

Bully three: Leave him along. He's not going to say anything anyway. He's like a little girl!

(A girl with red hair steps forward)

Girl with red hair: Hey! That's gender discrimination! And I know some "little girls" who can kick your butt!

Bully one: Whoa, Ritz! What's your problem?

Girl with red hair (now known as Ritz): You don't want to be on that team, right? How about we switch? Would that be better? Lets start already!

(They switch teams)

Ritz: You should speak up. Tell them your name, at least. You can't be the "new kid" forever!

(Enter the new kid's name. The default is Marche, and that will be his name from now on)

Mewt: Sorry, Marche.

Marche: You don't have to apologize, Mewt. You haven't done anything wrong.

Mewt: ...

Ritz: Okay, Mr. Leslaie, we're ready to go!

(Man walks forward)

Mr. Leslaie: Then let's get this snowball fight started! Ready? Gotten used to the snow in St. Ivalice yet, Marche? It's much warmer where you're from, isn't it?

Marche: Yes, sir. It never snowed. This is practically my first snowball fight...

Mr. Lesalie: Really? Then let me give you some pointers. Ritz, could you help us out?

Ritz: Yes, Mr. Leslaie.

Mr. Lesalie: Kids with the highest "speed" move first.

Ritz: Once your turn comes around, first you have to "move." You can only go a set distance so think first, then move.

Mr. Leasalie: When the menu isn't up, press the B BUTTON to see your move range.

Ritz: You can redo a move as many times as you want! Ready to move? (Ritz moves) Okay, now that you're in position, you can throw a snowball. Choose "Snowball" from the "Action" menu.

Mr. Leslaie: The green colored panels show your throwing range. Now choose where you want to aim within that range!

Ritz: If no one from the other team is in range, just "wait."

Mr. Leslaie: Waiting makes your next turn come around quicker.

Ritz: OK... Here goes! Hyaah! (She throws a snowball and misses.)

Mr. Leslaie: Once you've thrown, you have to choose a "facing." Once you've chosen a facing, your turn ends.

Ritz: Understand?

Marche: Yeah, I think so. Thanks Ritz, Mr. Leslaie.

Mr. Leslaie: Let's get back to the snowball fight, then.

Ritz: Good luck Marche!

-----DURING FIGHT-----

Mr. Leslaie: Ah, there's a trick to throwing a snowball, too. It's easier to hit someone from the side or behind. Think about which way your opponent's facing when you move.

-----AFTER FIGHT-----

Bully one: Hey, no running away Mewt!

Bully two: But that's what Mewt does best! Hah hah!

Mewt:

(Two bullies are throwing snowballs only at Mewt)

Ritz: Will you two stop it?

Bully one: What? We're not breaking any rules!

Ritz: Sure! You've been aiming at Mewt this whole time!

Marche: Are you OK, Mewt?

Mewt: Yeah... I'm fine.

Bully three: See? He says he's fine, so what's the problem?

Ritz: He knows you'd pick on him worse if he said anything else!

(Bully throws a snowball)

Mewt: Ouch!

Marche: Mewt, your forehead is bleeding!

Mewt: Huh...?

Marche: There was a rock in that snowball!

Bully two: Hey, I didn't throw any rocks!

Bully three: It's Mewt's fault for being so lame!

Bully one: He's an easy target, and we gotta get points, right?

Ritz: So the end justifies the means? You guys are horrible!

Bully one: Whatever you say, whitey-locks!

Ritz: What did you call me!?

Bully three: We know you dye your hair 'cause it's really all white!

Bully two: Yeah, just like an old grandma! Hah hah! Little prissy grandma!

Ritz: Step over here and say that again!

(Whistle blows. Mr. Leslaie appears)

Mr. Leslaie: Children! Behave! This snowball fight is over! Lyle, Colin, Guinness--I want you to come with me. Mewt, how's your forehead?

Mewt: It's okay. I'm fine, really.

Mr. Leslaie: That's it for class today. The rest of you can go home.

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><><><><><> MARCHE'S FRIENDS <><><><><><>
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Mewt: Uh, um... Thank you.

Ritz: I can't stand bullies who pick on little kids! Those jerks!

Mewt: So, Marche. What are you doing after this?

Marche: Huh? Why?

Mewt: I was going to buy this book... and I was wondering if you wanted to come along?

Marche: Sorry, I can't. My little brother's getting out of the hospital today.

Ritz: Hospital? Was he sick?

Marche: No, it's something he was born with. We have to take him to the hospital every now and then.

Ritz: Wow, that's rough.

Marche: What kind of book are you going to buy?

Mewt: It's about monsters and magic and stuff like that.

Marche: Why don't you bring it over to my house? I'm sure Doned, my brother, would love to see it.

Mewt: well, if you're sure it's OK...

Marche: Absolutely! Why don't you come, too, Ritz?

Ritz: Me? Um, gee, I guess I don't have any other plans... OK!

Marche: Great! You two know where my house is?

