

Golden Sun: The Lost Age Game Script

by Sintaku

Updated to vFinal on Dec 29, 2004

Golden Sun: The Lost Age
Game Script Guide

Version : Completed

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Created Date: 13:57 26 December 2004
Last Updated: 16:07 28 December 2004

NOTE: This guide may contain Spoilers so please do not proceed any further if
you do not want to see any spoilers.

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###           T H E   T A B L E   O F   C O N T E N T S           ###  
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Well, this is the look for all the headings ;) I hope you like it. Anyway, here goes with the contents page. For now there is no coding, I might make some later.

- I. Introduction
- II. Version Information
- III. Golden Sun Story
- IV. Game Script
- V. Credits
- VI. Contact Me
- VII. Copyright

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#### I.           I N T R O D U C T I O N           #####  
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Well, as you see I made this guide for a already guide packed game. You may be wondering why I did, well I don't know either, maybe I am a fool? Well I always wanted to make a guide for one of my favourite RPGs so I decided to make one for this. I don't expect to see this finished by 2004, most likely 2005. But still it really doesn't matter. This is my what I would call "side-project", firstly I have to have this fully complete before I can submit, but I will try when semi-complete.

I am making this guide on my third attempt to finish the game, yes what you hear is true. My fifth attempt, I like this game too much. Well I think I should move on to talk about the guide now.

This guide was created in Metapad and Microsoft Word. This guide is best looked at size 10, Courier New. There is no kind of search system since it would take too long to implement and change every time. But I think I will implement it in Version 2.0, which is most likely my last version on this particular guide.

Well lets roll on with the guide then, shall we?

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##### II.          V E R S I O N   I N F O R M A T I O N          #####  
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Every update adds 0.1 to the last version.

Version 1.0 (16:07 28 December 2004)
It took me 5 hours but, hey it's finished!
- Game Script Completed

Version 0.2 (16:07 28 December 2004)
Updated the Script, don't know whether the first version was accepted or not.
Well I added 4 more scenes. I feel tired; I might get a bit of sleep.
- Game Script Updated

Version 0.1 (13:57 26 December 2004)
- Guide Created

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##### III.          G O L D E N   S U N   S T O R Y          #####  
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Ages ago, or so the stories
tell, the power of Alchemy
ruled over the World of
Weyard.

Alchemy wrought the base
elements of humanity
into thriving civilizations,
like lead into gold.

But in time, man's dreams
gave birth to untold strife.
Dreams of endless riches,
of eternal life, of dominion
over all that lived... Dreams
of conquest and of war.

These dreams would have torn the world apart if not for a few brave and wise men, who sealed away the power of Alchemy deep in Mt. Alpeh's Sol Sanctum.

PROLOUGE FROM BOOK ONE

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm 3 years before, disturbed the sanctum.

Saturos and Menardi, of the Mars Clan, followed them into the sanctum. With them travelled Jenna's brother, Felix, thought lost in that same tragic storm.

Saturos and Menardi stole the Elemental Stars, the keys to breaking the seal on the power of Alchemy, and kidnapped Jenna and the scholar Kraden

If these four jewels were used to fire the elemental lighthouses, the seal on Alchemy would be broken.

Isaac and Garret set out to stop Saturos, rescue their friends, and return the Elemental Stars to their home in Sol Sanctum.

They banded together with a young Wind Adept named Ivan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury Lighthouse.

There, they met the guardian of the lighthouse, a Water Adept named Mia. With her, they pursued Saturos to the aerie high atop Mercury Lighthouse.

Isaac was too late to stop Saturos from lighting the beacon and escaping. Again Isaac chased him, Crossing Angara to the

shores of the Karagol Sea.

Taking passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi.

Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac...

Thanks to a mystic draught from the lost land of Lemuria, Babi had lived or 150 years! He offered to help Isaac, who then headed deep into Gondowan.

In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse.

Isaac fought and defeated them atop the lighthouse, but he was too late-the beacon had been lit.

A great cataclysm followed. Sheba fell into the sea. Felix jumped in to save her, but both were lost in the rolling waves. Jenna left the lighthouse to find them, but to no avail...

Isaac went to Lalivero, where Babi asked him to find Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey for the lost land.

This chapter of our story begins with Jenna, just before the beacon on Venus Lighthouse is lit...

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#### IV.                G A M E   S C R I P T                #####  
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This will cover the Game Script of the game. I mean the conversations between characters, and the scenes.

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##### IV. 1. Scene 1 - Venus Lighthouse #####  
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JENNA: Are you sure we should be leaving like this?
JENNA: Once we go down those stairs, we can't get back into the lighthouse.
JENNA: Maybe I should have stopped my brother...
KRADEN: Jenna, is something troubling you?
JENNA: I just...
KRADEN: What is it? What's wrong?
JENNA: I have a bad feeling... Like something terrible is going to happen.
ALEX: How unlike you, Jenna.
ALEX: Surprised to me?
KRADEN: A-Alex... Were you listening?
ALEX: Where's Felix? Why isn't he here with you?
JENNA: My brother? He left us.
ALEX: What can Felix possibly be thinking?
KRADEN: He was worried about Sheba. He went to check on her.
ALEX: He was supposed to be leading you out of here! I thought you would have been far from this lighthouse by now.
ALEX: Why are you still here?
KRADEN: We tried to stop Felix from going back up to the aerie.
ALEX: How like him. Once Felix gets an idea into his head, he rarely changes his mind.
JENNA: What were you talking about just now?
JENNA: What did you mean when you said... "How unlike you"?
ALEX: I was merely surprised to hear you expressing such concern, Jenna.
ALEX: Nevertheless, I'm impressed Felix went back...
JENNA: Don't change the subject, Alex! What did you mean!?
JENNA: Are you saying that I'm insensitive!?
ALEX: If that's what you heard, then I must have misspoken. Accept my apologies.
KRADEN: Well, Jenna, I think Alex has said his piece on the matter...
JENNA: I'm not sure he has, Kraden.
JENNA: Who do you think you are talking to me like that!?
ALEX: I retract my statement, my dear. Forget all about it, Jenna.
ALEX: So tell me about this "feeling," Jenna...
JENNA: I'm just ... I'm not sure we should be leaving Venus Lighthouse yet...
KRADEN: What are you saying?
ALEX: You can't really mean to stay here...
KRADEN: Alex is right. It's far too dangerous, Jenna. We would only hinder the others...
JENNA: The others? Did Isaac follow us to the lighthouse?
KRADEN: It would seem so.
JENNA: He must be trying to stop Saturos and Menardi!
JENNA: If my brother goes back and finds Isaac, they're going to end up fighting.
ALEX: If the Venus lighthouse has not yet been lit, yes. they will fight.
KRADEN: Felix is a terribly rash young man, is he not?
JENNA: Why are boys such fools?
KRADEN: He may be rash, but Felix is no fool. His good qualities outweigh his bad...
JENNA: That's why I think Isaac would understand if we just talked to him.
JENNA: Why didn't I think of this before now?
JENNA: Please... Can't we go back up and talk to Isaac?
ALEX: I'm afraid that's not possible.
JENNA: Alex, why?

ALEX: He is an enemy.
JENNA: Isaac? An enemy?
ALEX: Our method's may differ, but you and I ultimately want the same thing...
KRADEN: To light the elemental lighthouses...
ALEX: Isaac and his friends would prevent this from happening.
JENNA: So that makes them enemies?
ALEX: But fear not... They won't be able to defeat Saturos and Menardi.
ALEX: So... Felix went back to the top of the lighthouse?
KRADEN: Why do you seem so pleased, Alex?
ALEX: Why shouldn't I be? After all, the lighthouse will soon shine brightly once again!
JENNA: Alex, why do you want to see the beacon lit so badly?
ALEX: Oh, so it's my turn to answer questions, is it? Once Alchemy was commonplace throughout this world... With its powers mankind worked wonders throughout the land...
KRADEN: The lost age of man...
ALEX: I want to see that world restored once again, and...
JENNA: And what, Alex?
ALEX: We've spoken long enough already. Let us continue this another time. We should leave the lighthouse now, before the beacon is fired...
KRADEN: I concur... Let's meet at the location we agreed on and wait for Felix.
JENNA: All right Kraden let's go.

IV. 2. Scene 2 - Outside Venus Lighthouse #####
#####

"?": There they are! Get 'em!
SOLDIER1: Iodem sent us to stand guard here, but...I never thought we'd actually run into them.
MOB1: Scoundrels! What have you done with Sheba.
MOB2: Return her now, or you're really going to regret it!
SOLDIER1: Um... Aren't there supposed to be more of them?
SOLDIER2: Huh... Maybe they're just the first ones to come out...
MOB3: Great! That means we've got 'em outnumbered!
MOB4: We can probably take them don't you think?
SOLDIER2: Go fetch the other Tolbi soldiers still stationed in Lalivero...
SOLDIER3: Yes, sir!
MOB4: And we'll go tell the guys in the caves!
MOB5: Got it, Boss!
KRADEN: How unfortunate... It looks like an ambush. What should we do, Jenna?
JENNA: What do you mean? Look around... We'll have to fight them!
ALEX: Are you serious?
ALEX: Jenna are you really prepared to fight these men?
JENNA: We don't have any other choice. We have to...
ALEX: Well, then. Allow me to shoulder some of your burden.
KRADEN: ...Burden?
ALEX: We regroup along the road leading away from Lalivero. Do you understand?

(YES or NO)
YES - KRADEN: You don't need to remind us, Alex. We know the place.
NO - KRADEN: It's quite simple, Jenna. The meeting place is in the direction opposite Lalivero.

ALEX: Follow this road west and take the path down through the canyon to the cave. On the other side of that cave, you will find a small peninsula called Idejima. We meet there.
ALEX: Thankfully only those workmen block your route.

JENNA: And fortunately...

KRADEN: They don't look too tough...

MOB1: Hello! We can hear you!!!

MOB2: That's just play rude!

ALEX: Why don't the two of you escape and leave the Tolbi soldiers to me?

JENNA: The two of us? Alone?

ALEX: You can use Psynergy, can't you, Jenna?

JENNA: Um...Yes.

JENNA: Then you'll be fine.

ALEX: Then we shall reconvene at the peninsula.

SOLDIER1: Do you think you can take on Tolbi's finest on your own, little man?

ALEX: I do not wish to inflict unnecessary bloodshed.

SOLDIER4: Don't wish to... What's that supposed to mean?

ALEX: If you lay a hand on these two, I assure you that you will be made to regret it.

ALEX: By advancing, I assume you mean to fight. Permit me to strike the first blow.

SOLDIER5: What was "that"!?

SOLDIER4: I don't know, but whatever he did, it's out of our league!

SOLDIER5: You guys deal with him until backup arrives!

ALEX: Oh, so you're next?

MOB1: Hey, no need to worry about us!

MOB2: We're not soldiers... We're not anybody!

MOB: Seriously there's no way we're gonna face off against you.

MOB3: Let's get outta here!

ALEX: How undignified... and how shameful.

ALEX: Jenna now is your chance. Go to Idejima and wait for me.

ALEX: I'm not finished with you yet.

ALEX: you mentioned backup from Lalivero?

ALEX: Let's go meet them together, shall we?

SOLDIER5: Hey, pal! When they get here, you'll really be in for it!

ALEX: Do you honestly believe that even a hundred of you could stop me?

ALEX: How amusing... This I must see.

KRADEN: They're gone...

KRADEN: Come on, Jenna... Let's be going.

KRADEN: There's nothing standing in our way now!

JENNA: But...

KRADEN: What is it now?

JENNA: Ah... you're worried about hurting any innocents?

(YES or NO)

YES - KRADEN: Well, just try to hold back when you're fighting.

NO - KRADEN: Oh. You must be concerned about Felix. We can't do anything to help him here.

KRADEN: Let's get going! To the peninsula!

IV. 3. Scene 3 - Idejima #####
#####

KRADEN: This is the place, isn't it?

(YES or No)

YES/NO - KRADEN: The peninsula at the end of the road to the west... That's what he told us.

KRADEN: This must be Idejema!

KRADEN: Hm... Menardi said a ship would be here...

KRADEN: We ought to see if we can find it.

KRADEN: Jenna, it's over here!

KRADEN: At first glance it seems like a normal ship, but...

KRADEN: There's something odd about it...

JENNA: Kraden wait! Oh, I swear! You're like a kid with a new toy!

JENNA: Hurry up in there!

JENNA: What's wrong?

KRADEN: It's missing...

JENNA: What are you talking about?

KRADEN: The thingie... that makes it go.

JENNA: What do you mean? What's so important about this... thingie?

KRADEN: The boat can't move without it...

JENNA: That Menardi! She tricked us!

KRADEN: Tricked us?

JENNA: Yeah, by passing off this dud boat off on us!

KRADEN: There's no trick. If this boat is a dud, how did it get here in the first place?

JENNA: Oh, right.

KRADEN: It must have been the orb...

JENNA: What orb?

KRADEN: Don't you remember that crystal Saturos was carrying?

JENNA: That big, black pearl thing?

KRADEN: I'm certain he could move the ship with it.

ALEX: Jenna, Kraden!

ALEX: There you are.

ALEX: I see you've found the boat.

ALEX: We set sail as soon as the beacon has been fired, correct?

KRADEN: Strange...

ALEX: What is it?

KRADEN: The beacon... it hasn't been lit yet.

ALEX: You're right... why is it taking so long?

JENNA: And why hasn't my brother returned?

KRADEN: They've done it, Jenna! They've lit the beacon!

JENNA: What's happening, Kraden!? Why won't the ground stop shaking?

ALEX: Strange... I think it might actually be getting worse!

JENNA: I think the lighthouse is collapsing! Look! The ground around it is crumbling.

KRADEN: Mercury Lighthouse didn't react this way... What makes Venus different?

ALEX: The last tremor tore a rift in the Suhalla Range!

JENNA: How are we going to get back to Gondwan now!?

KRADEN: Idejima... It's drifting away from the mainland!

JENNA: But... What will happen to us?

...

JENNA: Oh, Kraden... How long will this island continue to drift?

KRADEN: I don't know... I wish you could tell me.

JENNA: Shuush... You're no help in times like this.

KRADEN: Hey, I'm hungry...

JENNA: How can you even think about food?

JENNA: I wonder what happened to my brother...

KRADEN: I can't be certain but it looks like they lit the Venus beacon.

JENNA: Yeah I know you don't have to tell me that. That's how we wound up adrift at sea, right?

KRADEN: My, aren't you cranky today, Jenna!

KRADEN: Well, I suppose you're just worried about Felix.

JENNA: Issac and the others must have been at the lighthouse, too.

KRADEN: I suppose you're right...I miss them... Isaac... Felix...

ALEX: Come with me.

ALEX: There is something I wish to show you.
KRADEN/JENNA: Sheba! Felix!/ Felix... Sheba...
KRADEN: They... They're alive...
JENNA: They're really alive!
KRADEN: What is this? Alex, what happened?

<GOLDEN SUN TITLE COMES UP>

KRADEN: I thought Felix and Sheba were still inside the lighthouse.
ALEX: It's miraculous...
JENNA: Miracle or no, I'm just happy my brother's alive.
KRADEN & ALEX: What happened back there?
JENNA: Sheba...
SHEBA: Oh..
KRADEN: Thank the elements, she's awake!
JENNA: Sheba are you all right it's me, Jenna.
SHEBA: Jenna?
SHEBA: What... happened?
KRADEN: It seems you drifted here with Felix.
SHEBA: With Felix...?
JENNA: Take your time... Do you feel all right, Sheba?
SHEBA: Where are we?
ALEX: Idejima. We were all to meet here... But now, the island is floating away from Gondwan.
SHEBA: The island is moving?
KRADEN: I know it must be very hard to believe, Sheba.
JENNA: When the Venus Lighthouse was lit, a massive tremor tore us off the continent...
ALEX: The ground beneath the lighthouse roiled, as though it might crumble away.
SHEBA: I remember now... And that's what carried us away from Gondwan.
KRADEN: But what happened to you, Sheba? You were in the sea, and Saturos...
SHEBA: Saturos and Menardi are gone...
ALEX: What do you mean?
SHEBA: Another group came... they fought Saturos and Menardi and won.
JENNA: Was it Isaac?
SHEBA: Isaac... Yes, I think that's what they called him...
ALEX: You expect me to believe that Isaac and his companions defeated Saturos and Menardi?
SHEBA: Have they really grown so powerful in so short a time?
KRADEN: But how did you end up in the sea?
SHEBA: When the beacon was lit, the earthquake knocked me off the lighthouse tower.
JENNA: Then what's my brother doing here?
SHEBA: He tried to save me from drowning...
KRADEN: Felix jumped from the top of the lighthouse!? Dear me!
ALEX: Felix are you awake?
KRADEN: Ah! Felix, you're awake!
JENNA: Brother...
JENNA: Are you sure you should be standing up?
KRADEN: You don't seem very surprised to find yourself on a floating island.
ALEX: Felix, once you'd saved Sheba, you must have swum out here, correct?
ALEX: You must have seen that the island was floating when you were swimming.
JENNA: But what so we do now?
SHEBA: i have no idea. Nobody knows what lies beyond the Eastern Sea.
KRADEN: Unfortunately, I am a student of Alchemy, not geography...
SHEBA: What is it ...Alex?
KRADEN: What's the matter?
ALEX: Can't you see it?
JENNA: It's land! An island!
SHEBA: It's a little... big for an island.

KRADEN: That's no island... It's a new continent!

JENNA: We're saved!

KRADEN: So it would seem...

SHEBA: Wait...

JENNA: What is it?

SHEBA: We're going to pass north of the continent...

KRADEN: She's right!

SHEBA: I don't think we're going to make it!

JENNA: Oh, Kraden... Felix... What are we going to do?

FELIX: ???

KRADEN: Oh... This can't be good.

JENNA: What ...is it?

SHEBA: It's ...a tidal wave.

JENNA: A tidal wave?

SHEBA: The earthquake must have caused it!

KRADEN: Oh... Oh my... It's coming right at us!

JENNA: Alex... How can you stay so calm at a time like this?

ALEX: At times like this, where would be the good in panicking?

SHEBA: We'll be washed away!

KRADEN: Help!!!

IV. 4. Scene 4 - Idejima #####
#####

KRADEN: By the way... Where has Alex gone?

KRADEN: he doesn't seem to be anywhere on the island.

KRADEN: You don't think he set out on his own, do you?

(YES or No)

YES - KRADEN: Then I guess there is no reason to look for him here.

NO - KRADEN: Well, he's no longer on Idejima, at any rate.

KRADEN: He might have gone to look for a ship.

JENNA: Alex wants a ship?

KRADEN: Did you forget what he was saying?

(YES or NO)

YES - KRADEN: He wants to return Alchemy to its former place in the world.

NO - KRADEN: Then you know he wants to restore Alchemy to the world.

JENNA: By lighting the four elemental lighthouses, he might just succeed.

SHEBA: But why the ship?

KRADEN: The remaining two lighthouses are unreachable by land.

KRADEN: None remain to be lit across the Eastern Sea.

JENNA: So what should we--

KRADEN: We must go to the Great Western Sea...

SHEBA: The Western Sea...

JENNA: Is that where we are going, Felix?

(YES or NO)

YES - KRADEN: Well said, Felix! And go there, we shall!

NO - KRADEN: Don't be foolish, Felix. We must pursue Alex. We have to go there...

JENNA: That's right! our parents' lives depend on it!

KRADEN: What about you, Sheba?

SHEBA: What do you mean?

JENNA: It's ...not going to be an easy trip.

KRADEN: And there is no reason you should have to face danger... Right, Felix?

(YES or NO)

YES - SHEBA: Then you should know my reason for travelling with all of you, Felix...

NO - SHEBA: Felix remembers... I have a reason reasons to be travelling with you...

KRADEN: What do you mean, Sheba? What reason?

SHEBA: It's my destiny...

JENNA: This quest is your... destiny?

KRADEN: And you couldn't tell us about this earlier?

JENNA: but how can we trust you when we don't know why you're with us?

SHEBA: I'm sorry... But please, you have to take me! You must! You need me!

KRADEN: I don't understand. Why exactly do we need you?

SHEBA: You know that I'm an Adept, don't you?

SHEBA: I control the wind, as Felix already knows...

KRADEN: You knew that she was a Wind Adept?

(YES or NO)

YES - KRADEN: Saturos must have mentioned it atop the lighthouse... I see...

NO - KRADEN: Saturos must have known it, even though he never told you...

SHEBA: They saw that I was a Wind Adept right away...

SHEBA: They kidnapped me for my powers... They needed them on their journey.

JENNA: They would have needed an alignment that complimented their own.

SHEBA: They said they would need a Wind Adept in order to light Jupiter's beacon.

KRADEN: Ah, of course... And I suspect we'll need your power there as well.

SHEBA: So you see, you do need me.

JENNA: All right... I guess I understand now.

JENNA: But you want to know what she meant by destiny, too, don't you?

(YES or NO)

YES - JENNA: I wish we could read minds like Sheba. Then we'd know...

NO - JENNA: Oh, so it's just me? Too bad I can't read minds like Sheba, huh?

KRADEN: I'm sure she will tell us in her own time. Won't you, Sheba?

KRADEN: I think for now, that we should simply trust Sheba.

KRADEN: Now, I am quite famished. Shall we get moving?

IV. 5. Scene 5 - Daila #####
#####

ECHO: Hey!

ECHO: You look like you already know a little about us, huh?

(YES or NO)

YES - ECHO: See you know all about us, so you must be an Adept.

NO - ECHO: Well you weren't very surprised when you saw me. Am I right?

(YES or NO)

YES - ECHO: I thought so. I could tell you were an adept from a mile away!

NO - ECHO: No Way! You? Surprised? Nah, I can't believe that! I

mean, look at you! You're an Adept!

ECHO: Even I know that!

ECHO: You look like you're new around here. Embarking on a dangerous journey in a strange land?

ECHO: I thought so... Well, I'm looking for my companions... We were parted when Mt. Aleph erupted.

ECHO: Would you mind helping me find my companions?

ECHO: Come on, take me with you. I'll even lend you and your allies my powers!

ECHO: You see the more djinn you have with the more powerful your Psynergy becomes!

ECHO: All you have to do is set us and unleash us in battle!

ECHO: If you gather a bunch of us you'll have all that power at your disposal!

ECHO: So what do you say? Will you be a pal and take us with you?

(YES or NO)

YES - ECHO: I'm so happy! Oh, you won't regret this, I promise!

NO - (You get to choose again, he will join you no matter)

THE VENUS DJINN ECHO BECOMES FELIX'S PAL.

ECHO: While I'm here, would you like me to give you a quick explanation about Djinn?

(YES or NO)

YES - <EXPLANATION OF WHAT AND HOW TO USE DJINN>

NO - ECHO: Well, that's it. Now, we're pals forever!

ECHO: Oh, yeah! If you want to learn more about Djinn, refer to the help, OK?

ECHO: You and your friends should make sure you get the most out of us Djinn.

FELIX FOUND THE VENUS DJINN ECHO.

IV. 6. Scene 6 - Kandorean Temple #####
#####

MASTER POI: You there! Focus your mind!

MONK 1: Did you see that, Master?

MASTER POI: No, no, no! You lack discipline!

MASTER POI: Now, you!

MONK 2: How was that, Master?

MASTER POI: Improving ...slowly! Continue your meditation!

MASTER POI: Your turn!

MONK 3: Master, have I done it?

MASTER POI: Not bad... You might stand a chance to succeed...

MONK 3: I can do it, Master! Please, just let me try!

MASTER POI: Your skills lack polish... It may be dangerous. Do you still wish to enter?

MONK 3: Yes, I do! I do!

MASTER POI: If you fail, you may lose more than just your pride...

MONK 3: I do not fear death, Master!

