought I was your brother!

Noa: Ooohh. You're wrong, Cort! You're not my brother. If you're my brother, how could you be so bad to Mother and Father?

Cort: Noa, you are such a foolish little girl. The Mist is our salvation. Our parents are happy the way they are.

{Noa continuously stamps her feet angrily}

Noa: Oohhh!

Cort: Rim Elm, that puny cave, East Voz Forest...I underestimated you. I was trying to lure out Ra-Seru to make the Mist Generator. But I never thought you would come this far. That was a miscalculation. But no matter. Once I kill you, everything will be right again. Hee, hee, hee! I will kill you gently, little sister! I will send all of you to a world free of pain and suffering.

{Cort levitates into the air in preparation for his assault}

+=====
+Boss: Prince Cort+
+=====

{They defeat Prince Cort after a long battle and Noa looks at Cort sadly, uttering the words "Oni-Chan" [Big Brother] after he collapses}

+=====
+End Boss Battle+
+=====

Cort: It...It can't be. I...I lost...But I can't lose...The Mist is our salvation...The Mist is eternal...It is perfect harmony...

{Three transparent cards that were floating in front of the Mist Generator begin to go out. The whole area begins to tremble}

Cort: The Mist Generator and I are one. If I die, the Mist Generator dies...

{A large tremor shakes the area and Prince Cort is flung over the ledge he was leaning on}

Cort: Uugh...Aaaaaaaah!

{Prince Cort falls through the many levels of the Absolute Fortress before landing in the lake of Mist where Juggernaut rests. Noa looks over the ledge where Cort fell}

Noa: Why? Why did you do it? My own brother!

{The Mist Generator's power starts to fade and it turns into rock and eventually crumbles into thousands of pieces}

Noa: (Silence) Why did this happen?

Gala: Vahn! We're in trouble! The Fortress is collapsing. We haven't got much time. If we don't hurry we'll be buried alive! Let's get out of here!

Noa:
Why, why? (Silence)

- 1) Noa, forget about that for now!
- 2) Noa, if you want to live, hurry!

~~~~~

- 1) Noa, forget about that for now!
- 2) Noa, if you want to live, hurry!

Noa: Y-You're right, Vahn.

~~~~~

{Vahn, Noa and Gala try to run toward the exit but stones too heavy to break apart collapse and block the entrance. Noa tries to pull away the boulders to no avail}

Gala: Oh, no!

Noa: Vahn, what do we do now? We can't move this boulder!

Gala: Vahn, I don't plan on dying here.

- 1) Option One: Use Door of Light
- 2) Option Two: Wait a few seconds

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\*\*\*\*\*  
Option One: Use Door of Light  
\*\*\*\*\*

{Vahn, Noa and Gala use the Door of Light but arrive in a large metal tunnel. A huge pit is in front of them}

Noa: Vahn...What happened to the Door of Light? This isn't the exit! This isn't where we were before!

{Noa looks into the hole in front of them}

Gala: Vahn, we're not safe here. It's the vibrations from the explosion. Let's jump down!

- 1) Then get ready to jump!
- 2) This place is too dangerous!

~~~~~

- 1) Then get ready to jump!

{A massive explosion enters the vent just after the Ra-Seru heroes jump into the pit}

2) This place is too dangerous!

{A massive explosion comes toward the Ra-Seru heroes and knocks the Ra-Seru heroes into the vent. Noa flaps her arms excitedly as they fall}

{Vahn, Noa and Gala fly out of a vent in front of the Gate of Hell. Cara is waiting for them outside}

Cara: Whew! That was close!

Gala: Cara, you came because you wanted to help us! But how did you...

Option Two: Wait a few seconds

{The Ra-Seru heroes try to search for a way out but cannot find a route. Suddenly an air vent jutting out of the stone wall bursts open revealing Cara}

Cara: Boy, you guys sure are dense.

Noa: Cara?

Gala: Cara! What are you doing here?

Cara: I'll tell you later. Just follow me!

{Gala, Noa and Vahn follow Cara into the air vent. Vahn watches as a massive explosion rises from the bottom of the Fortress and is about to consume him. He jumps into the vent before the explosion catches up with him. The scene changes to the inside of the vent and Noa and Gala are standing in front of Cara}

Noa: Cara! What should we do? There's nowhere to go!

{Vahn comes running up behind them}

Cara: Ha, ha, ha! What do you mean, "Nowhere to go"? We can go right here!

{Cara dives into the pit in front of them}

Noa: Aaahhh! Cara fell off...!

Gala: Well, Vahn. Should we jump down like Cara did?

1) Then get ready to jump!
2) This place is too dangerous!

1) Then get ready to jump!

{A massive explosion enters the vent just after the Ra-Seru heroes jump

into the vent. Noa flaps her arms excitedly as they fall}

2) This place is too dangerous!

{A massive explosion comes toward the Ra-Seru heroes and knocks the Ra-Seru heroes into the vent. Noa flaps her arms excitedly as they fall}

{They hit the bottom where they slide a steep slope and slide out the vent, landing in front of the Absolute Fortress. The scene changes to Vahn's POV and he slowly blinks his eyes open with Noa, Cara and Gala standing over him}

Cara: Whew! That was close!

Gala: Cara, I'll never forget what you did for us. But how...

Cara: Ha, ha, ha! Hey, you! Come down here!

{Grantes flies into view and lands in front of everyone}

Noa: Grantes...Is that you, Grantes?

Grantes: Uh-huh.

Gala: Those Seru Wings...

Grantes: The elder gave his permission.

Noa: Hooray! Grantes, I'm so glad you came! Cara, I'm so glad to see you!

Cara: We were worried about you. We were watching the Absolute Fortress from the air. Then we saw this terrific flash of light, so we got here as fast as we could!

Gala: Grantes, that means you're a Soren again...

Grantes: No, I'm returning these Seru Wings as soon as I'm done with them.

{Cara snuggles up to Grantes}

Cara: He says he wants to live as an earthbound human.

Grantes: Cara...

{Cara and Grantes embrace in a romantic kiss. Vahn, Noa and Gala watch in shock with their mouths hanging open}

Gala: Hmm.

Noa: I understand! You're in love! You're in love, aren't you!

Cara: Ha, ha, ha, ha! You have such a pure and honest heart!

{Grantes jump in the air and flies directly over Cara}

Grantes: Cara...

Cara: Alright. Let's get out of here.

{Grantes grabs Cara by the arms and pulls her into the air. As they fly away Cara calls out to them}

Cara: I'm really glad that I met you. Come visit me in Buma when you have the time. We'll be waiting.

{Cara and Grantes disappear into the distance as Noa waves goodbye}

Gala: Ah, it's good to be human!

{Vahn and Noa nod in agreement}

Noa: Now all the Mist is gone.

Gala: That's right! And Juggernaut and the Mist Generator are destroyed, as well!

Noa: Let's go to Conkram. My mother and father are waiting for us.

{The Ra-Seru heroes travel the northern plains down south to revisit Conkram}

{Vahn, Noa and Gala reach Conkram. Aside from two rays of light, the sky is dark and cloudy and there is no palace or city in sight}

Gala: Oh my...What happened to Conkram?

{Noa runs forward to try and see farther}

Noa: Father...

{Noa runs even deeper into the area looking for her parents}

Noa: Mother!

{Noa runs straight ahead and calls out to her mother}

Noa: Mother!!!

{Noa runs farther down the steep cliff and calls out to her father}

Noa: Faaaaather!!!

{Noa hangs her head sad and confused}

Noa: Where are you? Where did you go?

{Vahn walks into view just behind Noa}

Noa: I destroyed the Mist Generator. The Mist is gone! Mother, father! Now you're free of the Mist!

{Gala walks into view}

Gala: Ozma, tell me! What happened?

{Vahn and Noa look at Ozma}

Ozma: The Sim-Seru around Conkram grew in an unstable manner. The Sim-Seru could live only in the Mist. So when the Mist disappeared...The Sim-Seru died, and Conkram with it.

Noa: Terra! Terra! Why didn't you tell me? Why didn't you tell me Conkram would die if the Mist disappeared?

Terra: (Silence)

Gala: The King and Queen must have known this would happen, if the Mist disappeared. Yet they ordered us to destroy the Mist Generator! So Noa...Don't blame Terra. There was no other way.

Noa: No! No! Terra, you lied! I hate you, Terra! Bring my father back to me! Bring my mother back to me!

{Noa drops to the ground, her eyes pouring with tears}

Noa: Waaahhh! Waaahhh!

{The camera zooms out as the sky gets dark. It starts to rain over where Conkram used to be. Vahn and Gala can only watch helplessly as Noa cries her heart out. The screen fades to black}

[a314]

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0 Chapter 3-14	0
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0 An Unexpected Visitor	0
0=====0	

Off-Screen: Vahn! Noa! Gala! Three heroes wearing Ra-Seru once revived the Genesis Trees...and destroyed four Mist Generators to save the world from the Mist! Vahn, your deeds are legendary! Your bravery brought the world back from the brink of annihilation! Your determination created hope where there was hopelessness. The world is forever in your debt! Now, children of Rim Elm, Vahn is one of you now! Whatever happens, no matter what troubles you encounter, never forget that!

Nene (Off-Screen): Are you going to sleep forever? Come on, wake up!

{The screen clears and Vahn is seen sleeping in his bed at home, Nene looking over him}

Nene: You may be the hero who saved the world, but you're still a sleepyhead!

{Vahn rolls over on his side and looks at his little sister}

Nene: Gala and Noa are already up and outside! Why don't you go out, too!

{Vahn leaves his home to wander the village}

Optional Event: Find Tetsu

{Vahn finds Tetsu on the beach}

Tetsu: Your face is so manly now! I almost didn't recognize you! What's going on, Vahn? Do you want something today?

- 1) I want to hear about Biron
- 2) Tell me the secrets of fighting
- 3) I want to practice with you
- 4) Nothing in particular

~~~~~

- 1) I want to hear about Biron.

Tetsu: So you want to know about Biron...I just visited Biron Temple the other day, and Master Zopu was in good health. Young people are going there from all over the world to learn the teachings of Biron. Master Zoup said it was all because of you, Noa, and Gala. Vahn, do you want to ask me anything else?

=====

- 2) Tell me the secrets of fighting.

Tetsu: Ha ha! There's nothing more I can teach a veteran warrior like you, Vahn! But let an old soldier give you some advice. Remember... Battle is like life: No shortcut to success. Sometimes a new path appears where none was visible before. In this respect, such a thing as a secret to fighting may not even exist at all. Vahn, do you want to ask me anything else?

=====

- 3) I want to practice with you.

Tetsu: Good! Now that you are so much stronger, I had wanted to test myself against you. But remember we are in peaceful Rim Elm. Do not summon any Seru. Now, come at me!

- a. Vahn beats Tetsu
- b. Vahn loses to Tetsu

~~~~~

- b. Vahn loses to Tetsu

Tetsu: You were careless, Vahn! Such carelessness makes me concerned for the world's future! Now calm down, and rethink your strategy.

* Vahn asks Tetsu to practice again

Tetsu: Hmm. So you don't like to lose. Very well. Come at me!

=====

- a. Vahn beats Tetsu

Tetsu: Y-You win! Most impressive! Your abilities are too much for me! You have matured, Vahn. That is why I am giving you this.

Narration: Vahn now has the Mettle Gem.

Tetsu: Vahn, do you want to ask me anything else?

* Vahn asks to practice after beating Tetsu

Tetsu: Ha ha ha! You have already demonstrated your abilities to me most clearly! There is no further need for us to practice together. Vahn, do you want to ask me anything else?

=====
4) Nothing in particular.

Tetsu: Hmm. I am truly grateful to you, Vahn, from the bottom of my heart.

~~~~~  
\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

\*\*\*\*\*  
Optional Event: Find Maya and Mei  
\*\*\*\*\*

(Vahn walks over to Mei's house. Just as he reaches the steps of the house Maya walks out)

Maya: Vahn! I'm so glad you came here to see me!

(Maya walks down the steps and stops in front of Vahn)

Maya: Now let me get a good look at your face. (Silence) Such a sturdy-looking face! This is the face of a full-grown man, the hero who saved the world!

(Vahn blushes with embarrassment)

Maya: Hee hee! What's the matter, Vahn? You're blushing! Oh, I almost forgot. I have to go somewhere now.

{Maya walks forward a bit and then turns around}

Maya: Mei is inside. Don't be bashful. Stay awhile!

{Vahn walks into Mei's house right after Maya leaves. He sees Mei working on a pile of clothes at the table}

Mei: Oh, what's the matter, Mother, did you forget something?

{Vahn walks up to Mei}

Mei: ! Vahn! You scared me, walking in so suddenly without even saying a word!

- 1) I'm sorry! So, how are you?  
2) I was thinking about you.

- ~~~~~  
1) I'm sorry! So, how are you?

Mei: I'm fine. Vahn, you may be the hero who saved the world from Mist, but you haven't changed!

(Mei walks closer to Vahn)

Mei: But I adore you just the way you are, Vahn! Welcome back!

- a. Mei, I saved the world for you.
- b. Mei, you've changed.

~~~~~

- a. Mei, I saved the world for you.
- b. Mei, you've changed.

Mei: Well, just like you've gotten stronger, I've grown up a little. The world has changed now that the Mist is gone. Actually, I've started a tailoring business. I have to earn a living, you know. Hee hee. I may not look it, but I have quite a reputation as a skilled tailor now.

=====

2) I was thinking about you.

Mei: Well, so you really do worry about me!

{Mei walks closer to Vahn}

Mei: But you worry about Noa most of all, right?

{Vahn scratches his head embarrassingly}

Mei: Take it easy, I'm just teasing! I like Noa a lot, too!

~~~~~

- 1) Oh, you were joking. Ha ha!
- 2) Mei, you've changed.

~~~~~

- 1) Oh, you were joking. Ha ha!
- 2) Mei, you've changed.

Mei: Well, just like you've gotten stronger, I've grown up a little. The world has changed now that the Mist is gone. Actually, I've started a tailoring business. I have to earn a living, you know. Hee hee. I may not look it, but I have quite a reputation as a skilled tailor now.

~~~~~

(Vahn suddenly grabs Mei's shoulder and kisses her softly with his eyes closed. Mei blushes all over)

Mei: (Silence)

(Maya suddenly walks in and Mei pushes Vahn away)

Maya: Well, well. You two look like you're having fun. What were you talking about?

Mei: Mother! Welcome home. Well, how did it go? What did the shopkeeper say?

Maya: Actually...He gave me a good price. He said he can always use clothes of such good quality.

Mei: Vahn! Did you hear that?

- 1) Yes
- 2) No

1) Yes

Mei: Vahn, I'm going to work hard and open up my own store with Mother. I hope you'll be rooting for me.

2) No

Mei: Oh, Vahn, stop teasing me! I know you heard what Mother said! Vahn, I'm going to work hard and open up my own store with Mother. I hope you'll be rooting for me.

Maya: Listen to this child. She's absorbed in her work. And it's all thanks to you, Vahn. And it's not just Mei! Everyone in Rim Elm is full of life now! Everyone is enjoying life and being alive!

{Vahn talks to Maya}

Maya: Vahn, can I ask you something?

- 1) Yes
- 2) No

2) No

Maya: Oh. Well, I don't want to force you, so never mind.

1) Yes

Maya: Thank you, Vahn. You're so nice. What I want to ask you about... ..is Songi. Vahn, have you met Songi since then?

- a. Yes. Several times.
- b. W-Well, actually I...

a. Yes. Several times.

Maya: Really? So, how is Songi?

- a1: A Seru has made him inhuman.
- b1: I guess you could say he's healthy.

a1: A Seru has made him inhuman.

Maya: Oh, no...(Silence) So, Songi's not the person I once knew anymore...

b1. I guess you could say he's healthy.

Maya: What do you mean? Vahn, is there something you're not telling me?  
I know! The Seru! Something horrible happened to him because of the Seru,  
right?

- 1) I'm sorry.
- 2) He was an evil person.

~~~~~

- 1) I'm sorry.
- 2) He was an evil person.

Maya: Songi was competitive and vain, but he was a good child -- gentle
and obedient. I don't know much about the Seru, but I know
that... ..the Mist and the Seru bring out the meanness and weakness in
human nature.

~~~~~

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

{Vahn decides to find his companions}

- 1) Option One: Speak to Noa First
- 2) Option Two: Speak to Gala First

~~~~~

Option One: Speak to Noa First

{Vahn enters the Village Elder's house and sees Noa staring out the
window in the back of the room. He walks over to try and comfort her}

Noa: I don't like tragedy. I hate being alone! So why...I just don't
understand. Vahn, why do the people I love have to die? My mother,
father...And my brother, too.

{Noa hangs her head and turns back toward the window}

Noa: I don't believe Terra anymore. Terra lied to me, so I don't like
her anymore. Ever since then, Terra won't answer me at all.

{Noa looks at Vahn}

Noa: I'm sad! I don't want to hate Terra! I want to believe her! I
don't believe Terra anymore! I feel like I hate her now!

{Noa faces the window again}

Noa: That's why I feel so sad and lonely

{Vahn leaves the Village Elder's house and heads over to the Genesis
Tree to talk to Gala}

Gala: Vahn, your journey began at this Genesis Tree. It was this
Genesis Tree that brought us together. We are so lucky we met each
other! But there are still a couple of things that bother me.

{Vahn nods}

Gala: Right! Songi! He's still alive! We defeated Cort and Juggernaut at the Absolute Fortress Mist Generator. But nobody knows where Songi disappeared to. Maybe I'm worrying too much, but I don't think everything's over yet.

{Suddenly a little blue-headed child runs over to Vahn and Gala}

Little Boy: I knew you would be here! Um, there's someone here to see you. He says he wants to see Vahn and Gala.

- 1) To see us? Who could it be?
- 2) I wonder if it's Dr. Usha...

- ~~~~~
- 1) To see us? Who could it be?

Little Boy: Um...oh, he told me his name but I forgot. He has spiky hair. Um...Wait a minute. Oh, that's right! Songi! His name is Songi!

- =====
- 2) I wonder if it's Dr. Usha...

Little Boy: No, Vahn! He doesn't look like a doctor at all. He's kind of scary-looking. His hair is spiky! That's right, he told me his name. Songi! His name is Songi!

~~~~~

Gala: What?! Songi? Where is he? Where's Songi?

Little Boy: (Silence) I'm scared, Gala...

Gala: Where is Songi?

Little Boy: At...the entrance to the village.

Gala: That Songi! What could he be up to? Vahn, I'll go!

{Gala runs out of the Genesis Tree pit and the little kid runs up to Vahn}

Little Boy: Vahn, wait!

{A little blonde girl runs over to Vahn and the little boy}

Little Boy: Vahn, is Songi a bad guy? Is he going to do something bad to Rim Elm?

- 1) He's a bad guy, but don't worry!
- 2) Maybe he's changed.

- ~~~~~
- 1) He's a bad guy, but don't worry!

Little Boy: O.K., I won't! Vahn, Noa and Gala! You guys can take care of any bad guy!

- =====
- 2) Maybe he's changed.



Little Boy: I hope so! The Mist is gone, so all the bad people disappeared, too, right?

\*\*\*\*\*

Option Two: Speak to Gala First

\*\*\*\*\*

{Vahn meets Gala in the Genesis Tree pit}

Gala: Vahn, your journey began at this Genesis Tree. It was this Genesis Tree that brought us together. We are so lucky we met each other! But there are still a couple of things that bother me.

{Vahn nods}

Gala: Right! Songi! He's still alive! We defeated Cort and Juggernaut at the Absolute Fortress Mist Generator. But nobody knows where Songi disappeared to. Maybe I'm worrying too much, but I don't think everything's over yet.

{Vahn runs into the Village Elder's house to talk to Noa, who's staring out the window}

Noa: I don't like tragedy. I hate being alone! So why...I just don't understand. Vahn, why do the people I love have to die? My mother, father...And my brother, too.

{Noa hangs her head and turns back toward the window}

Noa: I don't believe Terra anymore. Terra lied to me, so I don't like her anymore. Ever since then, Terra won't answer me at all.

{Noa looks at Vahn}

Noa: I'm sad! I don't want to hate Terra! I want to believe her! I don't believe Terra anymore! I feel like I hate her now!

{Noa faces the window again}

Noa: That's why I feel so sad and lonely  
{A little blue-haired kid runs over to them}

Little Kid: So you were here, Vahn and Noa, just as I thought.

Village Elder: What do you want? Do you want to see them?

Little Kid: You have a visitor!

Noa: A visitor? Someone came to see us?

Little Kid: Uh-huh!

Village Elder: He must be here to offer you his blessing.

Little Kid: Oh. He said his name was...Songi.

Noa: Songi! Did he really say his name was Songi?

Little Kid: Yeah! Songi...wants to see us?

Noa: Uh-Oh. What does Songi want? That Songi is a bad person! I'll never forgive Songi for what he did! {Noa starts to run out of the room}

Village Elder: What's the matter, Vahn, Noa? Is that Songi fellow going to start trouble?

- 1) Songi is a follower of the Mist.
- 2) I'll take care of any trouble.

- 1) Songi is a follower of the Mist.

Village Elder: You don't say! I didn't know any of the Mist's henchmen were still alive! What could he want in a village like Rim Elm? Vahn! I'm worried about you. I'll go with you.

{Vahn runs outside}

- 2) I'll take care of any trouble.

Village Elder: Haha! You sure are a Ra-Seru hero! You're so confident. Alright, Vahn! Go to Noa's place.

{Vahn runs outside}

{Vahn heads to the entrance of the village. The scene changes to Songi standing at the entrance to Rim Elm surrounded by villagers }

Gala: Songi! What do you want here?

Noa: Songi, did you come here to do something bad?

{Both Noa and Gala walk right in front of Songi}

Songi: Ha ha ha! That's a fine how-do-you-do. I came here to congratulate you!

{Vahn appears at the scene and stops in front of Songi}

Vahn: (Silent doubt)

- 1) Songi! Leave Rim Elm right now!
- 2) Songi! Have you changed your ways?

- 1) Songi! Leave Rim Elm right now!

Songi: Hey, hey, Vahn! Is that how you treat your guests?

- 2) Songi! Have you changed your ways?

Songi: What? Have I changed my ways? I'm still me. I've always been true to myself.

{Songi turns to Tetsu}

Songi: I was just talking about your friend and mine, dear old Gala.

{Tetsu nods}

Gala: Songi...

{Songi turns his attention to Gala}

Gala: I know you're too proud to apologize, but...

Noa: Yeah! Say you're sorry! Songi! You'd better say you're sorry right now!

Songi: Ha ha ha ha ha!

{Songi walks away from the group and spits on the ground}

Songi: Apologize? You're telling me to apologize? Now that's funny! Ha ha ha!

{Songi walks closer to the entrance to Rim Elm and turns around toward the group}

Songi: Well, I see the idiot brigade still hasn't mastered thinking!  
Gala, take a look!

{Songi jumps into the air and shoots an energy blast at the villagers.  
Tetsu jumps into the air to attack Songi but is struck down to the ground with a single hit}

Gala: Songi! What are you up to?

Songi: Don't worry, he's not dead. I held back. After all, if he dies, he won't be food for Juggernaut anymore.

Gala: Juggernaut? How could that be? Juggernaut died with Cort!

Songi: Hello, Gala! You're not thinking! Juggernaut is an enhanced Seru! A Sim-Seru! The power of Seru comes out when it combines with a human! Who is this Seru combined with?

{Noa gets up from the floor}

Noa: No! M-My brother?

{Gala gets up from the floor}

Gala: Cort!

{Vahn finally gets up last}

Songi: Correct! Say, you do have some brains, eh? Listen closely.  
Juggernaut's almost here.

{Gala runs directly in front of Songi, only Tetsu's head on the floor to separate them}

Gala: Songi! It's me you resent, right? Then kill me! Leave the people of Rim Elm out of this! Don't harm them!

{Songi turns away from Gala}

Songi: Gala, you don't understand. You don't matter at all to me anymore.

{Songi jumps on a broken piece of the wall that used to stand in front of Rim Elm. Vahn, Noa and Gala run close to the rock that Songi is standing on}

Songi: For I am the ruler of a new world, the world of the Mist!

Gala: Songi, your depravity never ceases to amaze me.

{Suddenly the sky turns pitch black}

Meta: Vahn, it's Juggernaut!

Ozma: Gala, it's too late to run away!

Terra: Noa, concentrate! Focus!

{The Ra-Seru heroes huddle together and surround themselves in a ball of transparent energy to shield themselves}

Songi: Ha ha! That's it! Just stand there and watch, with your Ra-Seru to protect you! Watch, as a new kingdom of the Mist is born at this very spot!

{Suddenly Juggernaut appears and starts letting out hundreds of long rope-like red organs from the bottoms of its feet and the top of its back. Before long it is completely assimilated with Rim Elm and its villagers}

Songi: Ha, ha, ha! Now Rim Elm is a Seru town, just like Conkram. Vahn! Your friends and family are now part of Juggernaut!

Noa: NO! NNOOOOOO!

{Noa charges Songi but he knocks her down quickly with a punch to the head}

Songi: Sorry! I can't let all of you inside.

{Songi walks over to Juggernaut's head and uses the power of his Ra-Seru to surround Juggernaut's mouth in a protective cocoon. Noa gets back up}

Noa: No! You can't do this! I won't let you!

{Noa tries to break through the protective barrier but is knocked flat on her back. Vahn rushes to her aid}

Songi: Ha, ha! How pathetic. This is only the beginning! Juggernaut'll grow until he swallows the whole human world!

Gala: Songi! How can you do this? You call yourself human?

{Songi spits on the ground and turns his grimace into an evil glare}

Songi: Gala, you are as clueless as ever! I am no ordinary human! Don't you get it, Gala? I am the ruler! And as ruler, I cannot trouble myself with you! I must go and conquer another world.

Gala: Another world? No...Not the Seru-kai!

Songi: Ha, ha, ha! That's right! I'll never have to see you again! Farewell! Have fun...dying, that is!

{A portal opens overhead and Songi immediately jumps into it. It disappears immediately afterward}

Gala: W-Wait! Songi, wait!

{Gala looks at Noa as she finally gets up from the ground}

Noa: Why? Why won't the Genesis Tree protect us?

Terra: Noa...The Genesis Tree lost its powers because of the Seru-kai.

Ozma: If Songi conquers the Seru-kai, my life will end, and all hope will be lost.

Gala: Tell me, Ozma! How can we go after Songi? How can we get to the Seru-kai?

Ozma: There is only one way to the Seru-kai, and it's in Uru Mais.

Gala: So that's why Juggernaut invaded Uru Mais!

Terra: The only way to save Rim Elm and the world is to go to the Seru-kai.

Noa: Vahn, we have to go to Uru Mais now!

Gala: Vahn, to save Rim Elm, we have to go to Uru Mais!

{The Ra-Seru heroes leave Rim Elm and decide to travel back to Uru Mais}

-----

{Vahn, Noa and Gala enter Uru Mais. Nothing has changed since it was destroyed by Juggernaut many days before. Noa scans the area}

Noa: Tieg...Uru Mais is deserted! There's no one here!

Gala: Ozma! Ra-Seru! Tell us! Is this where we can find the door to the Seru-kai you told us about?

Ozma: Gala, strain your ears...I mean, your mind. Listen! You can hear the Words.

Terra: Uru Mais has been destroyed, but the Words remain!

Meta: You heard them, correct? They say that Tieg will live forever.

Narration: The serene Words creep into one's heart.

Words: Tieg is Words. Humans! Rely not on your imperfect eyes!

Noa: It's Tieg! Tieg is alive, everyone!

Gala: Let's go to the ruins! Tieg will open the door for us!

{Vahn, Noa and Gala run up the steps to the destroyed pyramid}

Meta: Vahn! Call to Tieg and have the door to the Seru-kai opened! Once we pass through the door, there is no turning back. Are you ready?

1) Yes

2) No

~~~~~

2) No

Meta: (Silence)

=====

1) Yes

Meta: Very well! Then we must focus our thoughts!

~~~~~

Noa: Tieg! It's me, Noa! Open the door for us!

Gala: Tieg! Open the door! To restore order to the Seru-kai! Show us the way, so that we may retake the human world from the Mist's henchmen!

Meta: Vahn! Call to Tieg! Now! Concentrate! Harder! Turn your bravery into Words!

{A series of quakes and flashes of light erupt and Tieg appears before the Ra-Seru heroes}

Tieg: Humans, Tieg has heard your Words. The Words are what show the way. Proceed, humans!

{A portal opens behind Tieg and the god floats backward, disappearing into the portal. The Ra-Seru heroes get sucked into the portal and travel through a vortex}

Terra: Noa? Wait a minute!

Ozma: Gala, I need to tell you something.

Meta: Vahn, Noa, and Gala. We want to thank you...From the bottom of our hearts! I am so fortunate to have joined up with young people like you!

Ozma: When Tieg divided his body into human and Seru, the Seru were entrusted with order. Tieg had faith in human potential, and ordered the Seru not to interfere in human affairs.

Terra: But a thousand years ago, the Ra-Seru Rogue staged a rebellion and came to the human world. The rebellion was put down with Tieg's strength, but the humans had learned of the Seru. That's when the Ra-Seru were sent to the human world, along with the Genesis Trees.

Meta: Our mission was to restore order when impending disaster threatened the human world. The Genesis Tree was also a means of maintaining order.

Ozma: But in the end, as you all know...Humans, possessed by the Mist, took over the Seru-kai.

Terra: I do not know for certain what transpires in Seru-kai. But you can save the Seru-kai and the human world! I am sure you can do it!

Noa: Terra! Where are you going? I don't want you to go!

Terra: Noa, don't be silly. Long ago, I made you a promise, right? I promised...This old wolf would stay with you no matter what! That's what we agreed, right?

Noa: Yeah! Terra! You promised! You promised, so don't forget!

Gala: Alright! It's time to free the Seru-kai from Songi's grasp!

|                         |        |
|-------------------------|--------|
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| 0=====0                 |        |
| 0 Chapter 3-15          | 0      |
| 0                       | 0      |
| 0 Rescuing the Seru-kai | 0      |
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{The Ra-Seru heroes arrive in Noaru Valley after going through the vortex from Uru Mais. Before long, the Ra-Seru heroes reach an enormous Genesis Tree in the distance}

Noa: The Genesis Tree!

Terra: Look! That's the Great Genesis Tree that the power of the Seru-kai and the Ra-Seru flows.

Gala: It is indeed a massive Genesis Tree as the name suggests, but...

Ozma: The Great Genesis Tree seems weak. It will die unless we do something.

Meta: That is a special Sim-Seru. It's robbing the Great Genesis Tree of its life force!

Noa: If the Great Genesis Tree dies, will you die, too, Terra?

Terra: Yes, I suppose...that is what will happen.

Noa: No! Vahn! Gala! We can't let that happen!

Gala: Maybe we can save the Great Genesis Tree! Let's get a closer look!

{The Ra-Seru heroes run up the path leading to the Great Genesis Tree and see Songi at itstrunk absorbing energy into his hands using the special Sim-Seru}

Noa: Songi!

Gala: Songi! What are you doing to the Great Genesis Tree?

Songi: Ha ha ha! The muscle-bound oaf must have a loose screw! It's obvious! I am using my special Sim-Seru to drain the powers of the Great Genesis Tree! Once I absorb all its power, the Seru-kai will die...And then I, not Cort, will have the power to rule the world!

Noa: But this is the Seru-kai! And...And the Great Genesis Tree belongs to the Ra-Seru! So how can you come here and drain away the Great Genesis Tree's life?!

{Noa looks at Vahn for an answer but he shakes his head to show he also has no idea}

Songi: Heh heh! A good question for a barbarian girl like you. Well then, I shall tell you. My Seru grew from a Ra-Seru Egg from East Voz Forest. In other words, this is a Ra-Seru.

{Gala looks at Vahn and Noa}

Gala: Impossible!

Songi: It was Cort who took a Ra-Seru Egg that lost its strength, and turned it into a Sim-Seru. By fusing myself with a Sim-Seru born of a Ra-Seru, I have become the ultimate life form. Ha ha ha! I am a god! The second coming of Tieg!

Noa: You're Tieg? You can't be Tieg!

Gala: Don't be a fool, Songi! Cort's evil ambitions have taken hold of your soul!

{Songi backflips a few feet backward}

Songi: You are the fool! And you, Gala! You and the rest are also being controlled by those Ra-Seru! Ha ha ha! So we are all heretics who have strayed from the path of Biron! We're comrades!

{Songi gets ready in his battle stance which prompts the Ra-Seru heroes to do the same}

Songi: So let us settle things once and for all. Come at me! All three of you!

{Songi jumps into the air and comes down morphed into a hideous creature with the power of his Ra-Sim-Seru}

+=====  
+Boss: Songi+  
+=====

Element: Dark  
Attacks: Chaos Flare, Genocidal Cannon

{The Ra-Seru heroes prevail against Songi. Gala flexes his arm into the air and powerfully says his former best friend's name, "Songi".}

+=====  
+End Boss Battle+  
+=====



{Songi's Ra-Sim-Seru soon separates from his body and breaks into shards; Songi's skin remains stone gray}

Songi: No! The Ra-Seru is separating from my body! Ha ha ha! Look at me, Gala! How pitiful I am! Even with the power of the Ra-Seru, I couldn't...couldn't defeat...Ooh!

{Songi collapses onto the ground and starts writhing in pain, screaming at the top of his lungs. Gala rushes to his side}

Gala: Songi, what's wrong!

{Vahn and Noa walk closer to Songi's flailing body. Noa crouches in front of him}

Songi: Arrgh! My whole body hurts! I can't take it!

Meta: The Seru-kai is a world intolerant of the presence of ordinary human beings.

{Noa gets back up}

Terra: Now that he has lost his Seru, Songi will return to nothingness.

{Songi stops writhing and holds a hand out into the air, pleading for help}

Songi: Gala! Gala! The pain is unbearable! You're my friend...Help me!

Gala: Ozma, can't we do something for him?

Ozma: I'm sorry, but he can no longer exist in the Seru-kai.

{Songi gets on both knees and holds his hands out in the air}

Songi: Arrggh!

{A small white light begins to build within Songi's chest and expands to cover most of his body}

Songi: Curse all you Seru! Is this all your powers can do?!

Gala...You...you're next!

{Songi's body temporarily disintegrates into shards and then reforms}

Songi: Seru and Ra-Seru, they're all the same! They're all useless!

{Songi's body temporarily disintegrates and reforms again}

Songi: Good-for-nothing Seru! Ha, ha, ha!

{Within moments Songi's body bursts into thousands of tiny shards}

Gala: Songi!

{Noa walks over to the Great Genesis Tree and examines it}

Noa: Terra! Let's give life to the Great Genesis Tree!

Terra: (Silence)

Noa: Terra, what's wrong?

Terra: It's no use, Noa! The Great Genesis Tree is too weak to be revived!

Gala: What? You mean the Great Genesis Tree is going to die?!

{Noaru Valley trembles in a great earthquake causing Noa and Gala to fall down and throwing Vahn off balance. Noa looks into the sky beyond}

Noa: Look! The Seru-kai's sky! It's changing!

{Vahn and Gala turn around and see the sky turn dark and lightning begin to strike}

Noa: Terra!

Terra: (Silence)

Noa: Terra! TERRAAAA!

Gala: The Ra-Seru are growing weaker, too! The Great Genesis Tree is almost dead! No! Are our lives to expire with the Seru-kai?!

Noa: Vahn, Gala! Let's pray! Let's pray to the Great Genesis Tree!

Gala: Our faith is all we have left! Vahn, let's try!

{They all nod and prepare to pray to the dying Great Genesis Tree}

Noa: Great Genesis Tree! If you die, the Seru-kai will also die! So will the Ra-Seru Terra and Ozma and Meta and us, too! We'll all die! Please! Come back to life!

{Noa clasps her hands in prayer and closes her eyes. Gala walks close to the Great Genesis Tree and raises his hand into the air}

Gala: Great Genesis Tree! Show us a miracle! Give life back to the bodies ruined by the evil Sim-Seru!

{Noa turns around to Vahn}

Noa: Vahn! You must pray as well!

{Vahn looks at Gala}

Gala: Vahn! Pray! We must all pray together!

{Vahn walks over to the trunk of the Great Genesis Tree with the others and begins to pray}

Noa: Come back to life!

Gala: Great Genesis Tree! Hear our prayers!

{After a few moments of silence a red orb, a green orb and a blue orb all fly out from underneath the crystal walkway and float around the Great Genesis Tree}

Noa: L-Look!

{Vahn and Gala turn to see a white orb on the leaves of the Great Genesis Tree in front of them}

Narration: The three faces of the past...the present...and the future shall now teach you...the flow of time}

{From within the white orb an image begins to manifest and suddenly it takes the shape of Hari of the Past}

Hari of the Past: Didn't I tell you? That some day we would meet at an unlikely place?

Noa: Hari!

{Hari of the Present manifests itself within a different white orb right in front of Gala}

Gala: Hari! But you disappeared into the earth below Octam!

{Right in front of Vahn, Hari of the Future manifests within a separate white orb hanging from the branches of the Great Genesis Tree}

Hari of the Future: The god of time, Rem...known also as Tieg...The prophecies of Rem. They are the words of Tieg! The spirit of Tieg that resides in this body has given us words that transcend time. Our bodies have died. But the death of our bodies has given our souls immortality.

Hari of the Past: Like Tieg, our spirits are nowbeings that transcend time. Brave Ra-Seru! The will of Tieg will show you the path you must take!

Hari of the Future:  
It is our mission to carry out the will of Tieg.

Noa: Is Hari going to give the Great Genesis Tree life?

Hari of the Past: The Great Genesis Tree is fated to die, and we cannot reverse that.

Gala: But...the Seru-kai!

Hari of the Present: All we can do is give the last of shining power to nurture the life of the Great Genesis Tree.

{Hari of the Past, Hari of the Present and Hari of the Future surround the Great Genesis Tree and summon lightning to break off the Sim-Seru covering it. The Great Genesis Tree begins to restore to its natural color and the sky returns to normal. All three Hari's rise up in front of the Ra-Seru heroes}

Hari: All our power...has entered...the Great Genesis Tree! Now...we shall attain...complete nothingness! But fate...and your will...are one and the same.

Hari of the Future: Make...your own fate...with your own hands!  
Goodbye, Ra-Seru heroes!

{All three bodies of Hari disappear into nothingness}

Terra: Noa...

Noa: Terra! Terra! Are you alright?

Terra: You don't have to worry about me, Noa. Worry about the Great Genesis Tree...

Gala: Noa, Vahn! Let's give the Ra-Seru the power of the Great Genesis Tree!

{Vahn, Noa and Gala reach out to the Great Genesis Tree. Multiple orbs of energy come down from above the Great Genesis Tree and enter Meta, Terra and Ozma}

Narration: With the power of the Genesis Tree, Meta's level increased to Lv8. Terra's level increased to Lv7. Ozma's level increased to Lv6.

Meta: Thank you, Vahn. We have received the ultimate power.

Terra: Now we can do something about Juggernaut!

Ozma: But we must hurry! Hari gave the Great Genesis Tree life, but I do not know how long that life force will last.

Terra: The Genesis Trees in the human world are linked to the Seru-kai! We must go to Rim Elm!

{The Ra-Seru heroes stand in a circle and raise their hands in the air. They are lifted into the sky as the scene fades}

-----  
{Vahn, Noa and Gala land on top of Mt. Rikuroa}

Noa: What? Is this...Mt. Rikuroa?

Terra: Rim Elm's Genesis Tree is dead. So we came here.

Gala: I have a bad feeling about this. Vahn! Let's hurry to Rim Elm!

{Noa thinks out loud to herself}

Noa: Will everything be OK?

\*\*\*\*\*  
Optional Quest: Obtain Final Ra-Seru Levels  
\*\*\*\*\*

{The Ra-Seru heroes regroup. But before leaving they decide to touch the Genesis Tree}

Narration: I hear a voice, from beyond the Genesis Tree!

Hari of the Past: Noa and Terra, human and Ra-Seru who have traveled from the past! Tieg now gives you the last of his power for you to use to correct history!

Narration: With the power of the Genesis Tree, Terra's level increased to Lv8. Terra's true powers have come out!

Hari of the Past: I have given you...the last of my power...my very spirit...

{Terra receives her ultimate power. With this new power the Ra-Seru heroes decide to go to East Voz Forest's Genesis Tree}

Narration: A voice is heard from beyond the Genesis Tree!

Hari of the Present: Gala! Ozma! Human and Seru who live in the present! Tieg sends you the last of his powers so that you may correct history now!

Narration: With the power of the Genesis Tree, Ozma's level increased to Lv7. Ozma's true powers have come out!

Hari of the Present: You have the last of my power...my very spirit!

{Ozma receives his ultimate power. The Ra-Seru heroes exit East Voz Forest and decide to head to Sol Tower to use the Genesis Tree}

Narration: A voice is heard from beyond the Genesis Tree!

Hari of the Future: Vahn and Meta! Human and Ra-Seru who see the future! Tieg sends you the last of his powers so that you may correct history now!

Narration: With the power of the Genesis Tree, Meta's level increased to Lv9. Meta's true powers have come out!

Hari of the Future: You have the last of my power...my very spirit!

{Meta receives his ultimate power enabling him to attack enemies himself as a summon spell}

[a316]

|                    |   |
|--------------------|---|
| 0=====0            |   |
| 0 Chapter 3-16     | 0 |
| 0                  | 0 |
| 0 It All Ends Here | 0 |
| 0=====0            |   |

{The Ra-Seru heroes teleport to Rim Elm. Vahn stops at the entrance}

Vahn: (Silence)

Gala: Vahn, are you alright? I understand how you feel. Even if we defeat Juggernaut...Your family and fellow villagers may not return to normal...

Noa: Vahn!

{Noa runs over to Vahn}

Noa: Vahn...I understand! I understand how you feel, Vahn! So I'll wait for you. I'll wait until you feel you're ready for this. I'll wait until you're ready to fight Juggernaut.

{Noa and Gala wait for Vahn to get a hold of his emotions. After a while Noa checks to see if Vahn is ready}

Noa: Vahn! You're alright now? You're alright, aren't you!

- 1) Yes
- 2) No

~~~~~

- 2) No

Gala: Vahn, I'll wait here, too. I'll wait until your spirit is ready to fight! I'll wait as long as it takes.

=====

- 1) Yes

{Vahn shakes his head yes}

Gala: (Silence) Before our own eyes, we've seen many towns recover from the ravages of the Mist! We have made many miracles happen! So...so...

Noa: Vahn, you're not alone! Everything we did together, everything we are going to do...It will never ever, ever, EVER be undone! That's why...

~~~~~

{Vahn, Noa and Gala walk up to Juggernaut's mouth, still surrounded in its protective cocoon made by Songi}

Terra: Now! Now's the time to bring forth the power of the Great Genesis Tree!

Meta: Vahn, are you prepared?

- 1) Yes
- 2) No

~~~~~

- 2) No

Meta: If you aren't firm in your resolve, then we can't head to the final battleground. Unfortunately, this means entrusting our fate to the Mist and its allies. But if that is your decision, Vahn, then there's nothing we can do.