Ritz: It's the yellow house, right?

Mewt: I'll come over as soon as I buy that book!

Marche: I'll be waiting!

(The three walk away. Cut to them in town)

Man: Gosh, I'm really sorry.

Mewt: Uh-oh...

Man: I'm really, really sorry. Please accept my apologies...

Man in green: Mr. Randell. We expect a certain level of performance. Regardless of circumstances...

Man (now Mr. Randell): It won't happen again.

Man in green: Don't worry, I'll fix things up here.

Mr. Randell: Oh, thanks, thanks!

Man in green: (Turns to man in blue) Thank you for waiting. Shall we?

(Man in green and blue walk away.)

Ritz: Look at that man crying like that! Embarrassing...

(Mr. Randell walks forward.)

Mr. Randell: Mewt? Mewt, it is you!

Mewt: ...Hi, Dad.

Mr. Randell: School's out already?

Mewt: Yeah...

Mr. Randell: These your friends?

Mewt: (Nodding.) Um, don't you still have work to do, Dad?

Mr. Randell: Ah...yes. You know, busy busy busy! (Turns to Marche and Ritz.) You all keep an eye on Mewt for me, eh? (Mr. Randell walks away.)

Mewt: He used to work at a bigger company before... When Mom died, he stopped caring. He broke down big time.

Marche: He seems nice. Not many parents talk to their kids like that. I bet you used to go on vacations and stuff a lot. (Marche walks away.) Well, we'll be waiting for you at my place! (Marche leaves.)

Ritz: Mewt, how much do you know about Marche?

Mewt: Huh?

Ritz: I guess your family has had its problems, too... But I heard that Marche doesn't have a dad...

spell!

Ritz: You might not be too far off. Look, a magic circle! Maybe this is in Latin or something? And there are some later additions... What does this say?

Mewt: (Reading.) ...Alta oron. Sondus kameela... I sure sounds like magic!

Doned: Wow, a magic book! I wish I could use magic...

Marche: I knew you'd like it, Doned!

Marche: If you could use magic, maybe you'd be better at sports!

Marche: That's not funny!

Doned: Hah hah. It's true!

(Ritz and Mewt laugh.)

Mewt: It'd be cool if this really were a magic book... Haven't you ever read a book and thought... "What if the world in this book was the real world?"

Ritz: I dunno. Most books are sooo boring. They're all way too predictable.

Marche: Well, what do you like Ritz? Comic books?

Ritz: Games! You know, fighting monsters and all that.

Marche: OK, if you could make any game real, which would it be?

Ritz: Hmm, that's a good question!

Mewt: I'd pick "Final Fantasy." That's my favorite.

Ritz: My, my, look at the time! I should get going soon.

(They close the book and stand up.)

Mewt: Yeah, me too. See you at school Marche!

Ritz: Thanks for having us over, Marche. Nice meeting you too, Doned!

Doned: See you later, Ritz!

Marche: Wait, I'll see you guys out. Be right back, Doned.

(Marche, Ritz, and Mewt walk out the door.)

Doned: I wish I could use magic...

Voice from below: Doned! It's time for your medicine!

Doned: OK, Mom!

(Doned rolls out of the room.)

(The screens shifts to one like the game intro. People are walking and carsd are driving by. Many different squares pop up showing different things. Cut to Mewt staring out the window and the book lying on his bed. Now cut to the schoolyard, which suddenly transforms into an area with a flying weird thing. Cut to people

Mooglee: He's enaging you, kupo!

-----DURING BATTLE-----

Marche: Wait a second... I get it! "Engage" means "fight"!

Mooglee: You sure are a keen observer of the obvious, kupo! There's the judge and all the laws for today are all set.

Marche: Judge...? Laws...?

Mooglee: Uh-oh, don't tell me you don't know about those! The laws today forbid the use of all items, kupo! Always be sure to check the laws, or you'll be sorry!

Marche: Um...uh... OK, wait, so an "engagement" is a battle... And the "laws" are the rules for the battle... And that guy in armor is the "judge"?

Mooglee: Kupo! It's your turn, kupo! Use your sword and your abilities! I'll back you up!

Marche: Um, OK, here goes!

-----LATER DURING BATTLE-----

Judge: (After a K.O.): K.O. verified! One judge point!

Marche: Judge point? What's that!

Mooglee: Collect judge points! That way you can use "combos" with other clan members. It makes engagements a snap, kupo!

Marche: So all I have to do is defeat my opponents? Gotcha.

-----AFTER BATTLE-----

Marche: Whew... I guess I made it, somehow...

Bangaa: Grr... I'm hurt. Where's that potion! (Bangaa uses poition, and the judge blows his whistle.)

Judge: Infraction of Law forbidding items! All violaters will be sent to prison! (The judge walks over and flashes a red card. The bangaa instantly disappears.)

Mooglee: Kupo! The slammer! I hope I never get sent there...

Marche: The slammer...?