MASTER POI: Ho ho! Is that so?

MASTER POI: Very well, then! It is time for your trial, my son!

MASTER POI: Enter the cave, and ascend!

IV. 7. Scene 7 - Kandorean Temple #####
#####

MASTER POI: You have passed a very difficult test. You have pleased your teacher!

MASTER POI: Wait... You're not one of my students! Who are you!?

MASTER POI: How did you... come this far?

KRADEN: Ah, yes... How indeed?

MASTER POI: The rope is still on the floor.

MASTER POI: You must have come through the cave...

MASTER POI: That means...

MASTER POI: I must give you... the secret of Lash!

KRADEN: Master Poi... You seem perturbed.

MASTER POI: Oh, no... Not at all...

KRADEN: Felix, am I imagining it, or does he seem perturbed?

(YES or NO)

YES - MASTER POI: I am not perturbed. Merely ...surprised.

NO - MASTER POI: No one from outside the temple has ever passed the test. It's amazing...

KRADEN: What is this "Lash" ou mentioned a moment ago?

MASTER POI: Lash is a sacred power, passed down for years to the followers of the temple.

KRADEN: A sacred power and it's called Lash, you say?

MASTER POI: And now, I must pass it on to you. It is our way.

MASTER POI: It is a gift to all those who pass the test, as it has been for ages.

KRADEN: What type of poer is this Lash?

MASTER POI: Allow me to show you.

KRADEN: Lash looks quite a bit like Psynergy, doesn't it?

(YES or NO)

YES - MASTER POI: Psynergy, hm? We call it spiritual strength, but it seems the same.

NO - MASTER POI: I do not know of your Psynergy, but our power comes from within.

MASTER POI: This technique uses the spiritual to affect the physical.

MASTER POI: One with a strong spirit can lift and move heavy objects farther.

KRADEN: The distance changes with your level of power? Fascinating!

MASTER POI: Those who cannot pass the cave's trials are not worthy of this technique.

KRADEN: Felix do you think this cave was designed to test one's control of Psynergy?

(YES or NO)

YES - MASTER POI: Yes, yes! Well done, old man!

KRADEN: Who are you calling an old man!? You're no spring chicken yourself!

NO - MASTER POI: You are quite mistaken... You should listen to the old man. He speaks wisely.

KRADEN: HEY! Who are you calling an old man? You're no schoolboy yourself!

MASTER POI: I wondered if it would be right to allow an outsider to use this power...

KRADEN: You're ...not going to teach us?

MASTER POI: But I like you, so I will let you learn our secret.

MASTER POI: Please, follow me.

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MASTER POI: This is the power and the secret of our temple!
MASTER POI: If you are worthy you will use it with ease!
MASTER POI: When you see a rope, use Lash on it...
MASTER POI: Perhaps you will find this useful on your travels.
MASTER POI: Take this power with you and do good.

FELIX GOT THE LASH PEBBLE.

MASTER POI: I hope someday, my students will be worthy of this honour, too.

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RIKI: All right! I'm gonna throw the rope again!
TAVI: Just don't miss this time!
TAVI: Aww, no! You missed again!
RIKI: Sorry, Tavi... I can't do it!
TAVI: I thought I got lucky when that wave carried me up here...
RIKI: What are you crazy? It knocked you stupid for a good ten minutes!
TAVI: Yeah, yeah! Just find some way to get me down from here!
RIKI: Fine just don't jump down or do anything dumb, OK?

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RAVI: Hey the rope!
RAVI: Awesome, Riki! Way to go!
RAVI: Who are you?
KEADEN: We're just passing through.
TAVI: How come you threw me the rope?
KRADEN: We'd heard that you needed some assistance.
TAVI: Well, whatever. Thanks anyway.
RIKI: Hey, Tavi!
RIKI: How'd ya get down from there?
TAVI: These guys threw me the rope...
RIKI: Really? These grown-ups?
RIKI: Well, whatever. Now we can go nab that critter we saw!
RIKI: What? What is it?
TAVI: That little guy's so fast, I can't catch him!
RIKI: Do you think we could catch him together?
TAVI: Well, yeah except that every time I'm about to grab him, he flies off!
RIKI: So I guess it wouldn't matter if we worked together or not.
TAVI: Yeah, I guess not.
RIKI: Well, that's too bad.
TAVI: Hey, I'm really hungry! I haven't eaten since before I got stuck!
RIKI: Yeah, same here... My stomach's growling up a storm!
TAVI: Let's go home, Riki.
RIKI: Sounds good, Tavi.
KRADEN: They're gone...
KRADEN: Well, it was good of you to help them.
KRADEN: We should be going, too.

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ALEX: Felix...
ALEX: Well, well... Our happy little family is back together again.
JENNA: Alex... Where did you go?
ALEX: To look for a ship, of course.
SHEBA: That's what Kraden said...
KRADEN: And did you find one?
ALEX: Unfortunately, there are none to be had.
ALEX: I spoke to the mayor, and he suggested that we try the large town south of us.
KRADEN: Is that where you're going?
ALEX: Yes, Madra may have boats available. That would be the most logical move.
JENNA: So what do you think? Should we go to Madra with Alex?

(YES or NO)

YES - ALEX: Ah... You ...want to travel wit me?
JENNA: What, you don't like that idea?
NO - ALEX: Ah. Felix doesn't think it's such a good idea.
JENNA: You seem awfully pleased about that...

ALEX: No, that's not it. I'm just ...preoccupied.
SHEBA: Self-absorbed is more like it!
ALEX: I simply prefer to work alone.
KRADEN: If that's the case we'll let you be...
ALEX: Perhaps you will see me in Madra...
JENNA: Gah! The nerve of that guy!
SHEBA: Yeah, I know... Now, I just want to find a boat before he does!
KRADEN: Let's be on our way.

IV. 12. Scene 12 Boat #####
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KRADEN: Look... It's Menardi's ship!
JENNA: It doesn't look like they sailed here, though...
SHEBA: Of course not... They were killed at the lighthouse, weren't they?
KRADEN: Do you think it could have drifted here?

(YES or NO)

YES - KRADEN: Yes, Felix that would have been logical...
NO - KRADEN: How else could it have come to be here, Felix?

JENNA: If we had the thingie Saturos had, we could just take their boat.
SHEBA: For all we know, the orb is at the bottom of the sea ...with them...
KRADEN: There is no point in hanging around here all day.
KRADEN: Let's go see about finding ourselves a ship we can use.

IV. 13. Scene 13 Madra #####
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GUARD1: You there! Hold your ground!
KRADEN: What seems to be the trouble?
GUARD2: Just wait there...
GUARD1: They don't look like they're Champa...
GUARD2: I agree...
GUARD1: Sorry for the delay. You may pass.
KRADEN: What were you checking us for?
GUARD2: Our town was sacked by pirates...
GUARD1: They'd come to free their leader, Briggs.

GUARD1: They came from the east, a small party, and we repelled them with ease...

GUARD1: But then, foreigners struck from the west, exploiting a weak point near our prison.

GUARD2: That's over now, though... Feel free to relax and enjoy your time here safely.

IV. 14. Scene 14 □ Madra #####
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GUARD: Admit it! You're one of the Champa, aren't you, Piers?

SHIN: Speak! Or let your silence condemn you!

PIERS: I told you already... I'm not a Champa.

SHIN: Then where did you come from?

PIERS: The heart of the Eastern Sea... If I told you where, you'd never believe me.

SHIN: Look at me when I'm talking to you! Are you trying to mock me!?

PIERS: I implore you, do not anger me.

SHIN: Oh, do you? So what's going to happen if I make you angry?

GUARD: Hey, Shin... Maybe you should go easy on him...

SHIN: Hey, it wasn't your girlfriend who got hurt!

PIERS: I'm sorry she was injured, but I cannot--

SHIN: I don't want your sympathy, freak! I want you to get angry for me!

PIERS: Stop, please... Even my patience has its limits.

SHIN: hey do you want to see what he'll do?

GUARD: I think we should just stop...

PIERS: if my words will not cool your temper, then...

KRADEN: Oh! That was Psynergy!

SHIN: Waaaaaaaaaahh!

GUARD: Did you do that?

PIERS: What did your friend expect?

GUARD: You monster!

PIERS: I... I am no monster.

GUARD: Help!!!

KRADEN: This man... He must be an Adept!

(YES or NO)

YES - KRADEN: Of course! That was clearly Psynergy he just used...

NO - KRADEN: You're right... We only know what we just saw.

KRADEN: Perhaps we should try to learn a little more about him.

IV. 15. Scene 15 □ Madra #####
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WOMAN: Has Piers escaped!?

WOMAN: Oh, I'm so relieved... So Piers hasn't escaped?

MAN: If he had escaped, the elder would no longer be able to protect him.

WOMAN: but from the look of things, it seems there was a scuffle...

MAN: The cell is in disarray...

WOMAN: What happened in there, I wonder?

MAN: It seems Piers is a man of many mysteries.

WOMAN: Not the least of which being that boat he arrived in...

WOMAN: Oh, you there...

WOMAN: You look like travelers.

MAN: Milady, now is not the time to be speaking with strangers!

WOMAN: It's all right... This one has such kind eyes.

WOMAN: When did you arrive? And where are you going?

MAN: My lady, please...

WOMAN: Are you ...going to Osenia.

(YES or NO)

YES - WOMAN: I knew it!

NO - WOMAN: No need to be shy, my friends.

WOMAN: One requires permission to cross the bridge to Osenia, correct?

WOMAN: Then I hereby grant my permission to these four travelers!

WOMAN: Relay that message at once!

WOMAN: You may all continue your journey and cross into Osenia.

IV. 16. Scene 16 □ Madra Drawbridge #####
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GUARD1: Yeah, we heard about you already. If you're going to Osenia, you'd better get moving.

GUARD2: Alhafra is up along the northeast of Osenia... You'll see it eventually.

IV. 17. Scene 17 □ Alhafra #####
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MAN1: Finally! We're here!

MAN2: We-We're here?

MAN1: Where's the elder?

MAN3: He's coming now...

OLDMAN: Haa hoo hooo... Are we ...here? I feel like I just walked 500 miles.

OLDMAN: I'm fine... I feel like I could walk 500 more!

MAYOR: So... is this Alhafra?

MAYOR: Madra is a pretty big place, but this town is huge!

ELDER: We didn't come to Alhafra to shop, Mister Mayor.

ELDER: We're here to bring in Briggs the Champa.

MAYOR: I know that!

ELDER: Then we should go straight to speak with Alhafra's mayor.

MAN1: Were in no shape to present ourselves to the mayor right now!

MAN2: Look Briggs is obviously not here, and besides, we already know Piers is□□

ELDER: Silence!

ELDER: It seems Alhafra had felt the effects of the tidal wave as well...

MAN3: It looks like they suffered a great deal of damage...

ELDER: That would explain why Alhafra doesn't have any boats for sale, either!

OLDMAN: You now, just looking around, I get the impression that they only had one boat to begin with!

ELDER: So if you really needed a boat the only way to get one would be to steal it. Hmmm... but wouldn't that cause quite an uproar?

MAYOR: ...Which means the pirates must still be here, trying to get a boat!

MAN1: So, you think we've actually caught up with Briggs?

MAN2: No doubt about it!

ELDER: That's why I want to meet the mayor of Alhafra before the Champa steal a ship.

MAYOR: Oh yeah... I get it now. In that case, let's go see Alhafra's mayor right away.

MAYOR: Um... Say, excuse me...

MAYOR: Where would we find the mayor of Alhafra?

CITIZEN: Uh... The mayor?

CITIZEN: Just keep going down this road. It's the last house. You can't miss it.

IV. 18. Scene 18 □ Alhafra

#####

ALEX: So, you've finally come.

ALEX: I had had suspected we might run into each other again, since we both are looking for boats.

ALEX: Unfortunately, the only boat this town possesses has already been sold.

ALEX: I am resting here in Alhafra a bit longer. I have traveled long and hard and I am a bit weary.

ALEX: Perhaps we can get along until we both depart.

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IV. 19. Scene 19 □ Alhafra

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PIRATE1: It's... It's no use!

PIRATE1: The mast just won't budge, no matter how many people we get to help us!

PIRATE2: We're going to have to get all this junk off the mast first.

PIRATE2: If we could just get some decent footing we could have this thing clear in no time!

PIRATE3: There's more to it than that, tough...

PIRATE4: We still have to do something about that rope over there.

PIRATE3: Untangling that'll be piece of cake, once we get a boat we can use...

PIRATE1: Oh, yeah... A piece of cake... Except for that huge rock over there!

PIRATE3: Oh, yeah... The rock...

PIRATE4: How are we supposed to get the mast our from under that thing? It's huge!

PIRATE3: There's no way we're gonna move it by ourselves...

PIRATE4: Well, either way, we can't do anything until Zack finishes the canoe.

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IV. 20. Scene 20 □ Alhafra

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BRIGGS: The mayor of Madra? Here?

BRIGGS: You're certain?

BRIGGS: How did he know we came to Alhafra?

PIRATE: He knew we needed a ship, and he knew we went east. It seems pretty easy to me.

BRIGGS: Arr.. Well, yeah... When you put it in that way, it does make sense...

PIRATE: He was looking to find the mayor of Alhafra...

BRIGGS: He must be hoping the mayor will tell him where we are...

PIRATE: He'll probably tell the Ahafrans we're pirates, too, huh?

BRIGGS: Pirates!? That seems a little unfair!

PIRATE: What do you mean? We ...are pirates, aren't we? I mean, we've taken all sorts of stuff that didn't belong to us.

BRIGGS: That's because everyone in Champa would starve otherwise! We don't have any choice.

PIRATE: Ah...

BRIGGS: And even then, it's never a lot.

PIRATE: What-What's not?

BRIGGS: The stuff we take we never take too much from any one town.

PIRATE: Yeah, I guess not..

BRIGGS: And why do you think that is?

PIRATE: Er... Why?

BRIGGS: Because you never can tell how these wealthy towns will react. It's too risky, right?

PIRATE: Hey, yeah! Which is why we didn't steal anything from Alhafra...

BRIGGS: Right! That's why we avoid the risky town and just take what we need from the others!

PIRATE: See? That's why you're our captain, Briggs! You've got brains coming out

of our ears!

JENNA: Hmph! There's nothing brainy about that!

BRIGGS: Did you hear that? It sounded like a girl! Who's out there!?

PIRATE: What do you think you're doing?

SHEBA: Did you know that someone has been falsely imprisoned for your crimes?

BRIGGS: Er... What's your point?

JENNA: You have to come with us and attest to that man's innocence!

BRIGGS: And ...why would I want to do something like that?

KRADEN: I was hoping we could avoid any ugliness, but you leave us no choice!

KRADEN: We'll bring you in against your will if we must, but either way your coming with us!

KRADEN: Isn't that right Felix?

(YES or NO)

YES - JENNA: Good for you! Let's teach these guys a lesson!

NO - JENNA: After what they've done? Come on, we need to make them fess up!

PIRATE: You don't stand a chance! We're hardened criminal types! We eat punks like you for breakfast!

BRIGGS: Watch yourselves, you self-righteous little brats! You're the ones with a lesson to learn!

IV. 21. Scene 21 □ Alhafra #####
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JENNA: Well, that takes care of that!

SHEBA: And I'm willing to bet everyone Briggs has been harassing will be quite happy to hear it!

KRADEN: This should set everyone in Indra at ease... They all seemed to fear the pirate Briggs...

BRIGGS: We lost...

BRIGGS: Even pirates have honor... I'll go quietly. I won't make a scene just because I lost...

BRIGGS: Go on... Hand us over to Madra or Alhafra or whoever...

JENNA: Good... First off, you can tell the Madrans that the man called Piers is innocent.

BRIGGS: Fine. So, what, I just have to say that Piers isn't one of my men?

(YES or NO)

YES- SHEBA: That's right you tell the Madrans that, and they can release their prisoner.

NO - SHEBA: Saying Piers is innocent won't clear you of your own crimes...

KRADEN: We've secured Briggs's vow... We should take him to the Madrans...

CHAUCHA: Wait!

CHAUCHA: Can't you find it in your hearts to forgive Briggs and his men?

KRADEN: And whoa are you?

CHAUCHA: My name is Chaucha. I am Briggs wife.

JENNA: So, you're a pirate, too?

BRIGGS: No! Chucha hasn't done a thing! Let her be!

CHAUCHA: I know Briggs and his men have caused some great trouble with their piracy...

CHAUCHA: And I know their crimes cannot be ignored...

SHEBA: If you know all that, then how can you ask us just to forgive him?

CHAUCHA: The only reason Briggs became a pirate was to help the people of Champa.

CHAUCHA: We Champa are a seafaring folk. Our livelihood depends entirely upon

the sea.

CHAUCHA: But in recent years, the sea has changed... We can't live the life we once could.

BRIGGS: The oceans have warmed, and the fish have vanished from our waters.

CHAUCHA: The soil in Champa is rocky and barren. No crops can grow there.

KRADEN: No crops? So you have no grains? And no meat? It sounds like life in Champa is hard...

BRIGGS: It's not hard! It's unbearable! Our children can't eat! Our village is dying!

CHAUCHA: These men promised to return with food enough for all our people, but they found none...

JENNA: So you became pirates...thieves...

SHEBA: We don't know where Champa is...

KRADEN: It sits on the southwest corner of Angara...

JENNA: Southeast Angara? Isn't that near Xian and Lama Temple?

KRADEN: You have a good memory! If you were to head south through the mountains you'd find it.

JENNA: That's so far away...

BRIGGS: Well, yeah! You think we could be successful pirates so close to home?

CHAUCHA: If they raided any towns near Champa, it would be obvious to all who the attackers were...

BRIGGS: And no one back home would forgive me if they knew. Not even my grandfather...

MADRA MAYOR: But where does that leave us? Are we simply to accept your looting here on Indra?

ALHAFRA MAYOR: I'm shocked, I tell you. Shocked!

ELDER: What's so shocking?

ALHAFRA MAYOR: It looks like they really are pirates, just like you said...

MADRA MAYOR: Mister Mayor, I am appalled that you could not take our word for it!

MAN: He probably wouldn't even have believed we were from Madra if the Mayor hadn't come!

ALHAFRA MAYOR: Am I supposed to believe the accusations of a complete stranger?

MAN: Is this your position, Mayor?

ALHAFRA MAYOR: How can I be expected to believe that a tidal wave could wash Indra into Osenia?

ALHAFRA MAYOR: Or that a group of men could walk—on foot!—from Madra all the way to Alhafra?

ELDER: It seems to me like you had forgotten about us altogether!

ALHAFRA MAYOR: I'm not sure you remember the last time we met. Do you?

MADRA MAYOR: We met when I was just a child... It must have been more than ten years ago by now...

ALHAFRA MAYOR: Twenty years! It's been twenty years since I last saw you.

ELDER: Has it really been so long?

ALHAFRA MAYOR: It's been a long time indeed!

MAN: I guess we can't blame you for forgetting his face.

ALHAFRA MAYOR: Don't be silly! I didn't forget his face! His face merely... changed!

KRADEN: Ahem! Forgive my interrupting your interruption, but...

KRADEN: Would I be correct in assuming that I am speaking to the leaders of Madra and Alhafra?

MADRA MAYOR: You are correct! I am the mayor of Madra.

ELDER: And I...

ALHAFRA MAYOR: I am...

ALHAFRA MAYOR: I am the mayor of Alhafra.

ELDER: I am Madra's town elder.

MAN: And I am a close personal friend of Shin, whose lover was injured by the Champa!

KRADEN: I am the scholar Kraden.

KRADEN: He is Felix, the leader of our group.

JENNA: I am Jenna, Felix's sister.

SHEBA: I am called Sheba. I come from the town of Lalivero.

KRADEN: Now what errand has brought you all here?

MADRA MAYOR: We came for Briggs...

ALHAFRA MAYOR: The mayor of Madra claims□□

MADRA MAYOR: We followed Briggs here from Madra.

MADRA MAYOR: Of course, we have good reason to suspect them of being pirates.

ALHAFRA MAYOR: Ahem! And I was honestly taken aback to hear a businessman being slandered!

ALHAFRA MAYOR: If they truly are pirates, then why would they go to the trouble of buying a ship from us?

ELDER: Because the very funds they used to purchase the ship were pillaged from our homes!

BRIGGS: If the ship was bought with Madran gold, then it belongs to the Madrans!

BRIGGS: What do you say? If you give them the ship, will that fix everything?

MADRA MAYOR: Then where will you go?

BRIGGS: I won't run and I won't hide. ...Actually, I don't feel up for much of anything right now.

ELDER: Then you probably won't mind being locked up, will you?

CHAUCHA: Briggs...

BRIGGS: Don't worry, Chaucha! I'll be back!

BRIGGS: Take care of Eoleo!

BRIGGS: Your strange powers surprised me, but even without them, you would have overwhelmed us.

MADRA MAYOR: We'll be taking that boat, then.

PIRATE1: You□ retaking our ship!? Your worse than we ever were!

PIRATE2: Aren't you at least going to pay us for the boat!?

BRIGGS: Quiet! All of you!

BRIGGS: Do as you must, but I have on request...

BRIGGS: You have to let Chaucha and Eoleo stay in the boat until it's repaired.

ALHAFRA MAYOR: You haven't done Alhafra any harm, Briggs...

ELDER: At least keep him locked up until the boat is repaired...

MAN: And or prisoner, Piers... Is he one of your men?

BRIGGS: I don't know any Piers! Sounds to me like you've made a pretty big mistake!

ELDER: See! It's just as I said! Piers is innocent!

ELDER: You must return to Madra and free him immediately!

MAN: ...Me? What, alone?!?

MADRA MAYOR: Only two of us will remain here. You can return to Madra with the others.

MAN: Understood! We'll return immediately!

SOLDIER1: Can you come with us? ...Please?

ALHAFRA MAYOR: It looks like that wraps this whole mess up...

ALHAFRA MAYOR: Let us return to my mansion for a nice cup of tea...

ALHAFRA MAYOR: You say your name is Kraden?

ALHAFRA MAYOR: Thank you very much for the help with Briggs.

ALHAFRA MAYOR: If you have time please come see me at my mansion before you go...

ALHAFRA MAYOR: It's nothing special, but I would like to thank you for everything that you've done.

MADRA MAYOR: Why do I get the feeling that the mayor of Alhafra prefers to deal with my father over me?

MADRA MAYOR: Thank all of you very much.

MADRA MAYOR: Due to your efforts, Piers is going to be released.

MADRA MAYOR: And now, this fine ship belongs to Madra.

MADRA MAYOR: None of this would have come to pass were it not for you. Thank you.

MADRA MAYOR: Unfortunately, I don't have any reward I can offer you here...

KRADEN: Oh, pish posh! We don't need any rewards, do we, Felix?

(YES or NO)

YES - MADRA MAYOR: Ha! Your honest is refreshing, Felix!

NO - MADRA MAYOR: That's as may be, but I still feel quite indebted to you.

MADRA MAYOR: So, what shall we do?

MADRA MAYOR: I know... Come to Madra after our boat has been fixed and we've sailed home.

MADRA MAYOR: We are still recovering from the effects of the tidal wave so it won't be much...

MADRA MAYOR: But we do want to give you some kind of reward.

MADRA MAYOR: Well, shall we be going?

CHAUCHA: I see, so...

CHAUCHA: Oh! N-Nothing. Never mind...

CHAUCHA: I do get to stay on the boat, right? At least until it's repaired?

CHAUCHA: Yes. That's where I'll be if you need me. ...With Eoleo...

SHEBA: I feel kind of bad for Chaucha.

JENNA: What can we do about it? After all she's the one married to a pirate.

KRADEN: So, what should we do now?

KRADEN: I suggest we try to find Piers. He could prove enlightening!