=====

- 1) Yes

Meta: There's no point fighting Juggernaut from the outside! Juggernaut's weak spot is on the inside!

~~~~~

Terra: Are you ready, everyone? We've got to cut an opening and crawl into Juggernaut's body!

Ozma: We must work together! Let's go!

{Noa, Gala, and then Vahn raise their hands into the air and use the powers of the Ra-Seru to enter Juggernaut's mouth and force it open, causing the protective barrier to shatter and disappear}

Noa: So, is that it? Are we going to enter Juggernaut's body through his mouth?

Gala: It sure seems that way. Brace yourselves! It's gonna be a wild ride!

{Vahn, Noa and Gala ascend Juggernaut's head and enter through its mouth. They travel deeper and deeper through the Sim-Seru's body, swimming through rivers of blood in the process. Eventually they reach a dark area where all the villagers of Rim Elm are fused with Juggernaut's body}

\*\*\*\*\*  
Optional Event: Finding Maya  
\*\*\*\*\*

{Vahn, Noa and Gala find Maya fused with Juggernaut's innards}

Maya: Vahn, it's you...and Gala...Noa...

Noa: Maya! Are you alright? Are you in pain?

Maya: Don't...worry. I've still...got some...fight left in me!

Gala: Just hang in there! We'll save you! I promise!

Maya: OK...Oh, I'm sorry...I'm so...tired... (Silence)

Noa: Maya?

Gala: Come on, let's go! It's time to take out Juggernaut for good!

Noa: Hang in there, Maya. We'll get Juggernaut!

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

{Vahn, Noa and Gala hurry down the rising peaks until they reach another mass of land where Mei is fused}

\*\*\*\*\*  
Optional Event: Finding Mei  
\*\*\*\*\*

Mei: Vahn! Is that you there, Vahn?

1) Are you alright, Mei?

2) I've been looking for you, Mei.

~~~~~

1) Are you alright, Mei?

Mei: Yes, I'm alright...

=====

2) I've been looking for you, Mei.

Mei: Oh, thank you. I knew you would come, Vahn!

~~~~~

Mei: But...please...don't look at me. I must look horrible.  
Don't...look at me! I look awful...

Noa: That's not true! You look the same, Mei! Just as pretty as ever!

Mei: You're so sweet, Noa. Thank you so much. And I told myself...that I wouldn't cry...I told myself...I'd be strong!...

Gala: Hang in there, Mei! We'll finish off Juggernaut! Then we'll rescue everyone!

Mei: Wait, Vahn. Take...this...with you.

{Vahn walks up to Mei as she uses all her effort to slowly raise her disfigured hand up to give Vahn an item}

(Vahn now has the Life Armband!)

Mei: Promise me, Vahn. Promise that...you'll come back...alive!

\*\*\*\*\*  
End Optional Event  
\*\*\*\*\*

{Vahn, Noa and Gala find Vahn's little sister Nene}

\*\*\*\*\*  
Optional Dialog  
\*\*\*\*\*

Nene: I'm scared! I'm so scared! Am I going to die? Tell me! Am I going to die like this?

- 1) No! Of course not!
- 2) I'll save you...somehow!

~~~~~  
1) No! Of course not!

Nene: Oh, thank you for trying to make me feel better.

=====

- 2) I'll save you...somehow!

Nene: OK. I'll wait for you. I believe you...

~~~~~

\*\*\*\*\*  
End Optional Dialog  
\*\*\*\*\*

{Vahn, Noa and Gala find Vahn's father Val in the northeast section}

\*\*\*\*\*  
Optional Dialog  
\*\*\*\*\*

Val: Vahn? Don't worry about me. I'm alive...What's more important is...What are you going to do?



- 1) Destroy Juggernaut!
- 2) Head deep into the Creature Castle!

- 1) Destroy Juggernaut!
- 2) Head deep into the Creature Castle!

Val: I see. I'm sure you can do it. Take this with you.

Narration: Vahn now has the Miracle Water

Val: Vahn, I'm so proud of you.

\*\*\*\*\*

End Optional Dialog

\*\*\*\*\*

{After checking up on everybody they travel deeper into Juggernaut. Farther into Juggernaut they step on two pods that reveal a passage and begin to walk through it}

Noa: Hey! I feel a breeze! There's a breeze coming from over there!

{Vahn and Gala notice a river of blood pour out of a tunnel beyond them}

Gala: W-What's that?

Noa: Ah! Waaaaaa!

Gala: What's wrong, Noa? What are you shouting about? H-Holy...

{Vahn, Noa and Gala are swept away by a river of blood. Gala manages to grab on to a ledge as a third river of blood pours out from another tunnel which causes the area to tremble even harder}

Gala: Y-You!

Noa: Are you alright, Gala? Please, don't let go!

Gala: I'm trying, but...my hands...I can't get a good grip...We're slipping...

{Blood starts to pour out of a fourth tunnel and causes Gala to lose his grip. They all fall into the depths below. The screen goes black. After a few moments the sound of a heart beating is heard and the screen clears up}

Noa: ?

{Noa gets up and notices the massive heart beating within the room}

Noa: I've felt this feeling before...

{Noa starts to walk toward the beating heart and Gala gets up after her}

Gala: Noa! Where do you think you're going on your own?

{Vahn gets up slowly}

Gala: Vahn, we have to follow Noa!

{Vahn nods and the two run after Noa}

Noa: My b-brother...He's alive...

Gala: Just as Songi said - Cort has fused with Juggernaut and is still alive. But...How horrifying. How bizarre...He couldn't be human anymore.

{Noa becomes teary-eyed}

Noa: No! No! Stop! Stop it!

{Noa jumps on top of the side of the heart to face her brother closely. Gala and Vahn follow her}

Noa: Cort, come back! Turn back into a person again! Why did you do it? You're my brother! You're supposed to be human! I'm a human! I know about love! I am human! I hate being alone! It's god to be human! So Cort, be human again!

{Cort's eyes open slowly}

Cort: Hu-man?

Noa: Cort!

Cort: Human? Humans are weak. Humans are dirty. I gave up being human to become a mighty being. I am a being that transcends humans! Even the Seru! A perfect entity! A perfect entity! Perfect entity! Humans are imperfect. I will use all my powers to destroy them!

{Cort starts to move around wildly as if in a frenzy}

Noa: No! You're wrong, Cort!

Cort: Who interferes?

Noa: It's me, Noa!

Cort: Noa? Who is Noa? I know no Noa!

{The camera zooms in on Cort's face, revealing his one blue eye and one red eye. Veins protrude from his face}

Cort: I need no Noa!

{Cort's eyes charge up with energy. He shoots it at Noa, knocking her down onto an artery below them. Gala and Vahn jump over to her side}

Gala: Noa! Are you alright?

{Noa gets up and shakes her head}

Noa: Cort...

Cort: I sense the presence of humans! Weak, dirty humans! I do not need humans! I must destroy the humans here!

+=====  
+Boss: Cort+  
+=====

{A heavily mutated Cort rises out of the floor and attacks. Vahn, Noa and Gala defeat him after their most difficult battle yet}

+=====  
+End Boss Battle+  
+=====

{Cort collapses to his side and remains still. Noa examines his corpse}

Noa: (Silence)

Terra: Noa, I know how you must feel.

Meta: We all did the best we could.

Terra: Now the human world will return to normal. However...Hari did the best he could, but I think Noaru Valley is done for. The age of Seru...Our era is over.

{Terra detaches from Noa's left arm and rises into the air in front of her}

Meta: We are now just part of the collective memory known as history.

{Meta detaches from Vahn's arm and rises next to Terra}

Ozma: It's a little sad, isn't it?

{Ozma detaches from Gala and joins Meta and Terra in a circle above Vahn, Noa and Gala. The Ra-Seru reassemble and each face their previous wearers}

Noa: No! Terra, don't leave me alone! Don't leave me!

Terra: Noa, your parents were killed by Seru. Yet, you want to be with me, a Seru? And besides, you're not alone. You have Vahn and Gala.

Gala: Ozma, we have experienced life and death together. How can you leave me now?

Ozma: Oh, Gala, has your dependence on me caused you to forget your own abilities?

Meta: Vahn, your heart is so full of warmth.

{The Ra-Seru becomes surrounded in a bright sphere of light. The scene changes and the Ra-Seru heroes are standing in darkness as the Ra-Seru levitate over them. Streaks of light flow throughout the darkness}

Meta, Terra and Ozma:  
Thank you, Vahn.  
Thank you, Noa.  
Thank you, Gala.

Together, we humans and Seru  
were stronger even than ancient  
Tieg himself.

We are now heading  
beyond the twilight.  
But do not forget this.

Humans and Seru are both  
born of Tieg, and are one.  
They have lived through the  
same era.

It is time for humans to  
create their own  
futures.

This is the last of our Seru powers.

{A flash of light erupts and the scene changes back to the inside of Juggernaut. Meta, Terra and Ozma levitate away from the heroes and rise into the air. Suddenly the Ra-Seru explode, letting out thousands of bright yellow orbs that fill the area. Cort's corpse begins to glow. The scene changes and a view of the outside of Juggernaut's body can be seen. Juggernaut's body starts to break into pieces and disintegrate. Suddenly a white orb bursts from Juggernaut's body and explodes. Its energy lands on the villagers who are fused with Juggernaut's body parts. A sphere lands on Mei and within moments the disfigurement covering her begins to crack off and disappear. Mei opens her eyes and the camera changes to an overview of Rim Elm showing all of Juggernaut's body parts vanishing into thin air}

[a317]

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| 0 Chapter 3-17        | 0 |
| 0                     | 0 |
| 0 Happily Ever After? | 0 |
| 0=====0               |   |

Off-Screen: Thus did the brave deeds of our three heroes defeat Juggernaut, who had engulfed Rim Elm...and brought to humankind a new world of true peace, completely free of the Mist. Children of Rim Elm! Be proud of Vahn, whose home is our village!

{Vahn is facing his father Val in front of the Genesis Tree. Vahn has a small bag on the floor next to him and Val is standing without his cane. Vahn picks his bag up from the ground and Nene walks over to Vahn}

Nene: Be careful.

{Vahn turns around and kneels in front of Nene. Dr. Usha runs into view}

Dr. Usha: Oh, no, how unfortunate! What a terrible blunder! I have a Soren take me all the way here...

{Vahn gets up and both he and Nene turn to face Dr. Usha}

Dr. Usha: ...only to find that the biggest hero, Vahn, is about to leave!

{Nene runs behind Vahn with a scared look on her face}

Nene: W-Who...is this person?

1) Dr. Usha, a brilliant scientist.

2) Um, I don't remember.

~~~~~  
1) Dr. Usha, a brilliant scientist.

Dr. Usha: Correct. I am Usha, veritable warehouse of knowledge. Well, never mind that. Vahn, I want you to tell me why you are leaving.

=====

2) Um, I don't remember.

{Vahn turns away from Dr. Usha and scoffs at him}

Dr. Usha: Oh, I am tremendously disappointed. {Turns to Val} Oh, people are so cold. Danger past, god forgotten. The world is a heartless place. {Turns back to Vahn} Vahn, it is me, Dr. Usha! I gave you my knowledge and the TimeSpace Bombs when you came to Karisto Kingdom.

{Vahn looks at Dr. Usha}

Dr Usha: Come closer and take a good look at my face. Now, there, do you remember now?

a. Of course I remember.

b. No, I just can't recall.

~~~~~  
b. No, I just can't recall.

(Same as "Um, I don't remember" response)

=====

a. Of course I remember.

Dr. Usha: Well, never mind that.

~~~~~  
Dr. Usha:
Vahn, I want you to tell me why you are leaving.

1) To thank the people who helped me.

2) To see the Mist-free world.

3) To tell Noa my true feelings.

4) To train at Biron Monastery.

~~~~~  
1) Ending One: To thank the people who helped me.

Dr. Usha: Such a strong sense of obligation! That means I could have just awaited you at my lab!

2) To see the Mist-free world.

Dr. Usha: I see. Just what I would expect of you, Vahn. You wish to see the fruits of your efforts!

=====

3) To Tell Noa my true feelings.

Dr. Usha: Oh, I see! How forward of me to ask such a question.

=====

4) To train at Biron Monastery.

Dr. Usha: You don't say! I would think your fighting skills were already sufficiently advanced!

~~~~~

Dr. Usha: Yes, well, if those are your intentions, then it's fine with me. Here's what I'll do! I'm going to write a book about the life of our great liberator! I will remain in Rim Elm to gather material for my book until you return, Vahn.

{Dr. Usha looks at Val and Nene}

Dr. Usha: Those two there. They must be your family, Vahn?

{Val nods and Nene comes out of hiding from behind Vahn}

Dr. Usha: Pardon me for disturbing your saying farewell to Vahn. Tell me everything outside.

{Dr. Usha stops at the exit of the pit and looks at Val and Nene}

Val: What a character you are, Dr. Usha! Ha ha! Very well. I will tell you what you want to know.

{Val begins to walk out with Dr. Usha but stops}

Val: I won't wait to see you off, Vahn. So take care, my son.

{Val heads off}

Nene: I'm sure you'll be alright, but take care anyway. Good luck!

{Nene runs off to join her father}

{Vahn exits the Genesis Tree pit and speaks to Val and Dr. Usha, learning about the miracle of the Ra-Seru and the future of the Seru on Legaia}

Val: Ah, Vahn. I was just talking with Dr. Usha. We were talking about how the Ra-Seru's amazing powers healed my legs...And how everyone in the village feels as if they've been reborn. The Ra-Seru have given us a new lease on life. It's a miracle we'll never stop talking about.

{Vahn speaks to Dr. Usha}

Dr. Usha: Fascinating. A most fascinating story. Vahn, Val is a wonderful father, and Nene is a wonderful sister. But Vahn, your face

says you want to ask me about the world outside the village.

- 1) Yes
- 2) No

~~~~~  
2) No

Dr. Usha: Oh? So I was wrong? I must be getting senile. Either way, Vahn, it is something you must see with your own eyes.

=====

- 1) Yes

Dr. Usha: Ah-ha! So you do want to know about the world outside Rim Elm! My intuition was right, as usual. Well, then, I will make it brief. First of all, you do know that no more Seru will be created anymore, yes? Our good friends in Sol are still experimenting, but it's no use. With Uru Mais destroyed and the Seru-kai gone, no new Seru will ever appear again. What's more, the Seru already here are gradually losing their power. My calculations show that most of the Seru will die off in the next year or so. We avoided the Seru in the age of the Mist, but losing them completely is another matter. The Soren, the flying carts and others who relied on the Seru may return to the Stone Age. But, Vahn! I have faith in human potential. The human race will never die out, as long as we have people like you to carry on Tieg's wishes.

~~~~~

{After hearing about the miracle of the Ra-Seru and the future of the Seru, Vahn prepares to leave Rim Elm, to fulfill whichever goal he told Dr. Usha in the Genesis Tree pit. The Village Elder blocks Rim Elm's exit}

Village Elder: Hello, Vahn. So you are ready to leave? Well, I have something to ask you. After the village was rescued from Juggernaut, and Noa left the village...Noa was carrying a baby, wasn't she? Noa refused to tell me who the baby was, but that was her brother, Cort, wasn't it?

- 1) I...don't know.
- 2) Yes, I think that was Cort.

~~~~~

- 1) I...don't know.

Village Elder: If you don't want to talk about it, I understand. Just forget the whole thing.

=====

- 2) Yes, I think that was Cort

Village Elder: As I suspected.

~~~~~

Village Elder: Cort, too, must have been reborn when we received new life from the Ra-Seru. I know that it was Cort who brought the Mist into the world. And I also know that Cort is Noa's only blood relative. Noa must have been trying to leave with Cort unnoticed. She must have decided to raise Cort by herself. Noa is quite a young woman.

Village Elder: Hmm...Vahn, are you about to leave Rim Elm?

- 1) Yes
- 2) No

~~~~~

2) No

Village Elder: There is no hurry. If you feel sad about leaving, then say goodbye to everyone first.

=====

1) Yes

Village Elder: Have you said goodbye to everyone in Rim Elm?

- a. Yes
- b. No

~~~~~

b. No

Village Elder: There is no hurry. If you feel sad about leaving, then say goodbye to everyone first.

=====

a. Yes

(Village Elder opens the gate)

~~~~~

Village Elder: Good luck to you. See the distant lands, the rich world for all humans!

[a318]

0=====0

0 Ending Differences 0

0=====0

[Depending on how Vahn answered Dr. Usha in the Genesis Tree Pit, dialog and situations for certain supporting characters will change]

1) To thank the people who helped me.

~~~~~

{Vahn exits the Genesis Tree pit and walks over to Mei's house. Her house is in the middle of being rebuilt, just like all of the other houses in Rim Elm. The Wall is also being torn down}

Maya: Vahn, it's too bad about Songi, but I'm still grateful to you. Please give my regards to Master Zopu. Good luck. Let me worry about things here.

{Vahn speaks to Mei}

Mei: Vahn, I'll be honest with you. When I was inside Juggernaut, I felt your warmth. And I was certain that you would come save me. That's why I wasn't afraid. So please, Vahn, come back as soon as you can. Because I...I care for you. Be careful, Vahn. I'll be waiting for you to return.

{Vahn speaks to Ixis}

Ixis: You're traveling when everyone else is busy rebuilding Rim Elm. You, celebrity type! A hero's life is pretty good, eh, Vahn? I'm just joking, Vahn! Ha ha! Don't worry about Rim Elm. I'll take care of everyone! Go do what you have to do! I'll turn Rim Elm into the kind of place a hero like you won't be ashamed to call home!

{Vahn speaks to Nene}

Nene: I'm sure mother is happy for you.

{Vahn prepares to exit Rim Elm}

Everyone: Vahn!

{Vahn turns around to see all of the villagers waving at him, with Mei and Maya at the front of the group}

Everyone: Vahn! Vahn! Goodbye, Vahn! We'll miss you! Good luck! Take care! We'll be waiting for you! Remember, this is your home!

{Vahn steps toward the exit and then turns around and waves. Vahn takes of running. The screen changes to the world map as Vahn heads through Drake Kingdom}

=====

2) To see the Mist-free world.

~~~~~

{Vahn exits the Genesis Tree pit and walks over to Mei's house. Her house is in the middle of being rebuilt, just like all of the other houses in Rim Elm. The Wall is also being torn down}

Maya: Vahn, before you go, go talk to Mei.

{Vahn finds Mei}

Mei: Vahn, so you want to see the world now that the Mist is gone...I want to see the world, too! I want to go with you! Take me with you!

1) Yes

2) No

~~~~~

1) Yes

Mei: Oh, thank you! This is the day I've been waiting for, the day we finally get to travel together! I don't need to get ready, I'm ready to leave right now! {Mei runs inside her place} Tee-hee! I'm so excited!

=====

2) No

Mei: Thank you, Vahn. It's so nice of you to say that. But I'm tired of always staying here and watching others leave the village! {Mei runs inside her place} I'm going with you, Vahn. I'm going to see the world with you!

~~~~~

{Mei joins Vahn. Vahn and Mei decide to speak with everyone in the village before leaving}

Maya: Don't worry about me. I'll be fine. But please, Vahn, look after Mei. Don't be selfish towards Vahn, Mei! Good luck. Let me worry about things here.

{Vahn speaks to Ixis}

Ixis: Going on a trip with a woman - Vahn, you heroes have it good! I'm just joking, Vahn! Ha ha! Don't worry about Rim Elm. I'll take care of everyone! Go do what you have to do! I'll turn Rim Elm into the kind of place a hero like you won't be ashamed to call home!

{Vahn speaks to Nene}

Nene: I'm sure mother is happy for you.

{Vahn and Mei begin to head out}

Off-Screen:  
Vahn!

{Vahn and Mei turn around to see everybody in the village prepare to see them off, many of them waving goodbye}

Everyone:  
Vahn! Vahn! Goodbye, Vahn! We'll miss you! Good luck! Take care! We'll be waiting for you! Remember, this is your home!

{Vahn and Mei start walking out the village then turn around and look back one last time before leaving Rim Elm. The screen changes to the world map and Vahn and Mei start heading in the direction of Hunters Spring}

=====

3) To tell Noa my true feelings.

~~~~~

{Vahn exits the Genesis Tree pit and walks over to Ixis' house to see Mei}

Mei: (Silence) Vahn, I have something to tell you. Vahn, I'm engaged to marry Ixis.

1) You're what?!
2) That's wonderful! Congratulations!

~~~~~

1) You're what?!

Mei: Tee-hee! Vahn, don't act so surprised! Aren't you going to congratulate me? We plan to have the wedding right around the time you'll be coming back from seeing Noa. I'm so happy right now! Tee-hee! Be careful, Vahn. I'll be waiting for you to return.

=====

2) That's wonderful! Congratulations!

Mei: Oh, thank you, Vahn! I'm glad you're happy for us! Vahn, you love Noa, and you're going to tell her that, right? Maybe the four of us could have a double wedding! I'm so happy right now! Tee-hee! Be careful, Vahn. I'll be waiting for you to return.

~~~~~  
{Vahn speaks with Ixis' mother}

Ixis' mother: Oh, I'm just so happy now...Oh, Vahn! I didn't know you were there! Did Ixis tell you the good news? Oh, I'm so happy, I just can't help sighing with joy! But isn't it amazing how much the world can change once it starts changing?

{Vahn speaks with Ixis' father}

Ixis' Father: Vahn...Rei, Esto and Juno...I wish they were still alive so I could tell them...Tell them that we were reborn when the Ra-Seru gave us their lives at the end. That the Ra-Seru gave us new bodies immune to injury and sickness. And I wish I could tell them that my son, Ixis, is getting married. Thank you. Thanks to you and the Ra-Seru, I can work hard like this.

{Vahn finds Ixis}

Ixis: Hey, Vahn! Did you talk to Mei?

- 1) Yes
- 2) No

- ~~~~~
1) Yes

Ixis: It's kind of embarrassing, but, well, that's how it is now! You work on making Noa your girl. I'm sure that's what Mei wants, too!

- =====
- 2) No

Ixis: I know you asked! Don't lie! Ha ha! Women always choose a man to stay by her side. A hunter nearby is better than a hero far away. You work on making Noa your girl. I'm sure that's what Mei wants, too! I'll turn Rim Elm into the kind of place a hero like you won't be ashamed to call home!

~~~~~  
{Vahn speaks with Maya}

Maya: To be honest, I had hoped that you would marry Mei, Vahn. But it's out of my hands. I hope everything works out well for the both of you. Good luck. Let me worry about things here.

{Vahn finds Nene}

Nene: Say hi to Noa for me.

{Vahn prepares to leave Rim Elm}

Everyone: Vahn!

{Vahn turns around to see everybody waiting to see him off. Ixis and

Mei are next to each other in front of the crowd}

Everyone: Vahn! Vahn! Goodbye, Vahn! We'll miss you! Good luck! Take care! We'll be waiting for you! Remember, this is your home!

{Vahn walks outside the gate, turns around and waves, then runs outside. The screen changes to the world map as Vahn journeys north}

=====  
4) To train at Biron Monastery.  
~~~~~

{Vahn exits the Genesis Tree pit and walks over to Mei's house. Her house is in the middle of being rebuilt, just like all of the other houses in Rim Elm. The Wall is also being torn down}

Maya: I plan on visiting Biron Monastery one of these days, so train hard! Good luck. Let me worry about things here.

{Vahn speaks to Mei}

Mei: Vahn, is it true you're going to train at Biron Monastery and become a warrior-monk?

- 1) Yes
- 2) No

~~~~~  
1)Yes

Mei: Oh. But you'll come back, right? You'll come back to Rim Elm, won't you? That's O.K., you don't have to answer! I'll be waiting here for you to return. After all, I'm used to waiting. Be careful, Vahn. I'll be waiting for you to return.  
=====

2)No

Mei: Oh. So you'll be coming back to Rim Elm. That's good. Be careful, Vahn. I'll be waiting for you to return.  
~~~~~

{Vahn finds Ixis}

Ixis: And training at Biron? You sure are a serious guy! You'd better watch out, or I'll take Mei for myself! I'm joking, Vahn! Ha ha ha! Don't worry about Rim Elm. I'll take care of everyone! Go do what you have to do! I'll turn Rim Elm into the kind of place a hero like you won't be ashamed to call home!

{Vahn finds Tetsu}

Tetsu: So you wish to train further at Biron. "Forget not war even in times of peace," is that it? Your dedication is admirable! Someday, I, too, plan to go to Biron. I'll ask you to spar with me then! I'll be praying for your safe journey.

{Vahn finds Nene}

Nene: Say hi to Gala for me.

{Vahn prepares to leave Rim Elm}

Everyone: Vahn!

{Vahn turns around to see all of the villagers except for Mei, Maya and Ixis standing behind him, many of them waving}

Everyone: Vahn! Vahn! Goodbye, Vahn! We'll miss you! Good luck! Take care! We'll be waiting for you! Remember, this is your home!

{Vahn steps toward the exit and then turns around and waves. Vahn takes of running. The screen changes to the world map as Vahn heads toward Biron Monastery}

~~~~~

[a319]

0=====0  
0 EPILOGUE 0  
0=====0

[Noa]

Noa travels to the town of Jeremi in the Sebuscus Islands with Cort. She stands in front of Jeremi's Genesis Tree with baby Cort in her arms, smiling as she kisses his forehead.

=====

[Gala]

Gala returns to Biron Monastery and is welcomed back with open arms. Biron Warrior Monks bow as Gala enters the training room and stands atop the platform overlooking the other monks. Master Zopu steps aside and lets Gala lead training. Multiple warrior-monk children are participating.

=====

[Cara and Grantes]

Cara stares out the window as Grantes enters with a fishing rod and tackle box. He lays his equipment on the floor and pulls out a large Charger [Voltech Fish] as Cara clasps her hands happily.

=====

[Saryu]

Saryu gets married to a beautiful bride. Multiple guests stand at the aisle during the wedding ceremony. As the guests cheer Lord Saryu rubs his head in embarrassment.

=====

[Sol Tower]

A woman smokes out of a pipe while she leans, staring out the windowsill. The camera pans over to the walkway heading into Sol as many children run over to greet the peddler from Karisto Station.

=====

[Usha Research Center]

Mrs. Usha is leading an experiment with Assistant 1 and Assistant 2. One of the assistants throws an object into the reactor which causes the reactor to explode. Mrs. Usha and the assistants laugh as their faces and lab uniforms become covered in black soot.

=====

[Flying Train]

The Flying Train is seen back in operation and carrying a group of passengers in the Gondola on the way to Sebuscus.

=====

[Soren Camp]

A group of Soren warriors fly down to camp and are greeted by the Soren Elder and others. A female Soren rushes over to greet one of the reuturning warriors.

=====

Two wilted flowers on a desolate, rocky hill where Conkram used to be slowly begin to bloom. As time passes by the hill becomes covered in grass. The flowers start to sway back and forth in the wind.

THE END

=====

#### 06: LoL Non-Playable Character Dialog

This section contains all of the non-playable character dialog within Legend of Legaia. The NPC dialog contains vital details regarding Legend of Legaia's plot and other character background information.

-----

[NPC01]

0=====0  
0 Rim Elm (Beginning) 0  
0=====0

-----  
Genesis Tree Pit  
-----

Little Girl: Vahn, I love the Genesis Tree, too!

Little Boy: Vahn, when you go hunting outside the Wall tomorrow, bring me back a souvenir.

-----  
Village Grounds  
-----

Old Person by Ixis' House: Oh, it's you, Vahn. The hunters should be returning shortly, so I'm waiting here.

Little Boy by Shop: Hey, Vahn, Mei is your girlfriend, right?

- 1) Wha...What?
- 2) Who is Mei again?

~~~~~

1) Wha...What?

Little boy: Vahn, you little devil, you're blushing. Ha, ha, ha!

2) Who is Mei again?

Little boy: What?! Vahn, you are mean! Mei loves you, Vahn. I just know it! Why are you so mean?

Little girl by shop: Vahn, you're going hunting tomorrow with the adults!

Woman by windmill: Vahn, your father, Val, was a very courageous hunter. It's so unfortunate he hurt his leg in that accident...I'm sorry. Vahn, you must take good care of your father.

Wall Guard: No, no! Vahn, do not get too close to the Wall.

Woman on beach: The sea carries a fresh wind. From dawn till dusk, the wind pushes back the Mist. Today, though, the wind behaves strangely. I hope this is not a bad sign.

Village Elder's House

Old person by stove: Vahn, since you are to leave for the hunt tomorrow... ..you must learn more about the Mist and the Seru.

Old man by table: Ah, it's you, Vahn. What do you want from an old man like me? Do you want to ask me something?

1) Yes

2) No

2) No

Old man: Vahn, tomorrow you go out on the hunt. Watch out for the Mist.

1) Yes

Old man: What do you want to ask me about?

- a. Tell me about the Seru!
- b. Tell me about the Mist!
- c. Tell me about the Wall!

a. Tell me about the Seru!

Old man: The Seru...The Seru are like living armor. When one is worn by a human, it becomes both weapon and tool. With the power of a Seru, a man could carry a stone larger than himself, run faster than a wolf. But the Mist brought an end to the age of benevolent Seru. The Seru

became cursed, evil. Vahn, never touch a Seru. The Seru are evil. Shall I tell you about something else?

=====

b. Tell me about the Mist!

Old man: The Mist itself poses no danger to us. But when touched by the Mist, the Seru become demons - horrible, murdering monsters! In the Mist, the Seru take on a will of their own and attack people. But that is not all. The person who wears a Seru as a weapon becomes possessed by Seru, and himself becomes a monster! Vahn, tomorrow you will travel outside the Wall as one of the hunters. Now listen. Beware of the Mist. We humans are no match for the Mist or for the Seru monsters. When the Mist approaches, flee! That is the only way to protect yourself from it. Shall I tell you about something else?

=====

c. Tell me about the Wall!

Old man: Rim Elm is a remote village. The Mist that covers the Earth seldom reaches this far. Somehow, we have managed to survive. However, at night, the wind sometimes changes direction, and the Mist closes in on us! To protect the village from the Mist, we have built the Wall. And for more than ten years, the Wall has protected us. Shall I tell you about something else?

~~~~~

Old person by window: Vahn, tomorrow you go out to hunt. Watch out for the Mist.

Village Elder: Ah, it's you, Vahn. I'm glad you came. Tomorrow you become a hunter and must travel outside the village to hunt. I am sure you can take care of yourself, but do be very careful!

-----

Ixis' House

-----

Ixis: Vahn, so I hear you're going out on the hunt tomorrow.

- 1) Yes
- 2) No

~~~~~

2) No

Ixis: Hey, you're not being honest! Ha, ha! You can tell me the truth! Admit it - You're glad to leave the village to hunt as one of the adults, aren't you?

=====

1) Yes

Ixis: You seem happy about it! You are happy about going outside the village, aren't you? There's no one here but old people and kids. It's so boring here!

~~~~~

Ixis: Oh, it's so frustrating! I wish I had been born a little sooner. Then I could be a hunter and see the world outside the village with



you. Vahn, I'm so jealous of you!

Ixis' Father: Oh, Vahn. Will you listen to what a pathetic man like me has to say?

- 1) Yes
- 2) No

~~~~~  
2) No

Ixis' Father: Oh, so no one wants to listen to a good-for-nothing like me, eh?

- =====
- 1) Yes

Ixis' Father: You will? I'm glad. You're such a good child, Vahn. It's a story about something that happened many years ago, when I was out on the hunt. We caught much game. I was in high spirits - so happy that I dropped my guard. Suddenly, the wind changed direction and the Mist came. I thought we would escape...but it was too late. The Seru monsters came from the Mist and attacked us. That's how I ended up like this. I survived, but could never go out on the hunt again. Now listen, Vahn! Never underestimate the mist! The Mist is a terrifying thing.

~~~~~  
Ixis' Father: The Mist is horrible. Never underestimate the powers of the Mist!

Ixis' Mother: He's always complaining. He used to be strong and tough, but now...

Ixis' Mother: Oh! Vahn! I didn't know you were there! I was just talking to myself, so don't tell my husband what I was saying.

Ixis' Mother: I wonder if we'll ever be happy again.

-----  
Memory Statue Cave  
-----

Woman by statue: Look, Vahn. That is the Memory Statue. The Memory Statue will remember things for you...What you feel, what you experience with your body...everything. Talk to the Memory Statue to save important memories.

-----  
Town Shop  
-----

Lady Shopkeeper: (Sobbing) (Silence) Oh, little Vahn. You saw me crying! How embarrassing. Long ago, I had a shop here. I sold many different weapons. While I was cleaning, I began to remember those days, and suddenly started to cry. Someday, if the Mist clears and all the people come back, I'll be able to open my shop again. Vahn, you must promise to shop at my store. Alright?

Lady Shopkeeper: Vahn, when the Mist clears and I open our store again, come and shop here, OK?

-----  
Vahn's House  
-----

Val: I'm sorry, Vahn, but my hands are full. I'll listen to what you have to say later.

Val: (Silence)

Nene: Did you thank Mei properly?

1) Yes

2) No

~~~~~  
1) Yes

Nene: Really? Well I didn't hear anything.

=====

2) No

Nene: Ooh, you are so hopeless! You're going hunting tomorrow, and that means you're going to be an adult, right? Well if you're an adult now, you should mind your manners!

~~~~~

Nene: Be nice to Mei, okay? Oh, if you're hungry, there should be something in the cupboard.

[NPC02]  
0=====0  
0 Rim Elm (After Juno's Death) 0  
0=====0

-----  
Mei's House  
-----

Old Person: We will take care of Mei. Night is almost upon us. Vahn, you must go home now.

Woman by stove: Juno's funeral is tomorrow morning. Vahn, don't worry about Mei. We'll take care of her. You go home.

Mei: Father promised me...He promised to take me all over the world once the Mist cleared. Father, you promised...

Narration: The blood and dirt has been wiped from Juno's body. Yet, a fierce look remains on his face.

-----  
Genesis Tree Pit  
-----

Little boy: I'm praying here... ..praying for Juno to come back.

Little girl: My father came home safely...But I feel so sorry for Juno...and for Mei.

-----  
Village Grounds  
-----

Woman on beach: The wind has changed direction! Night approaches. Soon night will come, and bring with it the horrible Mist!

Tetsu: Vahn...It is unfortunate what happened to Juno. I know it pains you, and I, too, am filled with anger. Try to be strong, Vahn. Please give my regards to Mei.

Hunter by Wall: The Mist has grown stronger lately. I can just tell.

Hunter by logs: Blast it! When Juno was attacked by the Seru, I was powerless. I...I stood by and let Juno die.

Hunter by Ixis' House: The people of Rim Elm cannot survive without hunting. Yet the number of men of hunting age has dropped drastically. Vahn, it's a difficult time, but be strong!

Old person by Ixis' House: Hunting and accidents seem to go hand in hand. Still, I pity poor Mei.

Woman by cave: Vahn, go ahead and enter the cave. Inside you will find the Memory Statue. The Memory Statue will remember things for you...What you feel, what you experience with your body...everything. Talk to the Memory Statue to save important memories.

Little boy by shop: I better go home it's getting dark. Daddy will be angry with me.

Little girl by shop: Poor Juno. He was so strong! Vahn, the Mist is so scary! I'm scared of all the monsters!

-----  
Village Elder's House  
-----

Old man by table: Juno isn't the first to die during the hunt! We have lost many hunters to the Mist! The dangers of the hunt are known by all. Yet we must hunt in order to live. For if we didn't bring back game, the entire village would starve to death.

Old man by window: Who would have thought that brave Juno would lose his life? Vahn, you must be beside yourself worrying about what will happen during the hunt tomorrow.

Hunter: Vahn, I was just asking the Village Elder what to do about tomorrow's hunt. As there is so little food in the village, of course the hunt cannot be called off...Vahn, I will let you decide whether or not to join us on the hunt.

Village Elder: (Silence) It is unbearably sad to see someone younger than oneself die first. Old people such as us, with little time left on this Earth...We can somehow bear to live in this world without hope. But I am overcome with pity for you, Vahn, and the other children... Those who must live out their long futures under these conditions. Vahn, the village children like you very much. Please continue to look out for them.

-----  
Ixis' House  
-----

Ixis: What's wrong, Vahn? Why do you have such a pathetic look on your face? Looking like that, you'll end up like Juno on the hunt tomorrow! Darn! If I could go, I'd make mincemeat out of those Seru monsters!

Ixis' Mother: Why does he always complain? He should be thankful just to be alive. Oh! Vahn! I didn't know you were there. I was just talking to myself, so don't tell the others what I was saying.

Ixis' Father: Rei, Esto and Juno...Why did they have to die before me? Why did they leave me here all alone?

-----  
Town Shop  
-----

Male shopkeeper: Poor Juno. I have many things to sell, but there are fewer and fewer people to use them.

-----  
Vahn's House  
-----

Nene: Oh, you're back. Juno was such a gentle person...Mei is all by herself now. She must be lonely, so be nice to her.

[NPC03]

0=====0  
0 Rim Elm (Night) 0  
0=====0

-----  
Vahn's House  
-----

Nene: I'm scared.

Val: Vahn, be very, very careful!

-----  
Town Shop  
-----

Male shopkeeper: The Wall is the last line of defense for humankind.

Lady shopkeeper: What a frightening sound. I hope nothing bad happens...

Little Boy by wall: I'm scared! The Wall won't break, right? The Mist won't come in, right?

Little Boy by dresser: Vahn, is something happening outside?

-----  
Village Elder's House  
-----

Old Man by table: How frightening. What a horrible sound.

Little girl in between beds: All the adults went to check on the Wall.

-----  
Genesis Tree Pit  
-----

Woman: When sorrow breaks my heart, or when I am overcome by worry or fear...I come to this place. The Genesis Tree somehow soothes my spirit.

-----  
Mei's House  
-----

Mei: Vahn...You were worried about me? Thank you so much.

-----  
Ixis' House  
-----

Little girl: I'm scared!

Ixis' Father: Ha, ha, ha! This is the end! It's all over! Everybody's going to die!

Ixis' Mother: Grumble, grumble...

-----  
Village Grounds  
-----

Old Man by Village Elder's House: Vahn, I have a bad feeling. I hope you will be alright.

Old Person by Ixis' House: Vahn, look! The Wall is bending terribly! This has never happened before.

Ixis: Hey, Vahn! Did you come to check, too? Look at them! Why does everyone look so worried? I swear, Rim Elm is a village full of cowards.

Hunter by Ixis' House: There's something out there. Something is striking the Wall from the other side.

Hunter by logs: We built this Wall with our blood, sweat and tears! I'd be a fool to stand by and watch it come down!

Middle-aged woman: If the Wall breaks, the Mist will enter the village and the horrible Seru will come in!

Woman by Tetsu: For ten years the Wall has protected us. I've always believed it could never collapse, but...I hope it doesn't fail us now and allow the Mist to engulf the village.

Old person by cave: That is the sound of something hitting the Wall from the outside!

Hunter by cave: The precious Wall that has protected Rim Elm - it could never collapse!

Tetsu: I sense it...I sense the presence of evil outside the Wall.

[NPC04]

0=====0  
0 Rim Elm (Mist) 0  
0=====0

-----  
Village Grounds  
-----

Tetsu: Vahn, the Seru in the Mist are after the Genesis Tree. I'll hold the Seru here. The rest of you go somewhere safe!

Gimard by Ixis' House: Yuk, yuk!

Gimard by Shop: Cha-cha-cha-cha!

Gimard by Vahn's House: Yuk, yuk, yuk!

-----  
Ixis' House  
-----

Little girl: I'm scared!

Ixis: I...I didn't run away. I didn't run away from the hole in the Wall! Only a fool would fight those Seru monsters in the Mist! I came back to protect my family!

Ixis' Mother: (Grumble, grumble.)

Ixis' Father: Ha, ha, ha. This is the end! It's all over. Everybody's going to die!

-----  
Vahn's House  
-----

Nene: Are you alright? Would you like some medicine?

- 2) No
- 1) Yes

- ~~~~~
- 2) No

Nene: Alright? Don't push yourself too hard.

- =====
- 1) Yes

Nene: There you go! Now you'll be alright.

Narration: HP and MP are completely restored!

Nene: Don't push yourself too hard.

~~~~~  
Val: If only there were someplace safe for us...

Mei: Vahn, be careful.

Town Shop

Lady shopkeeper: Hey, Vahn! The Mist is here! Where do you think you're going?

- 1) I'm going home!
- 2) I'm going someplace safe!

~~~~~

- 1) I'm going home!

Lady shopkeeper: Oh. You're worried about your family. Well, then, take this.

Narration: Vahn now has three Healing Leaves!

Lady Shopkeep: Now be careful!  
=====

- 2) I'm going someplace safe!

Lady shopkeeper: Oh, so you're going to look for a place where we'll all be safe! That is so brave of you. Here, take this with you.

Narration: Vahn now has three Healing Leaves!

Lady shopkeeper: Now be careful!  
~~~~~

Male shopkeeper: The Wall is broken. This may be the end of all humankind.

Little boy by bed: Vahn, what happened?

Little boy by wall: I'm scared! The Wall is broken! The Mist is here!

Village Elder's House

Woman by window: Vahn, the Seru monsters lurk in the Mist! Be careful!

Old man by table: They still haven't come back! Those who went to check on the Wall still haven't come home!

Little girl in between beds: Grandpa and the other adults still haven't come back. I wonder if Mei is alright.

Village Elder: Vahn, the Seru monsters lurk in the Mist. In the morning, if the wind changes direction, it will blow back the Mist. But will we survive until then?

Genesis Tree Pit

Woman: Vahn, the Genesis Tree is very warm. Go ahead and touch it.

[NPC05]

0=====0
0 Rim Elm (Vahn Receives Meta) 0
0=====0

Genesis Tree Pit

Woman: Vahn! What's that on your right arm? That's...that's a Seru!
Stop! Where do you think you are going? You can't go into the Mist like
that! If you enter the Mist wearing a Seru, you will become a Seru
monster!

Village Grounds

Tetsu: (Silence)

Gimard fighting Tetsu: Yuk, yuk!

Ixis' House

Ixis: ! Hey, that's...That's a Seru! Stay away! Don't come near me!

Town Shop

Lady Shopkeeper: Vahn, what are you doing? That's a Seru! Take it off,
hurry!

Male Shopkeeper: Oh, no! How horrible! Now Vahn has been attacked by
the Seru!

Little Boy by bed: Vahn, that's a Seru? How cool!

Little Boy by wall: Look! Something's wrong with Vahn's arm! Something
strange is attached to it!

Village Elder's House

Woman by window: Vahn, that's...a Seru...

Old man by table: Vahn, what is that? That...That's a Seru!

Little girl in between beds: Vahn, are you alright? That's a Seru isn't
it?

Vahn's House

Nene: Are you alright? If you're tired, I can give you some medicine...Oh! Your arm!

Nene: (Gasp!)

[NPC06]

0=====0
0 Rim Elm (Assembled at Genesis Tree) 0
0=====0

Genesis Tree Pit

Village Elder: Vahn, you are Rim Elm's last hope!