Mooglee: Yeah, prison--they send people who break the law there. Oh, it's a dark and scary place. Kupo!

Judge: Perpetrator sentenced and imprisoned! Visitors are asked to go to the prison facility in Sprohm. (The judge disappears.)

Marche: Sprohm? Prison? What have I gotten myself into?

(Screen fades...)

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HI MONTBLANC!

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Marche: Thanks for helping me.

Moogles: Never ever call a bangaa a lizard! Kupo!

Marche: Sorry, I really didn't know.

Moogles: You... have seen a bangaa before, right, kupo?

Marche: Um, yes, well, no. Not a real one, at least.

Moogles: Kupo! Where exactly are you from, kupo? Cadoan? Muscadet?

Marche: I...I don't know. I'm all confused. And to top it off, I'm talking to a stuffed animal!

Moogles: A stuffed animal!? I'll have you know, I'm a moogles, kupo!

Marche: Fine, so you're a moogles. What's that?

Moogles: OK, I believe you! You're confused! Let me explain: This is the town of Cyril, in the land of Ivalice.

Marche: Ivalice? That's the name of the town where I'm from!

Moogles: Town? But Ivalice is a country!

Marche: Not my Ivalice. And there's no liz--er, bangaa there either.

Moogles: What about moogles? Surely the other towns have them?

Marche: Nope. We just have normal things, like dogs and cats.

Moogles: But you said you'd seen a bangaa, only not a real one! What did you mean, kupo?

Marche: Well, it's just... I've seen a bangaa, but in a computer game, not real life!

Moogles: Kupo?

Marche: It's called "Final Fantasy." It's not real. Not really. It's like a pretend world, with heroes and monsters...

Moogles: So you're saying here is just like your pretend world?

Marche: Yeah, come to think of it, it's just like in the game!

Moogles: OK, now I'M the one that's confused... Kupo...

Marche: Sorry, I know I'm not being very helpful...

Moogles: No, this is by far far the most kupo story I've ever heard!

Marche: You're telling me!

Moogles: Of course, I'm not entirely sure I believe you, kupo.

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(After you pick the first mission.)

Pubmaster: Okay Marche, you got any mission items? Those are items you need for certain missions. You can get them by completing missions. Looks like you don't have any yet, so just hit "OK." Make sure you're cool with the mission before signing up. That'll be 300 gil for the info. Thanks.

Motnblanc: Kupo? You find any good missions, kupo?

Marche: Yeah, there was one that seemed easy enough.

Montblanc: When can you start, kupo?

Marche: Right away!

Montblanc: Lets get ready, then. I want to make your first mission a success, kupo!

(Before Herb Picking)

Marche: We'll have to deal with these monsters first... Then we can gather those herbs!

Montblanc: I told you our clan does rough work! Kupo!

-----AFTER BATTLE-----

Montblanc: What were we looking for, kupo?

Marche: Some kind of medicinal herb... Muscma... something?

Montblanc: Muscmaloi! That grows all over the place, kupo!

Marche: Huh? Really?

Montblanc: Yeah--there's some right there. And over there, too! I used to pick it all the time when I was little, kupo! The info fee for this mission was cheap, wasn't it?

Marche: Hmm... Well, it was pretty cheap, I guess.

That figures. Still, it's probably good to start slow. Let's pick us some herbs and get back to town, kupo!

(When you start the second mission.)

Marche: Hey, Montblanc.

Montblanc: Kupo?

Marche: Why would bandits be interested in a thesis, anyway?

Montblanc: Kupopo? Maybe they're nerdy bandits? Some thieves are interested in more than money, kupo!

Marche: Hmm... yeah you're probably right. Hey, there's someone there!

(Screens scrolls up to spot a Nu Mou and a Thief.)

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(When you enter a town.)

Pubmaster: Well, if it isn't Marche! How you been?

Marche: Pretty good, I guess... yourself?

Pubmaster: Can't complain, can't complain! I thought you might be busy with the clan wars and all.

Marche: Huh, no kidding?

Pubmaster: There's a lot of clanners out there looking for fights. Everyone wants to spread their influence, you dig? So if you don't have business with another clan... I'd keep your distance! If you fought every clan, you'd never get any work done. Not that all the clans are bad... Still, be careful.

Marche: Thanks for the tip! I'll keep an eye out.

(When you begin The Cheetahs.)

(Cut to Ritz talking to the clan the Cheetahs.)

Ritz: We've got you now, you bunch of two-bit swindlers!

Archer: Grr... Don't you ever give up?

Ritz: If we did, we wouldn't be much of a clan, would we? Shara? What is it?

Shara: Someone's here, Ritz.

Unknown voice: Ritz!?

(Marche comes running in.)

Ritz: Marche!

Shara: You know him?

Ritz: He's from the other world...

Marche: They're not your friends, are they?

Ritz: Nah, just a bunch of bandits living around here. Don't worry Marche. We'll take care of them.

Marche: I'll help! I came here to get them, too.