SHEBA: That's true... he seems to be a water Adept. He might be able to tell us a little about this lands...

JENNA: Do you think we should help them fix the boat?

KRADEN: Say, if we help with the boat, maybe they'll give us a ride back to Madra! Good idea!

SHEBA: What do you say, Felix?

(YES or NO)

YES - JENNA: All right! let's go see what we can do to get this thing sailing again!

NO - JENNA: You're opposed to it? Well, since you seem to have your own ideas, let's get going!

IV. 22. Scene 22 □ Alhafra #####
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KRADEN: You so plan to help with the mast, right?

SHEBA: Not even Briggs and his pirates could fix that mast. How are we supposed to?

JENNA: They need our help... We at least have to try...

JENNA: Isn't that right, Felix?

KRADEN: Well then we'd better get right to it, hadn't we?

IV. 23. Scene 23 □ Alhafra #####
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KRADEN: Are you finished here, Felix?

(YES or NO)

YES - SHEBA: Wait you wanted to do this, and now you're telling me we should just give up?

JENNA: I just don't see how much more help we can be here, Sheba.

NO - SHEBA: Oh, don't be ridiculous! We've already done so much.

JENNA: I know how you feel, but there's nothing else we can do right now.

KRADEN: So... Maybe we should start searching for another ship then...
KRADEN: ...Not that I was planning on "borrowing" the Madran's ship!
KRADEN: Although ...I did plan on asking them if we could use it once we got back to Madra...
KRADEN: But it doesn't look like the ship will be leaving anytime soon.
KRADEN: So I think maybe we should just forget about that and start on our way again, Felix.

IV. 24. Scene 24 □ Alhafra #####
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MAN: I'm sure the mayor has his reasons for halting repairs on the sailboat...
MAN: The mayor feels that Madra should only get back what was stolen from them. Nothing more...
MAN: But now it seems the Madrans area getting the better end of the deal...
MAN: The mayor thinks it's unfair that Madra should benefit while Alhafra suffers.
MAN: That's why he's keeping the pirate's money and using it to repair Alhafra, not the boat.
MAN: If Madra wants their boat fixed they can just pay us to have it fixed.

IV. 24. Scene 24 □ Alhafra #####
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MAYOR: Briggs tells me there are huge towns on a continent that lies across the Eastern sea.
MAYOR: He tells me that by trading with one another, all of these towns prosper and grow...
MAYOR: I've made a decision... If Alhafra to prosper, then we must trade too! Trade and grow!
MAYOR: I'm going to build an entire trade fleet and make lots of money!
MAYOR: Still ...there must be other pirates and freebooters still roaming the high seas.
MAYOR: Felix, Briggs told me you and your friends fought with great strength.
MAYOR: If you could lend me that strength, we would no need fear any pirates.
MAYOR: So if you'd just be wiling to help us out, our town could begin trading... and prospering...
MAYOR: What do you say? Do we have a deal?

(YES or NO)

YES - MAYOR: Great! Why don't you just saty here in Alhafra until we're ready for our first trade run?

NO - MAYOR: Ah, such a pity that you don't see the potential of this partnership... I certainly hope you'll reconsider... We stand to make a lot of money...

IV. 25. Scene 25 □ Garoh #####
#####

???: Gaaarooooo!!!
???: Aow-aow-oooo!!!
JENNA: What was that!?
???: Awooooo!!!
WEREWOLF: Awooooo!!!
WEREWOLF: Ah-ah-awooooo!!!
SHEBA: Eeek!
KRADEN: I don't believe it! Was that a□□

JENNA: A what? Kraden, do you know what that thing was?

KRADEN: Well... Perhaps...

SHEBA: So, what are you waiting for!? Tell us!

KRADEN: I suspect it may have been...a lycanthrope.

JENNA: A lycanthwhat?

KRADEN: Just think of them as a race of people born with special powers...

SHEBA: Kind of like adepts, you mean?

KRADEN: Yes, that sounds right. Sheba, you've put it quite well.

KRADEN: Adepts borrow their abilities from the power of the elements...

KRADEN: While lycanthropes borrow theirs from the power of the beasts...

KRADEN: That is why they take the forms of animals...

KRADEN: They may look frightening... but we must try to communicate with them.

KRADEN: Lycanthropes... Werewolves... A whole village in hiding.

JENNA: Is it just me.. Or does Kraden seem a little TOO happy to have found werewolves?

(YES or NO)

YES - KRADEN: What? Me? Happy to find werewolves? You must be joking!

NO - KRADEN: I would love to study them, but still...they do frighten me...

KRADEN: I guess I'm just curious about all of the secrets of these new lands...

JENNA: Any real scholar would be thrilled to explore a new land full of mystery, huh?

SHEBA: So, are there werewolves only on Osenia?

KRADEN: Ummm...

SHEBA: If so, how could you even have know about them, Kraden?

KRADEN: Er... I, uh...

JENNA: Yeah... That is weird.

KRADEN: All right, so I lied!

KRADEN: I'm glad we found werewolves! There! Are you happy!?

KRADEN: And you know what!? I even want to get a close look if I can!

KRADEN: So let's go! Let's find us some werewolves!

IV. 26. Scene 26 □ Garoh #####
#####

WEREWOLF: Haowoo!!!

WEREWOLF: Aow-aow-oooo!!!

KRADEN: Look! It's that werewolf!

KRADEN: He was right there!

KRADEN: let's go find him, Felix!

IV. 27. Scene 27 □ Garoh #####
#####

KRADEN: Felix, wait...

KRADEN: Where could that werewolf have gone?

KRADEN: Do you think we lost him somewhere?

(YES or NO)

YES - KRADEN: That would be a shame...

NO - KRADEN: I hope we didn't... Or rather, I'd be quite unhappy if we did...

???: Grrr...

JENNA: What was that?

SHEBA: It sounds like a wolf growling, didn't it?

KRADEN: My hearing is not so very good, but... there was something.

KRADEN: Perhaps we should search this area more thoroughly...

MAHA: There is no need...

JENNA: Look... He's using Psynergy.

WEREWOLF: Garrrrrooow...

MAHA: Fear not... This child is harmless.

SHEBA: He does look kind of ...small...

WEREWOLF: Grrrrrrrr...

KRADEN: Tell me, who are you? How did you come to be here?

MAHA: I should like to ask you the same question.

MAHA: Could it be? Do you outsiders possess the power to reveal the unseen?

(YES or NO)

YES - MAHA: Of course... I was certain that you must.

NO - MAHA: Impossible... Without Reveal, you could not have entered this cave.

WEREWOLF: Grawooo...

MAHA: Yes you are correct. They must have passed the challenge of Air's Rock.

JENNA: Er... How came that kid doesn't talk, like you?

MAHA: When we become werewolves, speaking the human tongue becomes more difficult.

SHEBA: But you can... You must be special, then...

MAHA: Hurh hurr hurr... "Special"? Perhaps. Why don't you just call me Maha...

MAHA: So... I assume you also can use Whirlwind...

MAHA: If you learned Reveal on Air's Rock, you must also know Whirlwind.

(YES or NO)

YES - JENNA: That's right... I think we can tell Maha that we're Adepts.

NO - JENNA: I don't think we need to hide the facts that we're Adepts from Maha...

WEREWOLF: Awooo...

SHEBA: What did he say? I don't understand...

MAHA: He wanted to know what an Adept is... A question I would like answered as well.

KRADEN: Adepts tap the power of elemental energies to generate forces like Whirlwind...

MAHA: Elementals... You mean the four elements, the powers of earth and fire, water and wind?

KRADEN: That is correct. These elements together comprise everything in our world...

MAHA: Interesting... Very interesting...

WEREWOLF: Awooo...

JENNA: Um... What did he say that time?

MAHA: He asked if there were no longer any need to hide from you...

SHEBA: ...Why did he have to hide here in the first place?

WEREWOLF: Aaah-Ah-Awooooh! Hawawoooh!

KRADEN: No doubt, most would find the sight of a werewolf most unnerving...

MAHA: You are, sadly, correct. Many consider ours an accursed race.

JENNA: And if they found you in your werewolf form?

MAHA: ...Once, our people were burned at the stakes as abominations... They called this "purification."

KRADEN: Horrible...

SHEBA: But ...this little one... He won't get excited and try to bite, will he?

MAHA: Child, return to your home.

WEREWOLF: Arrooo?

MAHA: Don't worry. We can trust them... Go back home now.

WEREWOLF: Aarrrooo?

MAHA: They are adepts, not unlike us werewolves... They guard an ancient secret.
MAHA: We can trust them. They will not betray us to the world.
WEREWOLF: Woof.
MAHA: it has grown quite late.
MAHA: Why don't you go to the inn and rest...
KRADEN: But then...
MAHA: I will not leave this place.
SHEBA: You aren't going home?
MAHA: When I learned Reveal, I lost my human form. The wild is my home now.
KRADEN: So, Master Maha, you always look this way?
JENNA: And the little one?
MAHA: The child changed because he looked directly at the full moon.
KRADEN: So, by tomorrow morning he will have returned to his human form again?
MAHA: Correct. Now, let us retire.

FELIX AND PARTY STAYED THE NIGHT AT THE INN.

INNKEEPER'S WIFE: You folks didn't sleep much last night... You don't look like you got any rest at all.
INNKEEPER: Master Maha told us all about you. Don't worry about the bill. it's on us.
INNKEEPER: Farewell, friends.

IV. 28. Scene 28 □ Garoh #####
#####

MAHA: Ah, you came...
MAHA: I've been waiting for you.
KRADEN: Would you mind telling me a little more about werewolves?
MAHA: You want to know the reason we possess the power to transform into beasts?
KRADEN: Ah... Well, I, er... Actually, yes.
KRADEN: Did you find it strange that we can change our shapes?
MAHA: Well, ummm... Yes.
KRADEN: But surely changing one's shape is not really that unusual.
KRADEN: What are you getting at?
MAHA: Think about the caterpillar for a moment. When the time is right does it not transform into a beautiful butterfly?
JENNA: Well, yes. It's only natural...
MAHA: And the pill bug and hedgehog? Do they not change their shapes to protect themselves?
SHEBA: I have heard of these creatures, yes...
MAHA: And many amphibians possess the power to change color at will, correct?
MAHA: In light of all this, do you mean to tell me you find werewolves so abnormal?
KRADEN: Hmmm, well... To be honest, I hadn't thought of it that way before...
MAHA: Perhaps you simply did not give it enough thought.
KRADEN: How insulting! I sir... am a SCIENTIST!
MAHA: Indeed! A scientist? That is impressive.
MAHA: I have spent a great deal of time thinking about werewolves.
MAHA: For a time, I even felt cursed to have been born a werewolf...
MAHA: But after taking a more objective look at nature...
MAHA: I realized weaker species have survived by evolving ...by transforming. Don't you agree?
MAHA: Think about it for a moment. Without changing their bodies with weapons or armor... Humans would be very weak creatures indeed.
MAHA: I believe that evolving into werewolves is just one way for humanity to survive...
KRADEN: But that's...
MAHA: Of course, there's no way I can prove this theory.

MAHA: But I felt that our ability to use Whirlwind was evidence of this.
SHEBA: Whirlwind? Why?
MAHA: I had thought that only the people of Garoh could use Whirlwind.
MAHA: It was a gift known only to werewolves, to Garoh's pack...
KRADEN: And that only a chosen few foulds use Reveal...
MAHA: But now I find that you, too, can use this... What does it all mean?
MAHA: Why are you able to use Whirlwind, and what is an Adept?
KRADEN: Master Maha, do you know of a continent called Angara? It lies far north of the Eastern Sea.
MAHA: Angara?
KRADEN: In the middle of Angara, there is a peak called Mt. Aleph.
MAHA: Mt. Aleph? ...Then it's true! Our legends say this peak has stood since this world began!
MAHA: If Mt. Aleph does exist, then perhaps our legends are true!
KRADEN: It does exist...
KRADEN: These two hail from the village at the base of Mt. Aleph, a village called Vale.
MAHA: They came from Mt. Aleph!? Incredible!
KRADEN: And they are both Adepts. And while their powers may vary... Everyone from Vale is an Adept to a certain degree.
MAHA: Then, does it not make them like us in Garoh?
KRADEN: In Vale, the myths say that Mt. Aleph itself gave birth to the Adepts...
MAHA: This is not what the legends of Garoh tell us...
KRADEN: As a people they are quite gifted ...but it goes far beyond that...
KRADEN: The mystical stones on Mt. Aleph... The Psynergy Stones...
KRADEN: They are closely linked to the powers of the townsfolk.
MAHA: "Psynergy Stones," you say?
KRADEN: If there were similar stones in Garoh, it might explain your powers as well.
MAHA: And what manner of stones are these Psynergy Stones?
JENNA: You've seen them, Maha! The shining stone at the heart of Air's Rock.
MAHA: I know the stone you speak of, but...
KRADEN: Air's Rock is quite far from Garoh.
MAHA: I don't see how it could affect the people here.
SHEBA: I wonder... Could it be the wind?

(YES or NO)

YES - SHEBA: You probably figured it out for yourself already, Felix.

NO - SHEBA: I guess I couldn't have expected you to understand, Felix...

SHEBA: There were strong winds blowing within Air's Rock... Those winds would carry far...
KRADEN: Carry? Carry what?
SHEBA: Ugh! You're so dense! The power of the Psynergy Stone!
MAHA: How is that possible how could that stone's power be carried on the wind?
SHEBA: Do not belittle the power of the wind!
SHEBA: Given time, the wind can grind great mountains down into sand!
SHEBA: I mean, the wind at Air's Rock was strong enough to blow us off the ground!
SHEBA: So why couldn't the stone carry particles of the stone all the way to Garoh?
MAHA: She's right!
KRADEN: She's right!
MAHA: Those particles from the Psynergy Stone must be charged with its power!
KRADEN: That explains why you're Psynergy is weaker than that of Vale's people...
KRADEN: You've been exposed to smaller particles.
MAHA: The wind patterns might also affect who among us can use Whirlwind.
MAHA: Of course, this is all mere conjecture, but it does offer us some

clues...

MAHA: Thank you, ummm...

SHEBA: It's Sheba. I'm pleased to meet you.

KRADEN: Oh, haven't we given you our names, Master Maha?

KRADEN: I'm Kraden.

KRADEN: This is Jenna...

KRADEN: And Felix.

MAHA: You must permit me to thank you for all that you've done.

KRADEN: No, no, please... We don't need any thanks...

MAHA: That's too bad... I was gonna give you this.

JENNA: It's a Djinni!

MAHA: A "Djinni"? Is that what you call them?

MAHA: When he is with you, he adds to your power. He is very helpful.

MAHA: I suppose you'll be continuing your journey now?

(YES or NO)

YES - MAHA: So you intend to travel by sea? That is a long journey...

NO - MAHA: So, you still can't tell just what sort of journeys await you...

MAHA: In that case, I think you will get more use out of this Djinn than I will.

FELIX FOUND THE JUPITER DJINNI "ETHER"!

SHEBA: Another Djinni! Talk about lucky!

KRADEN: This is a great gift. We are quite thankful.

MAHA: You don't need to thank me. Just take care on your travels.

JENNA: Good luck with the... werewolf thing, Maha...

KRADEN: Well, Felix, we must be going now.

IV. 29. Scene 29 □ Madra #####
#####

GUARD1: Hey! You lot! Hold it right there!

GUARD2: Hang on, there's no reason to stop them. They couldn't be involved in this mess...

KRADEN: If you're talking about the pirate incident, I believe we resolved that to everyone's satisfaction.

GUARD1: This has nothing to do with the Champa this time, old man! This time, the Kibombo attacked us!

KRADEN: "Old man"?!? Hmph!

KRADEN: Did you say you were attacked again? By the Kibombo?

GUARD2: Do you know about the Kibombo?

(YES or NO)

YES - GUARD2: You must be pretty worldly, considering that they rarely leave the heart of Gondowan.

NO - GUARD2: Not many people do... They're a barbaric tribe from central Gondowan! Watch out for them!

KRADEN: When did all this happen?!

GUARD2: Not too long ago...

GUARD1: Right after the mayor left, actually...

KRADEN: It was them, wasn't it, Felix?

(YES or NO)

YES - KRADEN: Of course! They did seem to be acting awfully strange when we saw them in that cave...

NO - KRADEN: Surely you remember, Felix! The cave? Those strange men we

saw in there?

KRADEN: Was anything stolen?

GUARD2: Only a single black orb... Everything else was untouched.

KRADEN: A black orb...

GUARD1: I'm afraid we don't have much more information than that.

GUARD2: You helped us with the Champa, so, I'll tell you what... Maybe you can look around in the mayor's house. It's the only one that was robbed.

IV. 30. Scene 30 □ Kimbobo Mountains #####
#####

GUARD1: Is the way clear?

GUARD2: This area is clear! The strange one has not been seen!

GUARD2: And there?

GUARD1: We have not seen the stranger near the village.

GUARD1: Do you believe he was truly headed toward Kibombo?

GUARD2: The guards here were recently knocked unconscious.

GUARD1: Correct. We are under orders to maintain a strict watch over the mountain pass.

GUARD2: No one must be permitted into Kibombo until Akafubu has completed the ceremony.

GUARD1: Then we had better hurry to find the one who attacked our guards.

GUARD2: Keep a good watch. Do not permit anyone to pass.

GUARD2: If anyone interrupts Akafubu's ceremony, he will hold you responsible...

IV. 31. Scene 31 □ Kimbobo #####
#####

AKAFUBU: At last, the sacred night has come!

AKAFUBU: Tonight, Akafubu becomes the Kibombo's new witch doctor!

AKAFUBU: All of you, pray in the depths of your hearts for my success!

KRADEN: It looks like the initiation ceremony is beginning.

KRADEN: I'm not sure what will happen, but we'd better hurry, Felix.

IV. 32. Scene 32 □ Kimbobo #####
#####

PIERS: Wh-Who are you!?!?

PIERS: What... What are your intentions?

SHEBA: It looks like Piers has already forgotten us, huh?

(YES or NO)

YES - JENNA: I know! We met Piers when he was in JAIL! And it's not like he had lots of visitors, either!

NO - JENNA: What, is he so obsessed with his black orb that he can't even remember us?

PIERS: Wait a second... I know you...

PIERS: You're the travelers who came seeking me when I was in jail.

KRADEN: So, you DO remember!

PIERS: What are you doing in this place?

SHEBA: Actually, that's what we wanted to ask you...

JENNA: We were worried about you, Piers, so we followed you here...

PIERS: And that's what brings you to this dangerous place?

SHEBA: What's that supposed to mean?

JENNA: We came here to help you, Piers. Why are you being like that about it?

PIERS: Tell me something... Exactly when did I ask you for your help?

AKAFUBU: SILENCE!

AKAFUBU: I shall now present our jewel to the great Gabomba!

LIFTS JEWEL

PIERS: !!!

AKAFUBU: O Great Gabomba! Please accept this, our humble gift!

AKAFUBU: Please, Great Gabomba! Accept this jewel!

AKAFUBU: Look! The Great Gabomba has noticed the light of the jewel!

AKAFUBU: Why, Great Gabomba?

AKAFUBU: Your prayers were weak! Open your hearts to the Great Gabomba!

AKAFUBU: Sing your praises and dance for the Great Gabomba until your prayers reach his years!

PIERS: Akafubu is no witch doctor! He's an Adept!

PIERS: I may have to confront him to get my orb back... I may have to fight.

PIERS: I will do whatever it takes, but I will have my black orb again.

PIERS: It's no use. We can't get to Akafubu from here.

PIERS: This won't work, either... What are we going to do? We can't get over there!

JENNA: Piers's in trouble. Shouldn't we try to help him?

KRADEN: Maybe if we could do something about that stump, we could reach the backside of Gabomba.

KRADEN: We've got to help Piers. Right, Felix?

(YES or NO)

YES - KRADEN: Then hop to it!

NO - KRADEN: What's all this now, Felix? Is it too much to ask that you help Piers in his time of need?

IV. 33. Scene 33 □ Kimbobo #####
#####

PIERS: !!?

PIERS: That power... Was that Psynergy?

(YES or NO)

YES - PIERS: I knew it!

NO - PIERS: Please, don't complicate things by lying... It must have been Psynergy...

PIERS: I should have spotted it at once! You're Adepts!

JENNA: Wait, so does that mean you're□□

PIERS: Yes, my name is Piers, and I too am an Adept.

PIERS: To be honest, everyone in Lemuria is an Adept, and not just me.

SHEBA: What's Lemuria?

PIERS: Lemuria is an island that lies in the center of the Eastern Sea.

KRADEN: Wait a second... You said Lemuria? I've heard that name before...

KRADEN: Of course! It was Lord Babi! He often spoke to me of Lemuria.

KRADEN: He said it was so advanced we can scarcely begin to imagine what it was like...

PIERS: You are correct. My home was and is all that you say. Whoever told you this knows much of Lemuria.

JENNA: But wait, if it's so far away in the middle of the ocean, how come anyone knows so much about it?

PIERS: It is not easily reached, and we Lemurians seldom leave... I cannot imagine how anyone could have learned anything at all about us.

PIERS: Except... Hold on a moment... Babi... I've heard that name somewhere before...

SHEBA: Well, yeah... Everyone knows about Lord Babi... He's the ruler of Tolbi...

PIERS: I've never heard of Tolbi. Until recently, I had never left my home of Lemuria...

JENNA: Piers, are you just playing games with us?

PIERS: Don't be foolish. What would I gain from lying to you?

PIERS: I'm being quite serious.

KRADEN: Piers is not playing games, Jenna. You can trust him.

PIERS: Thanks for believing me, master sage!

KRADEN: Please, call me Kraden, Piers of Lemuria.

KRADEN: And I am the one who should be thanking you!

KRADEN: You look puzzled, Felix. You are probably wondering what I'm talking about...

(YES or NO)

YES - KRADEN: I thought as much...

NO - KRADEN: Oh, good! Then I probably don't need to tell you...

JENNA: Wait, just because my brother knows what you're talking about doesn't mean we do! Tell us!

KRADEN: If what Babi told me is true, Lemuria is all that remains of a once great civilization.

PIERS: Your friend s correct.

KRADEN: In fact, the reason I was sent to Vale was somewhat relate to my inability to find Lemuria itself...

SHEBA: I don't understand... What was in Vale that had anything to do with Lemuria?

KRADEN: Babi believed that, in Lemuria alone, the power of Alchemy remains unbound.

KRADEN: Lord Babi had need of Lemuria's Alchemy, but despite our effort we could not find the lost city.

KRADEN: Since we could not find Lemuria, Lord Babi sent me to unlock the secrets of Alchemy myself.

PIERS: Ah, yes! Babi! If I recall correctly, a man named Babi came to Lemuria long ago...

PIERS: He stole one of our ships and fled the isle...

KRADEN: Yes! That must indeed be the same Lord Babi who know leads the people of Tolbi.

JENNA: No, I'm even more confused. This is making my head hurt...

JENNA: I mean, if Babi really stole a ship from your home, why would he be trying to find it again?

KRADEN: I can't expect you to understand, my dear. Lord Babi's reasons for finding Lemuria are ...complex.

SHEBA: But if he already found Lemuria once, why doesn't he just go back the same way?

PIERS: Once you have left Lemuria, finding it again is quite difficult, even if you know where to look.

JENNA: Well ...why?

PIERS: The waters around Lemuria are wrapped in a perpetual fog... It is very difficult to navigate.

KRADEN: I remember Lord Babi once saying something to that effect.

PIERS: Even if one locates Lemuria, getting through the fog itself remains quite a challenge.

SHEBA: I don't get it... Why can't you just sail straight through it?

PIERS: The ocean currents around Lemuria are swift and treacherous... Only one who can sail a Lemurian ship can complete the journey.