Val: Vahn, whatever happens, you must do your best!

Nene: Brother...

Mei: Vahn, I trust you!

Hunter by entrance: Vahn, more and more Seru keep coming! Not even Tetsu can hold them at bay for long!

Hunter by entrance: Hurry, Vahn! There are more and more Seru monsters inside the Mist!

Little girl by Village Elder: Oh, Genesis Tree...

Hunter by little girl: How pathetic I am - entrusting a kid like you with my life.

Woman by hunter: Oh, Genesis Tree, please save us all.

Little girl by Ixis: I will pray with you, Vahn.

Ixis: I don't care if it's a Ra-Seru or whatever you call it! Just hurry up!

Woman (east of Genesis Tree): Oh, Genesis Tree, please save us all.

Little boy (right of middle-aged woman): Oh, Genesis Tree, please get rid of the Seru monsters!

Ixis' Mom: (Grumble, grumble.)

Little boy (left of Ixis' mom): Oh, Genesis Tree! Please help us!

[NPC06]

0=====0
0 Rim Elm (Saved from the Mist) 0
0=====0

Village Grounds

Hunter by cave: Vahn, do you remember that Zeto? It looked like he was after our village's Genesis Tree.

Woman by cave: There are Memory Statues throughout Legaia. Vahn, be sure to tell the Statue any memories you wish to save.

Old person by Ixis' house: Oh, it's you, Vahn. If you're looking for the adults, they've already gone hunting. The Genesis Tree pushed back the Mist so it will be much safer to hunt now.

Woman on beach: What a horrible monster! It broke down our Wall in an instant! Yet I do not understand. Why would that monster destroy the Wall and then simply leave?

Vahn's House

Nene: Thanks to the Genesis Tree, no one will have to die anymore, right? No one will be killed by the Seru anymore, right?

Nene: What's the matter, Do you want to take a nap before you go?

- 1) Yes
- 2) No

~~~~~  
2) No

Nene: Oh, alright. But just don't push yourself too hard.  
=====

- 1) Yes

Nene: Good. The bed is ready, so have a nice, long rest. Good morning!  
~~~~~

Val: I still don't believe what happened yesterday. I never knew the Genesis Tree had such powers. I know not what hidden powers that Seru on your right arm has. All this is too confusing for an old man like me. But I have faith in you! You have brought hope to Rim Elm in its darkest hours. As your father, I am very proud of the brave man you have become. Whatever you decide to do from now on... ..this will always be your home, and you will always be my son. Never forget that!

Town Shop

Lady shopkeeper: Oh, Vahn. I'm glad to see you! Now that the Mist is gone, I've decided to open my shop again. My son is helping me.

Male shopkeeper: Vahn, the Mist may have left the village, but beasts and Seru lurk just beyond the Wall. You'll need weapons and armor. Shall I teach you about weapons and armor?

- 1) Yes
- 2) No

~~~~~  
2) No

Male shopkeeper: Well, if you already know, there is nothing for me to say.

=====

1) Yes

Male shopkeeper: First of all, there are four places to wear the weapons and armor you acquire: head, arms, chest, legs. Next, an opponent can strike high or low, so there are two types of defense: upper and lower body. Upper-body defensive power depends on the armor on your head and torso. Lower-body defensive power depends on the armor on your torso and legs. Attacking power depends on the weapons on your arms and legs. Of course, newly acquired weapons and armor won't do you any good unless you wear them.

~~~~~  
Kid salesman: Welcome! What would you like? (purchase) Thank you!

Village Elder's House

Old person by table: To the north of Rim Elm, beyond the river, is Biron Monastery. The teachings of Biron disavow the Seru. That is precisely why I believe that the Monastery still survives.

Old person by stove: The monster that broke our Wall. Was that a Seru monster?

- 1) I think it was a Seru monster.
2) It was so big!

~~~~~  
1) I think it was a Seru monster.

Old person: Be careful, Vahn! It may be lurking in the Mist somewhere.

=====

2) It was so big!

Old person: Indeed! At any rate, keep your guard up!

~~~~~  
Village Elder: Vahn, Biron Monastery is far. Be careful on your journey. I hope that Biron Monastery still stands, and that Mei's mother, Maya, is safe...

Ixis' House

Ixis: Darn it! I should have gone to the Genesis Tree when the Wall broke. Then the Ra-Seru would have chosen me, not you. Vahn, they say there are Genesis Trees all over the world, right? You should use that Ra-Seru to revive all the Genesis Trees everywhere! Use the Ra-Seru's

powers to rid the world of the Mist. Hey, that sounds pretty cool.
Vahn, you are one lucky guy.

Ixis' Father: Listen, everybody! I saw a huge monster when the Wall
broke!

Ixis' Mother: If the Genesis Tree has such powers, why didn't it get
rid of the Mist sooner? Oh! Vahn! I didn't know you were there! I was
just talking to myself, so don't tell anyone what I said.

Genesis Tree Pit

Little girl: The power of this Genesis Tree will save us all from the
Mist, won't it? It has to!

Mei's House

Mei: Vahn, you're so sweet. You came to see me because you were worried
about me, right?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

Mei: You're so kind, Vahn. But don't worry, I'm alright. Everyone in  
the village is so kind to me that I don't feel alone anymore. And I  
don't feel lonely at all.

=====

- 2) No

Mei: Oh, so I was wrong. Vahn, sometimes I just don't understand you.

~~~~~

[NPC07]

0=====0
0 Rim Elm (Return after traveling World Map) 0
0=====0

Mei's House

Mei: Vahn, you're so sweet. You came to see me because you were worried
about me, right?

- 1) Yes
- 2) No

~~~~~

- 2) No

Mei: Oh, so I was wrong. Vahn, sometimes I just don't understand you.

=====

1) Yes

Mei: You're so kind, Vahn. But don't worry, I'm alright. Everyone in the village is so kind to me that I don't feel alone anymore. I'm going to be just fine.

~~~~~

Village Grounds

Hunter by cave: It was horrible! It's a miracle that we managed to survive at all!

Woman by cave: There are Statues of Memory to be found the world over. Vahn, be sure to tell the Statue any memories you wish to save.

Old person by Ixis' house: Oh, Vahn! If you're looking for the adults, they went out hunting. The Genesis Tree pushed back the Mist and kept us safe throughout the hunt.

Little boy by shop: I want a Ra-Seru like you, Vahn!

Little girl by shop: Even though the Wall has been destroyed, we don't have to worry about the Mist anymore.

Woman on beach: Someday, when the Mist disappears from the earth, let's travel the seas together, O.K.?

Tetsu: As a follower of Biron I have renounced the Seru...And so I cannot say what manner of thing a Ra-Seru is. However...You, Vahn, I do know! You, hearty youth, I know well! Village Elder says you are going to Biron Monastery to look for Mei's mother. Biron Monastery is where I grew up. If it still stands, give my best to them.

Vahn's House

Nene: Welcome home! You must be tired. Do you want to rest before you go?

1) Yes
2) No

~~~~~

2) No

Nene: Oh, alright. But just don't push yourself too hard.

=====

1) Yes

Nene: Good. The bed is ready, so have a nice, long rest. (Afer Sleep)  
Good morning! When you have time, tell me about your adventures, O.K.?

~~~~~

Val: (Silence) Vahn, you don't have to say anything. I'm just glad that you've returned home safely.

Village Elder's House

Old Man by table: Biron Monastery is beyond the river to the north of Rim Elm. The teachings of Biron disavow the Seru. That's why I think the Monastery still survives.

Old person by stove: The scouts say that the Mist is only gone from the area around the village. It looks like the power of the Genesis Tree doesn't extend that far. Vahn, if you're going outside, watch out for the Mist.

Mei's House

* If Vahn no longer has his Hunter Clothes

Mei: Can I ask, Vahn? What happened to the Hunter Clothes, the ones I made you?

- 1) Well, actually I, um...
 - 2) I sold it for money.
 - 3) I'm sorry. A monster stole it.
 - 4) I didn't need it and threw it away.
- ~~~~~

- 1) Well, actually I, um...
- 2) I sold it for money.
- 3) I'm sorry. A monster stole it.
- 4) I didn't need it and threw it away.

Mei: (Silence) (Silence) Oh. The world outside the village must be so terrible.

~~~~~

[NPC08]

0=====0  
0 Hunter's Spring 0  
0=====0

Hunter 1: Vahn, you should talk to Lezam.

Hunter 2: It's been a while since I ran across someone outside the village.

Hunter 3: If you want to know about Lezam, ask Lezam himself.

Hunter 4: When we came to the spring as we always do, Lezam was here.

Hunter 5: Vahn, listen to what Lezam has to say!

[NPC09]

0=====0  
0 Hunter's Spring (After Meeting Lezam) 0  
0=====0

Lezam: Before departing, King Drake made a decision of great consequence.

One that is difficult to discuss. If you wish to know the consequences of that decision...Then go to Drake Castle and see for yourself.

Hunter 5: The Genesis Tree has driven all the Mist away. Now, if only the waters of the river to the east would subside, we could go even farther to hunt.

Hunter 4: So Lezam was an envoy of King Drake. Speaking of King Drake...He is the one who used to control the water gate upstream.

Hunter 3: Vahn, I have some advice for you. Will you lend me your ear?

- 1) Yes
- 2) No

~~~~~  
2) No

Hunter 3: You don't want my advice? Hmmp. I was just going to tell you something for your own good.

- =====
- 1) Yes

Hunter 3: Now, you may have powers that we don't because of that Ra-Seru and all, but...Drake Castle up ahead is just crawling with the most horrible Seru monsters! Listen! These are the hunters' rules. Rule 1: Always have the proper equipment. If you think you don't have the right weapons or armor, then head right back to Rim Elm! You can still buy whatever type of equipment you need at the shops there. Hunters' Rule Number 2: A trip without healing medicine is a trip to the next world! When going to a strange place, always take at least 5 or 6 healing leaves.

~~~~~  
Hunter 2: Vahn, where are you going now?

- 1) Biron Monastery
- 2) Drake Castle
- 3) I can't tell you

~~~~~  
1) Biron Monastery

Hunter 2: What? Biron Monastery? Well, you've got quite a journey ahead of you! To get to Biron, you must cross the river to the east and head northeast, but...

=====

- 2) Drake Castle

Hunter 2: Oh, so you're going there for Lezam, huh? Drake Castle is north of the spring.

- =====
- 3) I can't tell you

Hunter 2: Ah, a secret mission! What is it, a secret mission for the Ra-Seru? That's great! Vahn, you're a mighty warrior now!

~~~~~  
Hunter 1: Vahn, before going outside, drink the water at the drinking fountain by the spring. Your whole body will be re-energized!

Narration: Clean water flows from the spring. Do you wish to drink this water?

- 1) Yes
- 2) No

~~~~~  
2) No

Narration: Vahn decided not to drink the water.
=====

- 1) Yes

Narration: What delicious, refreshing water! HP and MP are completely restored.
~~~~~

[NPC10]

0=====0  
0 Drake Castle (Mist Driven Away) 0  
0=====0

-----  
Throne Room  
-----

King Drake: The Mist still flows all over the world. Be very, very careful.

Knight next to Drake: Vahn, before you leave, speak with the people of the castle. They all want to talk to you.

Noblewoman: Vahn, did you come here from Rim Elm?

- 1) Yes
- 2) No

~~~~~  
2) No

Noblewoman: Oh, I guess you don't feel like talking about it.
=====

- 1) Yes

Noblewoman: I went there once when I was young. It's such a beautiful village.
~~~~~

Knight by bedroom: If you are tired, you may rest in this bedroom.

-----  
Bedroom  
-----



Knight: Ah, Vahn. Are you tired?

- 1) Yes
- 2) No

~~~~~

- 2) No

Knight: Please do not overexert yourself. Come back whenever you become tired.

=====

- 1) Yes

Knight: I see. Then please feel free to rest here.

~~~~~

-----

Drake's Room

-----

Noblewoman by door: When King Drake first told us of his plan to submit to the Seru...To be honest, I was very afraid. But now I am glad that I trusted in King Drake.

Noblewoman at north end: Before the Mist came here, I heard a rumor... ..that the Mist comes from devices called Mist Generators located all over the world.

-----

Hallway in front of Throne Room

-----

Little Boy on right: Vahn, Noa! Go downstairs and go outside the castle! There are a lot of stores there now.

Little Boy on left: We've been surrounded by the Mist for ten years. I'm glad I didn't grow up without even knowing it.

-----

Mountain Gate Room

-----

Little girl: Uh-huh! You can see Mt. Rikuroa and the Genesis Tree from here!

Knight: This exit leads to Mt. Rikuroa. Vahn, are you going to retrieve something you forgot there?

Noblewoman: Drake Castle was saved by the immaculate power of Mt. Rikuroa's Genesis Tree.

-----

Star Gate Room

-----

Noblewoman by old person: We put on Seru, got in the dungeon, then the Mist came. That's all I remember. I remember almost nothing about that period. It was like a long nightmare.

Old person: When I was a Seru monster, it was almost like being dead.  
But you liberated us from death. You gave us a fresh start on life.

Court Professor: Do you know about the warrior-monks of Biron?

- 1) Yes
- 2) No

~~~~~  
2) No

Court Professor: The teachings of Biron forbid the use of Seru and promote physical and mental discipline. The warrior-monks of Biron were sent all over the world to spread those teachings. There was one here in Drake Castle, but when the King ordered everyone to wear a Seru...and submit to the Mist's madness, he refused, and went back to the Biron Monastery. His name was...Kin, or something like that. He knew many fighting techniques.

- =====
- 1) Yes

Court Professor: I'm impressed. So young, yet so knowledgeable.

~~~~~  
-----  
Court Professor Room  
-----

Court Professor by door: I am the Court Professor. I am like a scientist with a castle. It is my job to advise King Drake. I was the one who devised the plan to wear Seru and surrender to the Mist.

Court Professor at table's left side: There are indeed many legends of the Genesis Trees. That they are not of the human world, that they will flower when the world is in danger...Come to think of it, I have also heard that the Genesis Trees are cradles of holy Seru.

Court Professor at southwest: We did determine that the Genesis Tree at Mt. Rikuroa has the power to drive back the Mist. Unfortunately, however, there is no guarantee that the power will last forever. The only real solution is to destroy its source, the Mist Generator in the northeast.

Court Professor south of table: Vahn, the creature that attacked Rim Elm said his name was Zeto. Hmm. The name sounds familiar, but I can't remember where I heard it.

-----  
West Room in Star Gate Hall  
-----

Noblewoman: Um...Vahn, can I ask you something? Did you read this diary while I was in the Mist?

- 1) Yes
- 2) No

~~~~~  
2) No

Noblewoman: Oh, good. I would be too embarrassed to live if anyone read what was in there.

=====

1) Yes

Noblewoman: H-How could you? I'm sorry. I guess I should have expected that. But please! Don't tell anyone what you read in my diary!

~~~~~

Noblewoman: This diary is our secret!

-----

Lightning Gate Hallway

-----

Noblewoman: Do the Ra-Seru really have the power to awaken the Genesis Trees?

~~~~~

2) No

Noblewoman: Oh, maybe I was wrong.

=====

1) Yes

Noblewoman: Well then, you might like to know that Drake Kingdom has four Genesis Trees, they say. One in Rim Elm. Another at Mt. Rikuroa. The other two are in the forest north of the Biron Monastery.

Dining Room

Man by bookcase: Before the Mist came, there was a Biron monk in the castle who taught us many Arts. After the Mist came, perhaps he was killed by the Seru. He left us a keepsake, a book called "The Secrets of Biron." Do you wish to read it?

- 1) Yes, let me read it!
- 2) It doesn't interest me.
- 3) May I keep it?

~~~~~

2) It doesn't interest me.

Man: I see. Well, you may come back to read this any time you wish.

=====

3) May I keep it?

Man: That...I cannot do. We are indebted to you for saving Drake Castle, but...This is our only memento of the deceased Biron monk. I cannot give it to you. Of course, you may read it if you wish.

~~~~~

1) Yes, let e read it!

Man: It's a very long book. Which chapter do you wish to read?

- a. "A Robust Boy"
- b. "A Graceful Girl"
- c. "A Powerful Warrior-Monk"
- d. Ah, forget it.

~~~~~  
a. "A Robust Boy"

- a1. If Vahn already knows "Charging Scorch"
- a2. If Vahn does not know "Charging Scorch"

~~~~~  
a1. If Vahn already knows "Charging Scorch"

Man: The techniques herein bestow the mighty powers of heaven and earth. The secret of this technique is...(Silence) Ah-ha, Vahn, so you already know the Charging Scorch. Now, would you like to read another chapter?
=====

a2. If Vahn does not know "Charging Scorch"

Man: The techniques herein bestow the mighty powers of heaven and earth. The secret of this technique is...

Narration: Vahn has learned the Art Charging Scorch!
~~~~~

b. "A Graceful Girl"

- b1. If Noa already knows "Swan Driver"
- b2. If Noa does not know "Swan Driver"

~~~~~  
b1. If Noa already knows "Swan Driver"

Man: The secret of this technique, in which the warrior leaps high into the air, can be found in... (Silence) Ah-ha, Noa, so you already know the Swan Driver. Now, would you like to read another chapter?
=====

b2. If Noa does not know "Swan Driver"

Man: The secret of this technique, in which the warrior leaps high into the air, can be found in...

Narration: Noa has learned the Art Swan Driver!
~~~~~

c. "A Powerful Warrior-Monk"

- c1. If Gala is not in the party
- c2. If Gala already knows "Flying Knee Attack"
- c3. If Gala does not know "Flying Knee Attack"

~~~~~  
c1. If Gala is not in the party

Man: There seem to be no warrior-monks here, so there should be no use

in reading this. Ha, ha, ha! Now, would you like to read another chapter?

=====
c2. If Gala already knows "Flying Knee Attack"

Man: To execute this technique, one must summon all one's life-force, and become a mighty predator! (Silence) Ah-ha, Gala, so you already know the Flying Knee Attack.

=====
c3. If Gala does not know "Flying Knee Attack"

Man: To execute this technique, one must summon all one's life-force, and become a mighty predator!

Narration: Gala has learned the Art Flying Knee Attack!

~~~~~  
d. Ah, forget it.

Man: I see. Well, you may come back to read this any time you wish.

~~~~~  
Man by bookcase: Do you wish to read "The Secrets of Biron"?

Man sitting at upper-middle chair: I'm gonna make up for those years I didn't eat anything!

Man sitting at upper-right chair: I'm starving. Famished!

Man south of table: Well, to be human means to be hungry, right?

Noblewoman: There's nothing wrong with a man who enjoys his food, but they are eating just too much.

Sunrise Gate Hallway: Left Room

Man: Now that the Mist is gone, I suppose it's safe for us to use Seru again, but still...After being possessed by them for over ten years, I just can't bring myself to wear one.

Noblewoman: By the King's orders, I threw all the Seru in the castle into the river.

Sunrise Gate Hallway: Right Room

Noblewoman: Before the Mist came here, I heard a troubling rumor... ..that the Mist comes from devices called Mist Generators located all over the world. I'll bet the Mist covering this area comes from the Mist Generator in the northeast valley.

Man: Yeah, we got rid of that cage!

Portrait Area

Knight: How long were we asleep? I can't tell if it was a long time or a brief time.

Court Professor: To the east, beyond the river by the castle, is Biron Monastery. Many warrior-monks are there!

Old person: You guys got the Water Key from the King, right? Then use it to close the water gate outside.

Noblewoman: Do you know Lezam, the one who went to tell Rim Elm about the Mist?

1) Yes

2) No

~~~~~

2) No

Noblewoman: Oh, so you've never heard of him.

=====

1) Yes

Noblewoman: What? He's still alive?! So he's at Hunter's Springs! Thank goodness. I was so worried about him.

~~~~~

Drake Castle Yard

Noblewoman by staircase: With the Mist gone, the merchants who were hiding in the castle reopened their businesses here.

Man south of item shop: Are you planning to go to Biron Monastery now?

1) Yes

2) NO

~~~~~

2) No

Man: (Silence) Take your time and have a look at what's in stock.

=====

1) Yes

Man: Biron Monastery might be enveloped in the Mist. Ra-Seru might not be enough. Before you go, buy weapons and armor to protect yourself and things to heal your bodies.

~~~~~

Court Professor: To resume business upon recovering from the nightmare of the Mist...That family sure is tough.

Noblewoman near Court Professor: To get to the Sebusus Islands in the north, head northeast and follow the river upstream.

Man near Arms Shop: Hey! Anyone know where my wallet went?!

Middle-aged woman: The stores reopened, but all they have are weapons, armor - things for fighting and killing! I want fresh meat and vegetables. Hmmf!

Knight (right side): Be careful! The world is full of weird Seru monsters!

Knight (left side): You can use the Water Key King Drake gave you to stop the river's flow. Cross the river and go east along the northern mountains. You'll come to Biron Monastery.

Little Boy: Hooray, hooray! A customer! Daddy, we have a customer!

Man by Inn: Umm, you should be able to stay in the back room of the castle for free. But if you want to spend your money, I won't stop you.

Innkeeper: This is the inn for you! I'll give you a good rate!

Innkeeper: Welcome! The rate here is 100G per night. Do you want to spend the night?

1) Yes

2) No

~~~~~  
2) No

Innkeeper: Alright. Maybe next time, then.

=====0  
1) Yes

Innkeeper: Thank you for your 100G. The room's weather-beaten, but the bed is comfortable. Have a nice stay! (Party wakes up) Take care!

~~~~~  
Tool Dealer: Come on over! We have a wide selection of all the supplies you need for traveling.

Tool Dealer: Welcome! If you want items, this is the place! What can I get for you? (Menu Screen) Thank you! Come again!

Arms Dealer: Come on over! We're having a big sale to commemorate the liberation of Drake Castle!

Arms Dealer: Welcome! We have various weapons and armor. What can I get for you today? (Menu Screen) Thank you! Come again!

[NPC11]

0=====0
0 Hunter's Spring (After Freeing Drake Castle) 0
0=====0

Man by fountain: Did you know that the river has run dry? Somebody must have closed the Water Gate.

Man farthest left: I'm thinking of opening a trading business between Drake Castle and Rim Elm once the Mist clears.

Hunter by hedge: Vahn, don't forget to visit Rim Elm sometimes. Tetsu misses you!

Hunter by Lezam: Now that the Mist is gone, hunting is so much easier!

Lezam: Thank you! You freed Drake Castle from the Mist. Oh, me? I cannot go back to the castle. I am ashamed for failing to fulfill my duty to the King. That is why I opened a shop here. I'm a shopkeeper now!

Welcome to my store! (menu screen)

[NPC12]

0=====0
0 Rim Elm (With Noa) 0
0=====0

Village Grounds

Hunter by Wall: Hey, Vahn! So you came back to Rim Elm. You should rest!

Hunter by logs: Our hunting is a lot easier now that the Mist is gone!

Hunter by Ixis' House: We've been catching a lot more game than before, so we don't have to go out hunting as often.

Old person by Ixis' House: Hey, what's this? Vahn, you brought a woman with you, eh? Where'd you find a cute girl like that?

Little girl by shop: Hey! Vahn...Vahn came back with a stranger - a girl!
(Explaining)

Little boy by shop: Hey! She has a Ra-Seru just like yours, Vahn.

Village Elder's House

Old person by stove: Mt. Rikuroa's Genesis Tree is awake, as well? How wonderful!

Ixis: Hey, Vahn, you've got a pretty cute girl with you there! So every Ra-Seru comes with a cute chick, eh? You're so lucky! I'm just joking, I'm just joking! Don't get upset!

Ixis' Mother: At any rate, the Mist is gone and we're safe for now.

[NPC13]

0=====0
0 Biron Monastery 0
0=====0

Training Room

Monk by entrance: I'm so glad there are still people in the outside world! I can't wait for tonight.

Biron monk (southwest corner): Yes, sir! With training, humans can

transcend the powers of the Seru!

Biron monk (southeast corner): Yes, sir! Even before the Mist came, we renounced any use of the power of the Seru.

Biron monk {by north double doors}: Yes, sir! One of the teachings of Biron is: "Strength begets love."

Biron monk (northwest corner): Yes, sir! In Biron Monastery there are also women who have escaped the Mist. Right now, those women are probably working in the upstairs kitchen and other parts of the Monastery.

Shrine Room

Biron monk (southeast corner): Yes, sir! Where did the two of you come from?

- 1) Rim Elm
- 2) Snowdrift Cave

~~~~~

- 1) Rim Elm

Monk: Ah, from Rim Elm! Tetsu, a fellow disciple, lives there. Is he well?

=====

- 2) Snowdrift Cave

Monk: Snowdrift Cave? Before the Seru, the monks of Biron were all over the world, and sent back much information. But I have never heard of Snowdrift Cave before. Please excuse my ignorance.

~~~~~

Biron monk (lower middle): Yes, sir! This is Biron, the god of this monastery.

Biron monk (front of shrine): Yes, sir! The fresh, clean air that flows from the mouth of Biron has kept us safe.

Biron monk {by left staircase}: Yes, sir! Master Zopu said to show our guests proper hospitality.

Large Hallway

Monk by men's bedroom: Yes, sir! Master Zopu always says that the Age of Hope is close at hand.

Monk in middle of room: Yes, sir! Are you looking for Maya?

- 1) Yes
- 2) No

~~~~~

- 2) No

Monk: I see. Well then, why don't you go to the kitchen? I believe there are people selling things there, too. And if you are tired... ..you may sleep in the bedroom on the left as you face that way.

=====

1) Yes

Monk: I think she's in the women's bedroom, beyond the door to your right as you face that way.

~~~~~

Monk by kitchen door: Yes, sir! Don't tell anyone I said this, but Master Teacher is the strongest here. Songi is number Two. Well, that's the rumor, anyway.

Monk by southern middle entrance: Yes, sir! Biron Monastery is protected from the Mist outside by strong gates.

Monk guarding women's bedroom: Yes, sir! Maya is loved by all the monks of Biron.

Men's Bedroom

Narration (bookcase): These are the sutra books of Biron.

Monk: Yes, sir! This is a bedroom! If you're tired, I can prepare a bed for you. Do you wish to retire?

1) Yes
2) No

~~~~~

2) No

Monk: I see. Well, take care.

=====

1) Yes

Monk: You may take a nap now. Take your time.

~~~~~

Dining Room

Monk by Memory Statue: Yes, sir! This is the dining room.

Woman by door to kitchen: We took shelter here when the Mist attacked.

Kitchen

Woman closest to door: Well, this place is full of good people. But sometimes I hate having to say "Yes, sir" and "Yes, ma'am" all the time.

Woman at table: I hear that tonight there will be a party to welcome you. I'm going to use all my skills to cook up a feast for you.

Woman by peddler: You may not give this much thought...But, Songi resents Master Teacher very much. Master Zopu and Maya are very distressed by this, too.

Peddler: I have items for sale. Would you like to see them?

1) Yes

2) No

2) No

Peddler: No? That's too bad. You come again, okay?

1) Yes

(Menu Screen)

Peddler: Thank you. You come again, okay?

Arms Dealer: I have good weapons here. I buy and sell. You have business with me?

1) Yes

2) No

2) No

Arms Dealer: No? That's too bad. You come again, okay?

1) Yes

(Menu screen)

Arms Dealer: Thank you. You come again, okay?

Narration (cupboard): There is a lot of silverware. It looks well cared for.

Voz Forest Chamber

Master Teacher: What on earth could Master Zopu be thinking? To allow Seru like you onto the sacred soil of Biron.

Songi: The old-fashioned teachings of Biron may forbid the wearing of Seru...But if I can become stronger quickly, then you better believe I'm going to wear one! If you see an extra Seru, then let me know...in secret! When I get one, then watch out, Master Teacher! Ha, ha, ha, ha!

Monk (farthest south): Yes, sir! Training is sometimes hard for me since I'm not talented like Master Teacher or Songi.

Monk guarding top left door: Yes, sir! This door is to West Voz Forest. I can't let you pass without Master Zopu's permission.

Monk guarding top right door: Yes, sir! This door is to East Voz Forest. I can't let you pass without Master Zopu's permission.

Monk guarding Zopu's room: Yes, sir! This is Master Zopu's room. Go on in.

Master Zopu's Room

Kin: Master Teacher's parents were both killed by Seru monsters. Ever since then, he has hated the Seru.

[NPC14]

0=====0
0 Biron Monastery (During Party) 0
0=====0

Master Teacher: Yes, sir! (Contemplation) Those are Seru on your arms, aren't they?

- 1) Yes
- 2) No

- ~~~~~
- 1) Yes

Gala: I don't like it. I despise those creatures and those who depend on them!

- =====
- 2) No

What? Not Seru but Ra-Seru? Don't be foolish. A Seru is a Seru. I don't like it. I despise those creatures and those who depend on them!

~~~~~

Master Teacher: Remove those Seru at once!

Monk guarding exit: Hey! It's nighttime, so I can't let you pass.

Woman (northwest): Maya would always tell me about the family she left back in Rim Elm. But on the other hand...At Biron, Master Teacher and Songi are like sons to Maya.

Monk guarding northern doors: Yes, sir! Vahn, Noa...Don't tell me you're leaving! Are you?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

Monk: Good! Master Zopu will be here shortly. Until then, please mingle with the others.

1) Yes

Monk: Please...wait a moment. Master Zopu will be here shortly. Until then, I can't let the stars of the party leave. Please stay and converse with the others.

~~~~~  
Woman by table: This is supposed to be a party, but everyone is so serious.

Woman (southeast): Songi is always watching and studying Master Teacher. To think that the two of them were once such good friends. Maya is very concerned, and often comes to me to talk about it.

Monk (lower right end of table): Yes, sir! Maya is very cheerful and merry when she speaks, but sometimes she seems sad and lost in thought. Perhaps she is thinking of her homeland of Rim Elm.

Monk (below Songi): Yes, sir! If you're looking for Maya, she went into the shrine earlier, looking downcast.

Monk (training next to woman): Yes, sir! This is such a fun party. When the Mist clears, we'll have even more fun.

Monk next to monk training: Yes, sir! Everyone is talking about the great deeds of you two.

Monk guarding northern doors (after Zopu arrives): Yes, sir! Thank you for waiting. Master Zopu is here now.

[NPC15]

0=====0
0 Biron Monastery (After Party) 0
0=====0

Shrine Room

Master Zopu: Vahn, Noa. Good luck to you both!

Monk: Yes, sir! Before heading to West Voz Forest, you should buy provisions from the peddler in the kitchen.

Training Room

Monk (northwest): Yes, sir! Master Teacher! I am striving to become like you!

Monk (southwest): Yes, sir! Master Teacher, I am certain that those Seru are no match for you! Sir.

Monk guarding exit: Ah, so you're going to the West Voz Forest. Take care on your journey!

Monk (southeast): Yes, sir! Take care on your way to West Voz Forest!

Monk by northern doors: Yes, sir! Master Teacher, I am honored to speak with one so worthy and noble as yourself.

Large Hallway

Monk guarding women's bedroom: Yes, sir! There is no one in this bedroom now.

Monk guarding southern entrance: Yes, sir! Good luck to all of you!

Monk guarding men's bedroom: Yes, sir! The Age of Hope will come because of your efforts.

Monk in middle of room: Yes, sir! The Mist is thick in West Voz Forest and the Seru there are powerful. Take care.

Monk by kitchen door: Yes, sir! Master Teacher could drive away the Mist. I know he could.

Dining Room

Monk by Memory Statue: Yes, sir! Master Teacher...Are you eating to fortify yourself for the journey?

Woman: The women were talking about you all day yesterday. Vahn, I know you have come to Biron Monastery to take Maya back to Rim Elm. Maya has been very distressed.

Kitchen

Woman at left side of table: I'm so happy. The repulsive Mist will finally leave us. When you come back, I'll cook a big dinner for you all!

Woman north of table: Master Teacher, don't let Songi defeat you. We're all rooting for you!

Woman south of table: I want to help everyone, but the only thing I know how to do is cook. Do you want to eat before leaving?

- 1) Yes
- 2) NO

~~~~~

- 2) No

Woman: Oh, you sure? Well, when you get hungry, just let me know.  
=====

- 1) Yes

Woman: Okay. Wait a moment. Thanks for waiting. Go ahead, dig in!

Narration: Everyone's HP and MP completely restored.

-----  
Voz Forest Chamber  
-----

Monk (south end of room): Yes, sir! I wanted to go with everyone.

Monk guarding door to East Voz Forest: Yes, sir! Listen, everyone. You are wrong. This door leads to East Voz Forest. To get to West Voz Forest you have to go through the opposite door.

Monk guarding door to West Voz Forest: Yes, sir! The wait is over! West Voz Forest lies northwest of here. Good luck! (Door opens)

Maya: Vahn, Noa. It's about Rim Elm. Last night I was thinking. About Mei...About Juno. And about something else. I want to have a long talk with you, but now the Genesis Tree is more important. Let's talk later, after you come back. Well, then. Good luck! I'll be praying for your safe return.

-----  
Zopu's Room  
-----

Kin: Now, then. Take care on your journey.

[NPC16]

0=====0  
0 Biron Monastery (Within the Mist) 0  
0=====0

-----  
Voz Forest Chamber  
-----

Monk next to Zopu's room: Yes...sir... (Silence)  
Narration: There is no answer. He seems to be dead.

Monk on stairs: The women are in the kitchen...They are safe. (Silence)  
Narration: There is no answer. He seems to be dead.

Monk (south side): Someone or something broke down the gate. The Mist was there...Songi came out of the Mist! (Silence)  
Narration: There is no answer. He seems to be dead.

Noa: Vahn, where do you think you're going? Vahn, have you forgotten about Maya? Aren't you worried about Zopu? Vahn, let's go back and look for Maya and Zopu!

-----  
Men's Bedroom  
-----

Narration (monk): There is no answer. He seems to be dead.

-----  
Large Hallway  
-----

Narration (monk): There is no answer. He seems to be dead.

-----  
Dining Room  
-----

Monk: The monastery's northeastern gate leads to East Voz Forest, where the Genesis Tree is. Good luck!

Zopu: Why did this have to happen now, after the Genesis Tree had given us such hope?

Kin: I see. I may be an old-timer, but I still know as many Arts as Master Teacher!

- 1) Teach me Vahn's Arts!
- 2) Teach me Noa's Arts!
- 3) Teach me Master's Arts!
- 4) I don't wish to learn Arts.

~~~~~

- 1) Teach me Vahn's Arts!

Kin: Alright, then! Learn well! (Silent Contemplation)

- a. If Vahn does not know the Art Hurricane
- b. If Vahn already knows the Art Hurricane

~~~~~

- a. If Vahn does not know the Art Hurricane

Narration: Vahn can now use the Hurricane move.

Kin: What about something else?

=====

- b. If Vahn already knows the Art Hurricane

Kin: Well, I see that you already know the Hurricane. What about something else?

~~~~~

- 2) Teach me Noa's Arts!

Kin: This will be a good technique for you! (Silent Contemplation)

- a. If Noa does not know the Art Dolphin Attack
- b. If Noa already knows the Art Dolphin Attack

~~~~~

- a. If Noa does not know the Art Dolphin Attack

Narration: Noa can now use the Dolphin Attack move.

Kin: What about something else?

=====

- b. If Noa already knows the Art Dolphin Attack

Kin: Well, I see that you already know the Dolphin Attack. What about



something else?

~~~~~  
3) Teach me Master's Arts!

Kin: So, not even Master Teacher knows this one, eh? Then listen carefully! (Silent Contemplation)

- a. If Gala does not know the Art Battering Ram
- b. If Gala already knows the Art Battering Ram

- a. If Gala does not know the Art Battering Ram

Narration: Gala can now use the Battering Ram move.

Kin: What about something else?

- =====
- b. If Gala already knows the Art Battering Ram

Kin: Well, I see that you already know the Battering Ram. What about something else?

~~~~~  
4) I don't wish to learn Arts.

Kin: One cannot be forced to learn a fighting technique. This cannot be helped.

~~~~~  
Kitchen
~~~~~

Woman in middle of room: Before Songi attacked, I heard the cry of a creature I had never heard before.

Woman in northeast: Maya was left in the bedroom!

~~~~~  
Shrine Room
~~~~~

Narration (monk): There is no answer. He seems to be dead.

~~~~~  
Training Room
~~~~~

Narration (all three monks): There is no answer. He seems to be dead.

Seru monster: Grrrrrr!

Narration: There is a sense of sadness deep in the eyes of the Seru.

~~~~~  
Women's Bedroom
~~~~~

Narration: It's Maya...She is possessed by a Seru and being controlled

by the Mist.

[NPC17]

0=====0  
0 Biron Monastery (After Ridding Mist) 0  
0=====0

-----  
Zopu's Room  
-----

Zopu: (Silent Contemplation) I see. Songi submitted to the Seru willingly. He took a shortcut in order to become stronger. How foolish...And Gala has also used a Seru. The times are changing. Perhaps old men like me cannot keep up. What a pity.

-----  
Voz Forest Chamber  
-----

Monk guarding East Voz door: Yes, sir! This is the door to East Voz Forest. Did you forget something?

Monk in southern end: I see...What happened to Songi? Why did he kill his friends?

-----  
Bedroom Hallway  
-----

Women's bedroom guard: Yes, sir! Have you forgotten? This is a woman's bedroom!

Monk guarding southern entrance: Yes, sir! Thanks to you all, Biron Monastery is safe. I thank you.

Monk walking around: Yes, sir! Maya is in the kitchen, lost in thought.

-----  
Training Room  
-----

Monk guarding exit: I've been told that I, too, was possessed by those cursed Seru inside the Mist.

Monk training: Yes, sir! Many have died, and I want to train hard to make up for all of them.

-----  
Dining Room  
-----

Monk by door: Yes, sir! There are Biron monks all over the world. Search them out if you wish to learn the mortal fighting techniques of Biron.

Monk by Memory Statue: Yes, sir! The monastery seems so deserted now.

Woman: Vahn, have you met Songi?

- 1) Yes
- 2) No

~~~~~  
2) No

Woman: You don't want to talk about it? That's understandable.
=====

- 1) Yes

Woman: I see. I'm sure you must despise Songi.
~~~~~

-----  
Kitchen  
-----

Woman (front of room): I hear you are going to the northwest to destroy the source of the Mist.

Woman (northwest): Master Teacher, thanks to you, the Mist around us has lifted, but...Our hearts still seem to be enveloped by a heavy mist. It pains me so.

Maya: Oh, it's so kind of you all to come. I wanted to give you this before you headed off to the Mist Generator.

Narration: Vahn now has ten Healing Leaves!

Maya: Good luck, all of you. I'll be waiting here for your safe return.

[NPC18]

0=====0  
0 Rim Elm (After Freeing Biron of Mist) 0  
0=====0

-----  
Village Grounds  
-----

Little boy by shop: Tetsu is going to teach me a lot of fighting techniques! I want to grow up big and strong like you, Vahn!

Little girl by shop: Vahn, be nice to Mei, O.K.?

Tetsu: Vahn, you have been to Biron Monastery! Was everyone well?

- 1) Yes
- 2) No

- 1) Yes

Tetsu: So they are still alive and well. Good. I am reieved. The Biron warrior-monks are all expert fighters. You should study their techniques.  
=====

- 2) No

Tetsu: So some disturbance occurred without my knowing it. I wish it were not true, but if you say it is, Vahn, then I must believe you.

(Silence)

Tetsu (decline offer to learn Arts): How reassuring! But still, you must strive to perfect your techniques! Come back any time.

-----  
Village Elder's House  
-----

Old man by table: Hey, I heard you reached Biron Monastery! Very impressive!

Village Elder: What?! You made it to Biron Monastery?! Then what about Mei's mother, Maya?

- 1) She's alive and well.
- 2) Well, it's complicated.

1) She's alive and well.

Village Elder: Oh, how wonderful! Mei will be so happy! Ahem! Then promise me, Vahn! I want to surprise Mei. Keep this a secret from Mei until Maya comes back.

2) Well, it's complicated...

Village Elder: I don't really understand such matters too well. However...For the time being, perhaps we should refrain from saying anything to Mei.

[NPC19]

0=====0  
 0 Drake Castle (Before Destroying Mist Generator) 0  
 0=====0

-----  
Castle Yard  
-----

Knight at left side: Vahn, why don't you go home to Rim Elm once in a while?

Knight at right side: Be careful! The world is full of weird Seru monsters!

Man by item shop: Once the world is free of the Mist, I plan on peddling world-famous Drake Water.

Noblewoman: Little by little, activity is returning to the castle. It's all thanks to you.

-----  
Portrait Room  
-----

Noblewoman by entrance: I am Lezam's sister. When it's safe to travel

again, I plan to visit Hunter's Spring to see him.

Old person: The King's mother painted that picture.

Court Professor: So Biron Monastery survived the Mist! I knew it!

-----  
Lightning Gate Room  
-----

Noblewoman by Left River: You awakened all the Genesis Trees I Drake Kingdom? Oh, that's wonderful! Just wonderful!

-----  
Lightning Gate Dining Room  
-----

Man at upper middle chair: We've been eating for a long time.

Man at upper right chair: I eat and eat, and it's still not enough.

Man below main table: I almost feel like eating is my job.

Noblewoman: Oh well. I suppose being busy like this is a sign of being human again.

-----  
Star Gate Area  
-----

Court Professor: There are still Biron warrior-monks all over the world, so I hear.

-----  
Star Gate: Left Room  
-----

Noblewoman: The diary is our secret.

-----  
Hallway below Throne Room  
-----

Little boy on left side: I bought something at one of the stores down there.

[NPC20]

0=====0  
0 Biron Monastery (Mist Generator Destroyed) 0  
0=====0

-----  
Zopu's Room  
-----

Zopu: Gala, you, a disciple of Biron, have chosen to wear a Seru. It goes against our teachings, but this new era forces me to permit it. Yet you were raised at Biron, and heave a heart forged at Biron. Gala, never forget the harmony between love and strength that Biron has taught you!

-----  
Voz Forest Chamber  
-----

Monk at south: Yes, sir! Did you all meet Kin?

- 1) Yes
  - 2) No
- ~~~~~

2) No

Monk: That will not do! Kin's Shell Attack is a superb mortal fighting technique! It would be a pity to go to the north without learning it. Be sure to see Kin.

=====

1) Yes

Monk: Ah, that is good. Then you learned the mortal techniques.

~~~~~

Large Hallway

Monk at south entrance: Yes, sir! Thanks to you all, Biron Monastery is safe. I thank you.

Monk walking around: Yes, sir! I wonder if Maya is well.

Dining Room

Monk at entrance: Yes, sir! There are Biron monks all over the world. Search them out if you wish to learn the mortal fighting techniques of Biron.

Kitchen

Woman left of table: Yes, yes! When everyone else was still alive, I despised that cry! But when it gets too quiet like this, it feels so lonely.

Training Room

Monk training: Yes, sir! Is Songi still in the north, where the Mist is?

[NPC21]

0=====0
0 Drake Castle (Mist Generator Destroyed) 0
0=====0

Castle Yard

Man by Arms shop: Oh, who cares. Who needs that wallet anyway? Now that the Mist is gone, there are plenty of jobs. I'll just go and earn more!