-----DURING BATTLE-----

Marche: Boy, I sure didn't expect to find you here, Ritz!

Ritz: Likewise! I'd never have expected you to be in a clan...

Marche: Really? Why not?

Ritz: It's just, you were so... timid in the other world.

Marche:

Ritz: You've changed here, too, haven't you? I know I have!

-----AFTER BATTLE-----

Marche: Ritz... are you OK?

Ritz: It's funny for you to be worried about me, Marche. Thanks, though. You were a big help. Let me introduce my fellow clan member, Shara.

Marche: I'm Marche. Pleased to meet you, Shara.

Ritz: Like I said before, he's a friend from the other world.

Marche: Speaking of worlds, do you know what this place is?

Ritz: I thought you of all people would have figured it out! This is "Final Fantasy"--the game! But this is real! At first, I thought I had really fallen into a game... But this is our town, St. Ivalice! It's like our whole town has become part of the game!

Marche: How could it have happened?

Ritz: I'm trying not to think about it.

Marche: Huh?

Ritz: There doesn't seem to be much point.

Marche: Why not?

Shara: Ritz doesn't want to go back, see?

Ritz: It's like Shara says... why go back?

Marche: What? You mean you'd rather stay here?

Ritz: Yeah. I like this world. Don't you, Marche?

Marche: Well, I...

Ritz: If you want to turn everything back to normal... Go ahead. But don't expect me to help you. Let's go, Shara.

Marche: Ritz!

Ritz: I'm sure we'll meet again, Marche. By for now. I... am glad we met. Really. (Ritz and Shara leave.)

Marche: Ritz... Why don't you want to go home?

(When you enter a town.)

(Marche is at the pub with Montblanc.)

Montblanc: Kupo! What's on your mind, Marche?

Marche: Oh, um, I was just thinking about the next mission... Wondering what's in store for us.

Montblanc: They say that the palace made these maical crystals, kupo! Their magic is so strong that it affects the animals.

Marche: So you think a crystal is nearby?

Montblanc: I dont' know, kupo! It might just be a rumor after all. How could you make anything in a wrinkle in space?

Marche: A wrinkle in space, huh? Interesting...

(When you start the Twisted Flow mission.)

Marche: Looks like a normal river to me. I don't see any warping or bending at all... ? What...? Funny, I had a strange feeling there...

(A black hole appears in the center of the river, then disappears.)

Marche: Whoa! What was that!?

(The black hole appears once more, then vanishes.)

Marche: The river... What's going on?

(The black hole covers the whole area and warps Marche to a strange cave.)

Marche: What was that!? That black thing in the river swallowed me, and... What is this place? Am I still in Ivalice? (He walks forward a bit.) Some kind of ruins? Wait...

(The screen shifts to show a big glowing rock at the top of the cave.)

Marche: Is this... a crystal? A wrinkle in space! So the crystal's magic was making the river bend. The rumors were true! The warping was a way in! I have to find out what this crystal really is... But before that, I should find a way out!

(He turns to look for an exit when a disembodied voice speaks out.)

Disembodied voice: Speak your name, you who profane the light!

Marche: Who's there?

(He backs away and a strange creature appears out of the crystal.)

Strange creature: I ask again: Speak your name, you who profane the light!

Marche: I... My name is Marche. Who the heck are you!?

Strange creature: I am the totema Famfrit. I am wielder of the power. I am the protector.

Marche: Totema...? Protector...? ...He thinks I'm after the crystal!

Famfrit: You are an intruder!

Marche: Look, I don't know anything about your crystal!

Famfrit: I am under orders to expel all intruders!

Marche: Wait! I'm telling you, I came in here by accident!

(Famfrit raises his hands and a bunch of enemies appear, along with a judge.)

Marche: ...There's the judge--just like a normal engagement. Well, no point worrying whether I can win or not... I just have to try!

AFTER BATTLE

Marche: I did it! I beat him! ...What is this crystal? Tell me! Why go to such lengths to protect it!?

Famfrit: The crystal is the thread that binds our world... The world I was born to protect! With the white ones, I was born...

Marche: The white ones?

Famfrit: Skilled machinists. They are the source of my power.

Marche: You mean... moogles?

Famfrit: If they wish it, I will lend you my power...

(He flashes and disappears. The crystal then shatters and the black hole appears. Mewt appears floatig in the air, then vanishes.)

Marche: Mewt...?

Disembodied voice: When the thread dissolves, so will this world... And another world will be revealed.

Marche: !! Who's there? What do you mean, "another world"? You mean the real world!? (The black hole vanishes and a white light fades the screen out. Cut to a man walking into a room with Mewt. The man is revealed as Mr. Randell.)

Mr. Randell: What's wrong, Mewt? Why, your room's a mess!

Mewt: Papa...

Mr. Randell: Babus came running into my room. He seemed quite flustered...

Mewt: Babus...

Mr. Randell: Did something happen?

Mewt: Papa... I just remembered something horrible! All the kids at school were throwing snowballs at me... And one of the snowballs had a rock inside it!