SHEBA: But ...Babi stole a Lemurian ship from you, right? That means that he can sail it... You said yourself that he used it to flee the island!

KRADEN: Unfortunately, Babi was the only one of us who could use the ship.

PIERS: You see, Lemurian ships can only be helmed by Adepts...

PIERS: Which is why I have to get my black orb back! I must be able to captain my ship!

PIERS: There may be something up ahead on this path.

PIERS: Then let's go...

KRADEN: Wait a moment, Piers...

KRADEN: We want to help you get your orb back.

PIERS: You intend to help me, Kraden?

KRADEN: I am on this quest for many reasons ...one of them being that I wish to see Lemuria.

KRADEN: If you would allow me, that is... I'd like to visit Lemuria myself.

PIERS: If this is something you would do for Babi, then I cannot permit it.

KRADEN: What? Why not?

PIERS: Babi is a thief. He is not well loved in Lemuria.

KRADEN: It is partially on behalf of Babi ... but there's more to it than that!

KRADEN: I want to go to Lemuria so that I can see the full power of Alchemy!

KRADEN: I want to aid Piers so that he will take us to Lemuria... What do you say, Felix?

(YES or NO)

YES - KRADEN: You'll do it!? Splendid!

NO - KRADEN: Why, Felix? Why? Please, we simply have to!

JENNA: What's the matter with you, Felix? I don't see why we can't help Piers.

SHEBA: Yeah. I'm with Jenna on this one.

PIERS: I appreciate your offer, but...

JENNA: I understand, Piers... You're not sure if you'll be able to take us to Lemuria, is that it?

SHEBA: Can't we talk about this later?

KRADEN: Yes, yes, of course! For now, let's just get that orb back for Piers!

PIERS JOINED YOUR PARTY!!!

IV. 34. Scene 34 □ Kimbobo #####
#####

AKAFUBU: Focus your energies!

KRADEN: Everyone! Look over here!

AKAFUBU: Let us now present our jewel to the Great Gabomba!

AKAFUBU: O Great Gabomba! Please accept this, our humble gift!

AKAFUBU: Please, Great Gabomba! Accept this jewel!

AKAFUBU: Look the great Gamomba has noticed the light of this jewel!

AKAFUBU: You are still not pleased?

AKAFUBU: No! This time, he seemed almost like he might...

AKAFUBU: We must continue! Drums! More drums!

KRADEN: Ah! So that's how it works!

SHEBA: He's been failing because the conduit that channels his Psynergy is broken.

JENNA: Should we reconnect the conduit so he can complete the ceremony?

(YES or NO)

YES - PIERS: I won't help them, Felix! They're the ones who stole my orb from the Madrans!

NO - PIERS: I agree, Felix! Why should we help this pack of thieves?

KRADEN: Piers, I understand that you're angry at them, but it really is in our best interest to help.

KRADEN: Think about it, Piers... Akafubu stole the orb solely to perform this ceremony...

KRADEN: So, what do you think he intends to do with the orb?
PIERS: He means to give it to the great Gabomba...
PIERS: Oh! So ...if the ceremony succeeds, the orb will be taken into the statue...
KRADEN: And we're INISDE the statue! If the ceremony succeeds, we can go find the orb!
PIERS: I...don't to help that Akafubu, but...
SHEBA: I don't like the idea of helping him any more than you do, but if we can end this without a fight...
PIERS: You're right, Sheba. Let's see if we can't help him finish his little ceremony.
KRADEN: It looks like the energy charge is supposed to run over these blocks.
KRADEN: If we can just move these around a little, that might be enough to complete the circuit...
KRADEN: Ah! There we go!
SHEBA: These panels have arrows on them... What do you think it all means?
KRADEN: Look at the directions they point... I'll bet they will rotate the blocks...
PIERS: but how do we set the blocks back in place?
JENNA: Just Pound them in!
KRADEN: Won't that do the trick?
KRADEN: We just watch the path his Psynergy takes and move the blocks accordingly.
AKAFUBU: Oh! The magic, the power of the witch doctor fills my body!
AKAFUBU: At the count of twenty, I shall present our jewel to the Great Gabomba!
AKAFUBU: Make your hearts as one, and dance for the Great Gabomba!

IV. 35. Scene 35 □ Kimbobo #####
#####

AKAFUBU: Look! The Great Gabomba has responded to our gift!
AKAFUBU: Did you see it, people?
AKAFUBU: At last! The Great Gabomba accepts me!
AKAFUBU: I shall answer his call! I shall enter the Great Gabomba! Wait for me, my people!
PIERS: The black orb... Where is it?
SHEBA: I saw it roll in there...
JENNA: It came in through there and rolled along this groove in the floor...
KRADEN: It vanished into that hole!
SHEBA: It looks pretty deep...
JENNA: Can you see it? Do you think you can reach it?
SHEBA: Hm... No, I can't even see it.
PIERS: It's no use... Now, I'll never see Lemuria again... I am lost forever from my homeland!
SHEBA: Wait, hold on... I can see light on the other side of this hole...
KRADEN: A light?
KRADEN: There must be a room on the other side of this statue...
AKAFUBU: Who... Who are you!?
AKAFUBU: What are you doing here? Are you Kibombo!?

(YES or NO)

YES - AKAFUBU: What? Do you take me for a naive fool!?

NO - AKAFUBU: Then what are you doing inside the Great Gabomba!?

PIERS: We've come to reclaim the black orb you stole!
AKAFUBU: Do you really believe I would permit you to take it!?
SHEBA: Hey, watch it! You wouldn't even be in here if it weren't for us!
AKAFUBU: What is that supposed to mean?
AKAFUBU: Why should I believe you? I am Akafubu, the chosen witch doctor of

Kibombo!

JENNA: Yeah, we know... We saw your magic energy flowing psat us.

JENNA: See how this channel runs along the floor?

JENNA: Here, look... It runs all the awy over there!

JENNA: But the thing is, the circuit was broken right there.

JENNA: So we completed the circuit so that your magic energy could go where it needed to go.

AKAFUBU: But...if you truly did this, then why? Why did you help me?

KRADEN: We were sort of hoping that we could take the orb if your ceremony succeeded...

AKAFUBU: Ah, so you have taken the orb? Then be gone! You have no further business here!

PIERS: But...we didn't get the orb.

SHEBA: It rolled through this groove and right through this hole.

KRADEN: We saw a light through there, so we suspect there must be another room behind the wall...

AKAFUBU: I might be able to retrieve the orb.

JENNA: Do you think that Akafubu will really return the orb to us?

(YES or NO)

YES - PIERS: Maybe we had him all wrong...

NO - PIERS: I think Jenna is right. It sounds like he's going to return what he's stolen.

SHEBA: I thought Akafubu was an evil man, but I guess we were wrong...

KRADEN: you can never tell, Sheba...

KRADEN: We have little chioce but to trust that he will return it. Come on!

KRADEN: Let's go, Felix!

IV. 36. Scene 36 □ Kimbobo #####
#####

AKAFUBU: I have followed Oeia's instructions and entered the final chamber!

AKAFUBU: He told me that if I reached this chamber, I would become Kibombo's witch doctor.

AKAFUBU: But what must I do here to become a witch doctor?

AKAFUBU: I do not know...

IV. 37. Scene 37 □ Kimbobo #####
#####

VOICE: Oh, young witch doctor... You have succeeded in your task. You have found this chamber.

AKAFUBU: Wh-Who speaks?

KRADEN: It sounded like it was the statue of the Great Gabomba.

AKAFUBU: That's ridiculous...

VOICE: Akafubu! Your magic has grown strong! At last, you are worty of the title witch doctor.

VOICE: I give you the feathers and gown that are the badges of your office!

VOICE: Akafubu, from this day forward, you shall be Kibombo's witch doctor.

AKIFUBU: I've done it! I've finally earned the right to be witch doctor!

AKAFUBU: At last!

AKAFUBU: Yes!

VOICE: And there is one more thing that remains for me to give you...

VOICE: Akafubu... You hasty fool... I had something else to give you, and in your haste, you left too soon.

VOICE: Say, you there...

VOICE: You! You! You, looking around there!

VOICE: I have magic for Akafubu, magic he will soon need, ...but he is not ready for it.

VOICE: As a result, I have decided that I shall not pass this magic to anyone just yet.

VOICE: Tell this to Akafubu: If he desires this new magic, then he must earn it himself!

VOICE: If Akafubu does not refine his magical arts, he will never earn this new power.

VOICE: This power shall not be realized until he ceases living only for himself... And instead lives his life to benefit others.

VOICE: Tell him so!

KRADEN: I don't suppose you could just...give that magic to us?

VOICE: What do you mean?

KRADEN: I'm just asking if maybe we could earn that magic before Akafubu.

VOICE: The power can be claimed by another, but only if Akafubu lacks the will to earn it himself.

KRADEN: Aha! So we can get it!

VOICE: Perhaps if he must compete for his power, he will focus and take his office seriously.

VOICE: But before you do this thing, you must convey to Akafubu all that I have told you.

KRADEN: Oh, of course! We wouldn't dream of cheating him... We will tell him all you have told us.

VOICE: Follow that path and you will find a cavern...

VOICE: But now I shall sleep...until the time comes when I must anoint a new witch doctor.

KRADEN: Felix... Go get Piers's precious orb.

FELIX GOT THE BLACK CRYSTAL

KRADEN: Felix... Do you have any idea what this "Great Gabomba" really is?

(YES or NO)

YES - KRADEN: If you have unraveled that which I cannot, then perhaps you are the greater scholar.

NO - KRADEN: You do not understand either? Then I do not feel quite so foolish...

KRADEN: But doesn't this witch doctor magic seem not unlike some kind of Psynergy?

KRADEN: Wouldn't it be quite fortunate if we were to get our hands on that power ourselves?

(YES or NO)

YES - KRADEN: Oh! You didn't need much convincing at all, did you, Felix?

NO - KRADEN: Hmmm... You would feel guilty about taking it, eh, Felix?

KRADEN: I needn't remind you, but... We're going to need every kind of Psynergy we can muster to complete this quest...

KRADEN: Either way, Felix, we are, at the very least, obligated to deliver the Gabomba's message.

KRADEN: We must fulfill our promise to the Gabomba.

KRADEN: Then, maybe we can come back inside this Gabomba statue some other time to get it.

FELIX CARRIED THE MESSAGE OF THE GABOMBA TO AKAFUBU.

BY THE TIME FELIX HAD FINISHED HIS STORY, DAWN HAD BROKEN.

KRADEN: Right... Well, I guess that's that!

FATHER: You are a virtuous man, coming here to deliver this message. My son and I thank you.

AKAFUBU: What do we have to be thankful of?

AKAFUBU: If they had just stopped me from leaving the Great Gabomba, this wouldn't have happened!

FATHER: What!? If you had been more interested in your duty, you would not have left so quickly...

AKAFUBU: But, Father! These people are trying to steal the magic of our people! It should be mine!

AKAFUBU: Mine, I tell you! That power belongs to me!

AKAFUBU: I'm going to be the one to get the Great Gabomba's magic! You'll see!

FATHER: My son, you have much to learn. He may look like a man, but before me, he acts like a child.

AKAFUBU: See how he behaves when he gets excited?

FATHER: No matter what I say, he won't listen to me right now.

FATHER: I think he has had enough for today...

KRADEN: I see your point.

KRADEN: Well! I suppose we should be leaving then.

KRADEN: After all, our journey has only just begun. We cannot remain idle much longer.

IV. 38. Scene 38 □ Madra #####
#####

MAYOR: Felix! You're back!

WOMAN: And you've brought Piers with you!

ELDER: Oh! Piers!

ELDER: Piers, I must apologize for the trouble we caused you. I'm sorry we lost your jewel...

PIERS: Don't be. Everything worked out for the best.

GIRL: Piers, you said you were going to go to Gondowan. Did you make it?

PIERS: Yes, In fact, we have just returned.

MAYOR: And your jewel...

(YES or NO)

YES - ELDER: You actually got it back from the Kibombo? Incredible...

PIERS: I was able to recover it with the help of Felix and his friends.

WOMAN: That's wonderful! I'm so relieved! I was worried that you might never get it back!

NO - ELDER: You didn't recover it from the Kibombo?

PIERS: That's not true sir. Felix and his companions helped me recover it.

WOMAN: Please! Don't startle me like that! I was afraid you might never get it back!

KRADEN: That's why we came back... To let you know that we've recovered it.

Worry no more.

BOY: If you've already recovered your jewel, why don't you stay here for a bit longer?

JENNA: Unfortunately, we can't...

SHEBA: Hey, have you seen the girl out front?

PIERS: We must go...to the island that is my home.

KRADEN: Piers, are you... Are you sure?

PIERS: After what we've been through, I feel I've learned a few things.

SHEBA: Like what!?

PIERS: Like...the fact that you truly are good people.

PIERS: And that you have gone to great lengths for no other reason than to help those in need.

PIERS: I have come to realize that I, too, must do something to help where I can.

JENNA: Piers...

PIERS: I have made my decision.

PIERS: And the sooner we depart, the better, right, Kraden?

PIERS: We shall set sail , Felix! To my ship! To the Eastern Sea!

WOMAN: Do you truly mean to leave so soon, Piers?

PIERS: I may yet again have reason to visit your town, but... yes, I must go.

ELDER: You seem quite busy.

KRADEN: It is their youth that allows them to be so busy.

JENNA: But we'll be back, I promise. maybe we'll be able to visit at a more leisurely pace...

BOY: I'd like that...

GIRL: So would I!

IV. 39. Scene 39 □ Madra #####
#####

MAYOR: Felix, wait!

MAYOR: I believe I promised a reward for helping with the boat, didn't I?

(YES or NO)

YES - MAYOR: Imagine! You came all this way to put us at ease, and I totally forgot to give his to you!

NO - MAYOR: Well, you may have forgotten, Felix, but I have not.

MAYOR: Regardless, I told you that I would reward you when the boat was fixed... That may take quite a while now it seems...

MAYOR: That being the case, I'd like to give you that reward now.

SHEBA: We can't accept it now, though, could we, Jenna?

JENNA: Madra is still in shambles from the disaster... We couldn't possibly accept any gifts...

MAYOR: Nonsense! Misfortune or no, a promise is a promise!

FELIX GOT THE CYCLONE CHIP.

MAYOR: I'm glad that I was able to give it to you before you left.

MAYOR: Your travels seem to take you from danger into greater danger. Please careful.

KRADEN: Thank you, Mr. Mayor.

KARST: ...Felix?

KARST: You... He just called you Felix, didn't he?

KARST: Why didn't I see it before? You are Felix!

KARST: Then Menardi should be somewhere around here, too... And yet...

KARST: You won't see Menardi or Saturos ever again. Isaac killed them. They're probably at the bottom of the sea by now...

JENNA: Sheba! Quiet!

KARST: Hmph! I heard that, you wretched little thing!

KARST: Can it be true? Is my sister dead?

(YES or NO)

YES - KARST: I can't believe it... No one has the power to defeat Saturos and my sister...

KARST: Yet you all avoid my gaze... And that look on your faces... It...is true...

NO - KARST: No? Then where is she!? Show me my sister!

KARST: What is the matter? Is it so very hard? You were traveling with her - bring her to me!

KARST: She would never have left you behind...and yet you are alone... So it's true? She's...

KARST: Who is this Isaac?

KARST: What? You feign ignorance? Why? Would you protect him from my fury!?

KARST: Never mind. I believe I've heard some rumors of a traveler named Isaac lately.

KARST: Is this Isaac the same one they've been speaking of? Is he pursuing you?

KARST: If that is the case, then this Isaac should show up here sooner or later.

KRADEN: How do you know it wasn't Felix who defeated your sister?

KARST: What do you take me for? I'm a warrior, like my sister ... I can gauge a man's strength at a single glance.

KARST: Even if you doubled Felix's power, he would still be no match for my sister.

KARST: And besides, I doubt Felix could find it in himself to betray my sister.

KARST: He knows that the lives of those he hold dear would hang in the balance.

KARST: But I must congratulate you on your success at both the Mercury and Venus Lighthouses.

KARST: Although your success there now prevents us from returning to the Western Sea.

KARST: You would have failed, of course, had we not researched how to climb those lighthouses...

KARST: Oh, didn't Menardi tell you?

KARST: Regardless, Isaac won't be getting in my way.

KARST: You will have to find your own way to the Western Sea.

KARST: And if you make the journey, you'll have to light Jupiter on your own as well!

KARST: We have our own work to do, and number one on the list is taking care of Isaac! Are we clear on this, Felix?

(YES or NO)

YES - KARST: Aren't you an obedient boy... If you're worried you can't get it done, we could help you a bit.

NO - KARST: What's the matter? Afraid you can't perform your duties? We could help you a bit...

KRADEN: No, thank you. I believe we'll just find Jupiter Lighthouse on our own, if it's all the same.

KARST: I see. Just don't let us down.

KARST: We're going to find that Isaac...

KARST: I'm going to find this Isaac... And I swear the last thing he sees will be Karst avenging the death of her dear sister!

SHEBA: Wow. And I thought Saturos and Menardi had issues.

JENNA: We shouldn't take Karst too lightly...

PIERS: Wait a moment... Karst did say "we," didn't she?

KRADEN: Yes, Saturos and Menardi traveled as a pair. Perhaps she has a partner as well.

SHEBA: We ought to warn Isaac that Karst is after him. Maybe we should try to find him first.

JENNA: Believe me, I'd love to see Isaac again, but we just don't have time to look for him. Plus...

KRADEN: Even if we did find them, I think there is a good chance we'd end up fighting them.

PIERS: Why?

KRADEN: What we are trying to achieve, they are trying to prevent... And they will fight to stop us.

SHEBA: But, Jenna... Aren't you and Isaac an item? Couldn't you, you know, do something?

JENNA: A... An item? No! I mean... It's not like that! Not...really...

JENNA: ...Stupid Sheba...

KRADEN: Ah! Well! Er, yes. For now, we should press onward to Jupiter Lighthouse, like we'd planned.

JENNA: But...what about Garet and the others?

SHEBA: Don't you mean...Isaac?

JENNA: Sheba! Be quiet! Shuush...

KRADEN: *Ahem!* Are you ready to listen yet?

KRADEN: They were strong enough to defeat Saturos and Menardi. They won't be beaten easily.

KRADEN: We should continue on ahead, just as Saturos and Menardi would have, OK, Jenna?

KRADEN: Sheba? Piers? Are you ready?

KRADEN: Then we should be going, right, Felix?

IV. 40. Scene 40 □ Ship #####
#####

PIERS: At last, I'm back on my ship.

PIERS: Finally, I can return to my beloved Lemuria.

PIERS: Wait there a moment.

PIERS: To set sail, we must go down to the power chamber below decks.

PIERS: Let's head down.

IV. 41. Scene 41 □ Ship #####
#####

PIERS: How did all these monsters get on board? I could swear I locked the door when I left...

PIERS: It doesn't matter. Once we get this ship moving, I'm sure they'll all jump ship.

PIERS: OK, now, I must set the black orb in this pedestal.

PIERS: Take the tiller, Felix!

PIERS: If you hope to reach Lemuria, you'll have to learn a few things about handling a ship. I think we ought to sail the Eastern Sea until you get the hang of it.

SHEBA: Kraden, shouldn't we be heading straight for Lemuria?

KRADEN: Well, I suppose if we have to learn to sail, it's better to do it sooner than later...

JENNA: I want to go to Lalivreo! And Tolbi! Oh! And Vale! Can we go to Vale?

PIERS: I'd love to see your hometown, Jenna! Shall we? Let's do it! To Vale we go!

(YES or NO)

YES - KRADEN: I don't think that's such a good idea.

NO - KRADEN: I don't think that's such a good idea.

PIERS: Come, now! Why not?

KRADEN: Think about the roads we have traveled to get where we are...

SHEBA: I can't... I was never any good at geography.

KRADEN: Then allow me to explain...

KRADEN: The coastline of Angara, the continent in which Vale lies, is surrounded by rocky cliffs.

JENNA: Oh... You don't think Piers's boat could land there?

KRADEN: And as for Gondowan, I would guess the people from Lalivero are... looking for us.

SHEBA: He's right. Saturos and Menardi went a little wild in Lalivero, and you were all with them.

JENNA: Oh... But Sheba can explain the situation for us. Alfaran and the Laliverans would understand, I'm sure.

SHEBA: And then they'd make me stay in Lalivero! Would you just leave me there, Felix?

JENNA: Oh yeah... Maybe that wouldn't be such a good idea after all...

KRADEN: Then it's decided!

PIERS: What's decided?

KRADEN: The sea is vast we can go wherever we please! So, let's explore a bit, Felix!

SHEBA: That's a great idea! We've already met werewolves and discovered new Psynergy. I'm sure there's even more out there waiting for us to find it!

JENNA: Wow! This is going to be great!

PIERS: Hmm... The sea can be quite dangerous. It won't be my fault if something happens, Kraden.

KRADEN: To the open sea, Felix!

IV. 42. Scene 42 □ Airs Rock #####
#####

PIERS: Water's strength, huh? That sounds like my sort of thing, doesn't it?

PIERS TRIED TO TOUCH THE STONE SLATE.

PIERS LEARNED PARCH

PIERS: What went wrong? What are we to do, Felix?

PIERS: Maybe our power is being tested.

IV. 43. Scene 43 □ Izumo #####
#####

Kushinada: Susa, don't come for me...

Kushinada: If I see you, I'll surely lose the courage to sacrifice my self for Izumo.

Kushinada: If I run, Lady Uzume and all of Izumo will suffer greatly... Please... Don't come for me.

Kushinada: Lady Uzume has foretold the coming of a hero and I believe her...

Kushinada: And I shall remain here until the coming of the next full moon...and the hero.

IV. 44. Scene 44 □ Gaia Rock #####
#####

SUSA: At last... The serpent has finally had its fill. This is the chance I'd hoped for.

SUSA: I will defeat you before the next full moon and rescue Kushinada myself!

SUSA: All right, you so-called guardian! Let's see what you've got!

SUSA: That's weird... It didn't even react...

SUSA: Feeding the serpent Dragonsbane isn't weakening it enough for me to beat it!

IV. 45. Scene 45 □ Gaia Rock #####
#####

KRADEN: It looks like the dragon is in bad shape, but it doesn't seem like its close to dying...

SUSA: Even though the serpent's been defeated, I can't rest!

SUSA: Be still, serpent, and I will grant you peace.

SUSA: And with this, Kushinada's life has been spared.

SUSA: You have my sincerest thanks.

KRADEN: Where are you going?

SUSA: To Kushinada, of course.

IV. 46. Scene 46 □ Izumo #####
#####

UZUME: Warriors appeared from within Mt. Mikage?

MAN: Yes... After the serpent's roar, these warriors appeared.

UZUME: So it wasn't Susa who defeated the serpent, but those heroes...

MAN: It might have been...

MAN: Lady Kushinada, please forgive me...

KUSHINADA: I don't care who defeated the serpent... I'm more worried about what happened to Susa.

UZUME: So, Susa never came down from Mt. Mikage?

MAN: He returned to the village after the heroes appeared, and he knew the serpent was defeated.

KUSHINADA: Oh, Susa...

UZUME: Who are you?

UZUME: This is my home, and I am having a private conversation. Leave at once!

KUSHINADA: What is it?

MAN: There can be no doubt... These are the heroes who appeared on Mt. Miakage.

UZUME: Are you the ones who defeated the serpent?

KUSHINADA: So it was you...

UZUME: My apologies... You are welcome here.

KUSHINADA: Who are you?

KRADEN: I'm Kraden, and this is Felix.

KRADEN: Behind him is Piers.

PIERS: Pleased to meet you.

JENNA: I'm Jenna and this is Sheba.