Sunrise Gate: Portrait Area

Knight: Perhaps I'll join Biron and learn the way of strength and love.

Sunrise Gate: Right Room

Noblewoman: The Mist Generator near here was destroyed, but I have a feeling they'll build another one. We'll never really be victorious until we destroy the villains who built the Mist Generator.

Court Professors' Room

Court Professor at southeast: Come to think of it, the name Noa sounds familiar, too. Perhaps my brain is fuzzy from all that time in the Mist after all.

Court Professor at southwest: The Ra-Seru have the power to destroy the Mist Generator?! Amazing!

Hallway south of Throne Room

Little boy at left: Um, I heard the King is trying to decide if he should shave his beard or not.

Little boy at right: Now, even though the Mist is gone, they say I can't go outside until I grow up. I can't wait to grow up!

[NPC22]

0=====0
0 Hunter's Spring (Mist Generator Destroyed) 0
0=====0

Man by spring: The world's a big place. There are all sorts of people who can teach you valuable skills.

Hunter: Hey, Vahn! You have a lot of friends now. That's great!

Man at northwest: The Mist stole our youth from us, but I'm going to get it back.

Woman at northwest: I haven't enjoyed traveling in ten years! Things are so nice now!

Noblewoman: Vahn, I was able to find my younger brother, Lezam, since the Mist cleared! I never thought that he would have gone into business. But anyway, I'm helping out at his shop now. So, welcome to our shop! What can I get for you?

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0=====0
0 Rim Elm (Mist Generator Destroyed) 0
0=====0

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Village Grounds

Hunter by logs: Sebuscus Islands, to the north, have a lot of hot springs, I hear. I'd like to go there someday.

Hunter by Ixis' House: Maya is a good person, energetic and warm. She brings vitality to the entire village.

Old Person by Ixis' House: Thanks to you, Vahn, Maya has finally come home to us. It's truly wonderful!

Blonde girl by shop: Vahn, you're great! You brought Maya back, and Mei is so happy!

Tetsu: For the teachings of Biron apply to every era and every situation, even a crisis like this. That's what I believe, and I want you Vahn, Noa and Gala, to believe that, too.

Woman on beach: A bird told me: The Mist still engulfs the world around us. Vahn, I sense the presence of a horrible evil inside the Mist. So stay sharp until the world is completely free of the Mist!

Town Shop

Male shopkeeper: Vahn, you're really something. I'm impressed! I should have you teach me about weapons and armor! Ha ha ha!

Lady shopkeeper: Oh, Vahn. I'm glad to see you!

Village Elder's House

Old person by table: Little lady, your name is Noa, right? Noa is a Karisto name. She might have family in Karisto Kingdom, in the northern frontier.

Old person by stove: I see. So the Mist Generator is what was creating the Mist. Only a demon would create such a device...

Village Elder: Vahn! You did it! You brought Maya back! Maya says you went through a lot at Biron. My experience and knowledge don't mean anything in times like these. But I can say this: Live a virtuous life. For the honest dedication of the virtuous will always be rewarded! Vahn, I am proud that you are a child of Rim Elm!

Village Elder: Perhaps the time has come to tear down the Wall now that we no longer need it.

Ixis' House

Ixis: Village Elder said I can go hunting now, too! So don't worry about Rim Elm anymore, Vahn. Just leave everything to me!

Ixis' Father: Now that the Mist is gone from the area, I'd better start some kind of job.

Ixis' Mother: Val is so lucky to have such a fine son like you.

Genesis Tree Pit

Little girl: I hear there are Genesis Trees all over the world. I think that's so wonderful.

[NPC24]

0=====0

0 Ancient Wind Cave 0

0=====0

Old Wizard: Welcome to my shop. I sell powerful weapons very cheap. Want one?

1) Yes

2) No

~~~~~

2) No

Old Wizard: Too bad. You should buy something. I hoped you would. Oh well. Goodbye.

=====

1) Yes

(Menu screen)

Old Wizard: Still want to buy or sell something? Do you want something else?

a. Yes

b. No

~~~~~

b. No

Old Wizard: Oh well. Good bye.

=====

a. Yes

(Menu Scren)

~~~~~

Old Wizard: Welcome! I am the innkeeper. You can sleep here for 150G per night. Want to stay?

- 1) Yes
- 2) No

~~~~~  
2) No

Old Wizard: Oh, you should stay. I hoped you would stay. Oh well.
Goodbye.

- =====
- 1) Yes

Old Wizard: Great! Thank you! Please enjoy your stay.

(party wakes up)

Old Wizard: Oh, you're awake. Good morning. Please come again!

~~~~~  
[NPC25]

0=====0  
0 Ancient Water Cave 0  
0=====0

Old Witch: My inn is open! The beds are dry and warm! It costs 150G per night. Want to stay?

- 1) Yes
- 2) No

~~~~~  
2) No

Old Witch: Oh, too bad. Well, come back anytime.

- =====
- 1) Yes

(party sleeps)

~~~~~  
Old Witch: I sell accessories, too! Just the kind you'll need for traveling. Want to buy some?

- 1) Yes
- 2) No

~~~~~  
2) No

Old Witch: Well! You don't want any accesories, eh? Too bad.

- =====
- 1) Yes

Old Witch: All finished, or do you want something else?

- a. Yes
- b. No

~~~~~

a. Yes

(Menu Screen)

b. No

Old Witch: Thank you! Come again, even if it's just to look around.

Old Witch: You came back! I'm so happy! I feel like celebrating! Well, come on inside! Buy something!

Little girl: The old woman, she's a nice person, don't you think?

1) Yes

2) No

2) No

Little girl: You guys shouldn't be so mean. With such an unkind heart, you'll get killed by the Seru monsters.

1) Yes

Little girl: We were orphans, but she was kind enough to raise us. The Sebuscus Islands to the north are covered by the Mist. Be sure you have everything you need.

Little girl: They say a lot of customers used to come here.

Little boy: When you get out of the cave, go northwest. Then you'll come to the town of Jeremi. I've heard it was a beautiful town famous for an amazing tree and the Sky Gardens, but now, who knows.

[NPC26]

0=====0  
0 Jeremi (Mist) 0  
0=====0

-----  
Town Square  
-----

Seru monster below sign: Growl...  
Narration: A human possessed by a Seru! It looks like it's in pain.

Seru monster woman right of sign: Ggrrrr!  
Narration: A human possessed by a Seru! It looks afraid.

Seru monster by weapon/item shop: Growl...  
Narration: A human possessed by a Seru! It looks like it's in pain.

Seru monster by left building: Blurg mah-harg eebrum...  
Narration: A human possessed by a Seru! It's babbling unintelligibly.

Seru monster in by main building entrance: Growl...A human possessed by a Seru! It looks like it's in pain.

Seru monster by northeast building: Blurg mah-harg eebrum...

Narration: A human possessed by a Seru! It's babbling unintelligibly.

---  
Inn  
---

Seru monster by front table: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

Seru monster by front desk: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

Seru monster by beds: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

----  
Cafe  
----

Seru monster by entrance: Growl!

Narration: A human possessed by a Seru! It looks like it's in pain.

Seru monster in front of bar table: Growl!

Narration: A human possessed by a Seru! It looks like it's in pain.

Seru monster behind bar table: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

Seru monster playing piano: Go wow ow! Go wow ow! Burunga, burenga!

Bruhoo! Bruhee!

Narration: A piano player possessed by a Seru! And playing a strange song!

-----  
West Building  
-----

Seru monster: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

-----  
Weapon and Item Shop (Basement)  
-----

Seru monster: Ggrrrr...

Narration: A human possessed by a Seru! It looks afraid.

-----  
Main Building  
-----

Narration: Rapid Elevator. The sign says: "Out of service."

Narration: This is the rapid elevator switch. The display reads "Stopped." Do you wish to turn on the switch?

1) Yes

2) No

2) No

Narration: Vahn did not turn on the switch.

1) Yes

Narration: The rapid elevator has been turned on!

Seru monster by elevator: Rrrowww...

Narration: A man possessed by a Seru. He's looking this way with sad eyes.

Female Seru monster: Rrrowww...

Narration: A woman possessed by a Seru. She's looking this way with lonely eyes.

Narration: Non-stop to the First Floor! Use the fast and convenient Rapid Elevator!

[NPC27]

0=====0  
0 Jeremi (Free of Mist) 0  
0=====0

-----  
Sky Gardens  
-----

Woman: The Sky Gardens' plants are even more vibrant than they were before the Mist came. It must be because you awakened the Genesis Tree!

Man in Sky Gardens: What a thrill! Imagine, to witness the birth of a new legend!

-----  
Main Building Dance Hall  
-----

Green-haired dancer: Vahn! Vahn! Vahn! Vahn is tough! Not afraid to fight! Come on, everyone, let's dance!

Blue-haired dancer: Noa! Noa! Noa! Noa is red-hot! Swift like the wind! We made up this song and dance to show our appreciation!

Red-haired dancer: Gala! Gala! Gala! The fighting monk! Not afraid of anyone! Oh, the fighting monk. He is just so cool!

Man near check-in counter: The Mist came on the day before our wedding! Who could have imagined anything like this...But now I'm just so happy that she's safe.

Woman near check-in counter: Once things settle down, I want us to have a proper wedding. I hope that you brave Ra-Seru can make that possible!

Green-haired man by check-in counter: The Sky Gardens were a famous tourist attraction. When the Mist is finally gone from the earth...I'm sure many tourists will come to see the Genesis Tree that you revived for us.

Little boy by south exit: Ah, the Ra-Seru heroes! I'm so glad to finally meet you! We were just having a celebration! Everyone is so happy! This is the happiest day of my entire life!

Little boy by south exit: Is the Mist still outside the town?

- 1) Yes
- 2) No

~~~~~

- 2) No

Little boy: That makes Vahn a liar, then.

=====

- 1) Yes

Little boy: Too bad. If the Genesis Tree were stronger, maybe it could have cleared a larger area.

~~~~~

Man by table: Noa is the cutest girl in the whole world!

Woman at far left: The Mist attacked without warning! We had no time to prepare at all! That's why that nightmare...that catastrophe occurred when the Mist came. But thanks to you, we're saved. Thank you so much!

Man at far left: Have you been to the cafe?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: You haven't? Well, please go there and try to cheer those guys up, will you?

=====

- 1) Yes

Man: Oh. They may have said some terrible things there, but please forgive them. They're bitter because they lost so many family members and friends.

Inn: Basement

Woman: Speaking of which, Zalan, who's in the southwest part of town, said he had a favor to ask you heroes.

Hunter: The outside world is still engulfed by the Mist, and the Seru are still out there, right?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Y-You must be joking. That's a mean joke. But you won't fool me!

- =====
- 1) Yes

Man: Oh...Can't something be done?

~~~~~  
Innkeeper: Welcome, brave Ra-Seru wearers. Do you wish to spend the night?

- 1) Yes
- 2) No

~~~~~  
2) No

Innkeeper: Oh, that's too bad. But come back anytime you feel tired.

- =====
- 1) Yes

Innkeeper: Oh, I can't take your money! Please, enjoy your stay!

~~~~~  
Mayor: Well, well. Thank you so much for stopping by. Now I'm sure my limited knowledge is probably of no use to someone like you, but...If you need to know something, then just look for Hari. They say Hari knows just about everything.

Town Square

Old person (left of main building entrance): Here on the Sebuscus Islands, in addition to the Sky Gardens, there's also a Genesis Tree. I think it's on a mountain far to the north.

Old person next to little girl: Did you meet Zalan?

- 1) Yes
- 2) No

~~~~~  
2) No

Old person: Zalan is a jeweler in this town. He's been through a lot. You should go and try to cheer him up.

- =====
- 1) Yes

Old person: Zalan must be beside himself.

Little girl by old person: If Hari were here in Jeremi...Hey, you do know who Hari is, right?

- 1) Yes
- 2) No

~~~~~  
2) No

Little girl: Hari is a living legend! He lives in the world of dreams and tells of the past, present, and future.

- =====
- 1) Yes

Little girl: Maybe we could have escaped the Mist, if Hari had prophesied our future.

~~~~~  
Woman (front of northeast building): Being possessed by the Seru was like a long nightmare. Thank you so much, all of you!

Man next to town sign: Have you been to Vidna, to the north?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: I've heard it's the best resort area in the world! I really want to go there some day.

- =====
- 1) Yes

Man: Oh. It's a beautiful place, famous for its hot springs. When the Mist disappears from this area, I want to go there myself!

~~~~~  
Woman by town sign: We survived somehow, but...Some people disappeared during the ten years we were in the Mist. They must have been killed while possessed by the Seru.

Little boy in center of town: Yeah! Hooray! Hooray for the brave Ra-Seru!

-----  
Northeast House  
-----

Little boy: When, um, I was in the Mist, I was so lonely, and I was scared, too! But when I woke up, Mommy and Daddy were right there next to me, so I was really happy!

Mommy: On that day, the Mist suddenly flowed into town from the northwest. The origin of the Mist must lie beyond the sea.

Daddy: I hear that you rid all of Drake Kingdom of the Mist. What a wonderful deed you have done. Please! Drive the Mist from the Sebusus



Islands in the same way!

-----  
Weapon and Item Shop  
-----

Peddler: Welcome, brave Ra-Seru heroes. What can I get for you?  
(Menu Screen) I'm so sorry. I know you are all heroes, but I am running a business here...

Man walking around: If we went outside, we'd get eaten by those Seru, no matter what kind of weapons we had.

Arms Dealer: Welcome, brave Ra-Seru wearers! What can I get for you?  
(Menu Screen) I'm so sorry. I know you are all heroes, but I am running a business here...

Little boy: Oh, Vahn! When I grow up, I want to be a brave warrior like you!

Middle-aged woman: My husband says that no matter what happens, you can always count on money. I know he just wants our business to succeed, but who's going to buy weapons for fighting now?

-----  
Zalan's Shop  
-----

Zalan: My wife and son are in Vidna. I hope they are safe. Hopefully they'll get the letter I entrusted you heroes with.

Zalan (After visiting Pepe): If you see my son, tell him that I want to see him as soon as the Mist goes away.

----  
Cafe  
----

Man sitting at southwest table: Hmmf! This tastes bad. None of it's any good!

Man sitting at southeast table: Sorry, but right now I don't feel like talking to anyone.

Man by southeast table: He lost his girlfriend to the Mist. I'm trying to cheer him up. Hey, there is no way you could have killed your girlfriend when you were a Seru monster! So stop brooding!

Woman by northeast table: Do you know Zalan?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: He was a good jeweler. They say he has a lot of different jewels.
=====

- 1) Yes

Woman: He knows everything there is to know about jewels.

~~~~~  
Old woman at northwest table: My husband says our son died, but I don't see how that's possible. I mean, before the Mist invaded our town, he was so vibrant! How could he be dead?

Old man at northwest table: The Mist went away and I'm human again, but my poor son is gone. He must have died while we were all possessed by the Seru.

Man in front of bar counter: When the Mist went away and I woke up, my wife and children were gone. I would have been better off spending eternity in the Mist, possessed by those Seru!

Bartender: After the Mist came, we were in a dreamlike state. It seemed brief, yet an eternity at the same time. But when we awakened from the Mist, so much time had gone by. Those who didn't lose any loved ones during those years are dancing here now, but...Those who lost someone to the Mist are here drinking!

Bearded drunk: Hmmf! I bet you think I'm just some washed up bum, don't you?

- 1) Yes
- 2) No

- ~~~~~  
1) Yes

Bearded drunk: Well you're right! I am a bum!

- =====
- 2) No

Bearded drunk: Ah, so you do understand. You're smart. You're right. I may look like this now, but once I trained at Biron. But then again, I left there because I couldn't take the pressure of training. If you want, I can teach you some Arts.

- 1) Teach Vahn the Art!
- 2) Teach Noa the Art!
- 3) Teach Gala the Art!
- 4) Who wants to learn from a bum!

- ~~~~~  
1) Teach Vahn the Art!

- a. If Vahn already knows the Art Cross-Kick
- b. If Vahn does not know the Art Cross-Kick

- ~~~~~  
a. If Vahn already knows the Art Cross-Kick

Bearded drunk: Oh, so you already know the Cross-Kick. Hiccup! Do you want to learn more Arts?

- =====
- b. If Vahn does not know the Art Cross-Kick

Narration: Vahn can now use the Art Cross Kick!

Bearded Drunk: Hiccup! Do you want to learn more Arts?

2) Teach Noa the Art!

- a. If Noa already knows the Art Bird Step
- b. If Noa does not know the Art Bird Step

- a. If Noa already knows the Art Bird Step

Bearded Drunk: Oh, so you already know the Bird Step. Hiccup! Do you want to learn more Arts?

- b. If Noa does not know the Art Bird Step

Narration: Noa has learned the Art Bird Step!

Bearded Drunk: Hiccup! Do you want to learn more Arts?

3) Teach Gala the Art!

- a. If Gala already knows the Art Side Kick
- b. If Gala does not know the Art Side Kick

- a. If Gala already knows the Art Side Kick

Bearded Drunk: Oh, so you already know the Side Kick. Hiccup! Do you want to learn more Arts?

- b. If Gala does not know the Art Side Kick

Narration: Gala has learned the Art Side Kick!

Bearded Drunk: Hiccup! Do you want to learn more Arts?

4) Who wants to learn from a bum!

Bearded Drunk: Hey, don't disrespect someone just 'cause he's a bum!

Bearded Drunk: What? Did you come here to learn Arts from a bum?

Pianist: Did you ever come here before the Mist cleared?

- 1) Yes
- 2) No

- 2) No

Pianist: Oh, I see. That's OK. Don't worry about it.

=====  
1) Yes

Pianist: Really? Well then, maybe you can tell me something. When I was a Seru monster, did I do something terrible, something unspeakable?

a. Yes

b. No  
~~~~~

b. No

Pianist: Oh, good! I'm so relieved! I thought I might have done something to be ashamed of!

a. Yes

Pianist: What? I...I did...I did that?! Oh no! No! No! Noooooo! I can't go on! I can't stand it!
~~~~~

Pianist: Darn it! Don't you understand! It's all over for me! Over!

[NPC28]

0=====0  
0 Vidna 0  
0=====0

-----  
City Grounds  
-----

Bearded man by entrance: Well, what do you know! You're my first customers since the Mist came!

Woman next to northeast windmill: Do you know why the Mist doesn't come into this town?

1) Yes

2) No  
~~~~~

1) Yes

Woman: So you do, eh?
=====

2) No

Woman: Vidna is full of windmills. The strong wind they generate blows the Mist away.

Tour guide: Before the Mist came, there were plenty of tourists in town, and I was a tour guide. If you want, I'll give you guys a tour. How 'bout it?

1) We want to see Vidna!

2) We want to see Octam!

3) Tell us about Hari!

4) Na, forget it.

1) We want to see Vidna!

Tour Guide: OK, a tour of Vidna it is! I'll do it for 100G. But you gotta pay cash, OK?

- a. OK
- b. No way

b. No way

Tour Guide: Hey, don't think you can hear my stories for free! I'm a professional tour guide! Giving free tours goes against my professional code of ethics.

a. OK

Tour Guide: Alright, it's a deal! I'd like to welcome you all to Vidna. Enjoy your stay! As you know, Vidna has a lot of geothermal energy. It's a town of hot springs and windmills. 138 years ago, Mayor Molina saw the value of this geothermal energy...and developed a tourism industry based on the area's natural beauty. Vidna became famous as a paradise on earth that everyone wanted to visit. People came from all over Legaia for the hot springs. In fact, Vidna's slogan was: "Just as Vidna's underground heat will keep the windmills turning...and the hot springs hot forever, no love borne here will ever die." In other words, they thought that Vidna's prosperity would last forever. Well, that's it. A pretty professional tour, eh? Do you want another tour?

2) We want to see Octam!

Tour Guide: OK, a tour of Octam it is! I'll do it for 100G. But you gotta pay cash, OK?

- a. OK
- b. No way

b. No way

(Same response as above)

a. OK

Tour Guide: Ah, Octam...I've been there many times as a tour conductor. Here we go. Enjoy the tour! Ladies and gentlemen, here we are, the eternal city of Octam! Octam, situated north of Vidna, was once a hub of flying wagon transport. It's also famous for the Temple of Rem, which is dedicated to Rem, the god of fate. Here, flying wagons travel overhead and the Temple of Rem sleeps deep underground. Octam is also famous for Hari, the living god of the Temple of Rem. You know the saying, "See Octam and die," right? Well, I'm sure anyone could die happy once they've heard the prophecy of Hari. Well, that's it. A pretty professional tour, eh? Do you want another tour?

~~~~~  
3) Tell us about Hari!

Tour Guide: Do I know about Hari? Of course I do! And for 100G cash, I'll tell you all about him.

- a. OK
  - b. No way
- ~~~~~

b. No way

(same response as above)

=====

a. OK

OK

Tour Guide: This isn't really a tour, so I'll keep it brief. Hari is said to be the living god of the Temple of Rem. Some say he's 1,000 or even 2,000 years old. Frankly I have trouble believing that a human being could live that long. They also say that Hari only appears before the temple priestess and the Mayor of Octam. But if you ask me, I doubt he even exists. But if Hari really is a divine prophet...he could at least tell me if I'll ever get work as a tour guide again. Ha ha ha! Well, is there anything else?

~~~~~

4) Na, forget it.

Tour Guide: (Sigh!) I wish I could do some tours before the world comes to an end.

~~~~~

Tour guide: Ah, so you want me to tell you more about this area, eh?

Woman by Item Shop: Before the Mist came, this was the world's best resort area. We had visitors from all over. Pepe lives behind the hot spring. He came with his mother and got stuck here.

Man in front of weapon shop: They say that the Seru turn savage and possess people when touched by the Mist. But here, there's no Mist, so you can wear Seru safely. Of course, there's no need for them.

Old Man in front of hot spring lodge: You're a new face. We don't get many visitors from afar. So, have you bathed in the hot spring?

- 1) Yes
  - 2) No
- ~~~~~

2) No

Old man: Oh, that won't do! How can you come to Vidna without bathing in the hot springs here? The hot springs aren't just an attraction. They're the town's lifeblood. Go bathe in them! Bathe in the hot springs and refresh yourselves.

1) Yes

Old man: Good! Before the Mist covered the world, many travelers would come here to enjoy the waters.

~~~~~  
Old person between the two houses: What a troublemaker that Danpas is! Saying strange things and scaring everyone.

Inn

Innkeeper: Welcome! The rate here is 200G per night. Do you want to spend the night?

1) Yes

2) No

~~~~~  
2) No

Innkeeper: Alright. Maybe next time, then.

=====

1) Yes

Innkeeper: 200G even! Thank you! Show these three guests to their room, please! Enjoy your stay!

~~~~~  
Woman by table: If you want to know about Octam, I can tell you for free.

1) OK

2) No, thanks.

~~~~~  
2) No, thanks.

Woman: Oh, alright. That's fine with me.

=====

1) OK

Woman: There were many things in Octam. What do you want to know about?

- a. About the flying wagons
- b. About the Temple of Rem
- c. Where Octam is
- d. Forget about it

~~~~~  
1) About the flying wagons

Woman: Octam was once a hub of transportation, and the flying wagons were used for transport. These wagons were moved by large Seru. People would ride them and travel east to Karisto. I'm not busy now, so I can tell you more. What do you want to hear about?

=====

2) About the Temple of Rem

Woman: The Temple of Rem is a huge temple located deep inside Octam. Now, Rem is the god of time, right? Well, this person called Hari would tell everyone the prophecies of Rem. People used to say that if you had a strange dream, you should tell Hari. I'm not busy now, so I can tell you more. What do you want to hear about?

=====

3) Where Octam is

Woman: You want to know where Octam is even though you can't go outside because of the Mist? How silly! Oh, well. I'll tell you. First, go north and cross the bridge, then follow the coast southeast. You'll see a peninsula sticking out into the sea. Octam is at the tip of that peninsula. I'm not busy now, so I can tell you more. What do you want to hear about?

=====

4) Forget about it.

Woman: Oh, alright. That's fine with me.

~~~~~

Hunter: Hey, you guys know about the Gate of Shadows?

1) Yes

2) No

~~~~~

1) Yes

Hunter: Oh, yeah? Nevermind, then.

=====

2) No

Hunter: The Gate of Shadows is an ancient ruin located east of Octam. It's called a gate, but there are no roads there leading anywhere. Some say an ancient treasure is hidden there, but nobody knows for sure. If only the Mist weren't there, I'd go check things out myself.

~~~~~

-----  
Item Shop  
-----

Salesclerk: Welcome! This used to be a souvenir shop, but we have lots of tools, too. (Menu Screen) Thank you! Come again!

Old man: Before the Mist came, I would buy lots of healing leaves and travel around myself.

-----  
Weapon Shop  
-----

Salesclerk: Welcome! We have various weapons and armor. What can I get for you today? (Menu Screen) Thank you! Come again!



Man at left: There's no Mist in Vidna, so you can wear Seru safely. But, there's really no use for them.

Man in front of sales desk: Hey, you guys are wearing nice Seru. Where did you get those? (Silence) Whew! Man, I have had enough!

-----  
Windmill Operating Room  
-----

1ST Floor

Bearded man: The machine room, the heart of the windmills that protect Vidna. You can go in, but be careful!

1st Floor Basement

Old man: Well, well. Don't get many visitors. This is the machine room. Hot, eh?

- 1) Yes
- 2) No

~~~~~

- 2) No

Old man: Oh, yeah? Ha ha! You don't have to act so tough! Besides, it's not healthy!

=====

- 1) Yes

Old man: Hot water and steam comes shooting up from inside the earth. We use it to power the windmills. The windmills were used to cool things off for the tourists. We also found another use for 'em! As you can see, Vidna will never have to worry about the Mist as long as there's hot spring water.

~~~~~

2nd Floor Basement

Bearded man: Hey, be careful! That water is hot! Stick your foot in there and you'll get burned big time!

- a. Vahn runs in water after speaking with man
- b. Vahn runs in water without speaking to the man

~~~~~

- a. Vahn runs in water after speaking with man

Bearded man: See, I told you! The water's hot, I said! Even so...You should speak up! If it's hot, then say so!

=====

- b. Vahn runs in water without speaking to the man

Bearded man: See, I told you! The water's hot, I said!

Noa: No you didn't! You didn't say that!

Bearded man: I didn't? Well, it serves you right for not asking. Hmmf.
~~~~~

-----  
Monk Training Room  
-----

Sashia: Do you wish to hear The Message from Hari again?

- 1) Yes
- 2) No

~~~~~  
2) No

Sashia: Very well. Then I wish you luck.
=====

- 1) Yes

Sashia: Go to the Temple of Rem! See the four Books of Prophecy! When you have seen them all, The secret will be clear! A brave Ra-Seru will acquire a great key, the Star Pearl!
~~~~~

Monk farthest left: Sir! I hear Hari is an amazing man. I would like to go to Octam myself!

Monk 2nd from left: Sir! Sashia has been waiting for you for more than 10 years.

Monk 2nd from right: Sir! Is Master Zopu of Biron Monastery well?

- 1) Yes
- 2) No

~~~~~  
1) Yes

Monk: That's good. I am relieved to hear that.
=====

2) No

Monk: Oh, is that what happened? So Master Zopu also faces many trials and tribulations.
~~~~~

Monk farthest right: Sir! We were traveling the world, spreading the teachings of Biron. When the Mist came, this is where we were. We barely escaped death!

-----  
Danpas' House  
-----

Mrs. Danpas: Oh, my. You're strangers here. Did you come to see Danpas?

- 1) Yes
- 2) No

~~~~~  
2) No

Mrs. Danpas: Oh. While you're here, though, take a look at the underground shelter.
=====

1) Yes

Mrs. Danpas: If you're looking for my husband, he's underground. Just go down those stairs.
~~~~~

1st Floor Basement

Worker on stairs: Mr. Danpas is strange, but he's a very rich man.

Worker walking around: The shelter's completed and ready anytime.

Worker on elevator: The windmills stopping? That could never happen. Besides, the food here is good.

Danpas: Better safe than sorry, that's my policy!

-----  
Beach  
-----

Little girl: Do you know Danpas?

1) Yes  
2) No  
~~~~~

2) No

Little girl: You don't? He lives on the west edge of town. Why don't you go see him? He's a little strange, but no one else in town says anything normal either.
=====

1) Yes

Little girl: You do, eh? Well, he's a good person, but everyone thinks he's a little strange.
~~~~~

Little boy: The machine room is my, um, favorite place is the whole town. It's really hot inside, but the machines that move the windmills are there. They're so cool!

Man with fishing gear: It's been 10 years since the Mist came, and the outside world is in a horrible state...But in peaceful Vidna, things are downright boring. I wonder if something exciting will happen.

Narration: This is a fishing tackle set. It's pretty old.

Man with fishing gear: But in peaceful Vidna, things are downright boring. I wonder if something exciting will happen. Oh, so you want

fishing tackle, eh? If that's what you want, I'll give it to you. I'm tired of fishing anyway.

Narration: Vahn now has the fishing tackle set.

Woman in bathing suit: Vidna is a nice town, but it's not very exciting.

-----  
House East of Hot Spring Lodge  
-----

Little girl: Daddy's at work and mommy's at the hot spring.

Little boy: Can I help you? Do you wish to hear a song?

- 1) Yes
- 2) No

~~~~~

- 2) No

Little Boy: Hmmf! Just when I was getting into it.

=====

- 1) Yes

Little Boy: Good. Then I shall sing for you.

The stars' silent tears. The moon's shining smile. A ship of dreams sails the Milky Way. Look, now, there it is. The Gate of Shadows. Hari waits there. Hari has one heart, but Hari has three faces. Hari has three mouths. Hari dreams three dreams.

That is all.

~~~~~

-----  
Pepe's House  
-----

Pepe (before delivering letter): I was born in Jeremi, a town south of here. My father is still there, as far as I know. My father's name is Zalan. He's a jeweler. Sigh! If only the Mist would go away, I could go to Jeremi and see my father...

Pepe (after delivering letter): My mother died loving my father. I hated the Mist for taking her from him.

-----  
Hot Spring Lodge  
-----

Woman by front desk: It's boring not being able to leave town, but I'm used to it now.

Man behind desk: I used to charge people to bathe here, but it's too much of a hassle now, so you can go for free. Stay in for as long as you want. You'll feel refreshed!

Bearded man: Hey, kid. Here, take this. Play a game on this machine.

Narration: Vahn now has ten coins.

Bearded Man: If you want to play a game, Go to the machine and drop the coin in.

Bearded man: Pretty fun, eh? Wanna play again? How about one coin for 100G?

1) Yes

2) No

~~~~~

1) Yes

(Menu Screen)

=====

2) No

Bearded man: Don't want a coin, huh? Well, then, do you wanna trade me your coin for an item?

a. Yes

b. No

~~~~~

a. Yes

(Menu Screen)

=====

b. No

Bearded man: Ha ha ha! See you later, kid!

~~~~~

Man lying in back room: Beneath the Sebuscus Islands runs a huge volcanic belt. That's where this hot spring comes from.

Old man in spring: Ah, the hot spring! It's the secret to long life!

[NPC29]

0=====0

0 Octam (Underground) - Seeking Hari 0

0=====0

Woman closest to Memory Statue: I d-don't believe it! It can't be! But it is! Standing right before us - real human beings! This is wonderful! That must mean the Mist outside is gone! That's why you're here, right?

1) Yes

2) No

~~~~~

1) Yes

Woman: That's great! So the Mist is gone! But that's strange...If the Mist is really gone, then Hari would have told us. Tell the truth! Is the Mist outside really gone?

=====

2) No

Woman: I knew it. The Mist isn't gone after all. That means we must go on living in fear here.

~~~~~  
Woman closest to Memory Statue: Hari told us not to lose hope, but...

Old woman by Inn: Yes, it has been some time since we moved here. I wonder if we'll ever get to see the sun again...

Old man by Inn: Stay on guard! When the shaking starts, run for cover! That's the slogan for this week!

Man in front of house behind Inn: It's been over 10 years since we fled here from the surface of Octam. Everyone is losing hope.

House Behind Inn

Crewman by entrance: Well! It's been 10 years since I saw anyone wearing a Seru. Do you know about the flying carts?

1) Yes

2) No

~~~~~  
2) No

Crewman: You don't? Oh, how depressing! Octam used to be famous for its flying carts.

=====

1) Yes

Crewman: You do? That's good to hear! All three of us used to wear flying Seru and pull flying carts.

~~~~~  
Crewman at east side: It's so frustrating! Above us is our dear town of Octam, yet...The town's been dead for over 10 years because of that blasted Mist! I loved that town so much.

Crewman by table: We flew a direct route to Karisto Kingdom, over mountains and valleys...Ah, if that Mist would clear, I'd take you there in a flying cart!

Inn

Peddler: I'll keep the business going no matter what happens! Come on over, folks, I've got accessories here! (Menu Screen) Thank you! Come again!

Man next to peddler's sign: These people are staying here because they lost their homes.

Arms Dealer: I don't know if you can use them, but I'll let you have any

of these weapons or armor at cost. (Menu Screen) Oh, OK. Well, come on back if you ever need anything.

Peddler by front desk: Well, hello there! Welcome. Anyone who pays cash is welcome here!

Innkeeper: Welcome! The rate here is 200G per night. Do you want to spend the night?

- 1) Yes
- 2) No

~~~~~  
2) No

Innkeeper: Alright. Maybe next time, then.

- =====
- 1) Yes

Innkeeper: Thank you for your 200G. Show these three guests to their room, please! (Party wakes up from sleep) Have a nice trip!

~~~~~  
Inn Basement

Old woman: We've been living in this dark underground place for more than 10 years! I want to see blue skies!

Old man: First I got run out of my surface home, now the earthquake destroys my underground home.

Little Boy: The sky, the clouds, the stars, the rain, night and day, the wind, the sea, the flowers...Mommy and Grandma talk about all these things, but I don't really understand.

Mommy: This child was born and raised underground, and doesn't know about all the beautiful things up there.

Main Building Pillar

Kina: Hmm, I hope Hari awakens soon...

Little boy: I hate staying inside! There's so many people and there's no room to play!

Main Building 1st Floor

Man farthest southwest: This used to be the mayor's house, but now it's a shelter for people who lost their homes.

Man right of southwest table: What eerie earthquakes! It's like they're picking off houses one by one!

Woman next to southwest table: Things are so bad now...I wish Hari would wake up!

Woman by northwest table: Hari looks like a little kid, but he's really older than everyone here.

Woman by cupboards: We managed to escape the Mist thanks to the prophecies of Hari.

Little boy: Mr. Mayor is always upstairs, on the third floor.

Main Building 2nd Floor

Old Woman south of staircase: That old woman lost her entire family in a recent earthquake. She hasn't spoken a word since then.

Old woman next to table: (Silence)

Woman at southeast: I can't stand this - we're just waiting to die! If I'm going to die I want to die in the outside world!

Old man by western staircase: There used to be ancient ruins here. But when the Mist covered the outside world, we came here to hide and build new homes.

Old man by stove: Well, did you youngsters talk to Hari?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

Old man: Now, you shouldn't lie, you know!

=====

- 2) No

Old man: It's just as well. He's asleep now, and can't talk to anyone.

~~~~~

Old man southwest of table: Every time the ground shakes, I get so scared, thinking that this might be the time this place collapses!

Main Building 3rd Floor

Old man in northeast bed: (Sleeping soundly)

Old man in southeast bed: I'm doing what Hari does - sleeping! So don't wake me!

Old man in northwest bed: There's no reason to live anymore.

Old man in midwest bed: This reality is worse than any nightmare!

Mayor: Between me and you, I may have escaped the Mist so far, but I don't expect to live much longer.

Furthest South Pillar

Debora: My home...My dear, sweet home...

Man: The mushroom patches that fed us have been swallowed up by the earth. Soon we'll all starve.

Little boy: Wow! That's cool! Those things on your arms - are those Seru?

1) Yes

2) No

~~~~~  
2) No

Little boy: Oh. Oh well.

=====

1) Yes

Little boy: Hey! You're gonna get in trouble! Hari said we should never wear Seru!

-----  
Southwest Pillar  
-----

Guard in front of house: I am to inform the others as soon as Hari awakens.

Woman in front of House: This is Hari's home, the Palace of Meditation. But you cannot see him now.

-----  
Palace of Meditation 1st floor  
-----

Nun: Hari hears the messages of the god Rem. Those prophecies of Hari enabled the people of Octam to escape the threat of the Mist.

Priestess closest to entrance: I'm worried about Hari. It's been 5 years since he woke last. He's never slept this long before!

Priestess east of staircase: Hari is sleeping using the ancient secret technique known as Time Grasping. Hari wakes only when he receives the sacred words of Rem.

Priestess by bookcase: I don't know what business brought you here...But this is Hari's bedroom, the Palace of Meditation. Bad manners or barbaric behavior is prohibited.

-----  
Palace of Meditation Basement  
-----

Priestess: I know we are in danger, but all we can do is pray.

Nun: If you try to awaken Hari, his spirit will remain in the distant world, they say. So no one - no matter whom he may be - may ever approach Hari while he sleeps.

Nun: W-What are you doing? It is forbidden to talk to Hari while he sleeps! Leave here immediately!

-----  
Fire Path Entrance  
-----

Guard: I can't let you through without permission from Hari. It's too dangerous!

-----  
Farthest West Pillar  
-----

Man in front of house: That's right! I live in this house! Any minute, an earthquake could come with a boom. That's why I'm standing watch.

Man next to right bed: The houses we built with our blood, sweat and tears - destroyed by the earthquakes!

Woman: Above ground, the Mist! Underground, earthquakes! We don't have anywhere to hide!

Little girl: All my friends' homes are gone.

-----  
Northernmost Pillar  
-----

Hunter: Ah, the memories. This is the elevator we all took to get down here when we fled the Mist. That was more than 10 years ago...

Woman by elevator: This elevator could take me back to my home town of Octam. Octam is so close - that's why it feels so hopelessly far away.

Guard: I apologize, but this elevator is restricted, under orders of the mayor.

[NPC30]

0=====0  
0 Octam (Underground) - Hari Awakens 0  
0=====0

-----  
Main Building 2nd Floor  
-----

Old man by stove: I wonder what Hari will say. I'm eager to find out - but nervous at the same time.

-----  
Main Building 1st Floor  
-----

Woman farthest left: Thank goodness! Hari is finally awake.

-----  
Main Pillar  
-----

Kina: Hari is awake! I hope he'll give us a prophecy that'll help us save the town!

-----  
Palace of Meditation Pillar  
-----

Kina: Hari is awake! I hope he'll give us a prophecy that'll help us save the town!

Woman: It's you! You are the ones Hari has been waiting for! Please, go into the Palace of Meditation!

Guard: Hari will save Octam from danger. That's what we are waiting for.

-----  
Palace of Mediation  
-----

1st Floor

Nun: The words of Hari are the words of Rem. Listen carefully.

Priestess southeast of mayor: I'm worried about Hari. He seems to be hiding his true feelings from us.

Priestess east of staircase: Hari seems to have been awakened by your arrival here.

Priestess by cupboard: Welcome! Hari is waiting for you!

Mayor: How deplorable! Hari won't even talk to me, the mayor! He says he wishes to speak only to you outsiders. How rejected I feel!

Basement

Priestess: Hari will remain awake only for a short time.

Nun: The 3 Haris are, from the left, teller of the past, of the present and of the future. You may listen to any of the 3 Haris.

[NPC31]

0=====0  
0 Octam (Underground) - Having Heard the Words of Rem 0  
0=====0

-----  
Palace of Mediation  
-----

Basement

Hari: (Snoring) Such a peaceful look on his face when he sleeps!

Nun: Engrave in your heart whatever Hari tells you.

Priestess: Hari has entrusted you with the future.

Priestess and Nun: You are our only hope. Please defeat the monster of the Fire Path as quickly as you can!

1st Floor

Priestess: The others followed the mayor outside. They went to tell the townspeople.

-----  
Palace of Meditation Pillar  
-----

Guard: Hari will save Octam from danger. That's what we are waiting for.

Woman: Hari has awakened! Now Octam will be saved.

-----  
Southernmost Pillar  
-----

Guard: When the earthquake came, I was too scared to move. I stood there and let Hari die!

Woman at southwest: Hari was swallowed up by the earth along with the Palace of Meditation!

Priestess at south: You are our only hope. Please defeat the monster of the Fire Path as quickly as you can!

Nun: The entrance to the Fire Path lies northwest of the town. Good luck.

Priestess at north: The monster of the Fire Path is Hari's sworn enemy. Please destroy it!

-----  
Main Building Pillar  
-----

Priestess: You are our only hope. Please defeat the monster of the Fire Path as quickly as you can!

Kina: Oh no! Hari died in the earthquake!

-----  
Inn Pillar  
-----

Woman by Inn: Now Hari is dead! All hope is lost!

-----  
Main Building  
-----

1st Floor

Woman at west: (Silence)

Woman at northwest table: Hari is dead. Our hopes died with him.

Woman by cupboards: Hari is dead. Our hopes died with him.

2nd Floor

Old man by stove: I see. Before he died, Hari entrusted you with our future.

3rd Floor

Old man in southeast bed: I'm doing what Hari does - waiting to go to the next world. So don't bother me!

Mayor: Ha ha ha! I told the guard at the entrance to the Fire Path to let you through. Thick Mist flows through the Fire Path! Be very careful! I'm sorry. Ha ha! Hari is dead. This is what you'd call a bitter smile at our hopelessness! It's all over! We're finished! Done for! Ha ha ha!

Fire Path Entrance

Guard: It's too bad about Hari. You're our only hope now. Please, go ahead.

[NPC32]

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0=====0
0 Octam (Underground) - Xain Defeated 0
0=====0
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-----  
Fire Path Entrance  
-----

Guard: The mayor is waiting for you. Please go see him!

-----  
Northwest House  
-----

Man in front of house: As there won't be any earthquakes, I don't have to worry about the house collapsing at any minute.

Man inside house: The earthquakes stopped! My house is saved! Oh, how wonderful!

Woman: I want to show my child a surface world free of the Mist! Please do whatever you can!

Little girl: Our home isn't going to get broken anymore. Goodie!

-----  
Main Building Pillar  
-----

Little boy: I like being inside the house! There are a lot of people, and everyone is so happy!

Guard: I'll get stronger! And then I'll protect all the townspeople!

-----

Southernmost Pillar

-----

Narration: Here lies the Present Hari. With words filling a thousand books, soothing many nightmares...

Narration: Here lies the Past Hari. Bravely he looked back on the past. Now the past returns to the Earth.

Narration: Here lies the Future Hari. With his lamp of words shining light on the dark future...

Man next to Present Hari statue: I want to return to the surface and work in my garden! Please, help us!

Little boy: Have you ever been to Vidna, where the hot springs are?

- 1) Yes
- 2) No

~~~~~

- 2) No

Little boy: Oh. You're boring!