Mr. Randell: School...? What are you talking about, Mewt!?

Mewt: That... That's right. I'm royalty. I'm a prince. Everyone listens to whatever I say. My word is... law. This is my country! Nobody picks on me!

(The door opens.)

Mewt: Mama!

(Mewt's mom and a Nu Mou walk into the room. Mewt runs into his mother's arms.)

Mr. Randell: Thank you, Babus. You may leave now.

Babus: Certainly, Sire.

Mewt's mother: It's OK, Mewt, you don't have to be scared anymore. To our people, I am Queen Remedi, but always remember... To you, I am your mother, and I love you very much. And your papa is the highest judge in the land! That means that all the judges will protect you.

Mewt: Then... Mama, I want to make the laws stronger! Please, can I?

Queen Remedi: Of course you can! You know we'd do anything for you.

Judgemaster (formerly Mr. Randell): Your Highness, it might not be wise to so lightly--

Queen Remedi: One of the crystals has been destroyed.

Judgemaster: What!? Are you certain? ...I see. There will surely be no complaints about stronger laws, then.

Queen Remedi: I leave it in your hands, Judge Cid.

Judgemaster Cid: As you wish.

Mewt: Mama...

(Screen goes back to Marche. The black hole flashes and Marche appears back at Ulei.)

Marche: Well, I seem to have made it back in one piece. He said that the crystal was a thread... That if the thread dissolved, a new world would appear. But this world is still here... Destroying one of the crystals must not be enough. If I destroy them all, will I be able to go back home? This could be my only chance. I have to find the other crystals!

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><><><><><> ANTILAWS AND EZEL <><><><><><>
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(When you enter Cadodan.)

Unknown voice: I can't believe they strengthened the laws again... (camera goes down to three people talking.)

Nu Mou: What's new? The palace is always doing that.

Human: I swear the queen takes pleasure in watching us squirm!

Nu Mou: Hey, hey, watch what you're saying! You never know who might be watching...

(A man walks up behind Marche.)

Man: The new laws bothering you too, eh? Hah! Pretty soon, laws will be nothing but a bad memory!

Marche: How can you be so sure? I thought laws were everything in Ivalice?

Man: True... but there's a way around everything, my boy.

Nu Mou: Hey, have you heard that rumor?

Human: You mean about Ezel Berbier and his antilaws?

Human two: It's hard to believe that anyone could nullify a law!

Human: Yeah, but if you could, just imagine!

Marche: Nullify a law?

Man: Precisely.

Marche: And Ezel Berbier figured out how to do it?

Man: He certainly did... But if you want to meet him, forget it. He's a busy man with many admirers, shall we say.

Marche: You seem to know a lot about him.

Man: Fame has always fascinated me, you see. Ah, soory, have to run. I've an appointemt to keep.

(He turns and leaves.)

Marche: Anitlaws... I'd sure like to meet that Ezel guy.

(When you start mission six.)

(It is night time, and Marche enters Cadoan. He suddenly sees the man he was talking to earlier running from someone.)

Marche: Hey, that's the--!

(A bunch of people appear around the man.)

Female human: You can't run forever, Ezel! Why don't you just turn yourself in quietly?

Ezel: No, I've never been good at sitting in one place for long.

Female human: You've overestimated your ability to escape this time, "genius"!

Ezel: Well, these things happen. Life wouldn't be any fun if you always won!

Female human: Sieze him! And feel free to break whatever you want! Just keep his head in one piece!

Ezel: Please, take it easy on me! I'm a sensitive man, you know!

Marche: That guy's Ezel!? I have to save him!

DURING BATTLE

Marche: So you were Ezel Berbier all along.

Ezel: Ah well, I guess the moogle's out of the bag.

Marche: Who are these guys? Why are they after you?

Ezel: Just a little misunderstanding about a job... I ask for 100,000 gil, and they call me a gouger!

Marche: 100,000 gil!?

Ezel: Yup. That's all it takes to make laws go away... Pretty cheap, really.

Marche:

AFTER BATTLE

Marche: Are you all right?

Ezel: I seem to be all here. Thanks for your help, eh? Where are my manners? I've not introduced myself! I am Ezel Berbier at your service.

Marche: Yes, yes I know who you are. I'm Marche.

Ezel: Had I more time, I'd love to thank you properly... But as it is, I must be off!

Marche: Someone else after you?

Ezel: Something like that. It's hard when everyone thinks of you as a genius.

Unknown voice: I heard that the nu mou call you an eccentric loony.

Ezel: ...They only say that because they are jealous! This, too, is a burden we geniuses must bear.

(Judgemaster Cid appears along with three templars.)

Judgemaster Cid: Ezel Berbier, I presume.

Ezel: The judgemaster himself! I'm honored.

Marche: Hunh? Mewt's dad is the judgemaster?

Judgemaster Cid: May I ask you to come with me? I'd like to hear more about these antilaws of yours.