KRADEN: We're on a quest. Our travels across the Great Eastern Sea brought us here.

KUSHINADA: You were seen coming down from Mt. Mikage. What brought you to such a dangerous place?

SHEBA: To complete our quest, we need many types of Psynergy.

UZUME: Psynergy?

KUSHINADA: What is Psynergy?

KRADEN: Psynergy is many things... The power to move things with one's mind, to heal, to create.

UZUME: All with one's mind?

UZUME: Tell me, is it something like...this?

MOVE

UZUME: Is that the power you're talking about?

JENNA: That power? Lady Uzume?

UZUME: It's not mine alone. Kushinada and Susa possess it as well.

KUSHINADA: This is the power we possess. I assume you have something like it yourselves?

(YES OR NO)

YES - KUSHINADA: So you call what we do "Psynergy," and you can do it, too?

NO - KUSHINADA: I thought so. Only those who can wield the power can see it. And you did see it, didn't you?

PIERS: Felix, there's no need to hide our abilities from them, is there?

KUSHINADA: So, you call what we do "Psynergy," and you can do it,

too?

KUSHINADA: If you already have Psynergy, why do you need more of this power?

SUSA: Their powers are different from our own. There seem to be many forms of Psynergy.

UZUME: Susa!

KUSHINADA: Susa...

KUSHINADA: So, you lived after all, Susa...

SUSA: Yes, I've survived, and I've made it home to you both.

SUSA: Thanks to them, actually...

UZUME: Felix, our gratitude to you and your friends grows deeper each passing moment.

UZUME: Susa, you spoke of different types of power. Tell me, what did you mean?

SUSA: I can only describe what I saw, my sister. Ask Felix here about it.

KRADEN: Ah, yes. Psynergy... I have dedicated most of my life to its stuffy...

KRADEN: The power of Psynergy comes from the four basic forces of earth, fire, water, and wind. These energies, the foundations of Alchemy, are called "Elementals."

KRADEN: You don't know Alchemy? The four elements?

KRADEN: Why, they're the very building blocks of all matter on Weyard.

SUSA: All existing matter comes from Alchemy and this Psynergy?

KRADEN: Yes, that's right. Everything you see around you is some combination of these elements.

KUSHINADA: Does this mean that there are as many types of Psynergy as there are types of elements?

KRADEN: That's right, Kushinada. You're a smart lass.

KRADEN: Mt. Mikage was a place of great earth powers. I'd imagine your powers are earth based.

UZUME: That's right, but how did you know this?

PIERS: Kraden... Mt. Mikage is Gaia Rock, isn't it?

UZUME: ...Gaia Rock? Mt. Mikage is the sacred mount of our people!

SHEBA: Yes, but there are many mountains like your Mt. Mikage all across the Eastern Sea. Mt. Mikage is a source of earth power, and therefore, it must be Gaia Rock.

SUSA: You have seen other mountains like our Mt. Miakge?

JENNA: Yes! In fact, it seems that each of these rocks contain a different elemental power.

KUSHINADA: And now, you are questing to gather the power of these elements, yes?

UZUME: And you only defeated the Great Serpent of Miakge to accomplish this goal?

(YES OR NO)

YES - UZUME: Regardless of your motives, you have saved us all.

NO - UZUME: You took pity on Kushinada? You are very kind to help Susa, Felix.

KRADEN: You're...not implying that we defeated the serpent, are you?

KRADEN: It's true that we did fight the creature...

KRADEN: But without Susa's power, the battle might not have ended so happily.

SUSA: What... What are you...

PIERS: Susa had given the beast a lot of Dragonsbane in order to weaken it.

SHEBA: We could never have beaten the beast if it had not been in a...weakened state.

JENNA: We were victorious only because Susa risked everything to weaken the dragon.

UZUME: Susa, perhaps, after all, you are...

SUSA: No, I didn't...

SHEBA: Don't forget, Susa dealt the finishing blow, didn't he?

(YES or NO)

YES - SUSA: Finishing blow? All I did was stab it with the Cloud Brand.
NO - SUSA: That's right. Piercing it with the Cloud Brand was hardly a finishing blow.

KRADEN: I disagree...

KRADEN: You weakened the serpent. You dealt the final blow. I'd say you were essential.

KRADEN: So, Lady Uzume, wouldn't you say that Susa deserves the reward for this feat?

KRADEN: Even Felix agrees, don't you, Felix?

(YES or NO)

YES - JENNA: I do, too.

SHEBA: We weren't fighting in hopes of getting a reward, were we?

PIERS: We'll be satisfied just learning your Psynergy.

NO - JENNA: Are you asking for a reward? That's just plain greedy!

SHEBA: We couldn't possibly take any sort of reward.

PIERS: Learning new Psynergy will be reward enough.

KRADEN: As you can see.

KRADEN: Now, it's about time for us to leave Izumo Village.

KRADEN: Yes, indeed! We're on our way to Lemuria.

KUSHINADA: You're leaving so soon?

KRADEN: We are in a great hurry.

UZUME: Then you must return to Izumo someday.

JENNA: I'm sure we'll be back once our mission is completed.

KUSHINADA: Excellent! I shall accept that as your oath!

SHEBA: ...Oath?

SHEBA: Oh, by promising to return, we'll be ensuring that our west will end successfully...

PIERS: I understand... We must vow to return, everyone.

UZUME: We'll be waiting.

IV. 47. Scene 47 □ Gabomba Catacombs #####
#####

GABOMBA: By reaching this place you have proven your power.

GABOMBA: By rights, Akafubu should bear this power...

GABOMBA: But I shall keep my promise and bestow it upon the one to reach this place first!

KRADEN: I am grateful for your promise... But I am worried that we have done Akafubu and the Kibombo a great wrong.

GABOMBA: Akafubu has not honed his own powers, and the fault lies with him alone...

GABOMBA: And yet there is a hint of truth to what you say...

KRADEN: Then what are we to do? Does this mean we won't receive your magic?

GABOMBA: As I have said, I will give the power to you. Your concern is misplaced.

GABOMBA: But I must add some small conditions to our agreement...

KRADEN: What kind of conditions?

GABOMBA: You must not ...mention this to Akafubu.

GABOMBA: Akafubu was plainly ill prepared for this test. He will lose heart if he hears what you have done.

GABOMBA: And yet... the Kibombo have need of this ill-prepared leader...

GABOMBA: If Akafubu ever reaches this place, I shall teach him the magis as well.

GABOMBA: Promise that you will not tell Akafubu that you learned this magic. Can you do this?

KRADEN: Of course!

GABOMBA: And now I shall sleep. Farewell, successor to the witch doctor.

IV. 48. Scene 48 □ Champa #####
#####

ALEX: I see you've caught up with me again, Felix.

SHEBA: Alex!

PIERS: Alex? Who is Alex?

KRADEN: Alex is a Water Adept. We had been traveling together, but he left us when we landed on Indra.

PIERS: A Water Adept?

ALEX: Ah, and I see you've made a new friend! You have been busy, haven't you?

(YES or NO)

YES - ALEX: And you've found yourself a new Water Adept! Do you mean to cast me away, like old trash?

NO - ALEX: Please... It's quite obvious that you have decided to replace me with a new Water Adept. I expect you thought you'd never see me again!

JENNA: What do you want with us now, Alex? Or did you forget you were the one who abandoned us?

ALEX: My dear Jenna...

ALEX: Have you come to despise me so, after all we've been through?

(YES or NO)

YES - SHEBA: That's right, Felix! Why should we care about someone who just left us behind like that!?

NO - SHEBA: Duh! You're the one who left us. It's pretty clear who despises whom around here.

ALEX: My, aren't we a bitter bunch? And I was just trying to help you with you with your little task.

KRADEN: We have no need of your help. We can light the lighthouses without you.

KARST: Oh... Can you really?

SHEBA: Karst!

KARST: That's right, Karst! I'm flattered that you remember!

JENNA: What is this, Alex? What's going on?

ALEX: Ah, how can I explain this...

AGATIO: What's going on is Alex is demonstrating his remarkable foresight once again!

ALEX: Oh, have you not had the pleasure of an introduction?

KARST: He stayed back at the ship when I saw them in Madra.

AGATIO: I am Agatio.

AGATIO: Let's see... That guy's Felix, and the girls are Jenna and Sheba, which makes him...Kraden.

AGATIO: They look like an unreliable bunch of ragamuffins.

ALEX: Yes, they are rather useless, aren't they? That's why I finally had to abandon them, of course.

ALEX: But now, I believe I may have been...hasty in my judgment.

ALEX: You are Piers?

PIERS: H-How did you know my name?

ALEX: How soon they forget! We met before, when you were being...detained.

ALEX: Who could forget the amateur Adept changing water to ice in that strange little town?

KRADEN: Ah! You saw that! That must be how you knew Piers was a Water Adept.

ALEX: In fact, I was even thinking of borrowing his ship at one point.

JENNA: You would steal someone's boat? That's so typical, Alex!

ALEX: You wound me, Jenna... I only meant to borrow it.

SHEBA: Whatever you might have meant, that doesn't make it right!

ALEX: And just when I was about to seize the opportunity, you had come back.

PIERS: You mean from Kibombo...

ALEX: I was mere moments too late.

KRADEN: Isn't that a shame.

ALEX: Still, because of that, I did meet Karst and Agatio, so perhaps it was my fate...

JENNA: Can't you just stop talking about yourself for one second, Alex?

KARST: Enough of your childish gibes! Alex, I want to know what makes these punks useful!

ALEX: Because they brought us the orb that Akafubu had taken. That shows some resourcefulness.

AGATIO: How so?

ALEX: The Kibombo are quite warlike... or were, at any rate. Recovering the orb was most likely not easy.

KARST: They were just typical villagers, easily frightened with a small display of Psynergy...

ALEX: No... They would have used less abrupt than those you favor...

AGATIO: Oh? What methods would those be?

KRADEN: Alex said it clearly enough. We wouldn't terrorize people into doing what we wanted.

KARST: Enough of this!

KARST: Stop changing the subject! When are you going to light the remaining lighthouses?

AGATIO: Yes! Our patience is beginning to wear thin!

KARST: If you waste any more of our time, we'll take those Elemental Stars and do it ourselves!

AGATIO: If we had a Wind Adept like Sheba and the elemental stars, we wouldn't need you.

SHEBA: Excuse me?

ALEX: I am, of course, opposed to their line of thinking.

ALEX: My experience with Saturous and Menardi suggests that, while they were fierce warriors... They are somewhat lacking when it comes to solving the mysteries of the lighthouses...

KARST: You mean to say that they failed to solve riddles?

ALEX: Miserably...

AGATIO: Are you suggesting that they were simple brutes, incapable of logic and intelligence? And are you saying the same of us!?

ALEX: I'm afraid so...

KARST: Alex... Whose side are you on?

ALEX: I am on no one's side. My only concern is to see the lighthouse beacons lit once again.

AGATIO: So you meant to leave the task to Felix?

KARST: Then why have we come all this way looking for Felix?

ALEX: I merely wanted to confirm that he and his companions had not forgotten their quest.

AGATIO: Is that truly all?

ALEX: I also wanted to introduce Felix to the two of you.

JENNA: Why would you want to do that?

ALEX: With Saturous and Menardi gone, you probably felt very little pressure to complete your task. I cannot have that.

SHEBA: What do you mean by that!?

ALEX: With Saturous and Menardi gone, I felt another pair might... How shall I put this... Provide you with the proper incentive to complete your task.

PIERS: Is that some kind of threat.

ALEX: Take it as you wish. I just wanted to provide you with the proper encouragement.

KARST: So, what? You've used us to your satisfaction, and now, our role is done?

AGATIO: You only wanted us around to flex a little muscle and scare them into action? Fine.

AGATIO: I suppose we will let you go today...

KARST: But we will always be nearby... pushing you to make your way to Jupiter Lighthouse swiftly.

ALEX: I look forward to seeing you soon, Felix, somewhere very near Jupiter Lighthouse.

ALEX: Kraden, am I right in recalling that you pursue this quest on behalf of Tolbi's ruler, Babi?

KRADEN: That is true. I'm studying Alchemy because Lord Babi has ordered it.

KRADEN: What about it?

ALEX: Ah, what a pity. It would seem all your studies... have been for naught.

KRADEN: What are you getting at, Alex?

ALEX: Only that it seems your Lord Babi has at last succumbed to the ravages of time.

KRADEN: Lord Babi is dead?

ALEX: Oh, so you didn't know?

SHEBA: Lord Babi? Dead? Could that really be true?

JENNA: Alex! How would you know such a thing?

ALEX: Do not mistake me! We had no hand in Babi's passing.

ALEX: However, the people of Tolbi may be under the impression that our presence led to his death.

PIERS: Alex! Cut the melodrama and get to the point for a change!

Alex: Simply put, I would recommend against traveling to north Gondwan for a while.

ALEX: I just thought it might be better if you focused on your quest, instead of exploration, for now...

SHEBA: How kind of you.

ALEX: Take it as you will...

ALEX: Very well. May we meet again.

JENNA: So the only reason Alex came here was to threaten us?

SHEBA: And to bring us news of Babi's death, despite the fact that we asked for no such news!

PIERS: Perhaps he had his own reasons for telling Kraden...

SHEBA: What do you mean, Piers?

PIERS: If Kraden undertook this quest on behalf of Babi, then he no longer has any need□□

JENNA: Oh. Of course! I hadn't thought of that. Your orders were to find Lemuria, right, Kraden?

SHEBA: That's right. But if Babi really has died, you're free to go wherever you will, Kraden.

KRADEN: That's not true, Sheba.

KRADEN: Certainly. my original reason for researching Alchemy was for Lord Babi...

PIERS: "Was for Lord Babi"? That's the past tense! What are your reasons now?

KRADEN: This is no longer solely for research.. I do this because of what I've learned on this quest.

JENNA: Your research?

SHEBA: What you learned on this quest?

JENNA: I'm not following you at all!

SHEBA: I don't understand a word of this.

KRADEN: Of course you don't! Felix is the only one I've spoken to about any of this...

JENNA: What!? You knew!?

SHEBA: That's not fair! Tell us!

(YES or NO)

YES - KRADEN: Please, Felix... Let's not say too much about it just yet.

NO - KRADEN: Felix is right. Now is not the time to tell you about it at all...

KRADEN: It's...far too complicated.
JENNA: Well, when WILL you tell us?
KRADEN: I am sure we will tell you once we get to Lemuria.
SHEBA: Do you promise?
KRADEN: I promise...
KRADEN: Piers? You don't mind waiting?
PIERS: I cannot read minds, like Sheba, but I have a guess at what you're thinking...
KRADEN: A guess? What do you mean?
PIERS: You are a great scholar, Kraden, are you not?
PIERS: I believe your theory is correct. And to prove it I want to return to Lemuria as soon as possible.

IV. 49. Scene 49 □ Alhafra #####
#####

SAILOR1: Hey! That block on the mast has disappeared!
SAILOR2: Hey! Now, we can raise the mast and use the sail again!
SAILOR1: Hey, mate, let's go tell the mayor the good news!
SAILOR2: Yeah, let's do that!
EOLEO: Baba Babubu!!
CHAUCHA: What is it, Eoleo? What are you so excited about?
EOLEO: Baba babubu!
CHAUCHA: It's true! The block that was pinning the mast down is gone!
CHAUCHA: You were the ones who did it, weren't you?

(YES or NO)
YES - CHAUCHA: I knew you would do it someday.
NO - CHAUCHA: But, of course, I also knew that you didn't do it for your benefit.

CHAUCHA: Still, Briggs will be pleased when he hears about this.
CHAUCHA: Well then, let's go tell him!

IV. 49. Scene 49 □ Alhafra #####
#####

MAYOR: I still just can't quite believe that the stone block on top of the mast has totally vanished.
SAILOR1: I'm telling you, Mayor, I saw it with my own eyes! ...I mean, I didn't see it! It's gone!
SAILOR2: If you don't believe us, you can go see for yourself!
MAYOR: Huh?
MAYOR: What?
MAYOR: Whoa, hey!!
MAYOR: It's gone! That huge block is really gone!
OLD MAN: Excellent news, Mayor!
MAYOR: Unfortunately, the mayor of Madra will probably try to take it from us now.
MAYOR: But that can wait. Who was able to move that block?
MAYOR: Felix!
MAYOR: Felix, did you do this?
KRADEN: Surprised to see us, Mayor?
MAYOR: Did you do this?
KRADEN: We left Alhafra some time ago, but we just returned and destroyed the stone block.
MAYOR: Exploring? What brought you back to Alhafra right now?
KRADEN: Felix had a hunch that we might be needed here.

OLD MAN: Mayor, not to interrupt, but shouldn't we begin repairs on your ship now?

MAYOR: Yes, yes... You're right, of course.

MAYOR: Gather the townspeople and get them to work on the mast.

SAILOR2: Yes, sir! We're on our way!

SAILOR2: We shouldn't need too many people to raise the mast!

MAYOR: All right. I'm counting on you.

MAYOR: Destroying that stone must have been quite a challenge.

MAYOR: Why don't you come back to my manor to get some rest?

(YES or NO)

YES - KRADEN: You're too kind, Mayor. We'd be happy to...

NO - KRADEN: We could use the rest, Felix. We should accept the mayor's offer.

KRADEN: Thank you again, Mayor. You keep a fine house.

MAYOR: Don't be silly. You've done us a great deed.

MAYOR: It was the least I could do.

SHEBA: Even if he gets the boat fixed, I don't think he's going to hand it over to Madra...

JENNA: I agree... He's being way too nice for me not to be a little suspicious of him...

MAYOR: I'm sorry, did you girls have something you'd like to share with us?

MAYOR: I see!

MAYOR: Jiya, how are repairs coming along? Things seem to be moving slowly down there.

JIYA: Milord, these things take time...

SOLDIER: Sir, there's a problem!

MAYOR: Calm down, man! You're a soldier! What are you so flustered about!?

SOLDIER: Briggs destroyed the prison and escaped with his pirates!

MAYOR: What, were you asleep while this was going on?

SOLDIER: Don't... Don't be silly!

JIYA: How could Briggs possible break out of our prison? It's one of the strongest in Osenia!

SOLDIER: I don't know what happened, but before I knew it, they'd smashed a hole in the wall!

SAILOR: Mayor! The mast has been raised!

SAILOR: Hey, what's up?

SAILOR: Wait, you're supposed to be guarding the prisoners... What happened?

MAYOR: It appears that Briggs has escaped.

SAILOR: That's no good...

JIYA: What are you standing around for!? Search the area! Find Briggs at once!

SOLDIER: It...might not be that easy...

SAILOR: He is a pirate, after all... A famous one!

JIYA: Enough of that! Move it!

MAYOR: Regardless, I'm going to go inspect my boat...

MAYOR: Oh, and Felix and his crew were there, too, weren't they?

MAYOR: I treated you like a guest in my home...

MAYOR: Usually, one feels a certain obligation to those who do them such a kind service, am I right?

MAYOR: So, don't just stand there! Return the favor and find me Briggs!

JIYA: Come on! Hurry up! Let's go! Move it!

MAYOR: Let's go see that boat.

PIERS: The mayor of Alhafra certainly does know how to look out for his own interests, doesn't he?

SHEBA: That's one way of putting it!

JENNA: So what do we do? Do we go after Briggs?

(YES or NO)

YES - SHEBA: Don't feel like you have to do them any favors!

NO - SHEBA: That's right! Why should we help the mayor, after the way he treated you!

KRADEN: Felix can decide for himself what to do...

KRADEN: At the very least, I want to go see the sailing ship now that it's fixed.

KRADEN: Let's just go outside and take a good look.

IV. 50. Scene 50 □ Alhafra #####
#####

JIYA: Briggs!!!

MAYOR: Briggs, where are you taking my boat?

JIYA: He's attempting to steal it! Thief! Thief!

BRIGGS: Did you call me a thief?

BRIGGS: I paid for this boat, fair and square. I'm no thief.

CHACUHA: You're the thieves! You tried to take our boat away, after we paid you so much for it!

MAYOR:

BRIGGS: You're the ones who stole OUR boat!

KRADEN: Ahoy, Briggs!

BRIGGS: Uh-oh... It's Felix!

CHAUCHA: You're not afraid of them, are you?

CHAUCHA: Look how far away they are... There's no way they can catch us now!

BRIGGS: You're right... They're stuck on the land, and we've got this boat!

CHAUCHA: They can't catch us... What would they do, swim?

BRIGGS: Hah! You're right! They can't board us from way over there!

CHAUCHA: Wasn't there something you wanted to do the next time you saw Felix?

CHAUCHA: Don't tell me you forgot... It's all you ever talked about when you were in jail!

BRIGGS: Oh yeah... I almost forgot.

CHAUCHA: So now's your chance! Do what you swore to do!

BRIGGS: Bleah!

CHAUCHA: Is that the best you could come up with?

BRIGGS: But, Chaucha, they're an awfully tough bunch...

CHAUCHA: See? It's that attitude right there! That's why you'll never amount to anything!

BRIGGS: You know what? You're right!

BRIGGS: Hey! Felix! You guys take care! And keep Alhafra safe from thieves and pirates! And politicians, too!

KRADEN: What!?!

BRIGGS: I doubt we'll ever meet again, but if we do, remember this!

BRIGGS: Neener neener neener! Neener neener neener!

BRIGGS: Neener neener bleah!

CHAUCHA: That may have been a bit much. If you make him mad, he might chase us right back to Champa.

MAYOR: What!!! You let Briggs get away!

MAYOR: You and your friends talk a good game, but when trouble happens, where are you!?

MAYOR: Well, isn't this a fine mess!

MAYOR: My prize ship, stolen by a bunch of filthy pirates scum!

MAYOR: Get up!

MAYOR: They're gone, and you let them escape!

MAYOR: You guys have royally blotched this one. This ruins everything!

MAYOR: You all ought to be ashamed! All of you were cowering, while I was the only one to stand up to them!

MAYOR: All of you!

MAYOR: I'm going back to my manor!

MAYOR: And you, Felix. I am extremely disappointed in you.

MAYOR: There will be no reward for you, Felix!

MAYOR: You let that Briggs steal MY ship! You're lucky I don't lock you up in his stead!

MAYOR: Bah! I've had enough of this! Don't just stand there with your mouths gaping! Get out of here!

MAYOR: We don't have a boat, so there's no reason for anyone to be here at the port. Return to town.

KRADEN: What an awful person. Do you suppose he's always this self-centered?

(YES or NO)

YES - KRADEN: Yes, he's terribly irritating. You're quite right, Felix.

NO - KRADEN: You can stay calm after listening to that windbag? That's quite mature of you.

KRADEN: I'll wager Briggs is returning to Champa, personally.

KRADEN: Well it doesn't matter. I think I've had enough of this town. Shall we be leaving?

(YES or NO)

YES - KRADEN: Great! Let's leave as soon as possible, shall we?

NO - KRADEN: Ah, yes, well... If you still have business to attend to here.

KRADEN: All right. But the sooner we leave, the better. Lead on, Felix!

IV. 51. Scene 51 □ Champa #####
#####

PIRATE1: Whoa! You... You're Felix!

PIRATE2: What? Really? It's Felix?

PIRATE1: You're awfully persistent, aren't you?

PIRATE2: Briggs, get outta here! Felix is here to finish you off!

BRIGGS: What was that!? Felix? Here?

BRIGGS: Oh no! It's really him! I've got to get out of here!!!

IV. 52. Scene 52 □ Champa #####
#####

BRIGGS: Hold it right there!

BRIGGS: So, Felix, you've come.

BRIGGS: Don't assume I'll go so easy on you this time!

OBABA: Is that boy him? The "mighty warrior" you told me about?

BRIGGS: I told you he didn't look like much, Grandma...

BRIGGS: Weren't you even listening to me?