=====

- 1) Yes

Little boy: You're lucky! In Vidna, they use windmills to push back the Mist, right?

~~~~~

Debora: When I go back to the surface, I'm going to build a new house!

Nun: I see. So the Mist's henchmen are underground, are they?

Woman: We'll never forget Hari or you! Thank you so much for everything!

Priestess at left: And after Hari has survived the Mist for so long! Please avenge his death...Destroy the Mist and its henchmen!

Priestess at right: I'm going to preach Hari's message to everyone. That will be my reason for living.

-----

Main Building

-----

1st Floor

Man right of southwest table: Now that the earthquakes stopped, we'll be safe for a while. Now if the Mist would only disappear!

Woman left of southwest table: They say you're going to carry out Hari's dying wishes.

Woman right of northwest table: Now that Hari is gone, you are our only hope.

Woman by cupboards: Thanks to you we don't have to live in fear of the

earthquakes anymore.

## 2nd Floor

Old man by stove: Oh yeah? So you youngsters got rid of that underground monster, Xain, did you? But I have this sinking feeling...I hope destroying Xain doesn't have any bad side-effects.

Old man at southwest: We're glad the earthquakes stopped, but I hope it doesn't affect the subterranean lava flows here.

Woman at southeast: I can't stand it anymore! I don't care if the earthquakes stopped! I want to go up to the surface!

Old woman by staircase: That old lady there must be feeling better - she's starting to insult people again!

Old woman by table: Hmmf! Stopping the earthquakes isn't going to bring my family back to me!

## 3rd Floor

Mayor: Thank you! Ha ha! Thank you so much! Ha ha! It's all thanks to you! Ha! Ha ha ha! This is what you'd call a smile of satisfaction! I'm so happy, words can't describe! Say, I have a favor to ask of you. Ha ha! Would you bring me some Spring Salts from Vidna? That's a town known for its hot springs. I am prepared to reward you. I hope you can do this for me. Ha ha! One more thing! I have instructed the guards to let you use the elevator. Please use it! Ha ha!

Mayor: Please bring me the Spring Salts from Vidna! Thank you! Ha ha!

Old man upper left bed: The earthquakes stopped...But it'll be lonely in this world without Hari here.

Old man in middle left bed: Hope is stronger than any nightmarish reality.

Old man in lower right bed: I'm getting in shape for the day the Mist disappears. Leave me alone!

-----  
Inn Pillar  
-----

Old man: Don't panic! We'll be returning to the surface soon! That's what I try to believe!

Old woman: It's so cold. I'm chilled to the bone! What I need now is a nice dip in the hot springs of Vidna!

Woman: Brrrr! It's so cold here! I wonder if this is because the magma underground is frozen.

---  
Inn  
---

Man in front of counter: The earthquakes have stopped! You can see the hope on people's faces!

Peddler next to counter: I'm going to keep doing business to save enough money for when we get to return to the surface!

Inn Basement

Old woman: I'm from Ratayu. I wonder how the town is now...

Old man: After all that's happened, I'm exhausted! How I'd like to go to the Vidna hot springs and relax!

-----  
Pillar North of Inn  
-----

Man in front of house: The Mist's henchmen did something to the geothermal heat. I think they cooled the magma. I hope that doesn't effect the hot springs. The Sebuscus Islands are a volcanic region, you know.

-----  
Elevator  
-----

Hunter in front of elevator building: The mayor has given you, the ones wearing Ra-Seru, special permission to use the elevator.

Woman: I'll never forget you! Thank you so much!

Guard: The mayor has instructed me to let you heroes of the Ra-Seru use the elevator. Please go ahead!

[NPC33]

0=====0  
0 Vidna (Mist) 0  
0=====0

Female Seru Monster by Weapon Shop: Grrr...

Narration: A Seru monster! There is a sadness deep within its eyes.

Seru monster in weapon shop: Grrr! Grrr!

Narration: It's a Seru! But it looks kind of happy!

Seru monster staring through window: Grrr!

Narration: A Seru! I sense sadness somewhere in its eyes.

Seru monster in hot spring: Aaahh!

Narration: Seru monsters! But this one somehow seems pleasant.

Narration (sign by Hot Spring): There is something scribbled on the sign. It says: Seek refuge from the Mist at Danpas' house!

-----  
Danpas' Shelter  
-----

Bearded man by elevator: What's going on here? The hot spring water suddenly turned cold! The windmills are stopped. There is nothing to keep the Mist out! Some rascal must be fooling around with the magma underground!



Mrs. Danpas: This shelter saved a lot of people in Vidna from the Mist. My husband, Danpas, he built the shelter, but later on...he went outside to look for people who didn't make it, and never came back! It's just not fair.

Old woman: I'm just an old hag who was badmouthing Danpas. Now I've learned my lesson! Danpas had great foresight!

Old man: Have you been to Ratayu?

- 1) Yes
- 2) No

~~~~~

- 2) No

Old man: Really? Ratayu was also known for its hot springs, but who knows what has happened to them now.

=====

- 1) Yes

Old man: Long ago, I heard a rumor that their Lord Saryu had gone mad.

~~~~~

Man next to Peddler: First the windmills stopped all of a sudden, right? Then the Mist came, and then those Seru!

Peddler: What a catastrophe! But who would think everyone would be saved by Danpas, the one we all made fun of!

Sashia: I somehow managed to survive.

- 1) That's good.
- 2) Where is the Mist Generator?

~~~~~

- 1) That's good.

Sashia: But Mr. Danpas...

=====

- 2) Where is the Mist Generator?

Sashia: I don't know...But I do know that the Mist blows from the northwest. That means you may find the Mist Generator if you go past Ratayu.

~~~~~

Little girl: Mommy and Daddy aren't here anymore. They're in the Mist.

Little boy: Did you guys come from the outside? What's it like on the outside?

- 1) Thick Mist, monsters everywhere.
- 2) It's impossible to describe.

~~~~~

- 1) Thick Mist, monsters everywhere.

Little boy: (Silence) (Silence) I'm scared! Please! Make the Mist go away! Make the Mist go away now! Please!

2) It's impossible to describe.

Little boy: (Silence)

Pepe: Vahn, I'm so glad you're safe!

Bearded man next to slot machine: Man! It sure was hard carrying this thing through the Mist. Hey, kid! Wanna try this game? It's 100G for one coin. Wanna buy one?

1) Yes

2) No

1) Yes

(Menu Screen)

2) No

Bearded man: Don't want a coin, huh? Well, then, do you wanna trade me your coin for an item?

a. No

b. Yes

a. Yes

(Menu Screen)

b. No

Bearded man: Ha ha ha! See you later, kid!

Tour Guide: With all that's going on, this ain't the time for sightseeing! But anyway...If you want to rest, I'll lend you my bed. How 'bout it?

1) OK

2) No, thanks.

2) No, thanks.

Tour Guide: Hmmph! Well, if you're not tired, you're not tired.

1) OK

Tour Guide: Alright, that'll be 250G per night, please.

- a. OK
- b. Forget it

b. Forget it

Tour Guide: Hey, hey! You don't get to sleep for free, you know! That's my rule. Lending out beds is my job. Letting people sleep here for free goes against my professional ethics.

a. Ok

Tour Guide: Gee, I appreciate this. Around here, this is about the only work there is for me.

Old Man: So you're looking for someone - or something?

- 1) I'm looking for Danpas.
- 2) I'm looking for treasure.
- 3) No, nothing in particular.

1) I'm looking for Danpas

Old Man: Hmm, Danpas, huh? Unfortunately, I have no idea where Danpas is. Are you looking for anything else?

2) I'm looking for treasure.

Old Man: Wh-What? You're after treasure, at a time like this? It doesn't make much sense, but it's not for me to say, eh? All right, I'll tell you. Go to the machine room, there's some treasure there. Like the magical Spring Salts. The water's cooled down, so you should be able to walk around inside. Are you looking for anything else?

3) No, nothing in particular.

Old Man: All righty, then. Take care, youngster.

[NPC34]

0=====0
0 Ratayu (Mist) 0
0=====0

City Grounds

Seru monster by Inn: Ggrrr...

Narration: A human possessed by a Seru! It's looking at us with melancholy eyes!

Seru monster east of Inn: Grow (sic)!

Narration: A human possessed by a Seru! It's looking at us with lonely

eyes!

Narration: Mt. Letona Checkpoint Passage forbidden to persons without key from Lord Saryu.

Female Seru monster behind Inn: Ggrrrr...

Narration: A human possessed by a Seru! It's looking at us with vacant eyes!

Narration: There is a Seru monster in the dresser.

Narration: There is a painting in the dresser. Do you wish to see it?

1) Yes

2) No

~~~~~

2) No

Narration: Vahn and the others put the painting back.

=====

1) Yes

Narration: It shows three pretty girls and a couple who look like their parents. In one of the corners it says: "Tou our dear Father and Mother, from Fin, Fow, and Fem."

~~~~~

Narration (street sign): Welcome to Ratayu - The City of Checkpoints

East Checkpoint: Toward Mt. Letona

West Checkpoint: Toward Western Sea

North: Ratayu Palace

Seru monster by signs: Growl!

Narration: A human possessed by a Seru! It's looking at us with sad eyes!

Seru monster farthest southwest: Eearrr...

Narration: A human possessed by a Seru! It's looking at us with maniacal eyes!

Narration: West Sea Checkpoint. Passage forbidden to persons without key from Lord Saryu.

Female Seru monster above west checkpoint: Gearrr...

Narration: A human possessed by a Seru! It's looking at us with bizarre eyes!

Seru monster behind northwest house: Geroowl...

Narration: A human possessed by a Seru! It's looking at us with horrifying eyes!

Seru monster farthest northeast: Garrrr...

Narration: A human possessed by a Seru! It's looking at us with menacing eyes!

Ratayu Palace

1st Room

Seru monster at left: Geerrrowll...

Narration: A human possessed by a Seru! It's looking at us with sorrow.

Seru monster at north: Groo Groo...

Narration: A human possessed by a Seru! It looks lonely.

Seru monster at right: Gooorrrroo...

Narration: A human possessed by a Seru! It's looking at us strangely.

2nd Room

Seru monster by east entrance: Groowwl...

Narration: A human possessed by a Seru! It's looking at us with suspicion.

Left Seru monster guarding door: A human possessed by a Seru! It's looking at us sadly.

Right Seru monster guarding door: A human possessed by a Seru! It looks very sad.

Seru monster at center of room: Gggrerrrowl...

Narration: A human possessed by a Seru! It's looking at us doubtfully.

Seru monster by entrance: Growwwoww...

Narration: A human possessed by a Seru! It looks crazed!

Seru monster by western entrance: Ggrrrr!

Narration: A human possessed by a Seru! It's looking at us with sad eyes.

Seru monster at southwest balcony: Ggrrrr...

Narration: A human possessed by a Seru! It's looking at us with suspicion.

Seru monster at northeast balcony: Ggrrrrr...

Narration: A human possessed by a Seru! It's looking at us menacingly.

Throne Room

Seru monster at left: Gowww...

Narration: A human possessed by a Seru! It's looking at us disturbingly.

Seru monster at right: Ggooggrooo...

Narration: A human possessed by a Seru! It looks distressed.

Saryu: The Gate of Letona is in the town's eastern wall. Please do this for me.

Mt. Letona

Noa: No, wait, Vahn! Vahn! It hurts! Don't touch it, everyone, it hurts!

0=====0

City Grounds

Little girl by Inn: I don't want to grow up! 'Cause if I do, I'll have to be a bride of the Seru!

Old man by Inn: The innkeeper's daughter was summoned by Saryu. Poor, poor girl.

Man in front of weapon shop: "Brides of Seru"? Ha! The word "bride" sounds nice, but all it is is human sacrifice!

Man next to checkpoint signs: You guys are wearing weird Seru! Juggernaut, the monster Saryu is raising, is also a type of Seru. Be careful! They say that all Seru, no matter what kind, suck the life and soul out of people.

Old woman in front of item shop: Saryu used to be a good lord. But he changed completely after that man named Dohati came.

Old woman east of Inn: Seru monsters in the Mist aren't the only ones who murder.

Little boy at far northeast: My sister became a bride of the Seru, and had her life sucked out of her by a monster.

Old man in between northern buildings: The long, long nightmare of the Mist has hardened our hearts. But reality is worse than the nightmare. In this town, living is harder than dying.

Woman east of Inn: It's you. You're the ones who drove the Mist from Ratayu, right?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: Liar! You can lie, but I know the truth!

=====

- 1) Yes

Woman: You're horrible! Just horrible! Why did you do that? Everyone is suffering because of what you did! Put things back the way they were! Bring the Mist back to our town!

~~~~~

Old woman at northwest: Even all that time in the Mist didn't seem to change Saryu's mind.

Man by west gate: Can you guys keep a secret?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: (Silence)  
=====

1) Yes

Man: Just between you and me, if someone killed Saryu, this town would be saved! Some men whose wives and daughters were killed tried to get close to Saryu. But his bodyguards watch him so closely, they couldn't get close enough to kill him. I heard Saryu shows himself when he offers the brides of Seru to the monsters. We could get him then, when he's vulnerable.  
~~~~~

Item Shop

Peddler: Welcome! If you need accessories, this is the place! What can I get for you today? (Menu Screen) Thank you! Come again!

Middle-aged woman: Saryu's taxes are very high! We have to work hard to earn enough to pay them.

Upper-middle House

Middle-aged woman: Saryu took all three of them...Fin, Fow and Fem. I asked the castle guards after the Mist cleared, but they didn't know if my daughters were alive.

Green-haired man: We used to have three daughters. It was a cheerful home with their voices and echoes. All three of them were taken to Saryu's castle to be brides of Seru. I know my daughter's won't come back. I'm not even sure if they have any life force left in them...

Northeastern House

Woman in dresser: (Silence) There are no women here. No women at all. So go away. (Silence)

Old woman: Do you want to know about Juggernaut?

1) Yes
2) No
~~~~~

2) No

Old woman: Juggernaut is just a legend, but be careful! After all, the Mist used to be just a legend.  
=====

1) Yes

Old woman: The legend says Juggernaut will come to life when the Mist covers the land...That he's a child of the Mist...Larger than Mt. Letona, faster than a flying cart! Juggernaut is a Seru not meant to live in the human world! He feeds on human life and eats hearts! But that was supposed to be a legend. Just a legend! But that thing sucking the life out of those young women in the caverns under the castle...

~~~~~

Old man at right: There are actually many types of Seru. Do you want to know about a special Seru called a Sim-Seru?

- 1) Yes
- 2) No

~~~~~

- 2) No

Old man: You don't? Well, then, never mind.

=====

- 1) Yes

Old man: Satisfying some conditions induces Seru to self-reproduce. It's the basic Seru production method. One Seru becomes two. Strength Seru produce strength Seru, and fire Seru beget fire Seru. Everyone used to think that humans couldn't create new kinds of Seru with new powers. But there are rumors that a method for creating an advanced type of Seru was discovered in Karisto. It's called a Sim-Seru! A Seru created by human hands! It almost seems sacrilegious! That monster Juggernaut must be a Sim-Seru, too. What a dreadful creature!

~~~~~

Old man at left: Oh, how horrible it was! I saw it with my own eyes! On the day the Mist covered the earth, I saw Juggernaut come out of Saryu's castle! Saryu must be draining the life force from those young girls to feed Juggernaut.

Arms Shop

Woman: I don't have any daughters, but just between me and you...Happiness is not having to go through sorrow like that.

Arms Dealer: Welcome to my shop! I have many types of weapons! (Menu Screen) Thank you! Come again!

Inn

Woman at front desk: I managed to survive the Mist, only to be forced to send my daughter to the castle...I wish I could go in her place.

Man by window: What else can I do? If I disobey Saryu, he'll have my whole family killed!

Innkeeper: Oh, welcome. A room is 240G per night. Do you want to stay the night?

- 1) Yes
- 2) No

~~~~~  
2) No

Innkeeper: Oh. I see.  
=====

- 1) Yes

Innkeeper: Thank you! Well, good night! (Party wakes up) G-Good morning!  
~~~~~

Little boy: My sister was summoned by Saryu. She's going to be a bride of the Seru.

Man by beds: When I woke up from the Mist, I saw my daughter, Eliza, right next to me, and was so relieved. After everything that had happened, I thought there was no danger of her being taken as a Seru bride. But I was wrong. After all those years in the Mist, Saryu's heart didn't change. Soon, they'll be coming to take my daughter away to be a Seru bride, just like they used to do. If this is what we have to go through now, I wish the Mist had never been cleared.

Ratayu Palace

1st Room

Woman in fancy dress: Oh, yeah...The Mist is gone. I feel like I was having a bad dream. And I feel like the nightmare hasn't ended.

Guard at left: I do not say more than necessary. If I do, Saryu will have me killed.

Guard at right: I do not think more than necessary. If I do, Saryu will have me killed.

2nd Room

Guard in center: Saryu has ordered us to obey his orders. So we will obey what Saryu has ordered.

Left door guard: Below here are the Seru brides. But Saryu has ordered not to let anyone through here. So I cannot let you pass.

Right door guard: Below here are the Seru brides. But Saryu has ordered me not to let anyone through here. So I cannot let you pass.

Guard at northeast balcony: Zzzzz...

Guard at southeast entrance: Saryu ordered me to keep watch. So I am keeping watch.

Guard at southwest entrance: (Mumbling) Horrible...A huge Seru...
Jugger...nau...Zzzzzz...

Throne Room

Woman in fancy dress: Oh, you... (Silence) I see. So you are travelers. Yes, the soldiers here are under Saryu's spell. It's a form of mind control. Before the Mist came, Saryu put on that Seru...He became an entirely different person. It's so horrible what's happening to the "Seru brides." I don't know what to do.

Right throne guard: Saryu is tired. My orders are to let you speak to him only once. So you may speak only once.

Left throne guard: So you may speak only once.

Saryu: Leave now. Don't touch the Seru brides. That's an order.

[NPC36]

0=====0
0 Ratayu (Seru Brides) 0
0=====0

Juggernaut Chamber

Right guard: Saryu ordered me not to watch anything that happens here. So I won't watch anything.

Left guard: Saryu said that monster Juggernaut is nothing to fear. So I am not afraid of the Juggernaut.

Scientist at control panel: Heh, heh, heh. When Saryu arrives, you will all join those young girls! Soon you won't even be able to walk! Time to lament what remains of the world!

Scientist at left: Hee, hee! Here's a vigorous-looking girl. So full of life! Now Juggernaut will grow even faster! Hee, hee, hee!

Inn

Woman at counter: I can't thank you enough. I'm so sorry.

Man by window: That Saryu! I hate him! Curse him! I wish someone would kill him!

Little boy: Thanks to you, Noa, my sister is safe. I'm glad, but...

Innkeeper: Oh! Do you want to restore your strength before you go to Noa?

- 1) Yes
- 2) No

- ~~~~~
- 2) No

Innkeeper: Oh. Well, I hope Noa is safe.
=====

1) Yes

Innkeeper: Well, then, I have some good medicine for you.

Narration: Vahn drank the special medicine. HP and MP are completely restored.

Innkeeper: Good luck...

~~~~~  
Man by beds: Thank you so much! Thanks to you, Noa, my daughter is safe! But I feel bad, because Noa is still in the castle...

Eliza: I feel so bad for this! I was only thinking of myself, and now I've passed my misfortune on to you. I just feel so bad about this!

-----  
Throne Room  
-----

Guards: Saryu is tired and ordered me not to let anyone see him. So I cannot let you pass.

[NPC37]

0=====0  
0 Ratayu (Seru Brides Saved) 0  
0=====0

-----  
Throne Room  
-----

Saryu: Mist Generator...Yes, Dohati said he's going to build something in the Western Sea. That may be somehow related to Juggernaut.

Throne Guards: It seems we were being mind controlled by the Sim-Seru that was attached to Saryu. Please forgive me for all the rude things I said to you.

Woman in fancy dress: The Seru brides returned to town when the Mist cleared. I respect you all so much.

2nd Room

Guard on northeast balcony: Don't bother me! I'm trying to get some sleep!

Guard at southeast entrance: I couldn't say this before, but I never trusted that Dohati.

Guard at southwest entrance: So Ratayu's young girls are saved. As a young guy, that makes me very happy.

Door Guards: I apologize, but this room has been sealed under orders of Saryu.

Guard in middle of room: I feel like I had this horrible, horrible nightmare...

1st Room

Left Guard: The Mist seems to be flowing in from the western sea.

Woman in fancy dress: Now that everyone's back to normal, preparing meals is a big job!

Right Guard: In Ratayu's western wall there is a checkpoint. You can get to the Western Sea through there.

-----  
City Grounds  
-----

Woman between northern houses: It's you. I know it. You're the ones who drove the Mist from Ratayu, and freed the brides of the Seru, right?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: I'm sorry. You were apprehensive because I said those horrible things to you before.

=====

- 1) Yes

Woman: Oh, thank you! All the townspeople are so grateful to you!

~~~~~

Little boy at far northeast: My sister never came back.

Old man between northern houses: I'm an old man, but I want to spend what little time I have left in a fulfilling way.

Man by west gate: Do you remember me?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: What?! You don't remember? I don't believe you guys. I'm the one who told you that Saryu appears when the brides of Seru are offered to the monsters! You ungrateful bums! To hell with you!

=====

- 1) Yes

Man: So you do? Then where's your gratitude! Because I'm the one who told you about the plot to assassinate Saryu!

~~~~~

Man by west gate (if not spoken to previously): So Saryu was possessed by some strange Seru, huh?

Old woman by Item Shop: Speaking of Dohati, before he left, he said he was going to build a castle in the west.

Old woman by Inn: So a Juggernaut was born...Juggernaut breaks down thick walls and shakes the earth. They say he is a Seru who serves the Mist.

Old man by Inn: I'm an old man, but I want to spend what little time I have left in a fulfilling way.

Little girl by Inn: I can't wait to grow up! 'Cause when I grow up, I want to marry Vahn!

Man by checkpoint sign: So those Seru you're wearing are called Ra-Seru, eh? I didn't know that type of Seru existed.

Man by Arms Shop: I don't believe it! The surviving brides of Seru came back!

-----  
Arms Shop  
-----

Woman: I don't have any daughters, but just between me and you...I wish I could experience the joy of seeing one's daughter come home like that. It makes me wish I had a daughter.

-----  
Item Shop  
-----

Middle-aged woman: Taxes are lower now, but we still have to earn whatever we can.

---  
Inn  
---

Woman front of counter: Thank you so much. You really saved us. By the way, we once had a guest from Biron. He left a book here.

- 1) Please read it to me!
- 2) Give me that book!

- ~~~~~
- 2) Give me that book!

Woman: I'm sorry, but this belongs to the person from Biron, so I can't give it to you. But of course I will read it to you if you wish.

- =====
- 1) Please read it to me!

Woman: I would be happy to read the Biron book to you.

- ~~~~~
- 1) The part that helps Vahn!
  - 2) The part that helps Noa!
  - 3) The part that helps Gala!
  - 4) I don't need you to read anything.

~~~~~  
1) The part that helps Vahn!

a. If Vahn already knows the Art Cyclone

Woman: Very well. I'll read this part to you, Vahn. (Silence)

Narration: Vahn can now use the Cyclone move.

Woman: Do you wish to read any other parts?
=====

b. If Vahn does not know the Art Cyclone

Woman: Vahn, you already know the Cyclone, so this part won't help you.
Do you wish to read any other parts?
~~~~~

2) The part that helps Noa!

a. If Noa already knows the Art Mirage Lancer

Woman: Very well. I'll read this part to you, Noa. (Silence)

Narration: Noa can now use the Mirage Lancer move.

Woman: Do you wish to read any other parts?  
=====

b. If Noa does not know the Art Mirage Lancer

Woman: Noa, you already know the Mirage Lancer, so this part won't help  
you. Do you wish to read any other parts?  
~~~~~

3) The part that helps Gala!

a. If Gala already knows the Art Bull Horns

Woman: Very well. I'll read this part to you, Gala. (Silence)

Narration: Gala can now use the Bull Horns move.

Woman: Do you wish to read any other parts?
=====

b. If Gala does not know the Art Bull Horns

Woman: Gala, you already know the Bull Horns, so this part won't help
you. Do you wish to read any other parts?
~~~~~

4) I don't need you to read anything.

Woman: Very well. Please come again.  
~~~~~

Man by window: Now I'll have to find a nice man to marry Eliza.

Little Boy: My sister and Noa are both safe! I'm so happy!

Man by beds: It pains me to think that Noa went to the castle in place of my daughter. But everyone came back safe! I just can't express the gratitude I feel now! At our hotel, we'll treat you as first-class guests! Please stay at our hotel whenever you're in town.

Eliza: Thank you all! You saved my life! That's why I'm going to be so grateful just to be alive from now on!

Innkeeper: Hello! Welcome! My husband told me to let you stay here free of charge! Do you wish to spend the night?

- 1) Yes
- 2) No

2) No

Innkeeper: Oh. Well, please come again anytime!

- 1) Yes

Innkeeper: Good! Enjoy your stay! (Party wakes up) Good luck!

House East of Inn

Middle-aged woman: My daughters told me that it was you who saved them! Oh, thank you so much!

Man: They came back! My daughters were taken away to be Seru brides, but they came back!

Fin: We're triplets.

Fow: The three of us have a dream - to become a singing trio someday.

Fem: Some day, we're going to write a song about how happy we are today!

Northeast House

Old man at left: So that thing I saw that day was Juggernaut! I knew it!

Woman in dresser: (Silence) What? They don't need any Seru brides anymore? Thank goodness! I think I got fat while I was in here, and now I can't get out. What should I do?

[NPC38]

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0=====0
0 Ratayu (Mist Generator Destroyed) 0
0=====0

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Throne Room

Saryu: I spoke with the townspeople after you left for the Mist Generator. I have committed horrible atrocities for which I do not expect to be forgiven. However, I will work hard in the hope that the people will understand.

*Go to Karisto and return to Ratayu

Saryu: Ah, it is so good to see you again! Since we last met I have been speaking with the townspeople. We spoke frankly about the town's future and about what is to be done with me. Little by little, hope for the future is returning to Ratayu. Humans are indeed wonderful! Of that I am now convinced!

2nd Room

Right Guard: I wish I could give up soldiering and find a nice wife somewhere.

Left Guard: Saryu, too, has many troubles and worries.

Ratayu City Grounds

Old woman at northeast: Poor Saryu. He may have been ordered by the Mist's henchmen, but he did take many lives with his own hands. The guilt he feels must be unimaginable.

Old woman by item shop: Saryu has been here many times to apologize.

[NPC39]

0=====	0
0 Vidna (Mist Generator Destroyed)	0
0=====	0

Town Grounds

Woman at northeast: The hot spring may be cold, and the windmills may have stopped, but there's no Mist! Wonderful!

Bearded man by entrance: The Mist is gone! We don't need the windmills anymore!

Tour guide: With the Mist gone from the Sebuscus Islands, the tourists will ride the flying wagons and come again. Then I'll go back to work as a tour guide, like in the old days. But, hey...Do you want me to tell you about the Karisto Kingdom?

- 1) Yes
- 2) No

~~~~~

- 2) No



Tour Guide: You don't want to hear any more? Ah, that's too bad!

1) Yes

Tour Guide: The Karisto Kingdom tour costs 100G. That's OK, right?

a. Yes

b. No way

b. No

Tour Guide: Hey, don't think you can hear my stories for free! I'm a professional tour guide! Giving free tours goes against my professional ethics.

a. Yes

Tour Guide: Way to go, big spender! Alright, here we go. Eh, hem... ladies and gentlemen. The Karisto Kingdom is the heart of Legaian civilization. Naturally, you know why Karisto is the heart of civilization, right?

a1. No, not really...

Tour Guide: What? You don't know? You say you don't know? Ladies and gentlemen, it's because of the Seru. Karisto is the only place where Seru are born.

b1. Yes! It's the Seru!

Tour Guide: That's right. Say, you're pretty smart! The Karisto Kingdom is the only place where the Seru species are born.

Tour Guide: New Seru are born only in Uru Mais, which is in the Karisto Kingdom. All the Seru around here can be traced back to Uru Mais. We breed the Seru from Uru Mais. But don't even think about sightseeing in Uru Mais! Uru Mais is a forbidden zone. You can't get in without special permission. Well, that's about it. Of course, now that Karisto is enveloped in the Mist, who knows what's happened to Uru Mais now. But if you're going to go to Karisto, I do recommend Sol Tower. It's a fun town. Once you get there, you won't want to leave.

Tour Guide: Sorry, but I'm all out of stories.

Woman east of item shop: I wonder if he went home when the Mist cleared?

Man in front of item shop: Because of the Mist, the Seru I was wearing did something to me. But now that the Mist is gone, the Seru can be worn safely again.

Old man in front of hot spring lodge: We may have lost our hot springs, but the pride of Vidna is still the great hero, Danpas.

Old woman by Danpas' window: Danpas survived the Mist! He's a great man!

Hunter in far north: Take your memories home with you! Buy a Camera Stone! Do you want to buy it for 100G?

- 1) Yes
- 2) No

~~~~~

- 2) No

Hunter: I'll be frank with you. You just got ripped off.

=====

- 1) Yes

Narration: Vahn now has the Camera Stone.

Hunter: I'll be frank with you. You got a bargain.

~~~~~

---  
Inn  
---

Hunter: I see! So the Gate of Shadows was an entrance to the subterranean parts of Octam.

Woman by front desk: With the Mist gone now, the flying carts of Octam must be back in operation.

-----  
Item Shop  
-----

Old man: Now that the Mist is gone, I bet business will pick up again, eh, sonny?

-----  
Arms Shop  
-----

Man at left: This is the skin of a dead Seru. I'm sick of live ones.

Man at northwest: Your...what do you call it? A Ra-Seru? Someday, I'm going to get a Seru like that, one that the Mist can't change!

-----  
Beach  
-----

Little Girl: Do you know Danpas?

- 1) Yes
- 2) No

~~~~~

- 2) No

Little girl: You don't? In this town, if you don't know Danpas, you get laughed at!

=====

1) Yes

Little girl: So, you must know that he's the hero who saved the townspeople from the Mist!

~~~~~

Little boy: The machines that make the windmills move stopped working.

Woman in bathing suit: I became a Seru monster in the Mist. Now that was quite exciting.

Man: Now that the Mist is gone, the sea and sky are clear!

-----  
Monk House  
-----

Sashia: With the Mist Generator stopped, I'm sure Octam is bustling with people and flying carts again.

Monk by window: Sir! I learned firsthand how dreadful the Mist is.

Monk in back: Sir! Now that the Mist is gone, I plan to return to Biron Monastery soon.

-----  
Danpas' House  
-----

Mrs. Danpas: But Danpas is alive! Please go and see him.

Mrs. Danpas: He may seem eccentric, but he's really just a bashful person.

Danpas: Better safe than sorry. This is the smart thing to do.

-----  
Machine Room  
-----

1ST Floor

Bearded man: The machines? They all stopped.

1ST Floor Basement

Old man: The engines are still now, but for a long time they protected us from the Mist. It makes me sad to see the engines like this.

2nd Floor Basement

Bearded man: The hot spring has cooled down, so you can just walk right in.

-----  
Hot Spring Lodge  
-----

Woman by table: I wonder if there's a nice hot spring out there

somewhere...

Man behind desk: The hot spring isn't hot anymore, but if you want to get in, go ahead, help yourself!

Man lying down: I used to come here every day, and even though the water's cold, I still come out of habit.

Old man in spring: Now that the waters are cold, we're using it as a pool.

-----  
Pepe's House  
-----

Woman: Oh, if you're looking for Pepe, he doesn't live here anymore. When the Mist disappeared, he turned this house over to me and said he was going home.

-----  
House behind Spring Lodge  
-----

Little girl: They say that daddy and mommy are missing. What does "missing" mean? When are they coming home?

Little boy: Mommy and Daddy are in the Mist. I just know they are.

[NPC40]

0=====0  
0 Octam (Mist Generator Destroyed) 0  
0=====0

-----  
Town Grounds  
-----

Old woman by entrance: The Mayor? He's in the shrine, in the north part of town.

Little boy at northwest: The sky, the clouds, the stars, the rain, night and day, the wind, the sea, the flowers...Now I know what they all are!

Old man at northwest: I'm sure that Hari is watching your bravery from the other world.

Man between stairs: Oh, Vahn! Someone's waiting for you at the station.

Little girl: Hey, it's Vahn! The Mist disappeared, so we came up to the surface from underground!

Woman by little girl: The air is so fresh! The sky is so bright!

Hunter at east: I think I'll make a new garden outside town!

-----  
Northeast House  
-----

Woman: It's so nice to have a house with lots of light.

Man: I love big houses...

Little boy: I like my house. It doesn't shake!

---  
Pub  
---

Man by beer barrel: Ah, it's been ten years since I've been here!

Man behind counter: Thanks to you, I can reopen this place. I owe it all to you!

Man in front of counter: Are you going to Karisto Kingdom?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Oh, so I heard wrong, then.

- =====
- 1) Yes

Man: Karisto Kingdom is said to be the cradle of civilization. It's the home of the megalopolis Sol and Uru Mais, where Seru come from.

~~~~~  
Left guard: Peacetime like this is the best! It's all thanks to Hari - and to you!

Right guard: This is a party to celebrate our return to the surface!

Man at east: Here's to Hari! Here's to Vahn! Here's to Gala! Cheers! And here's to cute little Noa! Cheers!

---  
Inn  
---

Woman at east: It's amazing how different a town can seem, even if you've already been there once before.

Innkeeper: Welcome! The rate here is 200G per night. Do you want to spend the night?

- 1) Yes
- 2) No

~~~~~  
2) No

Innkeeper: Alright. Maybe next time, then.

- =====
- 1) Yes

Innkeeper: Thank you for your 200G. Show these three guests to their room, please! (Party wakes up) Enjoy your stay!

Arms and Item Shop

Hunter by arms counter: I'd like to give you heroes a better price, but I have to turn a profit...

Arms Dealer: Welcome! We have various weapons and armor. What can I get for you today? (Menu Screen) Thank you! Come again!

Peddler: Welcome! If you want accessories, this is the place. What can I get for you today? (Menu Screen) Thank you! Come again!

Middle-aged woman: After being gone for ten years, it's going to take a long time to clean up!

Northeast House

Debora: Oh, look at all the houses! I'm not afraid of earthquakes anymore! This is my house!

Main Building

Woman on top of item/arms shop: Alright! I'm finally out of that gloomy underground place! Vahn, if you know any nice men, introduce me, OK?

Room Behind Green Door

Man next to book: The Mist is gone from the Sebuscus Islands now. Soon Karisto Kingdom's Mist will be gone, too! I know it! That's why I'm waiting here.

Woman: I have relatives in the town of Sol, in Karisto Kingdom. I hope they're alright.

Rem Shrine

1st Floor

Narration: Vahn handed the Spring Salts to the Mayor!

Mayor: Oh! These are Spring Salts! Thank you so much! Ha, ha! What are these for, you ask? Oh, ha, ha, ha! Why, they're for putting into bathwater! They make it smell just like a natural hot spring! Ha! Please take this in return, although I know it's not much of a reward. Please use it.

Narration: Vahn now has the Slowness Chain!

Mayor: Thank you all so very much! Ha, ha! Thanks to you, now I can laugh from the bottom of my heart! A-Ha, ha, ha, ha!

Woman: Hari used to be in this shrine.

Man left of shrine: I feel so sad when I think of what happened to Hari - after guiding us for so long.

Old man: Hari is still alive - in a distant world, somewhere! I just know he is.

1st floor basement

Priestess by Vol 1 BoP: I want to read all the books I can to learn about the Mist and the Seru.

Priestess by Vol 3 BoP: We took the place of the nuns who died with Hari.

Priestess between gate keys: Someday, a person like Hari will appear to carry out the will of Rem. That is what we believe.

Elevator Room

Little girl: Did you know that there are still some people underground!

Old man: Everyone used this elevator to return to the surface.

Main Building

3rd Floor

Narration: Experience ancient history and natural grandeur in dream-filled Karisto!

Top of Main Building

Crewman next to Gondola: The gondola is good and ready, but...We can only take you halfway to Karisto Kingdom because of the Mist there! Oh, don't worry! We'll unhook the gondola midway, and the momentum will take you the rest of the way! Until Karisto is Mist-free, you could say it's a one-way ticket!

Crewman in middle: Thank you for what you did for us in underground Octam! I just knew you would be heading to Karisto Kingdom next! That's why I was waiting here.

[NPC41]

0=====0
0 Octam (Underground) (Mist Generator Destroyed) 0
0=====0

Elevator Room

Guard: Keep up the good work!

Town Grounds

Man in front of Inn: Hari still lives in our hearts.

Woman by shrines: We'll never forget Hari or you! Thank you so much for everything!

Main Building

2nd Floor

Woman: They say you're going to carry out Hari's dying wishes.

Man: I know the surface Mist is gone, but I'm going to live here. I guess I'm too used to living underground.

3rd Floor

Old woman: Well, the ones I lost won't come back, but I have a new family now.

Old man in northwest bed: Leave me be! I'm getting in shape for married life with that old lady over there!

[NPC42]

0=====0
0 Jeremi (Mist Generator Destroyed) 0
0=====0

Town Grounds

Little Boy by town entrance: Yeah! Hooray! Hooray for the brave Ra-Seru!

Man by town entrance: Do you know about the flying trains of Octam?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: The flying trains use Seru to ferry passengers. Everyone uses them to get from Octam to the Karisto Kingdom in the east.

=====

- 1) Yes

Man: Now that the Mist is gone, I bet they're back in operation in Octam.

~~~~~  
Blonde girl by main building entrance: We heard from a traveler that Hari died.

Old man by main building entrance: I'd like to get on a flying train and

do some traveling.

Old woman by main building entrance: Zalan must be so happy now that his son has come home. It's a miracle!

Northeast House

Little Boy: I wanted to go to the hot springs in Vidna, but they say they're all gone now.

Woman: Hari apparently has died, but if you make a pilgrimage to Octam...I'm sure it will still do some good.

Man: We were all saying that we should make a pilgrimage to Tieg Shrine now that the Mist is gone.

Item and Armor Shop

Man in front of counter: So the Seru monsters are gone from the Sebucus Islands.

Inn

Mayor: Thank you so much for what you did. You saved the Sebucus Islands!

Hunter: The Mist is gone from the Sebucus Islands, right? That's wonderful! Just marvelous!

Woman downstairs: So I'll never be able to see Hari. Now I'll never find out what that dream meant.

Main Building

Little boy by entrance: Hey, Vahn, are the Sebucus Islands still covered by the Mist?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

Little boy: That makes Vahn a liar, then.

=====

- 2) No

Little boy: I see. So you destroyed that Mist Generator, huh?

~~~~~

Zalan's Shop

Zalan: I want to make it up to Pepe. I want to make up for those lost ten years...I want to make new memories! But anyway! I am a jeweler. If you have any precious gems, I will appraise them for you.

Pepe: Father hasn't changed a bit. If only my deceased mother could have been here. Then everything would be perfect. (Silence) I want to be a first-rate jeweler like my father. I'm going to have him teach me everything!

[NPC43]

0=====0
0 Drake Castle (Mist Gone From Sebuscus) 0
0=====0

Noblewoman by Inn: I'm buying things to get ready for a trip to Legaia.

[NPC44]

0=====0
0 Ancient Wind & Water Caves (Mist Gone From Sebuscus) 0
0=====0

Ancient Wind Cave

Old Wizard: Welcome back. I was waiting for you. Come to the back and relax.

Ancient Water Cave

Old Witch: So the Mist is gone from the Sebuscus Islands. That's amazing!

Little Boy: You're great, Vahn! The Mist is gone now from the Sebuscus Islands, right?

Girl in corner: W-What? Hari's dead? Oh...I wanted him to tell me what my dreams mean...

[NPC45]

0=====0
0 Karisto Station (Mist) 0
0=====0

Narration: It's a finely-crafted doll. Writing on the doll's chest says: "Honest Person's Store." Unattended kiosk. Buy Travel Kits for peace of mind! Please insert 3,000G for each kit.

- 1) Check the Travel Kit's contents.
- 2) Take a Travel Kit
- 3) Don't do anything.

- ~~~~~
- 1) Check the Travel Kit's contents.

Narration: Travel Kit contains: 5 Healing Blooms, 1 Door of Wind, and 1 Door of Light.

3) Don't do anything.

(Vahn and the others step away from the kiosk)

2) Take a Travel Kit.

Narration: Vahn took a Travel Kit from the box. Vahn now has 5 Healing Blooms, 1 Door of Wind, and 1 Door of Light. Do you wish to place 3,000G into the box as payment?

- a. Yes
- b. No

a. Yes

Narration: Vahn paid 3,000G.

b. No

(Vahn does nothing)

Narration: Honest Person's Store. The box is empty.

[NPC45]

0=====0
0 Sol Tower (Arrival) 0
0=====0

Warrior's Square

Narration (Don't have seedling): In the middle of the exposed dirt are signs that something had been planted there once.

Lower Floors

Sage's Treasure Chest: (Silence)

2nd Floor of Lower Item Shop

Seru monster: Growl! Growl! Growl!

Narration: A Seru monster! It almost looks sad!

Seru monster front of elevator room: Gruf! Gruf! Gruf!

Narration: A Seru monster! It somehow looks painful.

Narration: It says "Sage's Guard Dog."

Narration: There is writing carved into the door. He who seeks the Warrior's Square must sate the Sage's hunger. Then the Sage's Gate will

open. There are # more hungry Sages!

Seru monster east of entrance: Growl! Growl! Growl!

Narration: A Seru monster! It somehow looks distressed.

Seru monster by diner entrance: Wah! Wah! Wah!

Narration: A Seru monster! It almost looks sad!

Seru monster in inn basement: Growl! Growl! Growl!

Narration: A Seru monster! It looks happy!

Stairwell: Upper Levels

Man in red by Inn: Below is Hell. Above, Heaven! That's the town of Sol!
Go upstairs and have a ball! This is a fun town!

Little girl in front of Inn: Oh, you must have come from below...Just like Gaza!

Little boy in front of Inn: Daddy and Mommy told me not to go below the 3rd floor, 'cause the Mist is there.

Left woman in front of Jazz Club: Oh, the decadence! The depravity! Good children should stay clear of the cafe!

Right woman in front of Jazz club: Be careful when you go to the cafe! I heard a rumor that a crafty thief named Cara goes there sometimes.

Kid in front of Elevator 4th floor: Um, you know, the Mist is heavier than air, so it can't get up this high!

Man in front of Muscle Dome: To fight at the Coliseum, you have to be either very confident or very stupid. You're not thinking of fighting at the Coliseum, are you?

- 1) Yes, I am.
- 2) No, I'm not.

~~~~~  
1) Yes, I am.

Man: Ha, ha! Then you must be very stupid!

=====

- 2) No, I'm not.