Ezel: I must respectfully decline. Sorry, but judges rub me in the wrong way!

(Judgemaster Cid takes out a card and flashes it.)

Ezel: Ah, an advanced law! Only the judgemaster can use those. If I use any ability at all, it's the slammer for me! I'm practically shaking in my boots!

Judgemaster Cid: Ah, I'm glad you are familiar with advanced laws. Saves me the trouble of explaining them to you. And I do so dislike violence...

Marche: Ezel!

Ezel: *sigh* I was hoping to avoid this...

(Ezel takes out a card.)

Ezel: But I suppose a demonstration wouldn't hurt-- Behold, the antilaw!

(Ezel flashes the card and it disappears, along with him and Marche.)

Judgemaster Cid: He can stop even an advanced law? Hmm... Maybe he's smarter than I thought. Back to the palace!

(At the pub...)

Marche: Ezel... was that an antilaw?

Ezel: Sure was! It nullified the judgemaster's law, allowing me to use whatever ability I wished!

Marche: Wow... that's really something.

Ezel: Yes, you might say that I'm really something. But to receive a visit from the judgemaster!

Marche: Ezel, are you sure you're not getting in over your head?

Ezel: No, no, no! It is THEY who have crossed the line! Making all their laws without asking us what we think. Besides, annoying the judges with antilaws is fun! That reminds me, I should tell you about my store.

Marche: Your store? You run a store?

Ezel: For trading law cards, yes! It's still hush-hush. If there's a card you're looking for, drop on by!

Marche: Sure thing! Thanks, Ezel.

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><><><><><> THE SECOND CRYSTAL <><><><><><>
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(When you start mission seven...)

Marche: The rain's getting worse. Better watch my footing.

AFTER BATTLE

Marche: Geez... It sure can rain here. ...I was kind of hoping the "diamonds" would be crystals... But I guess-

(A flash occurs)

Marche: ...? What was that?

(A spark appears and vanishes)

Marche: It disappeared... What could it have been? It wasn't snow... Maybe this rain does have something to do with the crystals...

(When you start mission eight)

Marche: Ugh! It's so hot! How can I get anything done here?

(The volcano starts to shake)

Marche: Earthquake! This thing's not going to erupt, is it?

(A seam appears)

Marche: It's warping... There must be a crystal here!

(Marche is warped to a cave)

Marche: Butterflies? What are butterflies doing here? This place isn't like the last one at all... Maybe this crystal is different from the other one? I have to destroy it. That's my only way home... Funny there doesn't seem to be a totema here on guard...

(A small crystal appears)

Marche: Wh-What?

(A second appears)

Marche: Is this a totema too?

(Six more appear)

Marche: This place... This whole shrine is a totema!

AFTER BATTLE

Marche: The totema's presense... it's gone... The totema Famfrit said he was born with the Moogles... I wonder if this crystal is aligned to one? Those things around the crystal formed a magic circle... Magic... hmmm... The nu mou totema?

(The big crystal shatters)

Disembodied voice: Who's there? Who is that?

(Mewt appears in mid-air)

Mewt: Why are you making me remember these things? Stop it! I said, stop it!

Marche: That voice... Mewt!?

Mewt: Mama's not dead--Mama's alive! She was just here. Who's trying to wreck my world? Get out! Get out of my world!

(Mewt vanishes and Marche is back at the volcano)

Marche: Mewt? Prince Mewt? "My world"? This world must be a reflection of Mewt's desires! His mom's still alive, everyone does what he says..... I'm living in Mewt's dream! So if I change the world back to the way it was... I'm destroying his dream world! No wonder he doesn't want me here...

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(When you start mission nine)

Moogles: This tree looks good, kupo!

Viera: Yes, yes. Just the right size. Let's get it!

Moogles: I could get used to this tree cutting business, kupo! So much easier than cutting things that fight back, kupo!

Viera: Indeed! And they sell for pretty gil! What a bargain!

(Marche enters)

Marche: Oh no! They're trying to cut down that tree!

Moogles: Oh dear, we've been discovered, kupo!

Viera: Not a problem, as long as we keep them from reporting!

AFTER BATTLE

Marche: Now to turn these trespassers in!

(Judge is talking to the tree-cutters)

Judge: Move along. No talking!

(Judge and tree-cutters walk away)

Human: Thank you so much for your help!

Marche: A magic forest... Maybe this has something to do with the crystals, too.

(When you start mission ten)

Marche: A giant emerald crystal, huh? I wonder if it's one of those crystals?

Disembodied voice: You here looking for the emerald, too?

(An old Nu Mou appears)

Nu Mou: The Academy pulls out, and before the echoes even fade... Wham! In come the clans like a pack of hyenas!

Marche: Who are you?

Nu Mou: I am Babus, personal mage to His Highness Prince Mewt. I am here surveying this land on his direct request.

Marche: Mewt's personal mage...

Babus: The prince has informed me that there is someone... who means him ill. Know you anything of this? If you do, tell me at once!