OBABA: All you told me is that his name is Felix and that he is a "mighty warrior." Hmph.

OBABA: He doesn't look like the sort of person who's interested in stealing our jewels, though.

BRIGGS: But that's not the point, Grandma!

BRIGGS: If you don't destroy him now, he's going to take me far away, and you won't ever see me again!

OBABA: Oh, now he doesn't look like the kind of boy who would do that...

BRIGGS: If he takes me away, poor Eoleo will be sad! What do you say about that, huh?

OBABA: Oh, that's just not fair. You know I can't deny my darling great-grandson!

OBABA: I don't see why I should be the one to get you out of this mess, but I can't bear to see Eoleo sad.

BRIGGS: Grandma, please!

OBABA: Oh, all right. Listen, you have no idea what you are getting into. I think you'd better leave.

(YES or NO)

YES - OBABA: Ah, you've made a good decision. You seem like a reasonable boy. Reasonable boys live longer.

NO - OBABA: Stubborn, are you? Ah, well. If that's the way it's going to be, get ready for your medicine!

OBABA: Heart of the earth, fury of the forge's flame, grant me power!

OBABA: My salamander! You... beat my salamander...

OBABA: I thought he was unbeatable... How could this be?

OBABA: How did you do that? What... What are you?

BRIGGS: Grandma, what's going on!? I thought you were going to protect me!

OBABA: What do you mean, what am I doing? I've done everything I can!

BRIGGS: Grandma!!! He's going to take me away! He's a bad guy! You have got to do SOMETHING!

OBABA: I'm sorry, Briggs, but you'll have to fight him yourself.

BRIGGS: Wha-What!?

OBABA: You heard me. I'm through pampering you. You have to get out of this yourself!

BRIGGS: But...Grandma... Look at him! I mean, look what he can do!

OBABA: I know dear, but there's nothing I can do to help. You don't want him to take you away, do you?

BRIGGS: But...what about poor Eoleo?

OBABA: *Sigh* All right, all right.

KRADEN: Um. Excuse me... There seems to be a small misunderstanding.

SHEBA: Yeah! I don't like standing here listening to a pirate call US the bad guys!

OBABA: Pirate! My Briggs?

JENNA: He stole a ship from Alhafra and escaped from their jail! A ship we helped fix!

OBABA: Briggs, is that true?

BRIGGS: Aw... But Grandma, they...

PIERS: We should tell you, we're not here to take Briggs back to Alhafra.

KRADEN: So you've decided you don't want to run errands for the mayor of Alhafra?

(YES or NO)

YES - SHEBA: Good. That greedy bag of hot air can do his own dirty work, for all I care.

NO - SHEBA: Felix, I know you can't mean that. We didn't come to Champa for that bloated gasbag.

OBABA: Briggs... Piracy? Why?

BRIGGS: Grandma, it's not what you think! These guys, they...

OBABA: Briggs, you just hush up!!! ...It all makes sense now. The gems, the food, your absence...

BRIGGS: What do you mean? What makes sense?

OBABA: They're telling the truth! And you, Briggs! You've been lying to me this whole time!

BRIGGS: You're going to take their word over your own grandson's?

OBABA: You got that right! I should have known better than to believe you, you scoundrel!

CHAUCHA: He only did it for Champa!

BRIGGS: Chaucha!

BRIGGS: You came!

CHAUCHA: I heard Felix had shown up looking for you. I was worried...

OBABA: What do you mean, Briggs did it for Champa?

OBABA: All of that food... Stolen goods?

CHAUCHA: No, we paid for everything we brought back with us.

OBABA: But you stole a boat to do it, didn't you?

BRIGGS: Grandma, we found those jewels ourselves, and we paid Alhafra well for that ship, didn't we?

(YES or NO)

YES - OBABA: Your story has the ring of truth to it.

BRIGGS: Thank you, Felix. Your honesty speaks well of you.

NO - OBABA: So he's lying again?

BRIGGS: Dang it, Felix. I'm not lying!

CHAUCHA: We...were pirates, for a short while. Until we found the jewels.

CHAUCHA: But if it were not for our efforts, Champa would have starved away long ago.

OBABA: But that doesn't excuse resorting to piracy!

BRIGGS: Hey, it's not like we were doing it for the money! We wanted to save Champa!

CHAUCHA: Those jewels we found are very valuable. We intend to repay each town we...borrowed from.

CHAUCHA: Isn't that true?

CHAUCHA: What's the matter with you!? You said on the boat that we would repay every last town!

BRIGGS: Oh yeah... You're right... We really ought to try to make amends for what we've done.

CHAUCHA: That's the truth, Grandmother. Can you find it in your heart to forgive your only grandson?

OBABA: All right, all right. I'm too old for grudges. But what about Felix?

CHAUCHA: What do you say, Felix? Can you forgive my husband?

(YES or NO)

YES - KRADEN: I agree, Felix. If each town is repaid what was stolen, I see no reason for complaint.

NO - KRADEN: I don't know, Felix. We didn't come to capture Briggs. Why should we care?

CHAUCHA: Do you hear that? They forgive you, too. That means you can leave Eoleo with nothing to fear.

BRIGGS: I... I don't know what to say...

CHAUCHA: You know, you look a little strange...

BRIGGS: Oh.. Oh, really?

CHAUCHA: You haven't caught a cold, have you? Do you have a fever?

BRIGGS: What are you talking about?

CHAUCHA: No, I'm positive... You look flush, too... You'd better lie down before it gets worse.

BRIGGS: She...worries about me.

CHAUCHA: Hurry up and get into bed so you can get some rest!

CHAUCHA: Oh, for goodness' sake! You don't want to give them your cold, do you? Come on!

OBABA: So...what brings you to Champa?

OBABA: I mean, you didn't come here to catch Briggs, from what I gathered...

OBABA: Ah, well... To be young and foolish again. If you ever need to consult with me on any number of subjects, you're welcome anytime.

IV. 53. Scene 53 □ Lemuria #####
#####

LEMURIAN1: Why, that was Psynergy, wasn't it?

LEMURIAN2: Are they Adepts?

LEMURIAN1: Who ARE you!?

LEMURIAN2: Are you the ones who defeated Poseidon?

(YES or NO)

YES - LEMURIAN2: That's quite something! Who are you, that you could defeat that leviathan?

NO - LEMURIAN2: But clearly, you are here, and the beast is gone...

LEMURIAN1: If you are strong enough to defeat Poseidon, you are too dangerous to enter Lemuria.

LEMURIAN2: The king's orders are clear! We cannot grant you entry.

KRADEN: King? Who is your king?

LEMURIAN1: His Highness, King Hydros, of course...

LEMURIAN2: His Majesty has ruled over Lemuria for centuries.

LEMURIAN1: King Hydros has decreed that Lemuria must be kept safe from dangerous outsiders.

PIERS: You say that we are dangerous, but do you include me as well?

LEMURIAN1: Piers!

LEMURIAN2: Piers!

LEMURIAN1: Did you join them in battle against Poseidon?

LEMURIAN2: Impossible! Everyone knows you possess great courage, but you still are a mere Lemurian!

PIERS: Such comments do us all a greed disservice! I battled fiercely alongside my friends!

PIERS: Leave our landing to me.

PIERS: You have my word that we shall create no problems during our stay. Will you not permit us to enter?

LEMURIAN1: Piers, I know you are a man of your word, but the king's orders must stand!

LEMURIAN2: You understand that we cannot simply ignore the king's orders, don't you, Piers?

PIERS: What is King Hydros doing...

KRADEN: So, you people really take your king seriously, don't you?

LEMURIAN1: Insolent pup! Do not dishonor the king of Lemuria! We are peaceful, but quick to anger!

KRADEN: Pup? I must be twice your age! Who are you calling "pup"?

LEMURIAN2: You wish to see Lemuria, and yet you know so little of us! I am far older than you. Show respect!

KRADEN: Pah! Older than me?! Inconceivable!

PIERS: Er... Actually, Kraden, these two are perhaps older than all of you combined...

PIERS: Babi must have spoken of this to you. In Lemuria, time passes quite slowly.

KRADEN: Ah... Well... I suppose I recall something of that sort or another... Maybe... But to imagine for a moment that these two gentlemen are older than I am? It's still a bit much!

KRADEN: But perhaps I was rude, and I hope you accept my apology. My ignorance misled me.

LEMURIAN1: Well, just as long as we're clear on that.

LEMURIAN2: But if you're fighting is as skilled as your wordplay, then perhaps you aren't so dangerous to us.

LEMURIAN1: I agree. Perhaps His Majesty will provide an exception in their case.

LEMURIAN2: King Hydros might be willing to reverse his order if we confer with him, wouldn't he?

LEMURIAN1: We shall speak with him at once!

LEMURIAN2: King Hydros has been seeking news from beyond the Sea of Time. He will want to see you.

LEMURIAN1: Wait here.

KRADEN: How long do you think we'll be waiting?

PIERS: Good point. Time means little to most Lemurians. Mere moments to us could seem like a lifetime to outsiders.

LEMURIAN1: You seem young to me, and yet you are probably an old man among your people... I would imagine that you have probably done enough waiting in your lifetime.

LEMURIAN2: King Hydros instructed us to be kind to the elderly at all times.

LEMURIAN1: They seem trustworthy enough... Shall we let them in?

LEMURIAN2: I can see no reason not to. We won't get in trouble, will we?

PIERS: I will be with them! Now, please, let me walk the streets of my home once more!

PIERS: I beseech you!

LEMURIAN1: Then we place our trust in each of you. You may enter. But...don't do anything rash!

LEMURIAN2: If you cause any trouble, we'll hunt you down and exact swift and terrible vengeance.

LEMURIAN1: Do we have your word?

(CHOICE: YES or NO)

YES - KRADEN: Ooo! Ooo! Finally! What could be waiting for me in Lemuria? I can't wait another moment!

NO - KRADEN: We have come a long way to see Lemuria. I won't have anything ruin it for me now!

PIERS: Oh, hush. I'll keep a close eye on them. You have nothing to fear.

LEMURIAN2: Very well, Piers. We place our faith in you, then. Enter freely and peaceably.

LEMURIAN1: You must already be aware this, but you are not permitted to enter the palace.

LEMURIAN2: If the king were to find out about this, we'd be in big trouble.

PIERS: Don't worry! I won't let that happen.

KRADEN: Is this Hydros really so fearsome?

PIERS: Fearsome isn't the right word... King Hydros has lived longer than anyone. He is most wise.

PIERS: While everyone respects him and holds him in great reverence... It would be a mistake to call it fear.

PIERS: I certainly do not fear him. The king... He...

KRADEN: He what?

PIERS: You will understand once you meet the king yourself.

PIERS: But that does not matter now. Let's go!

PIERS: To Lemuria... The city you've all been longing to see...

IV. 54. Scene 54 □ Lemuria #####
#####

KRADEN: This place is remarkable... Truly Remarkable...

GUARD1: Who goes there! I've not seen you in Lemuria before!

GUARD2: Wait a moment...

GUARD2: You must be the travelers who arrived with Piers. Is your name Felix, perchance?

GUARD1: Piers? You mean Piers, the Lost One?

PIERS: Have I earned a title in my absence? Well, worry not! Piers is lost no more!

PIERS: I seek counsel with King Hydros. Has His Highness been told of my return?

GUARD2: Word was sent, but I do not know if it has reached the king.

PIERS: What do you mean?

GUARD1: Lord Conservato is meeting with His Highness as we speak.

PIERS: Not Conservato...

PIERS: What's wrong, Piers? You don't look pleased to hear that name...

PIERS: Kraden... What do you think of what you have seen of Lemuria?

KRADEN: It is a magnificent city! Or do you mean the castle? Both are magnificent!

PIERS: And you, Felix? Do you agree?

(YES or NO)

YES - PIERS: Any newcomer to our town would doubtless feel the same at first.

NO - PIERS: Ah! Yes, you marvel not at its present condition, but at the greater splendor of its past!

PIERS: In ages past, Lemuria was a far lovelier, more grand, and more lively city.

PIERS: His Highness, the king, tells of days gone by, of a more brilliant Lemuria long before my birth.

PIERS: Over the countless years, our people have lost vigor, enthusiasm, creativity... Lemuria has fallen into slow collapse, a city that has lost its spark...

PIERS: Lemuria as you see it is only a shadow of the city of legend.

KRADEN: If only I had the chance to see the city in all its splendor. But how does Conservato figure in?

PIERS: King Hydros believes that our decay is related in some way to Alchemy.

KRADEN: Alchemy!?

PIERS: King Hydros wants to find a way to stop the ruin of Lemuria.

GUARD1: If there were anything we could do to help stop it, we would.

GUARD2: But the senators are unwilling to take action! They're stubborn, and they fear any change...

KRADEN: Senate? What is a senate?

PIERS: The senate is a group of elders who determine policy in Lemuria.

GUARD1: Lord Conservato holds the highest office in the senate.

GUARD2: The senate usually opposes any new ideas or proposals introduced before it...

PIERS: Word of our arrival will never reach the king as long as Conservato has his ear.

GUARD1: And his conversations with the king are incredibly long.

GUARD2: We have no choice but to wait patiently here.

PIERS: Why don't we spend our time looking around Lemuria until then...

IV. 55. Scene 55 □ Lemuria #####
#####

PIERS: I am sorry it has taken me so long to visit, Uncle.

UNCLE: Piers! You are alive!

PIERS: Yes, I've managed to survive against a great many trials.

KRADEN: What a fascinating coincidence! We've stumbled across Piers's uncle's house!

UNCLE: I must thank you all for looking after my nephew.

PIERS: This is Felix and Kraden. They are my friends, and have aided me tremendously.

UNCLE: If my sister could only hear how timid young Piers has become a mighty warrior...

PIERS: Where is my mother? We've been so busy since we arrived that I haven't had a chance to see her.

PIERS: Now that I think about it, this place is a mess. What happened? Mother is always so neat...

PIERS: ...No! She hasn't...fallen ill again, has she?

KRADEN: There is still illness in Lemuria?

PIERS: My mother was born with a weak heart...

UNCLE: Piers... I'm sorry.... Your return comes too late...

UNCLE: After the tidal wave washed you to sea, your mother suddenly fell ill...

UNCLE: The shock of losing you was too great for her poor heart.
UNCLE: She held out hope for your safe return until the very end.
UNCLE: Perhaps your mother gave herself up to ensure your survival...
UNCLE: Does that not sound like your mother?
PIERS: Where is she now?
UNCLE: She rests in the cemetery now. Check the headstones... You will find her.
KRADEN: What should we do, Felix? Should we follow Piers?

(YES or NO)

YES - KRADEN: After all we've been through, the least we can do is offer Piers our condolences.

NO - KRADEN: You're right. Piers probably needs some time alone right now.

IV. 56. Scene 56 □ Lemuria #####
#####

UNCLE: Wait...
UNCLE: I ask that you leave Piers to his mourning for now...
UNCLE: Now he is struggling with the loss of his mother. He needs time.
UNCLE: You came to Lemuria to learn more of Alchemy, did you not?
UNCLE: I suspected as much. Piers was right to bring you here.
UNCLE: Piers told me his secret... The mission he was given by His Highness the king.
UNCLE: Even had the tidal wave not carried Piers off, he would have left us... Such was his fate.
UNCLE: You look confused... Piers told you about this, did he not?

(YES or NO)

YES - UNCLE: Of course... he must trust you a great deal.

NO - UNCLE: Curious... I can't understand why he would do that...

UNCLE: If Lord Conservato had not led the senate to oppose him, he would have left sooner.
UNCLE: I wonder what news Piers has brought with him.
UNCLE: Either way, I do know why he has brought you here.
UNCLE: Felix... Don't tell me that he hasn't at least told you that much!

(YES or NO)

YES - UNCLE: You say he's told you, but you look rather confused.

NO - UNCLE: Did Piers tell you nothing before bringing you here to Lemuria?

UNCLE: Unfortunately, I know a little more than that...
UNCLE: While Piers confronts his sorrow over the loss of his mother, you have some time...
UNCLE: I shall write you a letter...
UNCLE: So that you can see Lunpa...
UNCLE: Lunpa has locked himself in his tower and rarely comes out, but if I send him this, he will see you.
UNCLE: All I need is a bird to carry it to him in his tower.
UNCLE: There, you should be able to see him now.

IV. 57. Scene 57 □ Lemuria #####
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LUNPA: Honestly, I'm amazed that anyone can travel so far across the world in

his age.

LUNPA: Say Piers isn't with you! Er...why not?

SHEBA: His mother passed away... He's gone to visit her grave.

LUNPA: Of course... his mother... He loved her dearly. A terrible loss... It just be hard on him.

LUNPA: Well, Piers may not be here, but we still have much to discuss.

LUNPA: If Piers brought you, you must be working to break the seal on Alchemy, right?

LUNPA: Ah, Piers has done quite well in finding you!

KRADEN: What mission could the good King Hydros have assigned to Piers?

LUNPA: What? Piers has told you nothing of his mission?

LUNPA: ...Really?

LUNPA: So you actually have nothing at all to do with Alchemy!?

JENNA: Our parents were kidnapped by the Fire Clan, far to the north. e are onlt firing the lighthouse beacons to gain their freedom...

LUNPA: King Hydros told me that Venus and Mercury have been ignited once again. Was that your doing?

LUNPA: I'm afraid I know nothing of any northern "Fire Clan."

LUNPA: But that doesn't explain you, sir. You're clearly not related to these two. What are your goals?

SHEBA: Kraden joined us on this quest on behalf of Lord Babi of Tolbi.

LUNPA: ...Babi?

LUNPA: I only know of one man named Babi... But it couldn't...

KRADEN: Master Lunpa, the Babi we speak of is the same man you knew long ago.

LUNPA: Ah! So...he's still out there, living in the outside world?

KRADEN: Well, that might not be the most accurate way of putting it.

LUNPA: Most...accurate? My, you certainly have an odd way of turning a phrase...

KRADEN: He was living, yes... Until recently, that is...

LUNPA: So, Babi passed away... But only recently, you say?

KRADEN: When he finally ran out of his mystic draughts, his spirit began to wane.

LUNPA: Then...I no longer know anyone in the world outside.

JENNA: But... Aren't you Lunpa, the Righteous Thief?

LUNPA: I was called that once, long, long ago. Why do you ask?

JENNA: I'll bet there's still one person in the outside world whom you still know.

LUNPA: Who would that be?

JENNA: There's a town called Lunpa in northern Angara. A man named Donpa lives there.

LUNPA: I settle that village! And Donpa... He is my son...

KRADEN: Now, your grandson, Dodonpa, rules over your village.

LUNPA: Rules? Rules are an ill-sounding word.

JENNA: But it's an accurate one, Lunpa. Dodonpa is an evil thief, who has caused much trouble in Angara.

LUNPA: What has become of my son? How could he permit such a thing to happen?

KRADEN: Master Lunpa, don't you have any idea how old Donpa is?

KRADEN: He is as I am. An old man... He may be older even than I.

SHEBA: If this news outrages you, why don't you go and set Dodonpa straight?

LUNPA: If only I could...

JENNA: Is this the only reason we're here? To bring news of the outside world?

(YES or NO)

YES - LUNPA: You are kind, Felix, but there are much more important matters at hand.

NO - LUNPA: Yes, yes... I am sorry we were sidetracked. We have so much more to discuss...

KRADEN: But before we begin, there is one thing I must say...

KRADEN: You don't mind do you, Felix?

(YES or NO)

YES - KRADEN: Clearly, your judgment on this matter is fogged, Felix. I must speak.

NO - KRADEN: I knew you'd agree.

KRADEN: I have discussed this with none but Felix, but...I have my own reasons for this quest.

SHEBA: What do you mean?

KRADEN: Only that I have my own reasons for wanting to see the beacons lit again...

JENNA: Why are you telling us all this now?

KRADEN: Because I feel this quest is deeply linked to Lemuria.

KRADEN: I thought it odd that Lord Babi should order me to research Alchemy.

SHEBA: Hey, wait a minute... Is this what you promised to tell us once we reached Lemuria?

KRADEN: Yes, yes... May I continue?

KRADEN: Long ago, before Alchemy's power was sealed... There were many civilizations as advanced and cultivated as Lemuria.

KRADEN: At the moment that Alchemy was sealed away, most of those civilizations began to wane... Until eventually, they vanished.

KRADEN: I have formed certain theories now, suggesting that this may be related to the seal on Alchemy.

JENNA: Let me get this straight... You felt you couldn't tell us this until we were in Lemuria?

SHEBA: And you only wanted to come to Lemuria to test your theories and see if they were true...

JENNA: But even if everything you said IS true, what does it all mean?

LUNPA: If your theories are correct, the world itself will wane and vanish... Won't it, Kraden?

LUNPA: Piers never spoke if this to you, did he?

LUNPA: If you came up with this theory on your own, you are indeed a wide scholar. We would do well to trust you.

KRADEN: What do you mean?

LUNPA: King Hydros and I, as well as others in Lemuria, hold the same beliefs that you do, Kraden.

KRADEN: You do!?!

LUNPA: Civilizations thrive by building upon the knowledge of the past.

LUNPA: Knowledge gained in one generation should be taken even furtherer by the next. Thus, knowledge and learning continue to grow. This is the natural course of civilization.

LUNPA: But where is the world today?

LUNPA: The great civilizations of old have all withered and vanished. We are all isolated and alone.

LUNPA: You have encountered many cultures in your travels. Are any of them capable of building the great sanctums and lighthouses you have seen?

LUNPA: No, they are not... but this is not the only sign of the decay you have theorized...

LUNPA: I think it best that you hear the rest directly from His Majesty, King Hydros.

LUNPA: Yes, Kraden! We shall go to visit the king!

KRADEN: Ah, but King Hydros is in counsel with lord Conservato. We might not be allowed in.

LUNPA: Conservato? That fool. He refuses to acknowledge what he can see with his own eyes!

LUNPA: I will meet with the king and press our evidence upon Conservato. Come with me!

LUNPA: Gah! Stupid door!

LUNPA: HAHHH-AHH!

LUNPA: Pah! At last, you are open!

LUNPA: To the king's chambers!

SHEBA: Lunpa ought to be as old as Lord Babi was, but he has so much energy!

JENNA: He's got a fire in him.

KRADEN: I do wish I could have heard more about Lord Babi, though.

KRADEN: But come, Felix! To the king's palace we go!

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#### IV. 58. Scene 58 □ Lemuria #####  
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HYDROS: It would seem the warriors of which you spoke have arrived.

LUNPA: So it would, Your Highness. I shall call them to us immediately.

HYDROS: There is no need, Lunpa. Let us go to them.

CONSERVATO: Hydros! Would you see me dishonored thus? They ought to present themselves to us!

HYDROS: I do not go to present myself to them, Conservato. I am merely going to where they are. I have something that I wish to show everyone.

CONSERVATO: Regardless of your reasons, sire, I will not go to them!

HYDROS: Do as you will, Conservato.

HYDROS: However, WE shall go.

HYDROS: I heard of your arrival. It is quite remarkable that you were able to reach Lemuria. Welcome.

PIERS: Allow me to introduce my companions. This is Sheba...

PIERS: Jenna...

PIERS: Felix...

PIERS: ...And Kraden.

LUNPA: Kraden is the one who told me of the outside world's civilization, of their condition...

HYDROS: Ah, Kraden! Lunpa describes you as a remarkable scholar. Your research impressed us.

KRADEN: Thank you, Your Highness.

HYDROS: Your theories are correct. Our world is now on a path of destruction.

CONSERVATO: And who has decided this? You, Hydros?

CONSERVATO: Some civilizations have vanished, surely, but that is the way of the outside world. Look around you: Lemuria remains unchanged!

HYDROS: Don't delude yourself. Lemuria has been in slow decline for ages now, but that can wait.