Man: Oh, so you're an unconfident coward, are you?!

~~~~~  
Green-haired woman: Life is so empty. Each day the same as the one before. The monotony is unbearable! Maybe I'll get a Seru somewhere, put it on and go downstairs. If I turned into a Seru monster, at least the madness wouldn't be boring! It might be a lot better than being a lifeless shell here.

Green-haired dancer in front of Sol Fever Disco: Oh, you've got a cute little girl with you. You should take her to the dance club!

Blonde dancer in front of Sol Fever Disco: I'm going to go to the dance club and enter the Dance Contest!

Man in front of 5th floor elevator: I haven't seen you here before. Are you from the outside world?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Ha, ha! Well, I know this is a dangerous town...But that doesn't mean you don't have to answer a question honestly!

- =====
- 1) Yes

Man: Then you must have seen the castle in the sky. It's called the Floating Castle. The Mist covering the Karisto Kingdom comes from that castle.

~~~~~  
Left man in front of Sol Broadway: That's the Sol 3rd Street Theater. It used to be called the Capital of Comedy...But now they call it the Palace of Yawns.

Right man in front of Sol Broadway: Hey...You, the big fellow there. You look just like Pig, the comedian.

Woman in front of Bakery: There are all these weapons and armor for sale...But nobody is buying them to use in battle. Except Gaza, that is.

Kid in front of 6th floor elevator: Mommy went into the Mist to look for Daddy. And, um, Grandpa went into the Mist to look for Mommy and Daddy. And my, um, big brother went into the Mist to look for Mommy and Daddy and Grandpa. Now I have to go into the Mist to look for everyone.

Man in front of Sol Warehouse: Oh well. It takes all kinds, I suppose.

Old man in front of Community Hall: It's all over. The world is dead! This is heaven. A paradise of despair!

Old woman in front of 7th floor elevator: Genesis Tree? Now that you mention it...I heard that in the era of Etora IV, the Genesis Tree in Warrior's Square died and was moved to the roof.

Bearded man in front of Sol Dayschool: (Grumble, grumble) Uh, how annoying! I wish they'd stop saying "Sir! Sir! Sir!" all the time! Those Biron monks...What are they, idiots?

Upper Level Inn

Innkeeper: Welcome! A room is 280G per night. Do you want to stay the night?

- 1) Yes
- 2) No

~~~~~  
2) No

Innkeeper: Oh. Well, come again!  
=====

1) Yes

Innkeeper: Thank you! Please show these three to their room! (Party wakes up) Good luck!  
~~~~~

Bearded man by fish tank: Hey, you're new here, aren't you? Have you seen much of the town?

1) Yes

2) No
~~~~~

2) No

Bearded man: Ha. ha. ha! That's a good one! I like you! You'll have a good time in this town! So cut loose and have a good time!  
=====

1) Yes

Bearded man: Ha, ha, ha! I bet! This is a pretty fun town, eh? This is the most exciting town in the world! Sol offers all forms of entertainment. This town is paradise! But then again, every kind of enjoyment gets boring in the end. Ten years! For ten years I've been trapped in paradise by the Mist! I want to see the outside world! I want to lay down in the grass and gaze up at the sky! I'm tired of this place! Fed up with everything! Somebody, get me out of here! Life. Fate. It's all a joke. A great big joke!  
~~~~~

Narration (fish tank): On the glass is a sign: The rare, expensive Voltech Fish!

Inn 2nd Floor

Woman by cabinets: When the town was attacked by the Mist, people were crying and screaming. It was utter chaos. But within a year, the people began indulging in debauchery, as a diversion, they said. Drinking, fighting, dancing. But after a few years they became bored with those diversions. The people here are like ghosts - not living but merely existing out of fear of dying.

Woman by beds: Oh, you're new here! Do you want to hear about when the Mist came to Sol?

1) Yes

2) No
~~~~~

2) No

Woman: Oh, Well. I guess stories like that wouldn't interest strangers

like you.

1) Yes

Woman: It was right in the middle of the long, long war with Conkram. The war had been raging for over ten years, and we were beating Conkram's army. "We're about to win! Soon the war will be over," everyone thought. We were about to win, when a strange castle appeared in the sky, and Mist started flowing out of it! As long as the Mist is here, my family and friends will be possessed by Seru. Victory was close yet too far to grasp. That's the real tragedy of Sol.

-----  
Sol Cafe  
-----

Grantes: (Silence)  
Grantes: (Brooding)  
Grantes: Hey, kid. Never bother a man when deep in thought.  
Grantes: (Silence)

Blonde pipe smoker at left bar: Oh, hello, Mister! The drinks are 30G a glass. Do you want one?

1) Yes  
2) No

2) No

Pipe smoker: Oh. Well, I won't push it on you, but you'll never find anything as good for you as this.

1) Yes

Pipe smoker: Oh yeah? You act tough, but you're still a minor, aren't you? I'll give you some milk. Wow, you must've been thirsty! Do you want another glass of milk?

a. Yes  
b. No

b. No

(same "No" response as above)

a. Yes

Pipe smoker: Oh, your name is Vahn? You're pretty tough for someone so young. Do you want another glass of milk?

b. No

(same "No" response as above)

a. Yes

Pipe smoker: So that thing you're wearing is a Ra-Seru? Wow, that's really something. Do you want another glass of milk?

b. No

(Same "No" response as above)

a. Yes

Pipe smoker: So, you are on a journey to awaken the Genesis Tree and get rid of the Mist. I know something that might help you. Do you want another glass of milk?

b. No

(Same "No" response as above)

a. Yes

Pipe smoker: The treasure chests in the lower levels of Sol are called the Sage's Treasure Chests. You can make the Sage happy by giving something he likes in return for what you take from the chest. There are eight Sage's Treasure Chests in all, so you'd better have enough treats for all of them! Do you want another glass of milk?

b. No

(Same "No" response as above)

a. Yes

Pipe smoker: If the Mist is really gone like you say it is, that's really great! Good luck, Vahn!

~~~~~

Lady bartender: I see you've been going around asking lots of questions. Well, this is a place for people to relax. So kids, don't ask too many personal questions.

Pianist: A good tune, don't you think? If you have any requests, just bring me the music!

Man at left of southwest table: That guy Grantes over there, he never talks about himself. And he's always sighing. About all he does is argue with some girl named Cara, who brings him money sometimes.

Man at right of southwest table: That foxy lady at the counter knows some pretty important things, they say. But it takes a lot of cash to find out everything she knows!

Showgirl: Love is born and dies too soon...But there's no need to cry. Crying won't bring her back. And forgotten dreams don't return.

Male bartender: Want something to drink?

- 1) Yes
- 2) No

~~~~~



1) Yes

Bartender: Sorry, you need to be 21 or older!

2) No

Bartender: Well then, what do you want?

- a. Do you know about Gaza?
- b. Can you tell me about Grantes?
- c. We got rid of the Mist downstairs.
- d. This is a nice place.

a. Do you know about Gaza?

Bartender: You watch out for that Gaza! He lives only to kill Seru monsters that live downstairs. Get in his way at the wrong time, and he'll mow you down! (Silence)

b. Can you tell me about Grantes?

Bartender: He's one of our newer regulars. He's been coming here since the Mist invaded the area downstairs. He's a good customer - always pays his bill and mostly keeps to himself. (Silence)

c. We got rid of the Mist downstairs.

Bartender: Oh yeah? Stop joking around. Besides, if that happened, Gaza would lose his reason for living. He'd be furious! (Silence)

d. This is a nice place.

Bartender: Thanks.

Bargirl at right bar counter: All I know is a silly fairy tale, but will you keep me company?

- 1) Yes
- 2) No

2) No

Bargirl: Oh well. Too bad for you.

1) Yes

Bargirl: Oh, good! So you'll keep me company. Why don't you buy me a drink? It costs 30G.

- a. OK
- b. No way

b. No way

Bargirl: Oh well. Too bad for you.

=====

a. OK

Bargirl: Oh, I'm so happy! Mmm, this tastes good! Now, you know the Soren, right? The ones with Seru Wings? They fly through the sky, not obeying anyone. They're very proud. But I heard that a young Soren had risked his life for forbidden love. Hey, I'm thirsty again!

b. No way

(Same response as above)

a. OK

Bargirl: (Gulp! Gulp!) Oh, that was good! Now where was I? That's right! I was talking about the Soren who risked his life for forbidden love. Soren Law forbids them from loving anyone who doesn't have Seru Wings. In other words, they can't fall in love with surface-dwelling people. Isn't that terrible? There are a lot of nice girls who don't have Seru Wings...like me, for instance! I feel real bad about this, but could you buy me just one more drink?

b. No

(same response as above)

a. Yes

Bargirl: Thank you! One day, a young Soren was flying. He had a Soren Flute, which is more valuable than even their own lives. But he dropped it and it fell to earth. He looked everywhere for it, but couldn't find it. After searching so long, he was frantic. Then he heard a song being played on a flute. He could tell it was his Soren Flute, but he had never heard that melody. He followed the sound. Whew, I'm getting thirsty again. Buy me a drink!

b. No way

(Same response as above)

a. OK

Bargirl: Oh, you're so nice! Anyhow, the young Soren found a girl playing the flute in Buma. He watched her for a long time, listening to the melancholy song. Without realizing it, he had walked right up to her. She saw him, and the flute fell out of her mouth. They stared at each other. And they fell in love, right then and there. Just like that!  
(Silence)

- 1) Would you like another drink?
- 2) Why don't we call it a night?

- ~~~~~
- 2) Why don't we call it a night?

Bargirl: Oh well. Too bad for you.

=====  
1) Would you like another drink?

Bargirl: OK. I like you, Mister. You seem to...understand me. The two couldn't hide their love for each other. But...Soren Law wouldn't allow their love. Sigh! For love's sake, the young Soren made a frightening deal with a demon. The deal was...It was to... (Silence)

Narration: There's no reply! She's fallen asleep!  
~~~~~

Man at far end of right bar: Genesis Tree? Yeah, the Genesis Tree...I remember some guys up on the roof having one of those.

Bearded man at right end of southeast table: Now I think...I think you should never - ever! - forget dreams or hope no matter what happens! People can dream anywhere they want, and find hope in whatever they want. I dream here, and I find hope. That's what I do.

Bearded men at left end of southeast table: Dreams and hope? I barely remember the words.

Muscle Dome

Bearded man at west slot machine: I'm tired of this game. But I don't have anything else to do.

Kid at northeast arcade machine: Shucks! That Songi bastard came out just when I was doing good.

Bearded man at east slot machine: Ugh! I know the secret is to press the button when you see the seam on the reel, but still...

Woman at northeast slot machine: Tee-hee! One bonus round after another! I just can't lose!

Woman at prize counter: This is the Prize Counter. Do you wish to exchange your tokens for prizes?

- 1) Yes
 - 2) No
- ~~~~~

2) No

Woman: Good luck!

- 1) Yes

(Menu Screen)
~~~~~

Woman left of ring: I've told Gaza so many times. "No matter how many Seru monsters you kill, it won't bring your children back." But I could never get through all that hatred. Gaza isn't possessed by a Seru, but the Mist has eaten away at his heart just the same.

Man left of ring: You guys know who Gaza is?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Gaza used to be a war hero. A fine man. Proud. He trained day and night to hone his skills. But when the Mist came, Seru monsters killed his kids and his grandkids, too. He was crushed! The only thing that keeps him going now is exacting his revenge on the Seru.

- =====
- 1) Yes

Man: Let me just say that if Gaza gets in the ring, no Seru alive stands a chance! The Astral Sword that Gaza wields is exquisitely sharp. But Gaza only fights Seru monsters from the lower levels.

~~~~~  
Man right of ring: Wow! Did you see that move? When the Mist clears, I'm gonna get a Seru and enter the Tournament!

Woman right of ring: These fights are so exhilarating! Since you guys have Seru, you should enter!

-----  
Sol Fever Disco  
-----

Left Stage Dancer: I really wanted to enter the Dancing Queen Contest, but...Disco King told me I was a lousy dancer.

Right Stage Dancer: Mist! That doesn't matter here. Don't even worry about it!

Male dancer at left: Come on, let's get it on! You can't just watch! Dance! Dance your shoes off!

Male dancer at right: This place used to be packed with young, beautiful people. But it's been the same crowd for ten years, man. You know what I mean?

Cathy: When I'm dancing here, I feel so...so alive, you know? I'm just an ordinary girl now, but someday I'm going to be the Dancing Queen!

Disco King (after getting Speed Chain): Hey, Noa! There aren't any more dances for me to teach you.

Bouncer: Thank you for coming.

-----  
Sol Broadway  
-----

Man on couch: You guys...Don't tell me you want to come in this theater?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: You're right! Who would want to waste their money on something like that? Ha!

=====

1) Yes

Man: Well, I guess you can do whatever you want Some people are so different!

~~~~~

Man on northwest seat: Zzzzzz....Zzzzzzzz....(Louder) ZZZZZZZZZ...Hey, leave me alone! I was sleeping! Don't wake me up!

Man on northeast seat: Oh, Pippy! The world may be engulfed in Mist, but I'll never let you go!

Pippy: Oh, darling! Your love is everythng to me! (Blushing)

Owner: Frankly, the way things are, I should just shut this place down, but...If I did that, all the people here would have nowhere else to go! That's why I keep the place open and let them perform here. I guess you could call it a kind of volunteer work!

Comedian above owner: I keep doing comedy because I don't have anything else to do, but it's so depressing, really. Oh, I want to hear the audience laugh just once before I die!

Comedian underneath red couch: A long time ago this theater was really popular, and there were girls all over the place.

Mon: Hey, Gala! Why don't you team up with me? We could be a comedy team!

-----  
Sol Broadway (After Gala's Act)  
-----

Man in northwest seat: Ha, ha, ha! Shut up! This is the good part! Don't bother me now!

Pippy: Oh, Sol-Mar, I just love a man who makes me laugh! (Blushing)

Sol-Mar: Pippy! Whatever happens to the world, promise me you'll never lose that lovely smile of yours!

Owner: Ever since you did your comedy act here, Gala, crowds have been getting bigger!

Comedian above owner: I wish I had your talent, Gala.

Comedian by red couch: Why don't you three go up on stage as a comedy trio?

Mon: Hey, Gala! Thanks for helping me out the other day. Thanks to you, I've regained my self-confidence. I'll never say "It's all over for me" again! My partner, Pig, saw your act the other day and agreed to work with me again! Pig says he's done some soul-searching, and I know it's

not fair to you, but...Pig and I have decided to work as a team again.  
Thank you, Gala. I have you to thank for everything!

Mon: But Gala, I hope we have the chance to do comedy together again  
someday.

Pig: I...I hope I can be as good a comedian as you someday, Gala! You're  
a comic genius!

Comedian by stage entrance: The show has started. I can't let anyone who  
isn't a performer pass.

Man on couch: A-ha! Ha, ha! Ha, ha, ha, ha! I almost laughed myself to  
death! So I was resting here. It's great to laugh, isn't it?

Cashier: Oh, Gala! You guys don't have to pay! Please, go on in!

Woman wandering main hall: I came to see Gala and Mon when I heard how  
funny they were. Can't you do another show?

Little kid: I wanna be a comedian, too!

Man in red: I didn't know comedy could be so funny until I saw your act,  
Gala.

Left man outside Broadway entrance: Gala and Mon are a big hit! Thanks  
to them, the 3rd Street Theater is drawing huge crowds!

Right man outside Broadway entrance: Hey, it's Gala the comedian! You're  
the funniest straight man around!

-----  
Bakery  
-----

Woman in front of baked goods: Soru Bread is very good, you know. The  
Sages just love Soru Bread. That's why everyone loves it so much. But  
it's so expensive! I wouldn't buy it, either!

Peddler: Welcome! If you want accessories, this is the place. What can I  
get for you today? (Menu Screen) Thank you! Come again!

Soru: Hello! How about some world famous, homemade Soru Bread? (Menu  
Screen) If you ever want to try some Soru Bread made by Soru himself,  
come on back!

Man by boxes in back: I know a way to get Soru Bread cheap. Want to know?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: Hmmf. Bet you guys must be rich.

=====

- 1) Yes

Man: Go to Muscle Paradise if you think you're tough enough. They give

out Soru Bread as prizes.

~~~~~  
Man by window: Do you know who Cara is?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Hmmf. And to think she's one of the most famous people in Sol,
along with Gaza.

=====
1) Yes

Man: Why would such a nice girl like Cara fall for such a no-good guy
like that? He's always getting into fights and causing trouble. What a
bum!

~~~~~  
-----  
Arms Shop  
-----

Arms Dealer: Welcome! We have various weapons and armor. What can I get  
for you today? (Menu Screen) Thank you! Come again!

Man by swords: He, he! So, you all like Seru, just like me, huh?

- 1) Yes
- 2) No

~~~~~  
2) No

Man: Ha! And I thought you were true Seru collectors! Then you shouldn't
be wandering around with those things. People will think they're real!
You'll get yourself killed by Gaza, if he sees you with those!

=====
1) Yes

Man: So, we like the same things! Then I guess you know about Uru Mais,
right?

- a. Yes
- b. No

~~~~~  
b. No

Man: What are you, amateurs? If you don't even know about Uru Mais,  
don't pretend to be Seru maniacs!

=====  
a. Yes

Man: I knew you would! After all, Uru Mais is a Mecca to Seru collectors!  
When the Mist clears, I want to go to Uru Mais and get myself a custom-

made Seru. With a powerful Seru, I could enter fighting contests and become famous!

-----  
Warehouse  
-----

Man at left: It's sad...These are just little kids and they're so hardened by the cold world...

Little boy blocking aisle: Hmmf! You're just a bunch of kids. We don't want any poor little kids around here. Go home!

- 1) I'm not a kid! I'm 14 years old!
- 2) I am not a poor kid!
- 3) I'm an adult!
- 4) Well I don't want you around!

- ~~~~~
- 1) I'm not a kid! I'm 14 years old!

Little boy: How uncool!

- =====
- 3) I'm an adult!

Little boy: What are you, a moron?

- =====
- 4) Well I don't want you around!

Little boy: I'm outta here!

- =====
- 2) I am not a poor kid!

Little boy: So, you have money, eh? Well, this is our hangout. If you have money, go inside and buy something.

~~~~~

Kid blocking aisle: Hey, moneybags. You're pretty good for a little kid. Buy something before you go. Anything.

Little girl behind box: Are you gonna buy something?

- 1) Healing Fruit: 10,000G
- 2) Magic Fruit: 8,500G
- 3) I don't want anything

- ~~~~~
- 1) Healing Fruit: 10,000G

Little girl: Thank you!

Narration: Vahn bought a Healing Fruit from the child.

- =====
- 2) Magic Fruit

Little girl: Thank you!

Narration: Vahn bought a Magic Fruit from the child.

3) I don't want anything

Little girl: That's it.

(Vahn doesn't have enough cash)

Little girl: No...money?

Little boy behind box: We have this really cool accessory, it's a Life Grail. Do you want it?

1) Yes

2) No

2) No

Little boy: Hmmf!

1) Yes

Little boy: I'll sell it to you for 90,000G!

a. I'll buy it for 90,000G.

c. Forget it!

b. That's too much. Lower the price!

d. Vahn doesn't have enough money

a. I'll buy it for 90,000G

Little boy: Thank you! (if Vahn has enough money)

Little boy: Now look! Don't think I'm a pushover just 'cause I'm a kid. You don't have enough money! (if not enough cash)

c. Forget it!

Little boy: Man, what a tightwad!

b. That's too much. Lower the price!

Little boy: Hey, we have to make a living at this, you know! Alright, how about 60,000G?

a1. Make it half -- 30,000G!

b1. Do you think we're stupid?

b1. Do you think we're stupid?

Little boy: Yeah, I do! Hmmf.

=====
a1. Make it half -- 30,000G!

Little boy: What? Are you crazy? A Life Grail for 30,000G?! Uh...
Alright, this is my final offer. 40,000G!

a2. I'll buy it for 40,000G!

Little boy: Here! The Life Grail is yours! Take good care of it!

Narration: Vahn now has the Life Grail!

Little Kid: Well, we're all out of Life Grail. So there!

~~~~~  
-----  
Community Hall  
-----

Man at southwest wall: Gaza sometimes stops here after he returns from the lower levels.

Old man at southeast: Mar? Is that you? No, of course not. Sorry, I thought that young lady there was someone I knew once. Mar was one of Gaza's grandkids. Do you want to hear that story?

- 1) Yes
- 2) No

- ~~~~~  
2) No

Old man: Oh, alright. Never mind.

- =====  
1) Yes

Old man: Gaza had a son named Theodore and two grandkids, Mar and Belde. One day, in the Mist, in the lower levels of Sol, right before Gaza's eyes...The Seru monsters killed Gaza's son and grandkids. That's what made Gaza run mad. All he had left was his sword. His only reason for living was to kill Seru monsters and perfect his swordsmanship.

~~~~~  
Old man at southwest: You're Noa, right? You look just like Gaza's dead grandchild, Mar.

Old woman at cabinet: I told him that the Seru he kills may have been human once. That he may be killing his own friends and townspeople. But he wouldn't listen.

Old woman in upper room: The Mist is the real villain. Gaza vowed to himself and his sword to kill Seru and perfect his swordsmanship.

Old man by lower bed: What'll be really frightening is when the Mist disappears! When the Mist disappears from Sol, the Seru will disappear. When that happens, Gaza will lose his reason for living, and his spirit may die.

Old man by window: That Gaza, what a sad fellow. He used to be so dedicated! Now his heart is dead.

Sol Cafe

Man by barrels: Emperor Etora VIII of Sol was engulfed by the Mist while commanding the front-line troops.

Big Bearded man: I collected Seru samples in Uru Mais under orders from Emperor Etora VIII.

Old man near barrels: Yeah, the Genesis Tree. In the deepest cavern under Sol is Warrior's Square. There was a Genesis Tree there. But they say the Genesis Tree is gone now.

Woman at kitchen sink: Now I remember. I did hear of it, several years before the Mist came from the Floating Castle...I heard that some strange mist had appeared in Conkram during the war with Sol. But thanks to the brave deeds of three strange travelers, that mist disappeared. I wonder if that mist in Conkram has anything to do with the Mist today.

Peddler: Because of the war, the arms dealer downstairs has a better selection than they do upstairs.

Woman by window: I heard from a girl who works at the cafe... ..that a young Soren man had a tragic love affair in Buma before the Mist came.

Sol Dayschool

Blonde girl by treasure chest: North of Sol is Dr. Usha. He is sooooo smart!

Blonde girl by drawings: I hope Cara comes back soon. Cara is really nice to us.

Little boy on carpet: I don't need any father, I don't need any mother. I just need the lady who can take care of us!

Woman by stove: Oh, hello there! Welcome to Kiddie House! We take care of children who are all alone now. Some have parents on the lower floors.

Little boy by southeast bed: Um, Cara? She always brings us lots of presents!

Little boy by cradles: You know what? There are people called Soren, and they have Seru, and they can fly!

Woman by beds: Do you know Cara?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: Oh, I see. Well, Cara is a very wonderful person.

=====

1) Yes

Woman: I know she calls herself a thief, but...She's really a gentle person. Besides, there are reasons she goes into the Mist to steal. One of them is to pay the operating expenses here. Another reason...Oh, I don't know if I should tell you this, but...Cara said she steals so that she won't regret the love she had. I don't really understand what that means, but it sure sounds complicated and deep.

~~~~~

Children in cradles: Goo goo ga ga!

Sol Observatory

Monk farthest northwest: Sir! I came to learn the teachings of Biron after losing hope in decadent Sol.

Monk farthest west: Sir! The Seru madness can only be defeated through unlimited discipline and mental training.

Monk farthest northeast: H-Hello. Are you searching for Arts?

1) Yes

2) No

~~~~~

2) No

Monk: I see. It matters not to me.

=====

1) Yes

Monk: Ah, just as I thought. Before the Mist, we wrote a book of the secrets of many powerful Arts. But I left it in on one of the lower floors. The book's title? P-Please, don't ask. It's too embarrassing.

~~~~~

Monk farthest northeast: Y-Yes. You want to know the title of the book of secrets about Arts that is on one of the lower floors? It's t-too embarrassing to say.

Monk directly southeast of gate: Sir! We have been training like this for over ten years.

Monk east of staircase: Sir! That is Biron Temple. Only a Biron monk may enter.

Monk southeast of staircase: Sir! Please do not interfere with our training.

Biron Temple

Old Deez: Open Sage's Gate and go to Warrior's Square. The Genesis Tree seedling should revive. Good luck. And may Tieg smile on Sol.

Monk at northwest: Sir! If you are tired, do you wish to try the secret medicine of Sol and Biron?

- 1) Yes
- 2) No

~~~~~  
2) No

Monk: I see. Then I wish you luck!

- =====
- 1) Yes

Monk: Hee, hee. This works wonders!

Narration: Everyone's HP and MP are completely restored!

Monk: Forgive my presumtuousness!

~~~~~  
Monk at southwest: Sir! The secret to opening Sage's Gate is in the treasure chests in the lower floors of Sol.

Monk at northeast: Sir! Warrior's Square is located under this town. However, the only way there is through Sage's Gate, which is tightly sealed!

Monk at southeast: Sir! To think that there are Biron warrior-monks wearing Seru like Gala does...There must be many things beyond our imagination in the outside world now that the Mist is gone!

[NPC46]

0=====0
0 Sol Tower (After Receiving Seedling) 0
0=====0

Biron Temple

Old Deez: Gaza...Such an unfortunate man. Stay alert on your way there! Good luck. And may Tieg smile on Sol.

Sol Observatory

Monk farthest northwest: Sir! Where on earth did Gaza disappear to? I hope nothing bad happens.

Monk directly west: Sir! Gaza caught us off guard. We must train harder.

Monk directly southeast of gate: Sir! To get to Warrior's Square, you must open the Sage's Gate!

Monk east of staircase: Sir! The Sage's Gate was sealed by Dr. Usha

before the Mist came.

Monk southeast of staircase: Sir! If you succeed in reviving the Genesis Tree, we will be able to see everything through this atrium.

Sol Dayschool

Woman by cradles: The townspeople are complaining about how sad they are or about how empty they feel, but...But here with the kids, I'm too busy to complain or feel sorry for myself.

Sol Fever Disco (After Winning Dance Contest)

Disco King: You being the Dancing Queen, I'm sure you know all my dances already.

Cathy: Oh, wow! You're the Dance Queen, Noa! What do you think about my dancing?

Mary: How could a lame dancer like Noa win. The judges must be nearsighted or something.

Judge: Oh, you're Noa, the Dance Queen! I'm sorry, but ever since you won, no one wants to enter the Contest. But since you're here now, would you dance for us?

- 1) Yes
- 2) No

~~~~~

- 2) No

Judge: You can sign up at any time. Please come back again soon.

=====

- 1) Yes

(Dancing mini-game activated with everyone on stage)

~~~~~

Female stage dancer at left: You're so lucky, Noa, because you can dance so well!

Bouncer: We've been waiting for you, Dance Queen Noa. Please enjoy your visit.

Green-haired dancer outside entrance: Noa, can you teach me to dance someday?

Blonde dancer by entrance: Oh! You're the Dance Queen, Noa! I'm a big fan of yours!

Lower Levels

Sage Treasure Chest: I smell something good! That smells so good -- it's Soru Bread!

Narration: Do you wish to give the Soru Bread to the Sage's Treasure Chest?

- 1) Yes
- 2) No

~~~~~  
2) No

Narration: Vahn didn't do anything.

Sage's Treasure Chest: Soru Bread!

- =====
- 1) Yes

Narration: Vahn put the Soru Bread into the Sage's Treasure Chest!

Sage's Treasure Chest: Thank you! The Sage's hunger has been satisfied!

~~~~~  
Sage's Treasure Chest: Heroes! I thank you for the Soru Bread!

[NPC47]

0=====0
0 Sol Tower (Genesis Tree Revived) 0
0=====0

Stairwell: Lower Levels

Left soldier front of control room: What happened to the Mist? What about the war? Did Sol win?

Right soldier on floor in front of control room: What am I doing here? Ooh, my aching head! My whole body hurts! What's going on here?!

Soldier in control room: I was one of Dr. Usha's personal guards. As soon as we were relieved, the Mist came. After that, I don't remember anything. After he sealed the Sage's Gate, Dr. Usha left for the northwest, saying he was returning to his lab.

Middle-aged woman in front of B1 elevator room: They're gone! My husband and my children -- they're gone! What happened?!

Little kid on stairwell: Um, I came down from the 6th floor to look for my Mommy and Daddy after the Mist disappeared. But I still can't find them.

Old man in front of item shop: As soon as the Mist disappeared, the arms dealers, accessory shops and inns downstairs reopened. It's not that they just want to make money. I think they want to live and work like humans again.

Woman in front of exit: Who would think a place could get this dirty in ten years! It'll take forever to clean this place up!

Woman in front of 1F elevator: The bars and clubs upstairs are still open! Go on up and have yourselves a good time!

Man by lower weapon shop: I hope Dr. Usha is safe.

Girl in front of elevator 2F: Cara was born in Buma, I hear. They say something terribly sad happened to her.

Boy in front of elevator 2F: There are three Genesis Trees in Buma.

Soldier east of Diner entrance: My soldier buddies disappeared in the Mist. They must all be dead.

Girl in front of Elevator 3F: This town was so much more exciting before the Mist came.

Item Shop Back Entrance

Middle-aged woman: Uru Mais is where the new type of Seru come from. But I hear there's some strange secret there.

Little girl in pink: There are ghosts in Uru Mais!

Middle-aged woman by staircase: When I was in the Mist, I dreamt I was devouring Soru Bread like a hungry wolf!

Sol's Diner

Waitress: Hello! Sorry, but we're still getting ready. Good-bye!

Bearded man at counter: I remember there was this really beautiful young girl in Buma. I think her name was...Cara.

Woman behind counter: I'm sorry, we're not open yet. We're still cleaning up.

Man at table: Man, what a dirty place! Was it always this dirty? What? What Mist? Look, I have no idea what you're talkin' about! Don't try to tease me just 'cause I'm old!

Middle-aged woman at east: I know who betrayed us to the allies of the Mist. Do you want to know?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: You're the type who doesn't want to face up to reality. That's not very smart, you know.

=====

- 1) Yes



Woman: His name is Grantes. It was Grantes! Grantes helped build the Floating Castle!

~~~~~  
Narration (menu): Superb Piura Steak. Warm Lippian Salad. Sauteed Barra, Buma Style

Lower Weapon Shop

Man wearing Seru: Heh, heh. I knew I was right! As soon as the Mist cleared, I came running to this shop! And I got myself some valuable weapons, the kind the shop upstairs just doesn't carry! Heh, heh!

Arms Dealer: Welcome! We have all kinds of weapons here! What can I get for you today?

Lower item shop

Little kid: Come on over, folks. Come over here, we have a lot of nice things!

Peddler: Welcome! If you need any tools, this is the place! What can I get for you today? (Menu Screen) Thank you! Come again!

Lower Weapon Shop 2nd Floor

Bearded man: A long time ago I used to raise Seru here. You could call it a Seru farm, I guess. I was really busy during the war, when the fighting was intense.

Left scientist: We used to make ordinary Seru, the kind you can mass-produce. The new Seru are in Uru Mais.

Scientist by chest: The Mist is gone from Sol, but I'm still too scared to start making Seru again.

Lower Inn

Old woman by staircase: I'm looking for a swordsman named Gaza. Do you know him?

- 1) Yes
- 2) No

~~~~~  
2) No

Old woman: I wonder where Gaza went.

- =====
- 1) Yes

Old woman: You know him! Is he safe?

- a. Yes
- b. No

- a. Yes

Old woman: Oh, good! I'm so glad. Wait a minute. I can tell by the look on your face! Tell me the truth! Is Gaza safe?

- b. No

Old woman: (Silence) Oh, I see. (Silence) I see. I survived the Mist, but had I been unlucky, maybe Gaza would have killed me as a Seru monster. You've seen such terrible fighting...And poor Gaza. He put down his sword, but after his grandchildren were killed by the Mist, he took it up again. Poor, lonely Gaza...his only choice was to live by the sword again. I know you are careful and have fine Seru, but a Seru is a Seru! It's just a tool! People are more important than tools! Never let a tool rule your heart!

Old woman by staircase: Maybe god created the Mist to punish us for relying on the Seru too much.

Innkeeper: Welcome! A room is 200G per night. Do you want to stay the night?

- 1) Yes
- 2) No

- 2) No

Innkeeper: Oh. Well, come again!

- 1) Yes

Innkeeper: Thank you for the 200G. Enjoy your stay!

Soldier by staircase: This is His Imperial Majesty Emperor Etora VIII!

Soldier by beds: This is His Imperial Majesty Emperor Etora VIII!

Etora: What? Have you forgotten Usha's password?

- 1) Yes
- 2) No

- 2) No

Etora: Good work! Give my regards to Usha when you see him!

- 1) Yes

Etora: Vahn, you are brave and strong, but somewhat lacking in memory. I still clearly remember it though Usha told me ten years ago! Now, if you cannot trust your memory, write it down! X X TRIANGLE CIRCLE SQUARE! I will say it again for your weak memory, Vahn! X X TRIANGLE CIRCLE SQUARE! That is the message! I know entreat you to destroy the abominable Floating Castle! Good work! Give my regards to Usha when you see him!

~~~~~

Soldier by beds: Now, you never heard this from me, but...I think it would be hard for the Emperor to go back upstairs as ruler at this point.

Soldier by stairs: Now, you never heard this from me, but...The commoners took over the Imperial Room upstairs, and the Emperor has nowhere to go.

Upper Inn

Middle-aged woman next to bearded man: I was lucky to survive the Mist and make it back here. But on the other hand...I go crazy when I think what my husband must have been doing in the ten years he's been away from me!

Bearded man: Oh, yeah, that's right. I'm married. I completely forgot!

Man by upstairs fireplace: When I came out of the Mist downstairs, my wife was old, and all my friends were dead. This is reality? Hmmph. It's more like a bad dream.

Woman by cabinets: When the Mist cleared and my husband came home, I realized what the real tragedy of Sol is.

Woman by beds: Well, I suppose we should be happy for those who were reunited with their family and friends.

Jazz Club

Grantes: (More silence)

Grantes: I know! I know the Mist is gone from downstairs. But it doesn't mean a darn thing to me. So let me be, will you?

Grantes: (Silence)

Blonde Pipe Smoker: Well, well! It's the cute hero! Make yourself at home!

Female bartender: You guys may have rid Sol of the Mist, but...You can't just do whatever you want in my restaurant.

Left man at southwest table: Even though the Mist is gone from downstairs, Grantes keeps on being so gloomy.

Right man at southwest table: I'm so happy the Mist is gone from Sol! So happy! I'm happy, that's why I'm celebrating here!

Singer: A love that travels far will come back again someday. When you believe in someone without tears. When you wait and never forget.

Man at right bar counter: You can never tell, eh? I used to think that everyone would come back up here once the Mist was gone. But even though the Mist is gone, almost no one came back! They must have all died. When the Genesis Tree was revived, I got hit over the head with something called "Reality"!

Bartender: So, I heard you defeated Gaza. It must have been a tough fight...in a lot of ways.

Right man at southeast table: See? I was right. There is hope and dreams in this place, just like I said.

Left man at southeast table: Hmmph! The drink called "Hope"? Yeah, I remember how that tastes. It's like a dreamy future in a glass...

Muscle Dome

Man at west slot machine: I heard the Mist down below is gone. But that doesn't even matter when you're in here!

Woman left of ring: Right now, I bet Gaza is playing with his kids in heaven.

Man left of ring: Now, in the age of the Mist, Gaza is considered washed up. I can see why you might think that, but...Let's remember the old Gaza, the strong, proud Gaza.

Man right of ring: The Mist downstairs may have cleared, but they say there's still a lot of Mist elixir here. That's why the Seru are still so tough.

Sol Fever Disco

Right stage dancer: The Mist is gone?! That doesn't matter here. Don't even worry about it!

Man dancing at southeast: It's great to be alive. Look at those people dancing. Just great.

Man dancing at southeast: Come on, let's get it on! You can't just watch! Dance! Dance your shoes off!

Bakery

Woman in front of breads: Who would have thought that Soru Bread had the power to open the Sage's Gate!

Man by boxes: I wonder why the Sage's Treasure Chests eat bread? Who knows? Maybe it's because Dr. Usha liked Soru Bread.

Arms Shop Upper Floor

Man wearing Seru: I guess I misjudged you! Those Ra-Seru are the dream of every Seru collector!

Community Hall

Man at southwest: In the end, Gaza must have come to his senses.

Old man by table: Sol's people lost all hope and the ability to envision a bright future without Mist. Despair, weakness and apathy...That's what turned Gaza into a monster and set it free. Maybe Gaza gave up on the human race.

Old woman in front of sink: The reason that hardly anyone came back after the Mist cleared is because Gaza killed them all! That's what some people say. But I can't bring myself to blame Gaza. After all, if there was no Mist, this tragedy never would have happened. Gaza is a victim of the Mist, too.

Old woman in upper room: To think that Gaza, who hated teh Mist more than anyone and hated the Seru more than anyone... ..would give himself up to the Mist and the Seru. What an ironic fate.

Old man by lower bed: People wearing Seru aren't the only ones the Mist makes mad! Even those who survive are eaten away with hatred for the Mist! That's frightening!

Old man by upper bed: I see. So the Genesis Tree was revived and Gaza is dead....He was too zealous. He confused his methods with his objectives.

Old man by beds: All of us hope that the Mist will disappear from all of Legaia someday.

Sol Cafe

Man by barrels: I hear that down there, Emperor Etora was released from the curse of the Mist, as well.

Bearded man by window: If you guys can travel outside, you should go to Uru Mais!

Woman by sink: I heard that Emperor Etora VIII escaped and is in the lower levels.

Old man: "When you're in trouble, go to Dr. Usha" -- that's what they used to say. I wonder if Dr. Usha is safe?

Peddler: I hear the arms dealers and accessory shops downstairs are open again. I think I'll go see.

Woman by window: I'm sure you want to hear the rest of the story of the tragedy that took place at Buma.

Sol Dayschool

Little boy on carpet: Mommy and Daddy...They didn't come home.

Little girl on carpet (left side): I want to meet Dr. Usha. I want him to be my teacher!

Little girl on carpet (right side): If I study hard, will I be a brave warrior like you, Vahn?

1) Yes

2) No

~~~~~

2) No

Little girl: I knew it. That's what I thought.

=====

1) Yes

Little girl: Oh! Then I'm going to study hard!

~~~~~

Woman by carpet: I thought their parents would come back when the Mist cleared...But unfortunately not too many came back. Maybe because they were in the Mist for so long...Or maybe because of Gaza. No one knows for certain.

Woman by cradles: I'm going to tell the children that you were the legendary Ra-Seru and brave heroes!

Little boy by cradles: I bet the Soren could take me to the Mist castle way up in the sky!

Woman by beds: She hasn't come around here for a while. I wonder if something happened to her.

Little boy by beds: But I don't want any more presents. i just want Cara to come back!

Sol Observatory

Monk farthest northwest: Sir! Our ultimate goal is to teach the world hope through action...Like you, Gala, Vahn and Noa.

Monk west of staircase: Sir! Gala is the pride of all Biron warrior-monks.

Monk southeast of staircase: Sir! I may have no Ra-Seru, but I will endeavor to change the world by emulating the spirit of Gala.

Monk northeast of staircase: Sir! Many people failed to return after the Mist cleared. If that is because of Gaza, then i am equally to blame for failing to stop him.

Monk southeast of gate: Sir! Good luck to you all!

Monk farthest northeast (after finding Mary's Diary): Y-Yes. A-Alright.
The...book! G-Give it to me!

Narration: Vahn passed Mary's Diary to the warrior-monk.

Monk: Ohh, this is...so embarrassing! Ohh! A warrior-monk of Biron
should not gaze upon such a book! Oh...my! (Silence)

Monk farthest northeast: (Silence) Yes...Uh, the Arts, yes. Understood.
I will teach them to you.

- 1) Teach me Vahn's Arts!
- 2) Teach me Noa's Arts!
- 3) Teach me Gala's Arts!
- 4) No, I don't want to bother you.

~~~~~  
1) Teach me Vahn's Arts!

Monk: Please! You must know the Spin Combo already! Does someone else  
also wish to learn the Arts?

=====

- 2) Teach me Noa's Arts!

Monk: Please! You must know the Rushing Gale already. Does someone else  
also wish to learn the Arts?

=====

- 3) Teach me Gala's Arts!

Monk: Please! You must know the Black Rain already. Does someone else  
also wish to learn the Arts?

=====

- 4) No, I don't want to bother you.

Monk: Please don't tell Deez about that book.

~~~~~  

Biron Temple

Old Deez: Gala! Vahn! Noa! Good work! Words fail to describe my joy at
your success! I deeply appreciate you. Now, I hear there is another
Genesis Tree in Karisto -- in Buma, far to the north. Your power and
that of the Ra-Seru should enable you to revive it and drive off the
Mist! Good luck. And may Tieg smile on the whole world!

Old Deez: Give my regards to Master Zopu, of the head temple of Biron.

Monk at northeast: Sir! Buma is a town of snow and ice covered ravines.
I wish to visit it myself someday.

Monk at southwest: Sir! The Mist may be gone from Sol, but true peace
will not come until the Floating Castle is destroyed!

Monk at southeast: Sir! Once the Mist is gone from the world, I hope to

visit Biron's head temple and see Master Zopu.

Stairwell

Man in red in front of inn: A Coliseum arena, dance club, theater -- they're all packed with people having a good time!

Girl in front of inn: Everyone thought that when the Mist went away, all the people possessed by Seru would return. But few actually came back. It must be Gaza. He must have...

Boy in front of inn: Daddy and Mommy told me it's safe now to go below the 3rd floor. I want to go there and play!

Left woman in front of Jazz Club: Decadence and depravity are both good! I'm going to celebrate this joyous occasion!

Right woman in front of Jazz Club: Now that the Mist is gone, I feel like celebrating! I think I'll go to the cafe!

Kid in front of elevator 4F: Now that the Mist is gone, you can see all the way to the bottom!

Man in front of Muscle Dome: Since you defeated Gaza, you would be undefeatable at the Coliseum!

Woman east of Muscle Dome: Well yes, the Mist is gone, but I just don't know what I should do with myself now.

Man in front of elevator 5F: Hey! You're the ones who resurrected the Genesis Tree in Warrior's Square, right?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: Oh. I must have mistook you for someone else. Sorry.

=====

- 1) Yes

Man: Really! We're all so grateful! So grateful! Now if you'd destroy the Floating Castle and get rid of all the Mist, we'd be ecstatic!

~~~~~

Woman in front of Bakery: The Mist downstairs has disappeared. So why is everyone acting so perplexed?

Older boy in front of elevator 6F: My parents and grandfather were lost in the Mist, but I'm going to take care of my little brother.

Little kid in front of elevator 6F: My brother came back!

Old man in front of Community Hall: I used to call Sol a dead world, a paradise of despair...I'm so embarrassed. Hope, despair, life and death -- it all depends on how you look at things!

Old woman in front of elevator 7F: Genesis Tree? Now that you mention it...Hmm. I hear there's a magnificent Genesis Tree in Buma, a town north of here.