Marche: Who, me? I... I don't know anything, sir. I had no idea he wanted this

world to exist.

Babus: Ahem? What was that you just said?

Marche: I didn't know Mewt wanted the world to change like this!

Babus: Wait a minute... Perhaps it is you of whom His Highness spoke!

Marche: No, I don't mean him any ill at all! I just want the world to go back the way it was!

Babus: Back the way it was? You speak nonsense! Get him!

DURING MISSION

Babus: You said you wanted the world to go back the way it was... What did you mean?

Marche: Ivalice isn't a desert; it's a snowy, country town! Everything went crazy! This isn't the real world-- This is Mewt's fantasy world... It's like in a game!

Babus: Hah! The only thing that's crazy around here is you, my boy!

Marche: But it's true!

Babus: So this world is a figment of Prince Mewt's imagination? Nonsense! I've served the prince for years!

Marche: I'm telling you, Mewt's not a prince! He's just a boy!

Babus: How dare you call the prince an ordinary commoner!

AFTER MISSION

At the start of Pale Company

Marche: Funny... Here I am, looking at a ghost.
But I don't feel scared at all.

("GHOST" moves)

Marche: It's going further inside...

("GHOST" moves again)

(That hole that nomarly warps up the screen when a crystal appears appears)

Marche: !!

(Area warps...)

Marche (in new area): Where's the ghost go?

("GHOST" appears, dissappears and reappears near a crystal, which shines.

Marche, who had been following the "GHOST", takes a uncertain step back. A green totema (Cool! It looks like a Golden Sun summon!) comes out from the crystal and...)

Marche: A totema!? It... It absorbed the ghost!?

Totema: Intruder!

No one but my master may approach the World-Thread!

Marche: I came to destroy that crystal... or World-Thread or whatever you call it. And I'm not leaving untill I do!

(Totema makes he area warp with that effect thingy and three monsters (red, blue and green) appear. Totema growls.)

Totema: I am the totema Adrammalech!

By my strength, I shall defend the world-thread...

And destroy all those who seek to harm it!

(Please note, the totema is hense-forth known as Adrammalech. What a name! ;) whoo-hoo, battle start!)

After the battle has ended (take that you stupid Adr... Adramma... Stuff it):

(Adrammalech becomes three seperate "GHOSTS". Then they dissapear. Marche walks to crystal.)

Marche: That ghost must have become part of the crystals power!

I heard that the crystals were pure magic...

but now I think there must be something more.

Some kind of incredible energy...

that could create the Totema and all the different races.

(What a mouthful... And he's talking to himself...)

(Crystal shatters. What happen's next? You got it. Area warps... Back at the caves...)

[That dog (sorry, Babus...) walks up.]

Babus: You again!

Marche: Uh-oh, Babus!

Babus (a-shitting himself): The air here has changed... What have you done!? Acting against the prince's wiches again, are you!?

[Words in middle of screen (you can guess who it is...):

...M-Mama!

Where are you, Mama?

Where?...]

(Marche shakes head. Rift appears and promptly dissapears.)

Babus: Wha--?

Marche: A seam...! It must have been left over...

(Now whole area warps!)

Mewt appears: Babus!

Babus: Prince Mewt!?

Mewt: Where is everybody? I'm lonely! Where are you, Babus?

Babus: The prince is looking for me...?

[Mewt dissapears (I want to know how he does that...)
Area washes over with colour and returns to normal.]

Babus: Let us say that you are right and there are two worlds.
How much, then, is this "other world" worth to you?

Babus: What do you have there that you do not have here?
Money? Power?
Something worth causing the Prince so much pain for?

Marche: Well, I...

Babus: What? Nothing?

Babus: You would make the Prince suffer over... nothing?

Marche takes a step towards babus...

Babus:I must return--the prince needs me. We'll meet again.
And next time, I will not be so forgiving!

(Babus !FINALLY! goes away/dissapears.)

Marche: Mewt... I... *sigh*

(When you enter a pub...)

Moogle: Kupo! It's my big brother, Montblanc!

Montblanc: Nono! Long time no kupo! You look well!

Moogle (henceforth known as Nono): I don't feel well, not at all, kupo.
I'm so lonesome, I could cry, kupo!

Marche: What happened?

Nono: Kupopo? Who's that with you, Montblanc?

Montblanc: Kupokupo! Where are my manners? This is my new friend, Marche!

Marche: Pleased to meet you!

Nono: The pleasure is mine, kupo!

Marche: So, what happened?

Montblanc: Well, see...

Nono: It was a hit-and-run, kupo!

(Moogle gangstas mate, very hardcore ;))

Marche: A hit-and-run?

Montblanc: Nono is a apprentice gadgeteer...
And he just finished building the airship of his dreams.

Nono: But on her maiden voyage... *kupo*

Marche: Someone ran into you and took of? Gee... that stinks!

Nono: It does more than stink, Kupo!
Oh, the months I slaved on that ship... kupoooooh!