HYDROS: My most trusted scholars have researched this conclusion after extensive research.

HYDROS: I sent Piers to confirm this for me...

CONSERVATO: So you admit it, Hydros! you violated the directive of the senate! You used the tidal wave as your chance to send Piers away, despite our commands!

PIERS: You are incorrect. The tidal wave carried me away by chance alone.

HYDROS: Conservato, you must know that the tidal wave was caused by Poseidon's return!

HYDROS: Only a fool would have chosen to send a man to sea if he knew that this would have happened.

KRADEN: What was it that you intended to have Piers confirm?

HYDROS: This map shows the ancient world, when Lemuria still traded with people on the many continents.

CONSERVATO: It was a great age... A time when the world shined brightly.

HYDROS: And this...is the map Lunpa had with him when he arrived in Lemuria 150 years ago...

LUNPA: I used this map to sail around the world. It is quite accurate.

KRADEN: In-Incredible!

HYDROS: You understand, Kraden...

SHEBA: What do you understand?

KRADEN: Well, unless my eyes deceive me, the continents have shrunk since the golden age...

JENNA: That's insane!

LUNPA: It is not insane! It is true!

HYDROS: Perhaps this will make the point more clearly. Look at these two maps side by side.

KRADEN: There's no mistaking it. The continents on Lunpa's map are clearly smaller...

CONSERVATO: Lies! Nothing but lies!

CONSERVATO: What do you hope to gain from fiosting these lies upon out people?

CONSERVATO: You know well that I hope to gain nothing more than the truth, Conservato.

CONSERVATO: And who do you expect will believe such nonsense?

HYDROS: If you do not believe the evidence before your eyes, what do you believe?

HYDROS: Do you believe the Lemuria map to be accurate to this day?

HYDROS: Tell me, Piers... You were able to investigate this matter, were you not?

PIERS: Thanks to Felix and my companions, I was able to travel much of the Eastern Sea.

HYDROS: And what did you find?

PIERS: I found, in truth, that Lunpa's map is the more accurate of the two.

PIERS: However, the world seems even smaller than it appears on Lunpa's map...

CONSERVATO: What are you saying?

KRADEN: Time itself has stopped...

KRADEN: Think of Weyard as a living, breathing being, possessing its own life force...

KRADEN: The four elements are the nourishment needed to sustain this being.

LUNPA: Kraden... This is exactly what king Hydros himself has said to me!

HYDROS: Ever since Alchemy was sealed away, the world has been cut off from its nourishment. It has gone into a state akin to hibernation.

KRADEN: By using less energy, Weyard prolongs its life...

HYDROS: Yet when hibernating, the being has only stopped its own clock... not the flow of time around it.

KRADEN: When a bear sleeps through the winter, it needs only wait for the spring to come... When it awakens, it can nourish its weakened body again...

PIERS: But if spring never comes, the bear will eventually die...

LUNPA: Weyard is wasting away, its continents shrinking, because its spring has never come.

CONSERVATO: Hydros, how can you make such outrageous claims? The world is not alive...

HYDROS: Tell me, Conservato, why do you think Poseidon has returned?

CONSERVATO: Do you have the answer, Hydros?

HYDROS: The elemental lighthouses...

HYDROS: Felix and his companions have lit the beacons on both Mercury and Venus Lighthouse.

CONSERVATO: What!? have you any idea what will happen if you set that evil loose upon the world again?

(YES or NO)

YES - CONSERVATO: You know that it could bring about the destruction of the world, and yet you did it anyway?

NO - CONSERVATO: When the four beacons are fired, Alchemy will be released, and our world, destroyed.

CONSERVATO: My lord, you cannot possibly intend for these people to light the remaining beacons!?

HYDROS: I do ndeed, Conservato, and I also fear the possibility that Alchemy will destroy the world.

HYDROS: But I cannot stand by, knowing as I do that the world will wither and die if we do not act!

CONSERVATO: This is madness, Hydros! Does the threat of Alchemy mean so little to you? Would you put the world in even greater danger to satisfy your theories!?

CONSERVATO: With only two of the beacons lit, I assume you intend to send Piers out again?

PIERS: And I will go, Lord Conservato. Felix has need of my power!

CONSERVATO: Then go, Piers... Bug if you do, say farewell...for you will never be able to return. You will be banished from Lemuria forever.

CONSERVATO: You know our laws. Are you prepared for the outcome?

CONSERVATO: I myself am disgusted by the whole matter. U take my leave of you, Hydros.

CONSERVATO: But I warn you... I will NOT permit you to go through with this madness!

KRADEN: What will you do, Your Highness?

HYDROS: I knew this outcome was inevitable.

HYDROS: But I could not sit silent while our world drifted down the path of its destruction.

HYDROS: I want you to light the remaining beacons before you return.

SHEBA: That's what we intend to do, but we cannot leave the Eastern Sea...

HYDROS: I have already heard of this problem from Piers...

LUNPA: This is something I found by accident in some ruins back in my days as a thief.

HYDROS: I'm not sure what it is, but it seems to contain some powerful Psynergy.

PIERS: Seems to? You are not certain?

HYDROS: It is a Psynergy that we Lemurians are unable to use.

HYDROS: I understand that you travel with many different kinds of Adepts, do you not, Felix?

KRADEN: If we include Piers in our numbers, we have one Adept for each of the four elements.

HYDROS: Then at least one of you should be able to use the Psynergy that this contains.

LUNPA: King Hydros believes the item can only be used by one who wields Psynergy of the earth.

HYDROS: If I am not mistaken, it is a powerful Psynergy we call Grind.

HYDROS: If you master this Psynergy, the reefs that block your way shall pose no trouble anymore...

LUNPA: With Grind, you should be able to create a path by which you can sail into the Western Sea.

HYDROS: Go, brave Adepts! By your hands may the remaining lighthouses burn bright once more!

LUNPA: That Psynergy is quite powerful. It can only be trusted to a very few people.

LUNPA: That His Highness has given it to you should illustrate how great his expectations are.

LUNPA: I have no doubt that your journey will be fraught with ever-increasing danger...

LUNPA: But we are counting on you, Felix.

IV. 59. Scene 59 □ Lemuria #####
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SHEBA: Umm.. Piers?

PIERS: Yes, Sheba? What is it?

SHEBA: There's something I've been meaning to ask you... Something I have to ask...

PIERS: Ask me, Sheba.

SHEBA: You and I look roughly the same age, but how old are you, really?

PIERS: Is that your question, Sheba? It's not important!

JENNA: It is to me. If you are much older than us, then I'm afraid we've not shown you the proper respect.

KRADEN: She's got a point.

PIERS: Don't worry about such things. Please, treat me as you have all along.

KRADEN: No, that won't do. You have to tell us.
PIERS: What!? Come now! This is silly!
SHEBA: No, Piers! Tell me!
PIERS: You're afraid you haven't shown me the proper respect, and yet you mane demands of me?
JENNA: Come on, Piers... You can tell us. How old are you really?
PIERS: This has nothing to do with respect! You just want to know how old I am, don't you!
SHEBA: Hee hee!
JENNA: Heh heh!
KRADEN: Oh ho ho ho!!!
PIERS: I knew it! Come on, Felix! Can't you get them off my back?
FELIX:
PIERS: You're in this too, aren't you Felix? I've had it with your conspiracies! I will not tell you!

IV. 60. Scene 60 □ Shaman Village #####
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MOAPA: That's the Shaman's Rod!
MAN1: We thought it was lost forever... It once belonged to the great Hoabna.
MAN2: Hoabna's staff was a gift from his great friend in Contigo, Yegelos. When Yegelos gave it to him, Hoabna accepted a great responsibility...
MOAPA: He vowed to care for the sacred treasure of Contigo, the Hover Jade... When the Shaman's Rod returns to us, we are charged to give the bearer the Hover Jade.
MOAPA: Have you outlanders come to claim the Hover Jade?
KRADEN: I suppose we have, yes.
MOAPA: That's a shame. We'll never give the Hover Jade to you!
KRADEN: But...we brought you the Shaman's Rod... What's stopping you from giving us the jade?
MOAPA: Hoabna handed the Hover Jade down from generation to generation for our care.
MOAPA: We are to return it to the descendants of Yegelos. And you are clearly not from Contigo.
SHEBA: That's preposterous! We returned your rod! We've come so far already!
JENNA: What difference does it make if we're from Conigo or not!?
PIERS: Make no mistake about it. We are the intended recipients of the stone of Yegelos.
KRADEN: Is there some way we can get out hands on the Hover Jade?
MOAPA: No. You ask the impossible.
MAN1: What about...the test? Would that be a bad idea, Moapa?
MAN1: You know, Trial Road? Only Yegelos could walk that path.
MAN2: The way of the vanishing sand!
MOAPA: Yes, if you outlanders intend to claim the Hover jade, you must fetch it and bring it here!
MOAPA: If you people have the courage, follow me!
SHEBA: If you'd told us there was a test to begin with, we'd have been out of your hair by now.
JENNA: What kind of test is this?
KRADEN: I understand that you're a little concerned, but unless you try it, you'll never know!
KRADEN: Give it your best, Felix!

IV. 61. Scene 61 □ Shaman Village #####
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JENNA: You can do it, Sheba!

SHEBA: Leave it to me, Jenna! This will be a breeze.
MOAPA: I don't believe it. They did it! The sand vanished!
MAN1: The legends... They were all true!
MAN2: She's the one! She must have come from Contigo!
MOAPA: Her?
MOAPA: She's the one that did it? but she's...just a girl!
SHEBA: Well, you wanted the sand to vanish, so...
PIERS: Can we have the Hover Jade now?
MOAPA: Nope, you still can't have it.
JENNA: What? Why not?
MOAPA: That was just a test to see if you earned the right to take the test to earn the stone.
KRADEN: So, there's more that they have to do before you'll give them the stone?
MOAPA: You will have to reach the end of Trial Road.
MAN1: The girls, too? Surely you can't make them...
MAN2: It thought that only the chosen hero could travel the road...
SHEBA: What, are you saying I can't be the chosen hero?
MOAPA: The heroes have always been a man, ever since the time of Hoabna. It is the way.
SHEBA: I don't like your attitude, mister! I can be every bit as heroic as some guy!
MAN1: That may be true, but you must respect out customs.
MAN2: It's the same in Contigo, you know. If you don't like it, take it up with Yegelos.
KRADEN: Hold it, hold it... Moapa, what were you just saying about Trial Road?
KRADEN: If we reach the end of Trial Road, won't our names join the ranks of your heroes?
JENNA: Kraden's right... It shouldn't matter if a girl does it... All that matters is that we finish!
PIERS: If you give us the chance, we will prove it to you.
SHEBA: Unless you're afraid that a girl like me might become your town's newest hero.
MAN1: Have they earned the right? Shall we let them onto Trial Road?
MAN2: I don't like the way these outsiders were talking to me.
MAN1: I think they need to learn exactly what it takes to be a hero around here!
MAN2: Yeah, if these guys are so stubborn, let's give them a shot! They'll probably give up!
JENNA: You said it yourselves. Were too stubborn to quit.
SHEBA: Yeah. If you want us "outlanders" to leave, you'd better give us a chance to walk Trial Road!
MOAPA: Trial Road is a difficult one... When you reach the top, a terrible battle awaits you.
MOAPA: It's difficult enough for me. I expect you will find it quite impossible. Still interested?

(YES or NO)

YES - MOAPA: You seem confident, but it is your ignorance speaking.

NO - MOAPA: So... You are not as sure of yourselves as you first seemed.

MOAPA: But I will permit this. Follow me, and I shall explain.

IV. 62. Scene 62 □ Shaman Village #####
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MOAPA: Listen carefully to me.
MOAPA: This cave provide you with an opportunity to practice your skills.
MOAPA: Legends say that Yegelos and Hoabna once fought here. These columns commemorate this.
MOAPA: They raced one another to the summit...

MOAPA: And there, they fought with all their might on the peak of the mountain.
MOAPA: In honor of their great battle, the leaders of Shaman created this trial.
MOAPA: The rules are simple.
MOAPA: The room is filled with traps and snares. Use the power of Contigo to avoid them.
MOAPA: This road has four doors. To open them, you will need to place items in these chests.
FELIX: Why?
MOAPA: The floor is triggered only when the treasure chests are filled to the correct weight.
MOAPA: Try putting heavier items, like weapons and tools, into the chests, or the doors won't open.
MOAPA: If you reach the door after your opponents do, you will be at a serious disadvantage.
MOAPA: You see, it will take twice the weight to open the doors.
MOAPA: Stand on the switch, and the number of chests you need to fill will open.
MOAPA: If you are last to each of the four doors, you will lose eight items to the chests!
MOAPA: If Trial Road proves too much for you, press this button.
MOAPA: This ends the battle, though a true hero would not surrender so easily.
MOAPA: In order to reach the battle at the summit, you cannot fail of Trial Road.
MOAPA: Do you understand?

(YES or NO)

YES - MOAPA: Then you understand the treacherous path of Trial Road. Will you continue?

(YES or NO)

YES - MOAPA: You have heard the rules, and you wish to continue. You have been warned.

MOAPA: Choose the road of your liking. It matters not to us.

NO - MOAPA: You have chosen wisely, and for your wisdom, you must leave Shaman Village.

(NO)

NO - MOAPA: Would you like me to explain it to you again?

(YES or NO)

YES - MOAPA: Do all outlanders share your thick wittedness?

MOAPA: <EXPLAINS AGAIN>

NO - (REPEATS ABOVE QUESTION)

IV. 63. Scene 63 Jupiter Lighthouse #####
#####

MIA: Ahhhh!!!
GARET: Mia!
GARET: Oof!
MIA: Noooo!!!
IVAN: Garet!
ISAAC: Mia!
KRADEN: Is that... It's Isaac and the others!
PIERS: Isaac? Isn't he a friend of yours, Felix?

(YES or NO)

YES - KRADEN: They both came from Vale, and regardless of what isaac believes, they must be allies now!

NO - KRADEN: Don't be that way! you two have much in common, even if you are at odds right now...

JENNA: But Isaac and the others came all this way just to try and stop is!

SHEBA: But didn't you hear that? it sounded like a cry for help... What if they're in trouble?

ISAAC: Hang on, Mia! Don't worry, Garet! Everything will be fine!

MIA: Don't worry about me... I'm fine, but Garet...

MIA: Garet, you're only using one arm to hang on... What's the matter?

GARET: I don't know... I think I hurt my arm when I fell... It's totally numb! I can't move it!

MIA: You shouldn't have tried to save me when I fell into that hole...

GARET: Oh, Mia, don't blame yourself... I wasn't going to leave you down there!

MIA: It's no use! I can't pull you up, Garet! I'm not strong enough!

MIA: Isaac, please! You're got to save Garet!

ISAAC: This doesn't look good... We have to save Garet, and fast!

AGATIO: No, I'm afraid you won't be doing that...

IVA: Who are you!?

KARST: Me? Why, I'm Karst.

AGATIO: And I'm Agatio.

ISAAC: If you're not here to help my friends, then get out of my way, so I can do it myself!

KARST: Your friends will have to take care of themselves. You have a little debt to repay.

IVAN: Debt? What are you talking about? We've never even seen you before!

AGATIO: Regardless, you have done Karst here a great wrong, and you're beginning to break hindrance to us.

ISAAC: Wait a second... You two look familiar somehow... Do you know Saturos and Menardi?

KARST: So, you're not such a fool after all, Isaac! You are right. We are of the same clan. The Fire Clan, from the frozen land of Prox, far to the north!

IVAN: Prox? Never heard of it.

AGATIO: That doesn't surprise me. Our town hangs on the brink of extinction.

AGATIO: And the seal placed on Alchemy is responsible!

ISAAC: What are you saying? That doesn't make any sense.

KARST: It matters no! For soon, Prox will recover its lost power...

AGATIO: We shall bring Prox back from the edge, and then all the people of Weyard will kneel before us!

IVAN: You think we'd let you, after hearing all that nonsense?

KARST: See! You're a hindrance!

ISAAC: And Felix was trying to help you?

AGATIO: Actually...we don't know what Felix's objectives are.

KARST: And we don't care, as long as he lights the beacon on Jupiter Lighthouse.

IVAN: Then get out of our way! We're here to stop Felix!

IVAN: Move or we'll have to move you ourselves!

AGATIO: Did you hear that, Karst? They actually want to fight?

KARST: You mean to tell is that you would leave your friends...hanging?

ISAAC: So this was all part of your plan?

IVAN: Cowards! Stop playing dirty and fight fair!

AGATIO: If you really are the brats who killed Saturos and Menardi, then you've earned some new foes!

KARST: But answer me this: would you still very fouls if you were fighting us four on two?

IVAN: That's why you were waiting up here? To set a trap and make Mia and Garet fall?

AGATIO: We didn't plan on snaring both of them, though... That WAS a pleasant

surprise!

ISAAC: So that's the deal, is it? You came up here to fight up?

KARST: Oh, did you figure that out all on your own? Impressive! I'm quite fond of intelligent boys...

IVAN: I hope you don't think we're afraid of a fair fight, two on two...

AGATIO: A fair fight?

KARST: I'm sorry if I misled you, but we have a third... A Water Adept... Alex!

KARST: Alex? ...Where is he?

AGATIO: What's wrong, Karst?

KARST: It's Alex! He's gone!

AGATIO: What!?

ISAAC: Alex!

IVAN: Alex?

KARST: Did anyone see where he went?

AGATIO: Forget about him! Honestly, I was planning to do the same to him that I'm about to do to them!

AGATIO: My only regret is that I won't be able to wipe that sneering smile off his face.

KARST: Well, take out all your aggression on these brates... You'll feel better!

KRADEN: Felix! Agatio and Karst are attacking Isaac and the others!

SHEBA: Do you think Isaac and Ivan can handle them without Mia and Garet's help?

PIERS: I'm disgusted that Karst would set a trap for the. It's dishonorable!

JENNA: What is Garet loses his grip while they're still fighting?

KRADEN: There's still time! We have to help Isaac!

IV. 64. Scene 64 □ Jupiter Lighthouse #####
#####

ALEX: Ah, Felix... I've been waiting for you.

ALEX: Have you come here to light the beacon?

(YES or NO)

YES - ALEX: And you're sure that's ALL you're going to do?

NO - ALEX: Hmph. They consider you their enemy, and yet you pity them.

ALEX: I saw you watching when Isaac's friends fell into Karst's trap.

ALEX: I know you, Felix. I know that if you leave Isaac behind, you'll regret it.

ALEX: You're not like me. You can't simply discard someone who is no longer of use to you.

ALEX: Well, you'd better hurry if you still hope to save them.

EVERYONE RECOVERED FULLY

ALEX: There you go! Consider it a gift. You can still make it. Go on...

IV. 65. Scene 65 □ Jupiter Lighthouse #####
#####

IVAN: Isaac... I'm sorry... I can't take any more...

ISAAC: Keep it together, Ivan!

AGATIO: Ha! You're a fool! Never let concern distract you in battle!

KARST: We did it, Agatio!

AGATIO: It was close, but we did it.

KARST: Heh... He's no warrior. His concern for his friend gave us the opportunity to strike!

AGATIO: What's this? He's still alive!? Even after that blow?

KARST: It would be a shame if you and I ever had to regret letting him alive...
KRADEN: Isaac! Watch out!
KRADEN: He's still alive! If we're going to act, Felix, we have to act now!
SHEBA: They're going to kill Isaac!
JENNA: No, they aren't! I'm not about to let that happen!
PIERS: None of us are, Jenna!
AGATIO: Felix? What's going on?
KARST: Be grateful! We just did you a favor!
AGATIO: I understand that when Venus was lit, the ground shook so fiercely that the very earth split. Curious that it hasn't here!
KARST: You haven't lit the beacon yet, have you? And after all we've done to help you!
KRADEN: We're going to light the beacon right now...
AGATIO: If that's true, then you'd better go do it!
SHEBA: But we're not leaving Isaac behind.
KARST: Oh, great... Are you going to betray us now?

(YES or NO)

YES - KARST: Typical. And you're going to try to stop us from finishing them off, aren't you?

NO - KARST: Don't lie... We can see it in your eyes. We can see what you truly mean to do.

PIERS: If you're only here to clear the way for us to light the beacon, then your work is done.

AGATIO: Isaac has proven to be a greater foe than we'd imagined. We can't let him live.

KARST: Consider how powerful these two were without the aid of a Water Adept. We have to finish them.

JENNA: IF you want then, you're going to have to face us first!

KRADEN: You're both quite badly injured... You're in no shape to fight all four of them. I think it would be best if you left now.

KARST: We haven't much choice...

AGATIO: Karst, no!

KARST: Agatio, if we fight Felix now...we'll be destroyed.

AGATIO: Isaac killed your sister! Where is your anger!?

KARST: I am filled with rage, but not so much as to be blinded by it.

AGATIO: What, then? Do we give up?

AGATIO: Fine! But this is not the end.

KARST: Do with Isaac as you will.

AGATIO: But swear this oath to us: if we leave now, you will light the beacon's fire.

(YES or NO)

YES - AGATIO: I don't care if you want to help Gareth or not! The lighthouse comes first!

NO - AGATIO: We do not have time to wait for you to save Gareth!

KRADEN: Go, Felix. I will tend to Gareth.

KARST: And be sure to bring with you the Mars Star that Isaac carries on him.

KRADEN: How did you know about the Mars Star?

AGATIO: Did you think this was about nothing more than revenge? Alex told us about it!

KARST: Take the Mars Star, or we'll be forced to make you!

AGATIO: Do not force our hand on this!

ISAAC: Go on, Felix. Take it.

ISAAC: I don't know why you're doing this, but I trust you... Take the Mars Star.

FELIX TOOK THE MARS STAR

KARST: That's better Felix. We'll be waiting for you on the aerie.
PIERS: Felix, wait...
PIERS: We cannot trust them. Take me with you...
SHEBA: Good thinking. If something happens up there, you'll be safer with Piers.
JENNA: We'll be fine. Take Piers with you...
KRADEN: Listen to the others... Safety in numbers, as they say...

IV. 66. Scene 66 □ Jupiter Lighthouse #####
#####

PIERS: I've heard tales of this...
PIERS: But I had no idea it would be so spectacular.
PIERS: We have ignited the beacon... The third lighthouse is lit... Now, let us go...
KARST: I don't think so...
AGATIO: You see, you've betrayed us once already...
KARST: We simply can't trust you anymore...
AGATIO: And now that Jupiter Lighthouse is lit, I'm afraid we have little use for traitors.
KARST: Poor dear... You look puzzled. Would you like to know why we don't need you?

(YES or NO)

YES - KARST: I'd be happy to tell you. Mars Lighthouse is in Prox.

NO - KARST: Figured it out, have you? Yes, Mars Lighthouse is in Prox.

PIERS: What are you doing!?

THEY STOLE THE MARS STAR!

KARST: Your job is done now.
PIERS: We're not done yet...
AGATIO: We've got the Mars Star! We don't need you anymore!
KARST: You know what that means, of course, don't you?

(YES or NO)

YES - KARST: Exactly! That means it's time to die, Felix!

NO - KARST: No? Well, how can I put this? It's time to die!

PIERS: But what will happen to Felix's parents?
AGATIO: We keep our promises! Once all four lighthouses have been lit, we shall release them!
KARST: We would never do anything as terrible as breaking our word... as you have done so casually.
AGATIO: But if you're dead... Who will come to take them home from Prox?
KARST: I guess they'll just have to spend their remaining years in the frozen wastelands of the north!
AGATIO: Don't worry! They'll be fine! Now prepare for the end!

PIERS: We did it... We beat them...
JENNA: Barely...
SHEBA: What should we do with them?
AGATIO: Finish us!
KARST: But think what happens to your parents if neither we nor Saturos and Menardi return?
JENNA: Are you saying your people will kill our parents if you don't return to Prox? I doubt that!
AGATIO: Well then, I suppose you'd better finish us off, like I said.