Man in front of Sol Dayschool: (Grumble, grumble) Those Biron people could have told me they had a Genesis Tree! Then I would have gone back to Warrior's Square....

Outside Walkway

Woman: Have you met His Majesty, Emperor Etora VIII?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: But you must! His Majesty wishes to speak to you! He has something to tell you. His Majesty can be found at the inn on the lower floor. Please go see him.

=====

- 1) Yes

Woman: Very well. Then do not forget what you have been told!

~~~~~

Man: Oh, Vahn. Are you going out?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: Oh. So you still have business to attend to in Sol. Vahn! Noa! Gala! You have saved Sol, but the Mist from the Floating Castle still covers Karisto Kingdom! Please! You must use your powers to save the Kingdom!

=====

- 1) Yes

Man: I see. If you go to the northeast, you'll reach Buma, city of ravines. From there go west to reach the tower where Dr. Usha lives.

~~~~~

[NPC48]

0=====0
0 Buma (Frozen) 0
0=====0

Narration (sign): Welcome to Buma, the city of lakes!

East: General Store

West: Inn

Seru monster in middle of town: (Creaking)

Narration: A human possessed by a Seru! It seems a little sluggish.

Narration (any of the building doors): The door is frozen stiff and won't open.

Female Seru monster by east building: Grrr...

Narration: A human possed by a Seru! It's shivering from the cold.

Seru monster by west building: Grrr...

Narration: A human possessed by a Seru! It's shivering from the cold.

Seru monster by northwest building: (Creaking)

Narration: A human possessed by a Seru! It seems a little sluggish.

[NPC49]

0=====0

0 Usha Research Center 0

0=====0

Man at hot spring: H-Hey! Don't stare at me! It's embarrassing!

1st Floor

Mrs. Usha: Hello! You're the first strangers I've seen in ten years! I'm so happy! Nice to meet you all! The Doctor awaits you in the laboratory up there. Go pay him a visit right away!

Man eating at table: It's s-spicy...Spicy but good. Oh, it's really good!

Assistant southwest of elevator: We all knew that brave heroes like you would come to save us someday.

Assistant at southeast: The Doctor built this laboratory in a hurry ten years ago when he learned about the Floating Castle.

Peddler: That's great! I guess the ten years I spent hiding from the Mist were worth it! Hey! Customers! The first in a long time! Now let's see...Welcome! If you want tools, this is the place. What can I get for you? (Menu Screen) Do you need anything else?

- 1) Yes
- 2) No

~~~~~

- 1) Yes

(back to Menu Screen)

=====

- 2) No

Peddler: Thank you! Come again!

~~~~~

Woman behind counter: Welcome to Usha Research Center! Would you like something healthy and satisfying to eat?

- 1) Yes

2) No

1) Yes

Woman: Here! Please, eat all you want!

Narration: HP and MP are completely restored.

Woman: What hearty appetites you have! You seem very refreshed.

2) No

Woman: Oh, why, you don't have to be so modest. When you're tired, sleep is the best thing. Well, do you want to go beddy-bye?

a. Yes

b. No

b. No

Woman: Oh. Well, you all seem so strong.

a. Yes

Woman: You can sleep in Dr. Usha's bed. It's exquisitely comfortable!

Narration (teddy bear): An old, worn out stuffed animal! Hmm, it smells like a woman!

Balcony

Assitant at left: We're watching the Floating Castle in shifts. If we could destroy the Floating Castle, we could free Karisto Kingdom of the Mist.

Assistant at right: Me? I'm collecting samples of the outside Mist.

2nd Floor

Assistnat by barrels: You know that woman downstairs? Well, she's actually Dr. Usha's wife.

Top elevator winder: Oh, so there are three brave heroes?! So that's why it was so heavy!

Bottom elevator winder: So you're the heroes who are going to save us from the Mist! We're counting on you!

Top elevator pumper: I haven't operated the elevator in such a long time!

Bottom elevator pumper: So, did you have a smooth ride on the elevator?

1) Yes

2) No

~~~~~

2) No

BEP: Oh. Well, I guess we're getting a little rusty.

=====

1) Yes

BEP: I'm glad! Just hearing that makes it all worthwhile.

~~~~~

Assistant by desk: Dr. Usha is a naturalist and an alchemist, versed in both ancient and modern knowledge & science.

3rd Floor

Assistant by stairs: We have been working for the Doctor for ten years now.

Assistant by desk: Dr. Usha is a great man, but he's a little long-winded.

Assistant by Dr. Usha: Dr. Usha has been studying the Mist for some time, but has made little progress.

[NPC50]

0=====0

0 Usha Research Center (On the Way to Uru Mais) 0

0=====0

Dr. Usha: My wife has the key to the door to Uru Mais. She's downstairs. When you get the Fire Droplets, return here! I will build you a TimeSpace Bomb at once!

Assistant by Dr. Usha: Uru Mais is known as the home of the Seru because of the new type of Seru found there.

Assistant by desk: They say the three doors to Uru Mais can be opened with the Ruins Key.

Assistant by bookcase: I wonder what kind of dreams you can have in Uru Mais.

2nd Floor

Assistant by desk: You have discussed much with Dr. Usha.

Top elevator pumper: Time for battle, eh? We're going to use all our skills and do the best job we can!

Bottom elevator pumper: I'll be praying for your success in battle!

Top elevator winder: By the time you get back, we'll be even stronger, and will move you even faster!

Bottom elevator winder: Hey, little lady, you must be Noa. Wow, you're really cute!

Assistant by barrels: Watch out for her. Mrs. Usha is crazy about tests and quizzes.

1st Floor

Mrs. Usha: Good luck! I know you'll be able to bring back the Fire Droplet!

Assistant southwest of elevator: Uru Mais is located west of the laboratory. Good luck on your journey there.

Assistant at southeast: Everyone here just goes to sleep without clearing up first.

[NPC51]

0=====0
0 Uru Mais 0
0=====0

Narration: In faded letters the sign reads: Warning! Uru Mais is Sol territory! Do no(t) enter without permission of the Emperor!

Tiegs After One Dream

Tieg 1: In...begin... ..was Tieg... ..ieg was...every...Then... ..Him...into two...Those...hum... ..Seru...also divid... ..world... ..two... ..human... ..Seru.....

Tieg 2: To pr... ..two...T...placed...Gene...ees... ..human w...ld and... ..Tree in the...kai.

Tieg 3: To go... ..S..... ..chose a... ..gro... ..from.. ..and g... ..pow...as Ra....

Tieg 4: ...thous...years... ..human... ..cal... ..theplot... ..Tie ...Ro...ga...humans...>...the...ans cov... ..'s power... ..to ...human world.

Tieg 5: ...Ser... ..seal... ..in the... ..for all etern... ..put the... ..world and...

Tieg 6: The...is... ..of the...ev... ..gue...theM...that covers...human...was...by hum...

Tieg 7:
Tieg...the...into... ..world...Ge...Tr...An...he... ..em... ..help... ..com... ..humans sa... ..wor... ..if...Ro... ..evil... ..pear...

Tieg 8: (Unintelligible speech)

Tiegs After Two Dreams

Tieg 1: In...beginning...w...Tieg, and Ti...was
everythi...Then...divid...Himself...two. Those w...human...Seru. Tieg
also divided...world...two:...human world...Seru-kai.

Tieg 2: To pr...ct...two worlds, T...placed...Gene...ees in
human... ..a Mother...Tree in Seru-kai.

Tieg 3: To gov...the Seru, Tieg chose... ..a small...gro...Seru
from... ..and gave...powers as Ra-S....

Tieg 4: ...thousand years... ..human... ..cal... ..the...eru
Ro...plot... ..Tie... ..back.Ro...gave...humans Seru...the huans
cov...Seru's power...bringing...to...human world.

Tieg 5:...the Ser...sealed him in the... ..for all etern..But in view
of...who... ..with the Seru... ..have decided to...

Tieg 6: The Mist...is... ..of the evil...gu...Mist that covers...human
world was...by human...

Tieg 7: Tieg...the Ra...into... ..world's Ge...Trees. And
he... ..them...To help...compass...humans save...world
if...Ro... ..evil...appear...

Tieg 8: Tieg is...

Vahn's Dream

Val: If only we had Drake Water...If only there were no Mist...No
Mist...(Silence) Don't worry, Vahn. I was just talking to myself. Your
mother will get better.

Val: Vahn, your mother will be fine! I'm sure...She just...

Nora: (Silence) Vahn...You're so...grown up...now...So, please...Look
after...Nene...(Silence)

Nene: Goo-goo ga-ga.

After Calling Tieg

Meta: Vahn, where are you going? Have you forgotten why we came here?!

- 1) I know why we came here!
- 2) Uh, why did we come here again?

~~~~~

- 1) I know why we came here!

Meta: Well, then, let's go back and get the Fire Droplet from Tieg!  
=====

2) Uh, why did we come here again?

Meta: We came to Uru Mais to get the Fire Droplet to make TimeSpace Bombs! Now let's go back and hear the rest of what Tieg has to say.

~~~~~

[NPC52]

0=====0

0 Usha Research Center (Returning with the Fire Droplet) 0

0=====0

1st Floor

Mrs. Usha: Welcome back! I'm so happy that you made it back safely! My husband is waiting for you in his laboratory upstairs. Go see him right away!

Assistant southwest of elevator: You've done so well this far! It's finally time to have Dr. Usha make you a TimeSpace Bomb!

Assistant southeast of elevator: What? Juggernaut attacked Uru Mais?!

2nd Floor

Assistant by barrels: Mrs. Usha was worried about you the whole time you were gone.

Assistant by desk: I see. So Tieg was a common ancestor of humans, Seru and Ra-Seru.

Top elevator winder: The elevator's ride is smoother than the last time, right?

Bottom elevator winder: Knowing that you're here gives me the strength to move the elevator!

Top elevator pumper: Since we started moving this elevator you ride, hope has come alive in our hearts!

Bottom elevator pumper: You did it! You sure are the heroes!

3rd Floor

Assistant by staircase: Have you ever had a dream in Uru Mais?

- 1) Yes
- 2) No

~~~~~

- 2) No

Assistant: Really? Well, I guess myths aren't always true.

=====

1) Yes

Assistant: Hmm...(Silence) That sounds more like a flashback into your memory than a dream.

Assistant by desk: TimeSpace Bomb, what a cool-sounding name! I'm excited too!

Assistant by Dr. Usha: We are now ready to begin fabrication of the TimeSpace Bombs.

[NPC53]

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0=====0
0 Usha Research Center (TimeSpace Bomb Obtained) 0
0=====0
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3rd Floor  
-----

Dr. Usha: Do you understand? The first TimeSpace Bomb is for the entrance to Nivora Ravine. Use the remaining three to destroy Koru!

Assistant by reactor: We finished making the TimeSpace Bombs much more easily than I thought we would.

Assistant by desk: The TimeSpace Bomb explodes three seconds after the switch is pressed.

Assistant by staircase: It's amazing to think that humans, Seru and Ra-Seru all came from the same race of beings, the Tieg.

-----  
2nd Floor  
-----

Assistant by desk: Because the Buma area is a valley, it tends to accumulate the cold air from Nivora Ravine.

Top elevator pumper: I like you because you're the strong, silent type.

Bottom elevator pumper: Any man would want to live like you, Gala. Stoic and bold, and a little bit playful!

Bottom elevator winder: Noa, you're the greatest! Once the Mist is gone, I'll be your tutor and teach you about a lot of things.

Top elevator winder: Hmmf! Some people just don't appreciate our hard work...

Assistant by stairs: Mrs. Usha is downstairs looking anxious. She says she wants to give you a test.

-----  
1st Floor  
-----

Mrs. Usha: Good luck! I know you'll do well!



Assistant southwest of elevator: Nivora Ravine is located north of Buma, which is east of the laboratory.

Assistant southeast of elevator: I knew of the Ice Seru, Koru, before the Mist appeared. But not that Koru was placed in the Nivora Ravine and ordered to breathe cold air by Mist power. That must be the doing of Zora of the Floating Castle.

[NPC54]

0=====0  
0 Nivora Ravine 0  
0=====0

Narration: This is the tunnel entrance. Do you want to go back outside?

- 1) Yes
- 2) No

~~~~~  
2) No

(Nothing happens)

- =====
- 1) Yes

(Vahn, Noa and Gala run out of the entrances and regroup)

[NPC55]

0=====0
0 Buma (Genesis Trees Revived) 0
0=====0

Town Grounds

Cara: Sigh! What a pathetic woman I am. But I have a favor to ask of you. Please, play this music for Grantes.

Red-headed man by staircase: What about the war between Sol and Conkram? Who won?

Green-haired man by walkway: Before teh Floating Castle came, I remember hearing that a mountain pass to Conkram disappeared...In other words, Conkram could no longer be reached on foot.

Old woman by staircase: We all warned Cara! We told her she'd have nothing but bad luck if she fell in love with a Soren man.

Woman in center of town: I'm getting sea sick. I didn't know Buma moved so much!

Man in boat: Aahh...Aahh...Ahh-Chooo! Darn it! I think I caught a cold!

Man in boat: Aahh...Aahh..Ahh-Chooo! Aargh! I definitely caught a cold!

Little girl: You have a weird Seru!

Little boy: I'm so cold! My whole body is freezing!

Man by Inn: I knew Cara as a young girl, but now she's getting older.

Northeast House

Woman: I think Grantes is such a handsome guy!

Man: Grantes took a shining egg from out of the Genesis Tree. That was against Soren law, and Grantes had his Seru Wings taken away for that.

Old man by window: The Soren prefer solitude and almost never come in contact with us surface-dwelling humans. I suppose the only people they ever talk to are Conkram's royal family.

Old man by fireplace: Poor Cara. Her parents died in an accident before teh Floating Castle was built.

Old woman: I bet that Soren fellow took advantage of Cara's loneliness.

Inn

Innkeeper: Welcome! The rate here is 200G per night. Do you want to spend the night?

- 1) Yes
- 2) No

~~~~~

- 2) No

Innkeeper: Alright. Maybe next time, then.

=====

- 1) Yes

Innkeeper: Thank you for your 200G. Show these three guests to their room, please! (Party wakes up) Enjoy your stay!

~~~~~

Woman at table: Speaking of Soren, what ever happened to Grantes?

Man: I hear the Mist from the Floating Castle is still outside. I hope it goes away soon!

Arms and Item Shop

Man at left side: They say Mt. Dhini to the northwest is the Soren's sacred place. You can't get in without something that proves you're a Soren.

Woman: If you're going on ahead, you'd better stock up on weapons and armor.

Man on right side: Buma was famous for selling new Seru from Uru Mais at wholesale prices.

Peddler: Welcome! We have various weapons and tools. What can I get for you today? (Menu Screen)

[NPC56]

0=====0
0 Usha Research Center (Buma Cleared of Mist) 0
0=====0

1st Floor

Assistant southwest of elevator: We can see from the laboratory that the Mist is slwoly disappearing from the earth.

Assistant southeast of elevator: It was around the time the Mist appeared that the surface road to Conkram disappeared.

Man eating at table: That's strange. Where did I leave that? After the Doctor gave it to me...That fishing rod made of some new material...I know it's i the laboratory somewhere...

Mrs. Usha: Welcome back! You've done such good work! Please, make yourselves at home!

2nd Floor

Assistant by staircase: My research shows that there is a special area called Rogue's Tower in the Seru-kai. The Mist is man-made, and is nearly identical in composition to the air inside Rogue's Tower.

Assistant by desk: Why would Juggernaut destroy Uru Mais? I can't help feeling that Uru Mais still contains some secret waiting to be uncovered.

Top elevator winder: Everyone here is happy to be of service to you!

Bottom elevator winder: Noa, you're rough, but I can tell you come from a good family.

Top elevator pumper: There must be some evil leader who's creating the Mist somewhere in the world.

Bottom elevator pumper: I used to move this machine wearing a Seru for strength, but after toughening myself up...now I can operate the elevator without a Seru!

3rd Floor

Assistant by staircase: I believe the past war with Conkram was a major factor in the appearance of the Mist.

Assistant by desk: We're almost there! Soon we'll rid the entire world

of the Mist!

Assistant by Dr. Usha: Dr. Usha is continuing his research using the information you gave him.

Dr. Usha: Welcome back! So you awakened the Genesis Tree of Buma! Next, you must destroy the Floating Castle, where the Mist Generator is. You can only reach the Floating Castle with the help of Soren, who wear the Seru Wings. You can learn more about them by asking around at Buma.

[NPC57]

0=====0
0 Sol Tower (Grantes Gone) 0
0=====0

Jazz Club

Female Bartender: Oh! So, Grantes...is gone.

Man left side of southwest table: I had no idea! No idea that Grantes was a Soren!

Blonde Pipe Smoker: Well, well! It's the missionary of love! Make yourself at home!

Pianist: I don't know why, but music is so great.

Singer: A love that travels far will come back again someday. When you believe in someone without tears. When you wait and never forget.

Bargirl: Who would have thought that good for nothing Grantes had been through so much. Appearances are deceiving, aren't they?

Bakery

Man in back: That's wonderful! So Cara and Grantes are back in love again!

Sol Cafe

Bearded man by window: There are more than just one or two mysteries waiting to be revealed in Uru Mais!

Sol Dayschool

Woman by beds: For ten years Cara had such a hard time.

Little boy by beds: But te lady who takes care of us said that Cara will come back.

Little boy by cradles: I bet the Soren could take me to the Mist castle way up in the sky!

Stairwell

Man below lower level Arms shop: In his youth, Dr. Usha traveled all around the world.

Sol's Diner

Man at table: Get outta here, would ya? Leave me alone!

[NPC58]

0=====0
0 Buma (Grantes Returned) 0
0=====0

Town Square

Woman in center of town: Oh! Cara and Grantes are waiting for you!

Man by Inn: Now that Grantes is back, Cara is young all over again!

Man in boat: That's Cara's house, the floating one to the northwest.

Little girl: If you're looking for Cara, she's is [sic] in this house with Grantes.

Little boy: I'm so cold! My whole body is freezing!

Old woman by staircase: I told Cara that she should forget all about Grantes, for her own sake! Who ever imagined she'd end up so happy?

Man by Genesis Tree: Well, what do you know! Look how vibrant the Genesis Tree is now!

Northeast House

Woman: If you have any Soren friends, can you introduce me to them?

Old man by fireplace: I'm sure Grantes will give Cara the emotional support she needs.

Old woman: That song made love bloom and caused a miracle.

[NPC59]

0=====0
0 Buma (After Reunion Scene) 0
0=====0

Cara's House

Cara: Ha, ha! I'm through being a two-bit thief!

Grantes: With the Soren Flute, you can call the Soren from the summit of Mt. Dhini. I'll leave Zora and the Floating Castle to you!

Grantes: I've made up my mind to spend the rest of my life with Cara, as a surface-dwelling human.

Town Grounds

Little girl: Now Cara and Grantes are so happy together!

Little boy: But when I see Cara so happy, it warms my heart!

Man in boat: Now that Cara is settled down and happy, I can relax. I'm gonna go fishing every day! If you've got the time, you can do some fishing with me. There's a fishing hole east of Buma.

Woman in center of town: Buma is such a romantic town now!

Man by Genesis Tree: So much drama has happened under this Genesis Tree.

Northeast House

Man: I would never let Grantes stay here as a Soren...But if he wants to live as a surface-dwelling human, then he'll have my support.

Inn

Woman at table: Grantes said he wanted to live here with all the other townspeople.

[NPC60]
0=====0
0 Soren Camp 0
0=====0

Camp Grounds

Luctes: The Elder lives in the farthest house. Go speak to him.

Gray-haired Soren (farthest south): Grantes was a good man, but he was too trusting. That's why he fell for Zora's deception.

Female Soren (by Memory Statue): We heard that down below, in Sol and Buma, the Mist has cleared. Did you do that?

- 1) Yes
- 2) No

~~~~~

- 2) No

Female Soren: Oh.

1) Yes

Female Soren: Oh, that's wonderful! And now you're going to destroy the Floating Castle? Please be careful! The Floating Castle is a nest of demons! Many Soren have lost their lives there!

Soren in front of bridge (northeast pillar): It's me, remember? I was the one who carried you here, Noa!

Gray-haired Soren (farthest northeast): The Soren have martial arts, too. But the greatest master and secret book were lost at Floating Castle. If you go to the Floating Castle, look for the secret book. It is called Soren Secrets. If you bring us the Soren Secrets, I'm sure it will help you some way.

Gray-haired Soren (farthest northeast): If you bring us the Soren Secrets, I'm sure it will help you some way.

Soren west of Inn: We Soren managed to escape the Mist thanks to our Seru Wings. But now, we're just biding our time until our extinction as a people.

Soren (near Elder's house): I have told our Elder, Cructes, all about you.

Female Soren (near Elder's house): Many times our Soren warriors attacked the Floating Castle...Many precious lives were lost. They were no match for the Mist's henchmen and their Sim-Seru.

Soren Peddler: If you need any Soren accessories, I'll sell them to you at cost. (Menu Screen) Remember, there is only one sky! I'll pray for your success in battle!

-----  
Arms Shop  
-----

Arms Dealer: Welcome. We sell goods here that are Soren specialties. (Menu Screen) Thank you! Come again!

Gray-haired Soren: The Soren love wind and freedom. My people followed the seasonal winds, like winged nomads! We once had camps all over the world, but today we have only this place.

Female Soren: There may be plenty of weapons, but there are no more soldiers to use them.

---  
Inn  
---

Soren at left: Seru Wings are created in a secret ceremony. Each Soren receives only one Seru.

Female Soren: Do you want to hear about Grantes?

- 1) Yes
- 2) No

- 2) No

Female Soren: I'm sure a surface-dweller just can't understand.

- 1) Yes

Female Soren: Luctes and Grantes are sons of Cructes, the Soren Elder. Grantes was the younger brother of Luctes. The two brothers were very close. But then Grantes fell in love with a surface-dwelling human. Then Grantes was deceived by an evil person who exploited Grantes' devotion to the one he loved. That cruel deceiver was Zora, queen of the Floating Castle! She promised Grantes Seru Wings for Cara, if he would steal a Ra-Seru Egg from Buma's Genesis Tree. Unwittingly, Grantes helped build the Floating Castle. Then the Mist came. When Cructes learned of Grantes' betrayal, he was left with no choice. He took away Grantes' Seru Wings and banished him to the Mist in accordance with Soren law! As Grantes' father, and as Soren Elder, it was a painful decision for Cructes.

Innkeeper: There's only a simple bed here. Do you want to rest here before you go?

- 1) Yes
- 2) No

- 2) No

Innkeeper: Come back anytime. You're always welcome here!

- 1) Yes

Innkeeper: Sleep tight! (Party wakes up) Be careful!

-----  
Cructes' House  
-----

Gray-haired Soren: Luctes is quite distressed about his younger brother Grantes' situation.

Blonde Soren: Luctes may seem unfriendly, but he's someone you can rely on when the chips are down.

[NPC61]

0=====0  
0 Soren Camp (After Speaking to Cructes) 0  
0=====0

-----



Crucetes' House

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Crucetes: So Grantes gave the Soren Flute to you...I see.

Blonde Soren: I see. That thing they call the Mist Generator is in the Floating Castle.

-----

Camp Grounds

-----

Soren east of Crucetes' House: When you are ready to leave for the Floating Castle, go tell Luctes. He's in the square.

Gray-haired Soren (farthest south): The demons of the Floating Castle are dreadful and strong. Be careful!

Female Soren (by Memory Statue): Please be careful! The Floating Castle is a nest of demons! Many Soren have lost their lives there!

Soren (west of Arms Shop): I will be responsible for taking you to the Floating Castle safely.

Soren (southeast of Arms Shop): You must destroy the Floating Castle! You must!

Luctes: Are you ready to go to the Floating Castle now?

1) Yes

2) No

~~~~~

2) No

Luctes: Hmmf! Oh, you surface-dwellers...Always the same!

=====

1) Yes

Luctes: We'll be flying at full speed! Hold on tight!

~~~~~

[NPC62]

0=====0

0 Zora's Floating Castle (Dropped Off) 0

0=====0

Soren (north of Luctes): Take care!

Soren (south of Luctes): I wish we could go with you, but we're not strong enough.

Luctes: What's wrong? Did you chicken out already? Ha ha! Just like a surface-dweller! We can return to camp if you want to.

1) OK

2) No

~~~~~

2) No

Luctes: Ha, ha, ha! Is that true self-confidence...or are you just bluffing?

1) OK

Luctes: Hmmf! Well, then, let's go back, Ra-Seru-wearing hero! (Flies back to Soren Camp with Vahn, Noa and Gala)

Luctes: As we speak, the Floating Castle is churning out the detestable Mist. Take care of whatever business you must attend to, then return here quickly.

Luctes (return back to castle after leaving once): We're here, Ra-Seru-wearing heroes. Now get to work!

Narration: Do you wish to move the ON/OFF switch of this horrible device?

1) Yes

2) No

2) No

Narration: Vahn did not do anything.

1) Yes

Narration: Vahn turned on the device!

Narration: The switch is rusted tight and won't move.

Narration: The Soren Secrets, stolen from the Soren, had fallen into the center of the device. Vahn now has the Soren Secrets.

Narration: There's nothing unusual on the device.

Zora: C-Cort...How...I thought I...

Zora: (Silence)

[NPC63]

0=====0
0 Soren Camp (Floating Castle Destroyed) 0
0=====0

Cructes' House

Cructes: Only one Mist Generator remains on the surface! If you destroy the Absolute Fortress, north of Conkram, then the Mist will disappear completely!

Camp Grounds

Soren (next to Cructes' house): Soon...Very soon, now, the age of the Mist will be over!

Female Soren (next to Cructes' house): Conkram, in the North Karisto Mountains, was a beautiful town. But now...

Blonde Soren (next to Cructes' house): Go talk to Luctes, in the square. He'll take you to Conkram.

Soren west of arms shop: Our children will learn about your brave deeds, as part of Soren history.

Female Soren (by Memory Statue): Thanks to you, the lives of the Soren killed at the Floating Castle have finally been avenged!

Gray-haired Soren (farthest south): According to air reconnaissance, there are four Mist Generators on earth. The Absolute Fortress, which lies north of Conkram, is the last Mist Generator.

Soren east of Inn: I hear you are going to Conkram. Be very careful! Near Conkram is a massive Mist Generator, the Absolute Fortress, and the Mist is very thick!

Gray-haired Soren (next to Inn): I think Grantes will be forgiven once the world is completely free of the Mist.

Soren farthest northeast (If Failed to get Soren Secrets): Apparently you failed to find teh Soren Secrets. How unfortunate.

Soren farthest northeast (If Returned with Soren Secrets): Hey! You found the Soren Secrets! Give it to me! I'll read it to you!

Narration: Vahn handed the Soren Secrets to the Soren.

Soren: Ah, yes! Now, shall I read it to you?

- 1) Show me Arts for Vahn!
- 2) Show me Arts for Noa!
- 3) Show me Arts for Gala!
- 4) You don't have to read it to me.

~~~~~

- 1) Show me Arts for Vahn!
  - a. If Vahn does not know the Art Pyro Pummel
  - b. If Vahn already knows the Art Electro Thrash
  - c. If Vahn was taught Pyro Pummel by the Soren

~~~~~

- a. If Vahn does not know the Art Pyro Pummel

Soren: I know! Vahn, you could probably use this! (Silence)

Narration: Vahn can now use the Pyro Pummel move.

Soren: Shall I read you another part?

=====

b. If Vahn already knows the Art Pyro Pummel

Soren: So you already know the Pyro Pummel, eh, Vahn?

=====

c. If Vahn was taught Pyro Pummel by the Soren

Soren: What? I thought I already taught you this, Vahn.

~~~~~

2) Show me Arts for Noa!

a. If Noa does not know the Art Tempest Break

b. If Noa already knows the Art Tempest Break

c. If Noa was taught Tempest Break by the Soren

~~~~~

a. If Noa does not know the Art Tempest Break

Soren: I know! Noa, you could probably use this! (Silence)

Narration: Noa can now use the Tempest Break move.

Soren: Shall I read you another part?

=====

b. If Noa already knows the Art Tempest Break

Soren: So you already know the Tempest Break, eh, Noa?

=====

c. If Noa was taught Tempest Break by the Soren

Soren: What? I thought I already taught you this, Noa.

~~~~~

3) Show me Arts for Gala!

a. If Gala does not know the Art Electro Thrash

b. If Gala already knows the Art Electro Thrash

c. If Gala was taught Electro Thrash by the Soren

~~~~~

a. If Gala does not know the Art Electro Thrash

Soren: I know! Gala, you could probably use this! (Silence)

Narration: Gala can now use the Electro Thrash move.

Soren: Shall I read you another part?

=====

b. If Gala already knows the Art Electro Thrash

Soren: So you already know the Electro Thrash, eh, Gala?

=====

c. If Gala was taught Electo Thrash by the Soren

Soren: What? I thought I already taught you this, Gala.

~~~~~

4) You don't have to read it to me.

Soren: Very well. But come by agian, if you need anything from me.

~~~~~

Soren (farthest northeast): What? You want me to read you the Soren Esoterica?

Arms Shop

Female Soren: The King and Queen of Conkram have two children, a son and a daughter.

Gray-haired Soren: I hear the situation in Conkram is grim. You'd better equip yourself for a hard fight!

Inn

Female Soren: Conkram's royal family are about the only surface-dwellers who have had contact with the Soren. That reminds me...There was a Soren who was summoned by the King before the Mist came. He never returned. What do you think could have happened to him? Rumor has it that he was trying to carry something out of Conkram as it was being engulfed by Mist.

[NPC64]

0=====0
0 Usha Research Center (Floating Castle Destroyed) 0
0=====0

Balcony

Assistant at right: The view is a lot clearer now that the Floating Castle is gone.

Assistant at left: Vahn, I saw you guys flying with the Soren from here!

3rd Floor

Dr. Usha: Welcome back! Thanks to you three, the Floating Castle was destroyed! The horrible Mist in southern Karisto disappeared! Only the Mist in the mountains of northern Karisto remains! Conkram, your home, Noa, is also in the mountains of northern Karisto. In Conkram, you may also learn the secret of the Mist that has so tormented the world!

[NPC65]

0=====0
0 Buma (Floating Castle Destroyed) 0
0=====0

Cara's House

Cara: You destroyed that wreched Floating Castle! You guys are incredible.

Grantes: I thank you for destroying the Floating Castle. The guilt in my heart has lessened...just a little.

Grantes: Don't worry. I don't care about being a Soren anymore.

Inn

Man: If the Floating Castle is gone now, I think I'll ride the flying train to the Sebuscus Islands.

Weapon and Item Shop

Man at left: Oh, you've been to Mt. Dhini? I'm impressed!

Woman: The Soren must have been impressed by your earnestness.

Northeast House

Old man by window: I hear there was some sort of strange research gong on in Conkram.

Town Grounds

Red-headed man: The Floating Castle's master is Zora, right? Some bigshot in Conkram had the same name.

Green-haired man: I hear the Soren are helping you guys out! Pretty impressive!

[NPC66]

0=====0
0 Karisto Station (Floating Castle Destroyed) 0
0=====0

Dog: (Whining)

Little boy: See that animal there? Its name is Poochie. It's been waiting there for its master ever since the Mist cleared.

- 1) If Vahn took from the kiosk and left money previously
 - 2) If Vahn took from the kiosk and didn't leave money previously
 - 3) If Vahn didn't take anything from the kiosk previously
- ~~~~~

1) If Vahn took from the kiosk and left money previously

Peddler: I have an unattended kiosk here, and even with the Mist, some kind people put money in! This makes me happy -- so happy, in fact, I'm going to give you this for free!

Narration: Vahn now has the Vitality Ring.

Peddler: I guess human nature is basically good -- just like I always thought!

2) If Vahn took from the kiosk and didn't leave money previously

Peddler: You just can't trust people anymore. I had an unattended kiosk here, but people just took the goods without paying for them!

3) If Vahn didn't take anything from the kiosk previously

Peddler: I had an unattended kiosk here, but no one's gonna come buy anything with the Mist around.

Peddler: Now that the Mist's gone, it's time to reopen my business. (Menu Screen) Thank you! You know, it's my dream to open a store here someday.

Man in station: I wanted to go to Octam, but I don't have neough money.

Woman: The station attendant here isn't very friendly!

Station Attendant: This is a flying train bound for Octam. The fare is 200G. Do you wish to board?

- 1) Yes
2) No

2) No

Station Attendant: Oh, is the fare too high for you? Well, the fare's the same for everyone. No use complaining.

1) Yes

Station Attendant: Alright. Thank you!

Station Attendant: Please board the train. We'll be departing shortly.

Station Attendant (if Flying Train is gone): Sorry, but the flying train is in Sebuscus, and we don't know when it will return.

[NPC67]

0=====0
0 Sol Tower (Floating Castle Destroyed) 0
0=====0

Outside Walkway

Woman: Thanks to you, Sol has begun to regain its former vitality.

Man: We will do whatever we can to make Sol a peaceful and prosperous place.

Sol's Diner

Middle-aged woman (far right): Oh, so Grantes helped you destroy the Floating Castle's Mist Generator?! Fate is so unpredictable!

Lower Inn

Emperor Etora: I intend to cast off the title of Emperor and live as a commoner.

Jazz Club

Man at left counter: I'm going to make up for all the partying I didn't do these past ten years!

Sol Cafe

Woman between beds: That's right -- the Buma story is the story of Cara and Grantes. But this story has a happy ending, not a sad ending. That's the good part.

Sol Dayschool

Little boy by cradles: The Mist castle got destroyed? Wow! Neato!

Biron Temple

Monk at southwest: The Floating Castle is gone, but will peace truly come now?

Stairwell

Man next to Elevator 5F: I wish I could go outside for some fresh air.

[NPC68]

0=====0

0=====0

Town Grounds

Man between staircases: I like flying trains, too!

Inn

Man (northwest): They say a lot of the Mist is gone from Karisto Kingdom.

Room Behind Green Door

Man: Slowly but surely, the Mist is disappearing from the face of the earth.

Woman: I got a letter from my relatives in Sol! It says everyone is safe!

Elevator Room

Elevator Operator: I hear what you did! You drove the Mist from Karisto Kingdom!

Top Floor

Station Attendant (If flying train isn't ther): Nice to see you again! But unfortunately, there's no scheduled return time from Karisto yet.

Crewman in front of gondola: The flying trains are back in operation, and the 200G fare is back in effect -- even for heroes. Do you still wish to board?

- 1) Yes
- 2) No

~~~~~

- 2) No

Crewman: Ha, ha, ha! You look like you're fed up with the flying trains!  
=====

- 1) Yes

Crewman: Affirmative! You heroes sure are generous! Please! Get on board and wait just a moment.

~~~~~

Pub

Man in front of counter: I wish I could go to Sol and have a good time!

[NPC69]

0=====0
0 Conkram 0
0=====0

Town Square

First man found fused with town: Help...Help me...

Man fused in wall at northwest: King Nebular! Queen Minea! Please help me!

Man fused in wall at east: I can't take the pain anymore! I can't take it! Kill me! Please, release me from the pain!

Woman fused in wall at northeast: Oh, the pain! My whole body hurts! I can't take it anymore!

Woman fused in wall between staircases: I hear someone's voice...I can feel human warmth. It must be my imagination. It must be...

Woman fused at right of palace gate: Ho, ho, ho, ho...!

Grand Hall

Woman fused with wall at east: It's the Mist! The Mist is here! Run everyone! Run away!

Man fused with wall east of staircase: What about the war? Did we beat Sol? What about the new weapon?

Woman fused with wall at far north: It's so dark...Someone, light a candle...

Man fused with wall at west: The Mist! Turn off the Mist that Jette created, then we'll be saved!

Two Guards blocking passage: I'll never open this door! Not without the Queen's permission! Don't ever let anyone have the Seru Flame!

Throne Room

Man fused with wall east of staircase: Mighty Zeto, that Seru...Ha, ha! Ha, ha, ha, ha, ha!

Queen Minea: Take the stairs and go down below the palace. Noa, your father is there. So is the Seru Flame.

Queen's Chamber

Woman fused with wall: Is that...That voice! It sounds like the Queen.
But it couldn't be. It must be a dream. A bad dream...

[NPC70]

0=====0
0 Conkram (Queen Minea's Command) 0
0=====0

Grand Hall

Guards blocking passage: So you have the Queen's permission? Well then,
you may pass.

Underground Laboratory

King Nebular: Must use...the Seru Flame...in the Room of Mirrors...

Man fused with wall: Ha, ha, ha! Doctor Jette! The Gate of Hell is made
of the same ancient material from which the strongest Seru are made.
This is a byproduct, its antimatter, the Nemesis Gem! Ha, ha, ha!

Throne Room after seeing Nebular

Queen Minea: The Seru Flame and the door to the past exist due to the
Seru around Conkram. The power of the Sim-Seru has warped space and time,
creating a door to the past. The Nemesis Gem in the Conkram of the past
should get you into the Absolute Fortress.

[NPC71]

0=====0
0 Conkram of the Past (Pre-Mist) 0
0=====0

Throne Room

Guard by King and Queen's Chamber: The King and Queen have retired for
the night. If you wish to see them, you must wait till morning.

Left Guard in upper throne room: The Queen is expecting and the baby is
due any day now. We can't have any commotion here!

Right Guard in upper throne room: This is the palace of King Nebular.
Stop loitering about and go back to town!

Left guard in lower throne room: You are wearing very nice Seru. With a
Seru like that, I could make a name for myself in the war with Sol.

Right guard in lower throne room: Finally! The demonstration of the new
weapon is tomorrow. I hear it's powerful enough to annihilate everyone
in Sol in one shot. I can't wait!

Zeto's and Dohati's Office

North guard: Prince Cort is very capable for such a young prince! Dohati and Zeto seem to worship his genius.

South guard: This is the office of Secretary of State Zeto and Secretary of the Interior Dohati.

Zeto: The new weapon is indeed good news. It's a blessing! With this new weapon, we can magnify the power of our Seru and destroy Sol. But King Nebular is too cautious. He says he won't permit its use unless the demonstration tomorrow is a success. This foot-dragging will only make things worse for us in the war.

Dohati: Mmm...You are strangers here. You must be travelers. If you are travelers, then you must know Ratayu, correct?

1) Yes

2) No

~~~~~

2) No

Dohati: You don't, eh? Then you are of no use to me. Leave here at once!

=====

1) Yes

Dohati: Ratayu possesses the technology to raise gigantic Seru. I want that technology for Conkram.

~~~~~

Zora's Office

Gi Delilas: The Delilas Family are the King's bodyguards.

Lu Delilas: Every day we train hard to protect the royal family. You may fight fairly well...but you're no match for us!

Che Delilas: This is the room of the High Priestess, Zora. Commoners like you are not allowed.

Zora: Hmmf. The Nemesis Gem? That substance is a state secret! When refining the ancient materials needed to build the fortress' Gate of Hell...The Nemesis Gems were generated as a byproduct. With them, the Gate of Hell will...Ha, ha, ha! I have told you too much! Now go home, children!

Grand Hall

Guard blocking underground lab: Yes, these stairs do lead to the underground laboratory! If you want to see the new weapon, you'll have to wait until the demonstration tomorrow!

Guard by stairs: The plan announced calls for Jette to build a new fortress in the northern mountains. I think they call it the Absolute Fortress. That's some name, eh?

Guard in middle of room: Hmmf! The whole town is celebrating the new weapon. I wish I could get in on the celebration!

Guard at southeast: Prince Cort discovered the ancient secret of the Seru and used it to make that new weapon.

Guard farthest southwest: Prince Cort is amazing! First, he created different Seru in the underground lab. Now he's developed a new weapon that'll make all the Seru more powerful.

Guard next to southwest guard: Don't tell anyone, but sometimes I see Prince Cort scowling with a bone-chilling look.

Palace Dining Room

Guard by door: They say the Sol warrior, Gaza, is incredibly strong. If he comes, the only thing to do is run away!

Woman between tables: The King and Queen are about to have a baby.

Woman at southwest: I'm so busy! I wish Prince Cort would make a Seru that could help me with the cooking!

Guard at northwest: The new weapon! We should use the new weapon to end the war!

Guard at north: The war with Sol has lasted more than ten years. To tell the truth, I'm weary of it.

Woman at north: Everyone's getting ready for the big party we're going to have after the new weapon's demonstration.

Soldiers' Sleeping Quarters

Narration: That fellow sleeping there is volunteering for the new weapon's demonstration tomorrow. So let him sleep soundly!

Man at northeast bed: Ggrrrr...Prince Cort! I wish to volunteer for this glorious mission!

Man at north bed: (Sleeping soundly)

Man at southeast bed: Stop all that noise! Please, be quiet!

Town Square

Man wearing Seru between pillars: Those Solians have some new Seru weapon from Uru Mais. They're a tough enemy to beat!

Woman west of cylinder: Ah! You, young girl. You look just like the

Queen when she was young.

Old man at east: I hear they're going to demonstrate that weird-looking machine over there tomorrow.

Man south of cylinder: Huh? The Nemesis Gem...I have no idea what you're talking about.

Man wearing Seru by arms shop: Hooray! Oh, happy day! Once this new weapon is complete, it'll be lights out for Sol!

Guard at town exit: It is forbidden to go out late at night!

Biron Dojo

First monk upper row: Sir!

Second monk upper row: Sir! This is the Conkram Dojo of the Biron Warrior Monks.

Third monk upper row: Sir! The teachings of Biron prohibit Seru. But they do not turn away those who come seeking the teachings.

Fourth monk upper row: Sir!

First monk lower row: Sir!

Second monk lower row: Sir! Biron's rule is neutrality at all times, even in war. That's why we also have a dojo in Sol.

Third monk lower row: Sir! There is something nostalgic about that large gentleman over there.

Fourth monk lower row: Sir!

House below Dojo

Man: The device outside that you saw connects to the laboratoy under the castle.

Little girl: I can't wait for tomorrow!

Woman: The King and Queen will attend the unveiling tomorrow. The Queen is pregnant, and hasn't appeared in public for quite some time.

Flower Shop

Woman behind counter: Yes, I am a florist, but all the flowers are sold. I can't sell you these. They're for tomorrow's celebration.

Little boy: The lady said she'd give me a Seru if I helped out at the store.

Arms Shop

Arms Dealer: Welcome! We have many different weapons and armor. What can I get for you today? (Menu Screen) Thank you! Come again!

Man left of counter: Hey, you guys have some nice Seru there. Sell them to me! Ha, ha, ha! Just kidding!

Man south of counter: Rumor has it that the new weapon will make the Seru many times stronger than before.

Man in back room: The new weapon isn't a new type of Seru, but something that makes them stronger, right?

Restaurant

Bearded man (top of north table): This is only a rumor, but, hey, I heard that the King is nervous about the new weapon. I hear that he and the Four Wise Men disagree about it.

Bearded man (west of north table): You guys must be from the country. 'Cause you're all wearing some pretty strange Seru. Ha, ha, ha!

Woman at north table: Nobody knows much about the new weapon. We're all waiting to find out tomorrow.

Man by window: Aaah, what a day!

Woman at lower table: Zeto is Secretary of State. Dohati, Secretary of the Interior. Zora, the High Priest. And Jette is the Court Scientist. Together they're called the Four Wise Men of Conkram.

Drunk guy at counter: I'm tellin' ya...Prince Cort...You listening? Prince Cort...He's young, but by gosh, he's great!

Bearded man at counter: After we win the war, I'm marching into Sol and having myself a grand ol' time!

Woman behind counter: Oh, hello! Welcome! Tomorrow's a happy day, so there's no need to rush.

House below Restaurant

Old woman by stove: All my sons went to war. I'm so lonely here now.

Old man by plants: If there were no Seru, then there would be no war. Don't you mind me! I'm just a foolish old man talking to myself!

Woman below bed: If I'm reincarnated, I want to be one of the Soren. I envy their permanent neutrality, and how they fly through the sky, never getting involved in wars.

Item Shop

Peddler: Welcome! If you want items, this is the place! What can I get for you today? (Menu Screen) Thank you! Come again!

Man in back room: Just between you and me, I'm worried about the unveiling of the new weapon tomorrow. I have a bad feeling about it. That's why I came for medicine. You guys better buy some, too!

Inn

Dr. Usha: Hmm. Those Seru you have are indeed strange ones. I'm Usha, the roving brilliant scientist. Ha, ha, ha! I'd like to ask you all about those Seru...but it's getting late. Let's talk about them tomorrow.

Assistant: The Doctor and I came because we heard that a new weapon is being developed in Conkram.

[NPC72]

0=====0
0 Conkram of the Past (Mist) 0
0=====0

Town Square

Narration: The door won't open. It's blocked from the inside!

Seru monster at town exit: Ggrr! Ggrr!

Seru monster by Inn: Ggrrrr...

Seru monster by dojo: Ggrrrr...

Seru monster behind cylinder: Ggrrrr...

Seru monster between staircases: Ggrrrr...

Item Shop

Man in back: See? I told you. I knew something bad was going to happen. The only way to stop the Mist is to do something about the castle's underground lab.

Inn

Innkeeper: You've been through so much. You can stay here if you want. Do you want to?

- 1) Yes
- 2) No

~~~~~

- 2) No



Innkeeper: Oh. I suppose you have too much to do now.