Marche: Do you who did it?

Nono: I know where they are, Kupo!
Jagd Dorsa! They're in Jagd Dorsa, kupo!

Marche: Well, then there's no problem. All we have to do is go--

Montblanc: It's not than simple, kupo!
...This reminds me, I haven't told you about Jagds yet.

Marche: No, you haven't. Whats a Jagd?

Montblanc: A place where judges can't go! A lawless zone!

Marche: So there's no penalty for breaking the law?
That sounds great!

Montblanc: If it were that great, all the clans would go, Kupo.

Marche: They don't?

Montblanc: Nope, in fact they avoid them like the plauge!

Marche: Huh? Why?

Montblanc: It's true that there are no laws in the jagds...
But lawlessness comes at a price, kupo!

Marche: What's that?

Montblanc: Death, kupo!

Marche: ...I don't get it.

Montblanc: Ever wonder why nobody dies when they engage?
It's because the judges are there to stop death!

Marche: So without the judges... you can die?

Montblanc: That's right, kupo. Thats why its best to stay away.

Marche: But what about Nono's airship?
We can't just let whoever did this get away scott-free!

Montblanc: I thought you'd say something like that, kupo.

(Montblanc nods)

Montblanc: Look, I'll go to Jagd if you'll go, Marche.
Just, we have to be reeeally careful. OK, kupo?

(Marche nods)

Nono: So you'll go to jagd dorsa for me? Really, kupo?

Marche: We'll go, but I can't promise we'll succeed.

Montblanc: Sorry for dragging you into this, Nick.
I know you've got other things on your mind, kupo!

Marche: No problem. Don't worry about it. Besides...
I've got a little brother too, so I know how you feel.

Nono: Thank you, kupo!

Marche: Thank me when we get back in one peice...

Nono: Sure thing, kupo!
I'll be waiting for you in Baguba Port.

(When you start the next mission)

Masked guy in green: Hey, kid! You know what this place is?
If you want to live, you turn around and go home. Now!

Marche: Sorry, no can do. Not after what you did to my friend!

DURING BATTLE

Marche: I see what they were saying about the Jagds...
This place gives me the creeps.

AFTER BATTLE

Marche: I hope this is the last time I have to come here.
Lets go report to Nono. Off to Baguba Port!

(BAGUBA PORT AGAIN)

Nono: Marche, you made it back safely, Kupo!
And you caught the bad guys too, Kupo kupo kupo!

Marche: I got a reward for turning those guys in...
Here, Nono. I want you to use it to repair your airship.

Nono: Kupo! I can't take away your reward, kupo!

Marche: No, it's ok. The clan already got their cut. Go ahead.

Montblanc: Take it, kupo. It's going to cost a lot to fix her up...

Nono: Kupo... I know! Actually...
In order to fix her I'd have to make some money.
So I was thinking of making her into a merchant ship.

Montblanc: Kupo...!? A merchant ship?

Marche: Is your airship even big enough?

Nono: Oh, I couldn't carry any large cargoes of course, Kupo.
I could supply small merchants though, Kupo!

Montblanc: Kupo! That sounds like a pretty good idea!

Nono: You really think so, kupo?

(Montblanc nods)

Marche: Good luck, Nono!

(Nono nods)

Marche: A merchant trade ship...
They must carry a lot of rare items.

Nono: I'll be handling everything from source to store!
I'll let you know if something good comes in, Kupo!

Marche: Thanks, Nono! I'll be looking forward to it!

(When you start The Bounty)

When starting:

Marche: Are you with clan Ox?

Pink leader: Hmm? You know something about the wanted kid?

Marche: Actually, I was hoping you could tell me something about it...

Orange hat Moogles: Hey, Boss, remember the description the palace sent out?
Don't you think this guy here fits it pretty close?

Pink Leader: Hmm, now that you mention it... Better get his name.
Say, what's your name kid?

Marche: Huh? My name's Marche... why?

Orange hat Moogles: What clan? Not -clan_name_here-, I hope!

Marche nods

Orange hat Moogles: Boss, it's him! He's the one the palace is after!

Marche: What, you mean they put a bounty on me!?

Pink Leader: I heard the wanted fellow was from a small clan...
And I wondered if it might be yours. Guess I was right!
Get the fugitive! The bounty's as good as in our pockets!

After Battle

Marche: I can't believe the Palace would put a bounty on my head!

I have to find the rest of the crystals, and fast!

MORE COMING SOON!!!

+=====+
| (14) CONTACT |
+=====+

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Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

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And that wraps up the contact. Once again my e-mail is: cskull@frogdesign.com

+=====+
| (15) CREDITS/LEGAL |
+=====+

The credits so far go to...

*****qwertychooka*****

He submitted the rest of "The Bounty" which is a REALLY cool thing for him to do. Many, many, many thanks!

Square-Enix: May they live long. After all, they brought Final Fantasy back to Nintendo!

CJayC: For putting this up on his awesome game site.

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