1) Yes

Innkeeper: Alright. Goodnight.

Assistant: He keeps saying he want to go to the castle to investigate.  
He won't listen to me!

Dr. Usha: The Mist makes Seru turn violent? I must investigate this  
matter. I must investigate the source of the Mist, behind the castle.

-----  
Grand Hall  
-----

Seru monster: Ggrrrr!

-----  
Throne Room  
-----

Seru monster at lower throne room: Ggrrrr!

[NPC73]

0=====0  
0 Conkram of the Past (Post-Mist) 0  
0=====0

-----  
King and Queen's Chamber  
-----

Woman by table: These stairs lead to the roof.

Woman by windows: The Queen is on the roof.

Narration (dresser): The dresser is empty!

Queen Minea: You can save Cort. I'm sure of it.

-----  
Throne Room  
-----

Guard by Queen's Chamber: The Queen is beyond this point. You may pass.

King Nebular: Noa...You there. Your name is Noa, right? A nice name...

Guard south of throne: Did you meet the Queen?

1) Yes

2) No

2) No

Guard: She should be in the back room. Why don't you go see her?

1) Yes

Guard: She is so wonderful.

Left guard (upper throne room): Prince Cort is in the underground laboratory.

Right guard (upper throne room): After the Mist, a strange type of Seru was invented below here, they say.

Zeto's and Dohati's Office

Zeto: How can he stop research on the Mist so suddenly? The King is too stubborn. Many must sacrifice their lives for victory in war.

Dohati: If only the King would retire soon...

Narration (bookcase): There is a book called "Das Kapital der Seru."

Narration (bookcase): There is a book called "The Royal Family Tree."

Zora's Room

Narration: There is a book called "The Secret of Seru Enhancement"

Gi Delilas: I hear that you use incredible fighting techniques. I must fight you some day.

Lu Delilas: Those Seru are the only reason you've come this far. I want a Seru that's even more powerful than yours!

Che Delilas: Hmmf. Commoners like you shouldn't meddle in affairs like these.

Zora: Ah-ha, so you pilfered the Nemesis Gem from the King, did you? You did well! Ha, ha, ha!

Underground Laboratory

Jette: What a nuisance you all are. You destroyed the Rogue's Tower. Now all my efforts have come down to nothing.

Cort: You stopped the Mist for us. For that, I thank you. But your Seru...Get out of here! You're disturbing my research. And those Seru...Get those disgusting Seru out of my sight at once! That's an order!

Cort: I ordered you to leave. So get out of here now.

-----  
Grand Hall  
-----

Guard (blocking lab entrance): You may pass.

Guard at east: Hey, look at this! It's a Seru that appeared after the Mist disappeared. But it doesn't look wearable, and I can't tell if it's dead or alive. Where on earth did this Seru come from?

Guard at southeast: Prince Cort has done a terrible thing!

Guard (farthest southwest): It's not our fault. It's the Mist. It's all the Mist's fault!

Guard (next to guard farthest southeast): Some day I might turn into a Seru monster and harm someone...

-----  
Dining Room  
-----

Guard by door: The Absolute Fortress has a mighty gate full of Seru energy. It's called the "Gate of Hell"!

Woman at northeast: Prince Cort is still locked up in the laboratory.

Woman between tables: I'm so glad the Queen is safe. She's pregnant, and I was so worried about her.

Guard by windows: Construction of the Absolute Fortress is finally under way. I hear Jette is in charge.

Woman at southwest: You said it. It's because of this long war that they make new weapons like the Mist.

-----  
Soldiers' Sleeping Quarters  
-----

Narration: The Mist turned him right into a monster. He killed many people. When the Mist goes away and he hears what he did...Ah, poor devil.

Man at farthest northeast bed: F-Forgive me! I didn't know I had to kill people. I can't do that!

-----  
Town Square  
-----

Green-haired woman: I'm so glad the King and Queen are safe.

Old man: I'm fed up with that Mist!

Man wearing Seru: I hear you're the ones who stopped the Mist! You guys are really something!

Guard at town exit: It is forbidden to go out when we are at war.

-----  
Biron Dojo  
-----

Monk at upper left: Sir! A lot of people are joining us out of fear of the Seru.

Monk at upper right: Sir! Now put your backs into it! One, two, three...

Monk at lower left: Sir! The teachings of Biron were correct in forbidding the use of Seru.

Monk at lower right: Sir! When the war ends, I hope to visit the head monastery of Biron.

-----  
House below Biron Dojo  
-----

Man: My wife was killed by a Seru monster.

Little girl: Mommy...

-----  
Flower Shop  
-----

Florist: I heard that the festivities for the new weapon were cancelled, of course.

Little boy: But I don't want a Seru. I'm scared of them!

-----  
Arms Shop  
-----

Man south of counter: (Shaking)

Man in back room: There's no way I'm getting rid of my Seru now.

-----  
Restaurant  
-----

Woman behind counter: Oh, I'm sorry. With everything that's happening, we're closed today.

-----  
House Below Restaurant  
-----

Old woman: Grandpa didn't run away fast enough, and died in the Mist.

Woman: My father-in-law was a very good person.

-----  
Item Shop  
-----

Man in back: You guys destroyed Rogue's Tower, right?

1) Yes

2) No

2) No

Man: So Rogue's Tower is still there? That means more Mist! What a frightening thought!

1) Yes

Man: Well then, we're safe. That means the source of the Mist is gone now. No more Mist forever.

---  
Inn  
---

Assistant: The Doctor says he now knows firsthand the horrors of the Mist.

Dr. Usha: The Mist...What a frightful experience I've had with that! After our conversation, I'll return to my laboratory and do some research.

Innkeeper: Oh, you're the heroes of Conkram! You can stay here for free. Do you want a room?

1) Yes

2) No

2) No

Innkeeper: Oh, that's OK. You are all so strong, I guess you never get tired!

1) Yes

Innkeeper: Show these three to their room!

[NPC74]

0=====0  
0 Conkram (Back from the Past) 0  
0=====0

-----  
Throne Room  
-----

Queen Minea: Noa, I'm so glad you are alive. Thank you for coming to see me! I'm happy just to see you. The Absolute Fortress is located north of Conkram. Be careful.

-----  
Underground Laboratory

-----  
King Nebular: The Nemesis Gem...Use them to turn off...the Gate of Hell...Please, Noa. Destroy the Mist Generator! Do it for us...for the whole world!

[NPC75]

0=====0  
0 Jette's Absolute Fortress 0  
0=====0

Narration (spring): Clean water ushers forth from the spring. Do you wish to drink this water?

- 1) Yes
- 2) No

~~~~~

- 2) No

Narration: Vahn decided not to drink the water.

=====

- 1) Yes

Narration: What delicious, refreshing water! HP and MP are completely restored.

~~~~~

[NPC76]

0=====0  
0 Rim Elm (Mist Gone From Legaia) 0  
0=====0

-----  
Town Square  
-----

\* Vahn tries to leave town  
Meta: Vahn! You can't leave Noa and Gala!

Worker with jackhammer by logs: I'm tired of this dismal Wall! I wish someone would knock it down!

Worker (on top of wall): This Wall is so sturdy and strong! They really did a good job on this.

Hunter by cave: Vahn, look! Thanks to you, we don't need the Wall anymore!

Man by logs: Vahn, you are really something!

Man north of Genesis Tree pit: Good morning, Vahn! I heard you were on a trip through Mist-covered lands. You're really something!

Woman by memory statue: Vahn! Be thankful for the Statue of Memory! You have made much use of it!

Old person by Ixis' House: What's the matter, Vahn? Are you looking for your friends?

- 1) Yes
- 2) No

2) No

Old person: Oh, really? I see. You're such a strong child, aren't you!

1) Yes

Old person: Noa is at the Village Elder's houses and Gala is at the Genesis Tree.

Woman by item shop: How do you do, Vahn. I'm from the Sebucus Islands. I came here to see the hometown of the person who saved the world, Vahn! I'm honored to see you!

Woman on beach: Some day, I'm going to sail to far-off lands across the Mist-free ocean in a bright white boat. You can be the captain, Vahn. Watch over me, O.K.?

Girl by bee tree: We're all going on an outing! An outing is when you take a lunch and go outside somewhere.

Little boy by windmill: They said we can play outside now!

-----  
Mei's House  
-----

Mei: You know, I decided to stop sobbing and crying all the time. Right now, designing clothes is my passion.

-----  
Vahn's House  
-----

Val: Vahn, you told us so many things last night...I know I can't even walk like I used to, but...Your eyes are like my eyes. Your ears, like my ears. You've really grown up, Vahn! I'm so proud of you!

Nene: Where were you? You look tired. Here, I'll give you some medicine.  
Narration: HP and MP are completely restored.

Nene: Everyone in Rim Elm wants to talk to you. Talk to everyone before it gets dark outside.

-----  
Item Shop  
-----

Lady shopkeep: Since the Mist cleared, people have been coming to visit from Drake Castle and all over!

Little boy (behind counter): Hey, it's Vahn! Vahn is visiting my shop! Wow, this is cool! If you think about it, you used the weapons and accessories you bought here to save the world! Welcome to our store!

What can I get you? (Menu Screen) Thank you! Come again!

Man visiting shop: This Rim Elm is just a tiny little village...But I see it was the warmth and unyielding courage of the people here that made you what you are.

Male shopkeeper: Thanks to you, Vahn, business is booming! It's great!

-----  
Ixis' House  
-----

Ixis: When you wore the Ra-Seru and left Rim Elm...I was filled with envy of you. But now that the Mist is gone... ..you and I are both hunters of Rim Elm. And when it comes to hunting skills, I know I'm at least as good as you!

Ixis' mom: Well, if my son had a Ra-Seru then he could save the world, too, you know! Oh! Vahn! I didn't know you were there! Don't pay any attention to what I was saying. I was just talking to myself.

Ixis' mom: I wish my Ixis was mature and dependable like you, Vahn.

Ixis' dad: I'm grateful for every day I'm alive. When there's life, all things are possible.

-----  
Village Elder's House  
-----

Old person by table: Noa is in the back, talking with the Village Elder.

Old person by stove: I'm glad that the words of an old man like me helped you during your journey.

Village Elder: Vahn...Noa has lost her parents, and is very lonely. If you're a true hero, treat Noa well. You've shared joy and sorrow.

Noa: You're lucky, Vahn, because you have your father and Nene, so you're not alone.

-----  
Genesis Tree Pit  
-----

Little Girl: The Genesis Tree is so pretty.

Gala: I don't think everything's over yet.

[NPC77]

0=====0  
0 Hunter's Spring (Juggernaut Assimilated) 0  
0=====0

Man by spring: Vahn, Rim Elm, our home, is in trouble! Use your Ra-Seru and do something for us!

Hunter: The monster laying siege to Rim Elm is getting bigger and bigger, I hear. Some day it might engulf the whole world.



Man at northwest: I don't want to see Rim Elm like that. That's why I keep my back turned.

Woman at northwest: During our trip, if we had been in Rim Elm...Oh, my! I know this sounds self-centered, but I'm a little relieved that we weren't.

Lezam: Do you wish to buy something? (Menu Screen)

Lezam's sister: The only way we can help is through our businesses. Please buy something! (Menu Screen)

[NPC78]

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0=====0
0 Drake Castle (Juggernaut Assimilated) 0
0=====0
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-----  
Drake Castle Yard  
-----

Knight (left side): I heard what happened to Rim Elm...

Knight (right side): Will Juggernaut engulf the entire world?

Noblewoman (left side): After what happened to Rim Elm, I called off the trip!

Little boy (near Inn): Daddy, brave people from Rim Elm are here to buy something!

Man south of item shop: A traveler told us that Rim Elm has turned into a hell on earth.

Middle-aged woman: Why is that? Does this mean the end of the world is at last at hand?

Court Professor: Everyone at Drake Castle is talking about how Juggernaut engulfed Rim Elm.

Man by Arms shop: I wonder if Rim Elm will end up like Drake Castle.  
\*(possible typo: more sense as "I wonder if Drake Castle will end up like Rim Elm")

Noblewoman by stairs: Now you're going to save Rim Elm, right?

-----  
Sunrise Gate Area  
-----

Court Professor: King Drake seems troubled by what happened to Rim Elm.

Old person: We all believe that you can save Rim Elm!

Knight: Saving the world isn't an easy job, so be careful! Good luck!

-----  
Sunrise Gate: East Room  
-----

Man: When I think about Legaia's future, I feel such dread!

Noblewoman: For even though the Mist Generator was destroyed, Juggernaut survived.

-----  
Sunrise Gate: West Room  
-----

Man: I can't believe those monsters attacked Rim Elm, even though the Mist is gone.

-----  
Lightning Gate Area  
-----

Noblewoman (by river): Vahn, I understand the pain in your heart.

-----  
Lightning Gate Area: Dining Room  
-----

Man (south of dining room table): Whatever happens to Rim Elm, I'm going to keep on eating. I don't feel guilty, either!

-----  
Star Gate Area  
-----

Noblewoman: Vahn, I'm sorry about what happened to Rim Elm.

Old person: You saved Legaia, so you can save Rim Elm. I know you can!

Court Professor: You must have had a difficult journey. You have the faces of adults now.

-----  
Court Professor Room  
-----

Court Professor (next to door): I am studying the Mist and Juggernaut, but cannot determine anything about them.

Court Professor (left of table): The Genesis Trees were created by Tieg?! Fascinating!

Court Professor (southwest): Both humans and Ra-Seru arose from Tieg?! Fascinating!

Court Professor (southeast): Noa was born into the royal family of Conkram? Fascinating!

-----  
Mountain Gate Area  
-----

Noblewoman (northeast): What happened at Rim Elm strikes me as the last desperate act of villains. You must defeat them.

Little girl: The Mist is gone, so you can see Rim Elm, too. Vahn, good

luck!

-----  
Mountain Gate Hallway  
-----

Little boy (left side): That's a hard decision!

Little boy (right side): I'm sacred!

\* (possible typo: makes more sense as "I'm scared!" ?)

-----  
Throne Room  
-----

Noblewoman: I hope the people of Rim Elm are safe. I hope they're not dea...Oops! I'm so sorry!

Knight (by pillar): Vahn, I will be praying for your safe journey.

King Drake: I have heard reports of Rim Elm. I, too, am saddened. Do you have some sort of strategy. If you do, I should like to hear it.

- 1) To go to Seru-kai from Ura Mais! {sic: Uru Mais}
- 2) To track down Songi!

~~~~~

- 1) To go to Seru-kai from Ura Mais!
- 2) To track down Songi!

King Drake: I see. Then I shall pray for your victory in battle.

~~~~~

-----  
Throne Room: Left Door  
-----

Noblewoman (north): Oh, Vahn, you're my hero! I'll be rooting for you!

Noblewoman (west): I know you will succeed! Please do what you can!

[NPC79]

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0=====0
0 Biron Monastery (Juggernaut Assimilated) 0
0=====0

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-----  
Training Room  
-----

Monk (guarding entrance): Good to see you again! What's wrong? Why do you look so gloomy?

-----  
Zopu's Room  
-----

Zopu: Vahn, what is wrong? You do not look well. (Silent contemplation)  
(Silent contemplation) I am shocked. How could Songi do such a thing?  
Songi was my pupil. I am responsible for what he has done. The way I

raised Songi was completely wrong. Vahn, your family in Rim Elm must be terribly worried. I don't know if this will be of solace to you, but...I have lived through unimaginable carnage. I am sure that you, Vahn, can save Rim Elm. I have faith in you!

[NPC80]

0=====0  
0 Sol Tower (Juggernaut Assimilated) 0  
0=====0

-----  
Biron Temple  
-----

Monk (southeast): Sir! I am now practicing the third degree of Biron martial arts.

[NPC81]

0=====0  
0 Buma (Juggernaut Assimilated) 0  
0=====0

-----  
Northeast House  
-----

Old man by window: I'm glad the Mist is gone from the Karisto Kingdom.

-----  
Cara's House  
-----

Cara: The people of Buma are very kind to Grantes and me. And Grantes is learning a lot.

Grantes: Now, I want to keep this a secret from Cara, but...I want to have a wedding. A surface-dwelling human style wedding. That's why I'm going to work hard, so I can support us.

[NPC82]

0=====0  
0 Usha Research Center (Juggernaut Assimilated) 0  
0=====0

-----  
1st Floor  
-----

Assistant (southwest of elevator): We can also see that Conkram has changed shape. I wonder what is happening there.

-----  
2nd Floor  
-----

Assistant by staircase: I see. The Ra-Seru were used as ingredients and catalysts to make the Mist.

Top elevator pumper: Ah, so the villain who made the Mist is called Cort...

-----  
3rd Floor  
-----

Assistant by staircase: In short, the Mist was developed by Conkram as a weapon.

Assistant by desk: What's wrong? You seem apprehensive.

Dr. Usha: Welcome back! What's the matter? You look so downhearted.  
(Silence) How terrible! Rim Elm was attacked by Juggernaut...That's why you were on the way to Uru Mais. Uru Mais still harbors some secret. I am sure.

[NPC83]

0=====0  
0 Soren Camp (Juggernaut Assimilated) 0  
0=====0

-----  
Cructes' House  
-----

Cructes: Grantes and I had a long talk. About the causes, about the problems, about what to do now...We decided to let bygones be bygones, for the sake of the Soren and human's future together. I had forgotten that living for the future is what breathes life into the human spirit.

-----  
Camp Grounds  
-----

Blonde Soren (by Cructes' House): Go talk to Luctes, in the square. He'll take you to Conkram.

Soren (right of Cructes' House): What's the matter? All the Mist Generators are destroyed. Why do you look so glum?

Gray-haired Soren (next to Inn): The past is the past. We should look toward the future.

Soren (east of Inn): Noa, I'm sorry to hear about Conkram!

Gray-haired Soren (farthest south): If you want Grantes, he should be in Buma.

Luctes: What? Do you want me to take you to Conkram or the Absolute Fortress again?

- 1) Yes
- 2) No

~~~~~

- 2) No

Luctes: Ah, that's right! The Absolute Fortress has already been destroyed.

=====

1) Yes

Luctes: Very well. I'll take you there. But even though the Mist is gone, I'm still uneasy about flying around there. You'll have to parachute in again, so take this!

Narration: Vahn now has the Door of Wind!

Luctes: The Door of Wind is the only way to get back. Use it well!

~~~~~

-----  
Arms Shop  
-----

Gray-haired Soren: From now we Soren want to live in harmony with earthbound humans, fellow human beings!

[NPC84]

0=====0  
0 Drake Castle (Returned From Noaru Valley) 0  
0=====0

King Drake: Ah, I am glad that you came here. Vahn, you must be greatly worried about Rim Elm. Tell me, what do you plan to do now?

- 1) To go to Rim Elm!
- 2) To prepare for the final battle!

~~~~~

- 1) To go to Rim Elm!
- 2) To prepare for the final battle!

King Drake: Ah, I see. I pray for the safety of the people of Rim Elm.

[NPC85]

0=====0
0 Usha Research Center (Returned From Noaru Valley) 0
0=====0

Dr. Usha: What about Noaru Valley? (Silence) H-How terrible! So, the Seru-kai and Noaru Valley have little time left. Vahn, you must hurry! Hurry back to Rim Elm, or else...The Ra-Seru may lose their very power.

[NPC86]

0=====0
0 Bio Castle 0
0=====0

Woman: Oh, Vahn! Please help us! Save me from this pain!

Man (possibly Ixis' Father): Hmm? Vahn? Is that...Is that...you, Vahn?

- 1) Yes
- 2) No

~~~~~

- 2) No

Man: Is it my imagination? A nightmare...is that what tortures me?

1) Yes

Man: I mean it, Vahn. You must get out of here. This is a hellish place!

Little boy: Vahn, it hurts! My whole body hurts!

Village Elder: Why, Vahn? I thought...the Mist...was all gone...

Ixis' Mother: I c-can't move, Vahn. My body is...paralyzed.

Ixis: Vahn...I thought you said that the Mist was gone! So what's this, then? What's going on? What's going to happen to me?!

[NPC87]

0=====0  
0 Ending Dialog 0  
0=====0

Ixis' Mother: Ixis and my husband are such hard workers now! Ho hum! Things are so peaceful around here, there's nothing to complain about anymore! Oh, Vahn! I didn't know you were there! But isn't it amazing how much the world can change once it starts changing?

Ixis' Father: Vahn...Rei, Esto and Juno....I wish they were still alive so I could tell them...Tell them that we were reborn when the Ra-Seru gave us their lives at the end. That the Ra-Seru gave us new bodies immune to injury and sickness. Thank you. Thanks to you and the Ra-Seru, I can work hard like this.

Worker sawing log (farthest NW): I don't mind tough manual labor at all! After all, I helped build the shelters at Vidna!

Worker sawing log (North of Ixis' house): A nice tree, eh? I brought it from Mt. Rikuroa. Just like us, this tree was tough enough to survive all those years in the Mist.

Man by cement hole: Vahn, as the saying goes, "You can't travel on an empty stomach." So before you go, eat a bellyfull of this special stew my wife made.

Woman by pot of stew: Oh, hello Vahn. Are you hungry? Do you want to eat before you go?

1) Yes

2) No

2) No

Woman: Oh, you don't have to be so polite!

1) Yes

Woman: Good! Young people should have a hearty appetite!

Narration: Vahn ate the hot stew! The heartwarming, home-grown taste of

Rim Elm!

~~~~~

Disco King (only if Noa won the Dance Contest): I came all the way from Sol to see Noa dance again...The greatest dancing queen ever! Such an instinct for dancing! Such shining talent! And you tell me Noa is already gone?! Oh, how lamentable! Oh, the despair! But after living in the big city for so long, I find this simple village refreshing! So I've decided to start a new life here! I'll teach the villagers all the hottest dances! (Does a Dico backflip)

Woman (near Memory Statue): Vahn, ever since that day, the Memory Statue hasn't worked. The Memory Statue must have gotten its power from Tieg, just like the Seru.

Narration: The Memory Statue is silent. It must have lost all its power.

Little boy (near Vahn's house): When I was inside Juggernaut, I heard your voice, Vahn.

Drake Castle Knight: I came from Drake Castle when I heard that Vahn was going to leave Rim Elm. King Drake would like to consult with you, Vahn, regarding the rebuilding of Legaia. Vahn, please come to Drake Castle! We need you! The people of Drake all sincerely hope that you will!

Zalan: Good to see you again! It's me, Zalan, jeweler of Jeremi. Thank you for what you did for me. My son, Pepe, and I are traveling the world together on a jewel buying trip!

Pepe: I'm learning the secrets of the jewelry business as we travel. Vahn, if you ever need a wedding ring, I'll give you a good price!

Tetsu: It's been a month already. How time flies. Vahn, you are an excellent student. I'm proud to have taught you the martial arts of Biron. I'll be praying for your safe journey.

Woman (near boat pulled out to shore on the beach): Vahn, do you remember when you promised to travel with me someday?

- 1) Yes
- 2) No

~~~~~

- 2) No

Woman: Now that the world is at peace, I'm planning on traveling by myself. Vahn, maybe we'll meet somewhere out there, someday. I hope we do!

=====

- 1) Yes

Woman: Oh, I'm only teasing, Vahn! Don't worry about it!

~~~~~

Worker near town shop: We're going to build a new Rim Elm with our own hands. Building houses is hard work, but it feels great!

Man chiseling bricks (town shop): Whew! If I only had a Seru, building a house like this would be a lot easier!

1) You want to rely on the Seru?

2) But, the Seru...

1) You want to rely on the Seru?

Man: H-Hey, I was just joking! I am fed up with Seru! Besides, now that the Seru-kai has been destroyed, there won't be any more new Seru, anyway.

2) But, the Seru...

Man: Save your breath! I know about Seru, too! Now that the Seru-kai has been destroyed, there won't be any more new Seru, anyway.

Man chiseling bricks (town shop): By the time we have grandkids, the Seru will just be the stuff of fairy tales and bedtime stories.

Hunter chiseling railway: Hey, Vahn, tell me the truth...Juggernaut destroyed this place before, but nothing like that would ever happen again, right?

1) Don't be stupid!

2) Build it sttrong just in case!

1) Don't be stupid!

Hunter: Yeah, you're right! Ha, ha! The town being swallowed up like that? That'll never happen again!

2) Build it strong just in case!

Hunter: Hey, that's a pretty funny joke, Vahn! Ha, ha, ha!

Hunter chiseling reailway: Don't worry! By the time you get back, the village will look so good you won't even recognize it!

Old man (near Village Elder's House): Vahn...When you were young, I used to tell you all about what the world was like before the Mist came. But now you know far more about the outside world than I do! I've got a new lease on life now, though, so I'm going to learn as much as I can!

Luctes: Good to see you again, Vahn. I brought Dr. Usha here. You may have heard already, but the Seru are gradually losing their power. Soon, the Soren's Seru Wings will also become useless.

1) Will you be alright?

2) So we won't be able to fly together.

1) Will you be alright?

Luctes: I appreciate your concern, but don't worry! Our Elder and the rest of the Soren have made an important decision! We've decided to live

on the surface as ordinary humans.

2) So we won't be able to fly together.

Luctes: Ah, of course the Soren will be externally proud of the time we took you... ..to the Floating Castle and Conkram. But we have made up our mind: To live on the surface as ordinary humans.

Luctes: My younger brother... ..Grantes will have much to teach us about how to live as surface-dwellers.

[NPC88]

0=====0
0 Each Party Member Reaches Level 99 0
0=====0

{Vahn, Noa and Gala speak with Lord Saryu in Ratayu after all reaching Lvl 99}

Saryu: Ah, it's the heroes with the Ra-Seru! You all seem much stronger now! I almost didn't recognize you! Most impressive. I expect I may be permitted to give you this.

Narration: Vahn now has the Evil Seru Key!

Saryu: You are more qualified than I to hold that key. Please use it carefully.

{The two guards usually blocking the entrance into Ratayu's secret laboratory are now gone}

Narration: Vahn inserted the Evil Seru Key into the door! The door opened!

{Vahn runs all the way to the incubator where the Juggernaut was held and finds a treasure chest}

Narration: There is an Evil Talisman in the treasure chest! Vahn now has the Evil Talisman!

[NPC89]

0=====0
0 Camera Stone Picture Quest 0
0=====0

{By purchasing a Camera Stone, Vahn can take pictures of various NPCs. Each picture is unique, and each NPC says something different when Vahn declines to take their picture}

Vidna

Man on beach: Oh, you have the Camera Stone! Take a picture of me!

- 1) Yes - (Picture of his front side taken)
- 2) No way - Man: Hmmph! Cheapskate!

=====

Woman on beach: Hey, little boy. You have a nice Camera Stone. Will you take my picture?

- 1) Yes - (Picture of her back side taken)
- 2) No way - Woman: Hee hee! You're embarrassed, aren't you? How cute!

=====

Little girl on beach: Oh, a Camera Stone! I like those! Can I try it?

- 1) OK - (Pictures taken of Vahn, Noa and Gala playing on the beach)
- 2) No way - Little girl: So you don't want me to, eh? That's too bad, 'cause I take good pictures.

=====

Mrs. Danpas: Oh, a Camera Stone. Do you want to take my picture with that?

- 1) Yes - (Picture taken of Mrs. Danpas smiling)
- 2) No - Mrs. Danpas: Oh, you don't. Well, that's too bad.

=====

Danpas: Just a moment! Are you going to take my picture with that Camera Stone?

- 1) Yes - (Picture taken of Danpas frowning)
- 2) No - Danpas: Absolutely right. Don't take a picture of an old man like me, take one of a pretty girl!

=====

Sashia: Oh, so that's a Stone Camera. Are you going to take my picture?

- 1) Yes - (Picture taken of Sashia smiling)
- 2) No - Sashia: I'm so ashamed. Hari...Hari!

=====

Old man in hot spring: Hey, perfect timing. Just when I wanted my picture taken with a Camera Stone. Take a good picture of me, would you? And get my good side.

- 1) Yes - (Picture taken of old man smiling)
- 2) No way - Old man: Can't take a picture of an old man like me, eh? You hurt my feelings...

~~~~~

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Rim Elm

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Mei: Vahn, you've brought something unusual with you!

- 1) This is a Camera Stone
- 2) It's a souvenir from Vidna.

- ~~~~~
- 1) This is a Camera Stone.
  - 2) It's a souvinir from Vidna.

Mei: A Camera Stone! I've heard of those!

- a. Can I take your picture, Mei?
- b. Pretty cool, huh?

b. Pretty cool, huh?

Mei: Is that so...

- a. Can I take your picture, Mei?

Mei: Oh! (Pictures taken of Mei on the beach and by Genesis Tree)

Mei: Oh! Vahn, what are you doing with a Camera Stone?

- 1) Oh, I wanted to take your picture
- 2) Oh, n-nothing...

2) Oh, n-nothing...

Mei: You're so funny, Vahn!

- 1) Oh, I wanted to take your picture.

Mei: Oh! I guess it's OK. If you want to, Vahn...

(Pictures taken of Mei on the beach and by Genesis Tree)

Mei: The Camera Stone broke! I'm so sorry I made you break something so important to you...

- a. I can always buy another one.
- b. I wish I hadn't done that...

a. I can always buy another one.

Mei: Thank you, Vahn! I hope it comes out good...

b. I wish I hadn't done that...

Mei: Oh, Vahn! You're so mean!

Narration (after taking a certain amount of pictures): Camera Stone broke into pieces! Those tourist-trap souvenirs sure are pieces of junk!

07: Files [FILES]

There are various files to be found throughout Legalia. Many of them give depth to events that happened before the story's beginning, or even information about the geography of Legalia. Some files are books of Arts and some files are brief notes. Some files cannot even be read.

Unreadable Files

- 1) Das Kapital der Seru
- 2) Iny's "Legends of Sol" (8 volumes)
- 3) Keem's "History of Sol" (10 volumes)
- 4) Kooch's "Topography of Sol" (3 volumes)
- 5) Mary's Diary (Can learn Arts from it)
- 6) Nayko's "The Prince" (25 volumes)
- 7) Tornay's "Legaian Animal Life" (3 volumes)
- 8) Naba's "Theory of War" (5 volumes)
- 9) Soren Secrets (Can learn Arts from it)
- 10) The Royal Family Tree
- 11) The Secret of Seru Enhancement
- 12) Zono's "City Planning" (2 volumes)

[FILE1]

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0=====0
0 Files in Drake Kingdom                      0
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The Geography of Drake Kingdom
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Drake Kingdom lies in a remote part of South Legiaia, on a peninsula of mountains and valleys. Under the rule of King Drake, there is safety and abundant resources. Visitors to Drake Castle should visit Mt. Rikuroa. Go through Drake Castle and head north to find Mt. Rikuroa. At its summit, stands the Genesis Tree, which is said to watch over humans since the age of the gods.

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Slightly Soiled Diary
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Harvest Month, Day 2
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The harvest festival isn't far. I can't wait! But King Drake seems uneasy.

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Harvest Month, Day 4
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A messenger from the north said the Mist has covered Jeremi. King Drake is pale.

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Harvest Month, Day 5
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A strange building has been built in the valley to the northeast. Soldiers sent by King Drake to investigate failed to return.

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Harvest Month, Day 7
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A curfew has been declared. The royal scientists are investigating the

Mist. I hope they find a solution, so my dear King Drake can be free of his anguish.

-----  
Harvest Month, Day 10  
-----

The Mist has appeared in Drake Kingdom. The eastern plain is covered. From the watchtower, the Mist seems to be coming from the building in the valley.

-----  
Harvest Month, Day 13  
-----

King Drake has forbidden the use of the Seru. The harvest festival is canceled. That's understandable, considering how the Mist is affecting the Seru.

-----  
Harvest Month, Day 14  
-----

I can't believe the King's order! But we are compelled to obey...Obeying is my duty, as one who serves King Drake.

=====  
King Drake's Letter  
=====

To the human traveler that finds this.

I am King Drake III, King of Drake. I know not who will read this letter. But anyone who makes it through the Mist must have powers greater than the Mist. No doubt you have seen the Seru monsters in this castle's dungeons. Those monsters are in fact my dear retainers and the people of my kingdom. When the Mist approached we tried many ways to drive it back. We even prayed at the Genesis Tree of Mt. Rikuroa to the north. Legend says the tree has the power to save the human race. In the end we decided to lock ourselves in the dungeon and wear Seru, surrendering to the Mist. As Seru monsters, we should survive on Drake water until the day the Mist goes away. We locked ourselves in the dungeon so the Seru madness would not force us to harm anyone. So, traveler, I ask you to drive away the Mist, as we were powerless to do so. You are our only hope for the future -- the hope that sustains us.

=====  
Maya's Unfinished Letter  
=====

To my daughter, Mei: Today Vahn came to Biron and told me about Juno. I was so shocked and shed many tears. When I think of how lonely you must be, my heart breaks with grief. When you were still young, I left you and came to Biron. I left because of the Mist. Please forgive me for leaving you in Rim Elm. Vahn says I can return with him, but there is something that keeps me here at the Biron Monastery a little longer. Please forgive me. There are two orphans here, Songi and Gala. They are about your age, and they are like sons to me. My obligations here compel me to stay. You must think that I don't care for you, but that is not true. I know that the people of the village are supporting you. Please

forgive [letter ends]

[FILE2]

0=====0  
0 Files in Sebuscus Islands 0  
0=====0

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Zalan's Letter  
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To my dearest Yuma and Pepe: If you are reading this letter then thankfully you are safe. I am writing to you out of concern for your safety. Jeremi was covered in the Mist, but thanks to a brave Ra-Seru we are free at last. I lost my memory when the Mist first came, but now I am completely recovered. I suppose Vidna is covered by the Mist as well. I hope that the madness of the Seru has not possessed you. I have so many things to ask. It has been over 10 years since you left for Vidna, but it seems like only yesterday since we bid farewell, smiling. Yuma, does the ring I gave you still sparkle? Pepe, how many gems do you know the name of now? I want to be with you. I want to tell you how much I love you. Stay healthy and strong. Until we meet again, I won't lose hope.

Your father, Fat Fingers,

Zalan

=====  
Official Guide to Sightseeing in Sebuscus  
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Gate of Shadows  
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From Octam, island-hop north then head east to reach the ancient ruins, the Gate of Shadows. This site was once a holy place, but for what purpose its ancient owners used it, is unclear. Also unknown is why a site in the mountains would be named after Tohn, god of the Sea. Legend has it you can hear the ocean waves if you press your ear against these massive stones.

-----  
Flying Trains  
-----

The flying trains are a form of transportation unique to the Sebuscus Islands. The Most unusual aspect of the airborne rickshaws is undoubtedly their crew's appearance. Wearing Flying Seru, crewmen pull a large gondola along a taut rope suspended in midair. Trains are the only transportation linking the Sebuscus Islands to Karisto Kingdom.

-----  
Octam  
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Located at the center of the Sebuscus Islands, Octam is the 1,000-year-old ancient capital. Recent surveys have detected prehistoric ruins underneath Octam and...The rest of the pages are missing! They must have

been torn out!

-----  
Rem Shrine  
-----

The Rem Shrine in Octam is an eminent shrine dedicated to Rem, the god of time. Rem is said to sleep underground and is worshiped as the creator of the 99 islands in the Sebuscus archipelago, and its 33 hot springs and 11 volcanoes. As the reader no doubt knows, legend holds that strange events happen when Rem is angered. Strangely, the Rem Shrine contains a massive stone identical to the one in Gate of Shadows to the east.

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Piece of Paper  
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Tomorrow we launch the plan! Travel light!

=====  
Book of Prophecy  
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Book of Prophecy - Volume 1  
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To those who walk in the Mist: This is the First Prophecy. Read it well. Be warned! Take heed! The Mist is Death in disguise! The Mist is a cradle of madness! History warns us: The Mist stops time. The Mist brings chaos. When the evil Mist appears from the west horizon, leave everything and run for your lives! The god Rem awaits you all, in the hot depths of the earth. Until the heroes of Ra- Seru defeat the Mist...

-----  
Book of Prophecy - Volume 2:  
-----

To those who walk in the Mist: This is the Second Prophecy. Read it well. When reality turns into a nightmare and when nightmares bring despair, the god Rem is the last hope. Rem leads humans to the depths of the Earth, and in his bosom destroys the Mist nightmare. But hear this, heroes of Ra-Seru, those who walk through the Mist! Thou must show a sign of being the heroes of Ra-Seru! The path to Rem's bosom is ever steep and hidden in darkness. Gather at the Gate of Shadows! The path to Rem's bosom can be found only there.

-----  
Book of Prophecy - Volume 3:  
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To those who walk in the Mist: This is the Third Prophecy. Read it well. The path to Rem's bosom is at the Gate of Shadows. However, the mouth of the Gate of Shadows is shut. The Gate of Shadows is a stone flower. Only words carved on the Four Faces make the flower bloom. Speak to the Four Faces. Find the words engraved in the Face and engrave them in thine hearts.

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To those who walk in the Mist: This is the Fourth Prophecy. Read it well. The Gate of Shadows is a stone flower. The words of the Four Faces will cause a great flower to bloom. However, for the true Gate born in the flower, seek out the Key. That Key is the Star Pearl, a silent treasure that slumbers deep under the Palace of Rem. The Star Pearl will open the true Gate. Heroes, pass and take the ancient path to Rem's bosom.

=====  
Saryu's Letter  
=====

Harvest Month, Day 5

You are fortunate to be able to give your life for our great mission! Be happy, Eliza! You have been chosen to be a Seru bride! Tomorrow I will send guards to retrieve you. Clear your mind, purify your body, and wait.

Bon Saryu, Lord of Ratayu

[FILE3]

0=====0  
0 Files in Karisto Kingdom 0  
0=====0

=====  
Official Guide to Sightseeing in Karisto  
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Sol  
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The world's largest city, Sol, is known by many as Legaia's entertainment capital. Visitors enjoy the full facilities, theaters, fighting arenas, amusement parks, and more! Sol is actually a single giant structure with a history going back hundreds of years. Enjoy the breathtaking view of Karisto Kingdom from the observatory at the top floor.

----  
Buma  
----

Tucked into East Karisto Ravine, Buma is famous for its Genesis Trees and its lively streets. The beauty of the three cliffside Genesis Trees paints a picture of awe-inspiring majesty. Houses lining the river have also helped make Buma famous the world over for its quaint appeal.

-----  
Uru Mais  
-----

Uru Mais -- the mysterious city of ancient ruins. Who built it? Why? The answers, like the city itself, are shrouded in mystery. But Uru Mais is also world-famous for the new type of Seru that come from there. Most Seru, of course, are born of two Seru parents. But in Uru Mais, a new type of Seru occasionally appears from out of thin air! Some say they

come from a hidden Seru world somewhere, but their true origin is unknown. The unshakable fact is that in Uru Mais, Seru appear suddenly from out of nowhere! Seru trappers sent by the Emperor of Sol monitor the ruins day and night.

-----  
Nivora Ravine  
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Nivora Ravine, famous for its beauty, is located in northern Buma. Climbers wishing to visit Nivora Ravine should travel through the limestone cave in northern Buma.

=====  
Guidelines for Seru Trapping  
=====

Seru come out at midnight! A trapper must therefore patrol Uru Mais only at sunrise. Uru Mais is off-limits from sunset to sunrise because that is when the Whispers are frequent. A trapper must never wear a captured Seru. All Seru should be sent to Sol as soon as they are caught. The Whispers are the voices of a demon! Trapper, never listen to the Whispers, even in daytime! A trapper must never touch the three doors on the side of Uru Mais.

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Mrs. Usha's Diary  
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Bounty Month, 12th day  
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We've waited for ten years. Everyone is disheartened, except my husband. I must do something. With things the way they are, I must be strong.

-----  
Bounty Month, 16th day  
-----

Assistant 1 says he saw a blinding light shoot into the sky from Sol. Maybe it's the revival of the Genesis Tree. If so, the heroes should be coming soon.

-----  
Bounty Month, 19th day  
-----

Hooray! The heroes have arrived. But to our surprise... ..the warriors, wearing Ra-Seru, all look so young. One is a girl, the other two, boys. But appearances can be deceiving, and these three have made an amazing journey. We can trust our future to those three! I know we can!

-----  
Bounty Month, 21st day  
-----

The three left for the ruins of Uru Mais. I hope they are safe.

-----

Bounty Month 23rd day

-----

They came back from Uru Mais. They seem even stronger now. But they also seem downhearted. Perhaps it is just my imagination.

-----

Bounty Month, 24th day

-----

The three have left for Nivora Ravine with the TimeSpace Bombs. I hope they are safe. But most of all, I'm worried whether the bombs that my husband made will work.

-----

Bounty Month, 29th day

-----

Oh, what wonderful news! Everyone here is filled with joy! The Floating Castle is destroyed. The three heroes must have done it. The Mist is gone! Now we can go outside. Vahn, Noa, Gala, thank you so much!

=====

THE END

THANK YOU FOR READING!

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