KARST: What's the matter? Are you going to do it or not?

(YES or NO)

YES - ALEX: No, Felix! Don't!

NO - ALEX: You've made the better choice, Felix.

JENNA: When did you get here, Alex?

ALEX: If Karst is not bluffing... If you kill them, all your efforts have been for naught.

ALEX: Do you understand, Felix? If that happens, Isaac will suffer the same fate you do...

SHEBA: Alex! What are you doing!?

ALEX: I have revived them.

JENNA: Why!? Are you going to make us fight them again?

ALEX: Don't worry, Jenna. Look at them... They can barely walk right now.

PIERS: Still, that doesn't give you the right to...

ALEX: If you're not going to finish them off, you'll be leaving them here, won't you?

AGATIO: You're not going to help us defeat these brats?

KARST: You'd better not be expecting a big thank-you for this, Alex!

ALEX: Of course not, Karst. I would never ask for your gratitude.

KRADEN: What's keeping Felix and the others?

ALEX: We should be going before Isaac and the others arrive.

SHEBA: If they're coming up, how do you plan on avoiding them on your way down?

ALEX: Do not worry about us... We'll just take the elevator.

ALEX: Now that the lighthouse has been lit, it should be fully operational again.

KRADEN: Oh! You're looking better!

ISAAC: Felix, Jenna...

JENNA: Isaac... Gareth...

GARET: Man! They got away! What a bunch of jerks!

ISAAC: All right, Felix! We want to know what's going on!

KRADEN: It's all quite complicated, Isaac. There are a number of extenuating circumstances.

GARET: What are you talking about, Kraden?

IVAN: Look, I don't think any of us are in any shape for another fight right now.

ISAAC: What do you mean, Ivan?

IVAN: I'm just saying we should get ourselves back to Contigo and sort things out there.

KRADEN: That's a sound plan, Ivan... I fully agree.

(YES or NO)

YES - ISAAC: You're right. We can't fight right now. Let's head back to Contigo. What do you say, Felix? Can we talk there?

ISAAC: We'll be waiting for you... So don't think you can sneak off again!

NO - JENNA: He's right, Felix. It's time we explained ourselves to them. We should go to Contigo.

JENNA: We'll be there, Isaac. I promise. I hope you can still trust me.

ISAAC: I've never stopped trusting you, Jenna. I'll be waiting for you in Contigo.

ISAAC: We'll be expecting you. Don't think you can sneak out of this! You owe us an explanation!

IV. 67. Scene 67 □ Contigo #####
#####

ISAAC: I'm glad you kept your promise, Felix.
GARET: All right, let's hear what he has to say for himself!
JENNA: What can we say, Isaac? Has Felix ever harmed you? Have we ever fought against you?
SHEBA: Felix's been avoiding you, but he never had any intention of fighting you or anything...
MIA: And he definitely helped us out back at Jupiter Lighthouse.
IVAN: Isaac's been worrying about Jenna nonstop since this nightmare began! How could she run away from him like that?
PIERS: She was afraid that if we met, we would be forced to fight... She didn't want that.
ISAAC: I know that, now... But it doesn't explain why you're doing this...
KRADEN: Felix betrayed his hometown, Vale... That's why he hasn't been able to face Isaac.
KRADEN: Felix hoped to play the villain alone, without getting Jenna or me involved...
GARET: He betrayed Vale? Kraden, what are you talking about?
KRADEN: He conspired to steal the Elemental Stars and fire the beacons of the four lighthouses.
MIA: That's what Saturos and Menardi were trying to do...
IVAN: Why were you helping them?
JENNA: Our parents' lives were at stake! We had to help!
GARET: Parents? But ...your parents died three years ago, in that storm...
KRADEN: That night, Saturos and his men had raided Sol Sanctum... The storm was their doing.
JENNA: Gareth, you saw two strangers that night—Saturos and Menardi. They were the only survivors of Saturos's raiding party.
KRADEN: They had failed to solve the mystery of Sol Sanctum. In doing so, they triggered the storm.
JENNA: Everyone thought that you were killed by that boulder, Felix. I can't tell you how glad I was to find you were alive!
KRADEN: In fact, nobody was killed by the boulder that day!
ISAAC: So that means...
IVAN: Wait a minute, Kraden... Did you just say that nobody was killed by that boulder?
MIA: But what about Isaac's dad? And Jenna and Felix's parents? I thought they'd died that day!
ISAAC: I'm not so sure now...
KRADEN: Yes! If Felix survived, Kyle and the others may have as well...
MIA: Why didn't you tell us? We could have worked together to save your parents, couldn't we?

(YES OR NO)

YES - IVAN: Except that we had only just begun our journey, and were simply weren't strong enough.

NO - IVAN: He's right. They were too powerful then... It would have been impossible.

KRADEN: There's more to it than that. He has another reason to light the lighthouse beacons.

KRADEN: Unless the lighthouse beacons are all lit, Weyard will eventually be destroyed.

ISAAC: Destroyed? But...how? Why?

PIERS: King Hydros, ruler of Lemuria, says that our world is steadily shrinking.

SHEBA: Elemental energy drives the growth of civilization. Without it, we and our world will wither.

MIA: All that because the lighthouses aren't illuminated?

KRADEN: According to my research, that seems to be the case.

GARET: But...once the lighthouses are all lit, you said the world would end away!

KRADEN: That...might be true, too... But if we do nothing, the world will definitely end.

ISAAC: Wait for the end of the world to come or wind up accidentally triggering it ourselves... What a choice...

KRADEN: Nothing is certain. There is no way to prevent the world from reaching its natural end.

KRADEN: However, we can fight to save the world from withering away due to the actions of men.

GARET: And, Felix, you knew this? You were helping them because you knew what was happening?

(YES or NO)

YES - GARET: You're a lot smarter than I remember you being...

NO - GARET: You just figured it out along the way, huh? That's still pretty darned smart.

ISAAC: Why did you wait so long to tell me? I would have helped you...

KRADEN: You wouldn't have done it before, Isaac... It would have meant violating the sacred teachings of Vale.

HAMMA: Now that we know all of this, shouldn't we be going?

MIA: Hamma!

HAMMA: Hello again...

KRADEN: Hamma! You...know Isaac? And his companions, too?

ISAAC: We met at the temple on the edge of the Lamakan Desert...

HAMMA: I'm Hamma, descendant of the Anemos.

HAMMA: I was born in Contigo, and I inherited the power of the Anemos.

GARET: Hey... We just got into Contigo, and we found out this is where Ivan was born!

MIA: Yeah... We also learned that he's got a a sister!

SHEBA: Sister... You don't mean...

HAMMA: That would be me, yes.

HAMMA: Not now, Ivan... This isn't the time.

HAMMA: Three lighthouses have been lit... The elements have been thrown out of balance.

HAMMA: Jupiter is growing stronger, and the north grows colder with every passing moment.

HAMMA: You must hurry to Mars Lighthouse. Ignite its beacon, before all of Weyard freezes...

JENNA: Mars Lighthouse? Agatio has the Mars Star. He's on his way to light it now!

HAMMA: I doubt they will be able to light the Mars beacon...

PIERS: Why's that?

HAMMA: There is a powerful force that does not want to see Mars rekindled.

HAMMA: You will fail as well...unless you pool your strengths and fight as one.

KRADEN: This is bad. We have to go...now!

HAMMA: I had hoped that you would feel that way...

HAMMA: I've prepared a gift for you, to aid on your way to Mars Lighthouse.

HAMMA: I must leave you now, but we will meet at the inlet.

JENNA: I'm sorry we left Venus Lighthouse without seeing you... I'm sorry for making you worry...

JENNA: Maybe when this is all over, we can all go on a trip together.

SHEBA: Hey, Jenna, you sure seem calm, considering that we're racing to meet our enemies...

MIA: I'm just relieved that we've sorted our differences...

PIERS: Me too, Mia... We could not have stood divided against a common foe.

GARET: Yeah, I guess I'm a little happy that we're not going to have to beat Felix up.

ISAAC: Listen, this is Felix's quest now... We're just doing what we can to help out...

JENNA: Aren't you happy?

(YES or NO)

YES - KRADEN: Everything's finally come together... This is how it was meant to be, Felix.

NO - KRADEN: Don't worry about the future, Felix... Enjoy this brief moments happiness.

KRADEN: But Hamma's waiting for us. Let's go to our ship!

IV. 67. Scene 67 □ Contigo #####
#####

HAMMA: I've been waiting for you, Felix.

HAMMA: Take a look at your ship.

HAMMA: Now that you have been given wings, all obstacles in your path will Vanish forever...

HAMMA: However, it is not the wings that grant your ship the power of flight.

HAMMA: Psynergy is the force that powers the Wings of Anemos.

HAMMA: If this ship is to fly, you will need to focus the power of your minds...

HAMMA: You have recently visited Shaman Village recently, have you not?

HAMMA: Now is the time to make use of the powers you acquired there.

HAMMA: Now... Use the power of Hover to raise your ship!

HAMMA: At first, you may not want to move your ship too high or too far...

HAMMA: It will be difficult at first, but that is to be expected... After all, this is your first flight.

HAMMA: But your quest should not demand much more of you...

HAMMA: Now, be confident and set sail!

HAMMA: All of Contigo is watching... Show them your power, and make your vessel fly!

SAILOR: Hey, wait!

SAILOR: Master Hammet requested that I deliver this to Isaac, and I totally forgot about it!

HAMMA: Well, you'd better hurry.

SAILOR: I'm supposed to deliver this to Isaac... It's not too late, is it?

HAMMA: On my way here, I stopped in Kalay briefly to speak with Master Hammet.

HAMMA: He was quite upset that you hadn't returned to visit him so that he could thank you.

HAMMA: So he requested that I take this with me to Atteka.

HAMMA: It is a gift of thanks from Master Hammet. Take it, please.

IVAN: We did it! The ship took off without a hitch!

GARET: Yeah, but...shouldn't it be flying a little higher than this?

MIA: Hamma told us that we wouldn't be able to fly very high until we were more familiar with Hover.

ISAAC: Let's see how far we can take this thing!

JENNA: Sheba, what's wrong? You don't look happy...

SHEBA: Do you remember on Idejima, when I told you I had my own reasons for joining your quest?

KRADEN: You were so secretive! Are you going to tell us now?

SHEBA:

JENNA: You've gone quiet again... It's OK... You don't have to tell us if you're not ready yet.

SHEBA: I thought that if I went to Jupiter Lighthouse, I would learn who I was...

ISAAC: I remember the people of Lalivero talking about how Sheba fell from the sky...

SHEBA: All my life, I've been looking for the answer... Where was I born, and why was I abandoned?

PIERS: You knew Felix was going to Jupiter Lighthouse eventually, and so you went along with him.
MIA: But you didn't find any answers, did you, Sheba?
IVAN: I'm sorry, Sheba... I was so excited to find Contigo that I didn't consider your feelings.
GARET: What? Why is everyone so down all of a sudden?
SHEBA:
GARET: Faran raised Sheba like his own daughter. He's cared for her ever since he first found her!
SHEBA: Yes, that's true, but...
GARET: But you can never be his real daughter, is that it?
JENNA: Garet! You don't have to be so blunt about it!
MIA: No, he's right... I'd want to know my real parents, no matter how caring Faran might have been.
GARET: You think so? If it were me, I doubt it'd bother me at all...
KRADEN: Sheba, you may not know this, but you and I are very similar...
SHEBA: What do you mean?
KRADEN: Well, it's not exactly the same situation, but...
KRADEN: I was born in a poor village. My memories are hazy, but I still remember it.
KRADEN: I was only four when Babi took me under his wing.
KRADEN: You see, even though I was young, I was quite intelligent. Babi had heard about me...
ISAAC: And Babi took you to Tolbi to further your education, to raise you as a scholar...
KRADEN: I was separated from my parents so early in my life... I've never known the comforts of a true home.
SHEBA: Faran has always been like a father to me... I must have been very lucky.
KRADEN: I should say so.
SHEBA: Thank you, Kraden... I feel better now...
KRADEN: I'm glad I could help.
KRADEN: Well, we should be going... Let's hurry on, Felix!

IV. 68. Scene 68 □ Loho #####
#####

BALDY1: Is everyone all right?
OLDY: Did you hear that? That sound was incredible!
BALDY2: What do you think you're doing, making all that noise?
BALDY1: Hey, look at that!
BALDY1: What are you looking at? It wasn't me! It was the wall! Look at the wall!
OLDY: The wall... It's gone!
BALDY2: Well, it's mostly gone, yeah... You can get through to the other side now!
BALDY1: How did you manage to break down the wall?
OLDY: Ah, never mind... What's important here is that we can dif on the other side of the wall now!
BALDY2: Yeah, who cares how it happened? We can dig again!
BLADY1: Well, you did what we asked, so the cannon's all yours!
BALDY2: Hmmm... It's gonna be tough carrying that thing around...
BALDY1: Those guys are new in town, aren't they? Do you think they came from Atteka or Hesperia?
OLDY: I don't know, but I can tell you they came by boat...
BALDY2: Yeah, I saw one anchored off the beach!
OLDY: That boat's your, isn't it?

(YES or NO)

YES - OLDY: Well, why don't you let us get that cannon onto your boat

for you, hm?

NO - OLDY: Look, the only way to get here is by boat, and I see a boat right there! Don't tell me it's not yours!

OLDY: I don't know why I'm offering, but why don't you let us put it aboard your boat for you?

IV. 69. Scene 69 □ Prox #####
#####

PUELLE: We can't wait for Agatio and his men any longer...

PUELLE: If we wait much longer, this wind and snow will make it impossible to reach the lighthouse.

PUELLE: I'm going to the lighthouse... Will any of you come with me?

MAN: Puelle, I can't let you go on your own...

MAN: If something were to happen to you, who would lead our village?

MAN: Please, you must let us go in your stead.

PUELLE: How can you expect to accomplish what Agatio and Karst could not?

MAN: They may have been more powerful than any of us, but we can't just stand by!

MAN: They're not coming back, just like Saturos... You have to let us try.

ELDER: I can't. I can't allow it.

PUELLE: Listen to your elder... He speaks wisely.

ELDER: I'm speaking to you too, Puelle.

ELDER: If Agatio and Karst cannot do the task, how can you, a single man, hope to do it?

PUELLE: What are you saying? If we stand around debating, our town is doomed for certain!

ELDER: We can't risk sacrificing more lives.

PUELLE: So, we must sit here and wait for a miracle to come.

ELDER: You... Felix, it's you...

PUELLE: I'd heard that you had returned to us... You look so much stronger than when you left.

ELDER: It seems he has brought some allies with him.

KRADEN: Yes... I am Kraden.

ISAAC: My name is Isaac.

ELDER: Isaac... Isn't that...

PUELLE: That is the name of the one Agatio said had killed Saturos and Menardi.

KRADEN: Isaac, stop that...

KRADEN: You are correct, but Isaac had reasons for fighting them.

KRADEN: Saturos and Menardi had invaded Vale, stolen its sacred treasure, triggered a volcano...

KRADEN: You cannot blame Isaac for pursuing them and fighting to regain what they had stolen.

ISAAC: We only wanted to stop them... We didn't think they'd fight us to the death.

ISAAC: They flung themselves into the opening of Venus Lighthouse's beacon...

MAN: Did...Saturos and Menardi put up a good fight?

ISAAC: I'll bet you thought you didn't stand a chance against them, huh?

MAN: You were probably tense the whole time...

MAN: Saturos and Menardi had a job to do... That was all.

MAN: If I'd been in your shoes, I'd have done the same thing... I can't blame you.

MAN: And in the end, you were stronger than they were... You should be proud of that.

ELDER: I am sad that they lost their lives in their quest, but there was no avoiding it.

PUELLE: What has happened cannot be undone. We should cooperate to find a way to save Weyard.

KRADEN: We understand that Agatio and Karst have made for Mars Lighthouse and not returned.

ELDER: Then all that remains for us is to wait until Gaia Falls carries us all to our doom.

ISAAC: It seems that Mars Lighthouse is as dangerous as all the rest.

PUELLE: We have only a few soldiers remaining, and none who can make the climb to the aerie.

KRADEN: Only Saturos and perhaps Agatio were strong enough to reach the top...

ELDER: And none of them can help us now.

ISAAC: You think we can do it?

(YES or NO)

YES - ISAAC: I agree, Felix...

NO - ISAAC: Felix, what are you thinking?

KRADEN: We climbed three lighthouses already... What's one more? Let's go to Mars Lighthouse!

PUELLE: They've proven themselves strong enough! I say we trust in Felix to do this!

ELDER: This is an unexpected turn of events, but yes, I think you can light the lighthouses.

KRADEN: Off to the Mars Lighthouse! Let's go, Felix! Come on, Isaac!

PUELLE: There is one thing I don't want you to forget.

PUELLE: In order to light the beacon at Mars Lighthouse, you will need to have the Mars Star.

ELDER: Ah! And Agatio and Karst have the Mars Star now!

PUELLE: You must find Agatio and Karst, and you must take the Mars Star from them.

ELDER: Thanks for your help. The future of Weyard rests in your hands.

IV. 70. Scene 70 □ Mars Lighthouse #####
#####

AGATIO: Why... Why am I lying here?

AGATIO: Wait, I think I remember... We were going to light the beacon...

KARST: But the lighthouse was frozen. We wandered lost inside, trying to find the aerie...

KARST: We must hurry... If we delay, Prox is destroyed.

AGATIO: It's no use... I'm absolutely drained... I can't even stand.

KARST: And the cold... Why am I so cold? We of the Fire Clan are meant to be immune to the cold...

AGATIO: I feel the cold too, Karst... I... I'm afraid we're going to die up here...

KARST: I can feel it now... The long, dark sleep creeping into my soul...

AGATIO: Wait... I think I remember...

AGATIO: The eye... It told us that we lack the will to go any farther.

KARST: The eye... I remember now... I felt its gaze pierce me to the core, then all went black...

AGATIO: That's right... And I remember fighting against Felix...

KARST: I do, too... Was it a dream? An illusion?

AGATIO: Felix? Is that you?

(YES or NO)

YES - AGATIO: Amazing... Then our luck hasn't entirely run out yet...

NO - AGATIO: How can you play games with us like this? Regardless, it's amazing that you're here... It means our luck hasn't entirely run out yet...

AGATIO: Felix, you must complete our quest... Please... You have to light the beacon...

KARST: We can't even stand... We're in no condition to go on. Light the beacon for us... Please.

AGATIO: You'll need the Mars Star. Go on... take it.

KARST: Please hurry... If I can just see the light of the beacon, I'll know that I haven't died in vain.

AGATIO: We're counting on you...

IV. 71. Scene 71 □ Mars Lighthouse #####
#####

???: Betrayers, you have arrived!

GARET: Who said that!?

MIA: The wind's too strong! I can't see anything!

SHEBA: I heard it too, but I don't see anyone else up here!

PIERS: Felix! Quick! Cast the Mars Star in before anything has a chance to stop us!

???: So, you are still intent on lighting the beacon of the Mars Lighthouse?

ISAAC: Who said that!?

???: Have you forgotten me so soon, Isaac? And you, Garet?

IVAN: It seems to know you, Isaac... Do you have any idea what it is?

???: Then search your heart, boy!

KRADEN: That voice...

GARET: It's...the Wise One!

KRADEN: Isaac, since when are you on a first-name basis with the Wise One?

JENNA: It must have been... Isaac, what happened in Sol Sanctum after we were kidnapped?

ISAAC: When Saturos and Menardi stole the Elemental Stars, they triggered a volcanic eruption. The Wise One prevented Mt. Aleph from erupting so that Garet and I could escape.

IVAN: But...wait, Mt. Aleph DID erupt! There was a huge explosion! We saw it all the way from Vault!

GARET: But it would have erupted with us still inside... There was no way we could have escaped in time.

ISAAC: The Wise One held off the eruption until we could escape... He even halted the lava flow.

MIA: I can't believe it... Nobody has enough power to do that...

GARET: I know it sounds weird, but I was there, and it happened, so you'll just have to believe us!

PIERS: If it can do all that, this Wise One seems more like a god than an Adept!

WISE ONE: I did not just save you. I also tasked you with recovering the four Elemental Stars.

WISE ONE: Why have you disobeyed my command? Why have you come to light the beacon?

JENNA: Because Prox will be destroyed if we don't! We can't let that happen...

WISE ONE: Prox? They have brought this disaster upon themselves.

SHEBA: Are you saying we should just abandon them to die? What did they do to deserve that!?

WISE ONE: The people of Prox have committed an unforgivable sin. They must pay the price.

ISAAC: For lighting the lighthouses? Is that their sin? Does that warrant total destruction?

MIA: If we don't light the beacon, Gaia Falls will eventually erode away all of Weyard!

PIERS: We have fought for so long to save all the people of our world, and now you would stop us?

SHEBA: Gaia Falls is growing. It's consuming more and more with each passing day!

JENNA: How can you just allow the world to crumble into nothingness?

SHEBA: The seal needs to be broken! The world will be destroyed if it's not!
WISE ONE: You have learned far too much.
KRADEN: Wise One! You can't continue to protect the lighthouses! You know what's happening!
KRADEN: It's your duty to protect all of Weyard! If Weyard is destroyed, you will have failed us all!
JENNA: Why don't you answer us, Wise One?
WISE ONE: If Alchemy is unleashed, mankind may well destroy all of Weyard itself.
KRADEN: But we can combine our strengths, ensure that Alchemy not be used for evil...
WISE ONE: It is inevitable. In time, one man will seek to rule over all. It is human nature, inescapable.
WISE ONE: And it shall come sooner than any of you think.
KRADEN: Why do you say that?
WISE ONE: The Water Adept who climbs toward the peak of Mt. Aleph even as we speak... Is he not a friend of yours?
WISE ONE: Alex is his name. Surely, you have not forgotten him?
JENNA: Alex!? What would he be doing on Mt. Aleph?
WISE ONE: He understands far more than you do. He knows that when the four beacons have been lit... Their light will gather at Sol Sanctum.
KRADEN: But what would he gain from being there?
WISE ONE: When the final beam of light reaches the peak of Mt. Aleph, the Golden Sun shall rise.
KRADEN: The Golden Sun!? What is that? And what would Alex want with it?
WISE ONE: When the four beams merge into one, they form a golden light, bathing Mt. Aleph's peak.
IVAN: Is... Is that Alchemy? I mean, pure Alchemy made real, at the heart of bits power?
KRADEN: And it's that light that gives shape to the Stone of Sages?
WISE ONE: This has been Alex's one true desire from the very start.
PIERS: Alex planned all of this? Then he must have been after this power all along!
GARET: We've been duped! He used us all! Oh, you'd better believe he's not getting away with this!
MIA: Alex... How could he do this? He's... He's one of my own people! I feel sick...disgusted...
ISAAC: None of that matters right now. We still have to light the beacon. We don't have any choice.
ISAAC: If we don't do it now, Prox will be destroyed! Felix... We have to, light?

(YES or NO)

YES - SHEBA: You bet we do! The Wise One will have to deal with Alex on his own.

NO - SHEBA: Felix! We don't have a choice! The Wise One will have to deal with Alex himself.

WISE ONE: I cannot interfere in the actions of mankind.

JENNA: If you can't interfere, then how about getting out of our way so we can light the beacon, huh?

IVAN: Ooo... Good one, Jenna!

GARET: I don't like doing exactly what Alex wants, but it's looking like we've got no choice...

ISAAC: Don't worry, Felix! Just throw the Mars Star into the beacon's well! Now!

(YES or NO)

YES - (Felix is stopped by the Wise One)

NO - GARET: The Wise One himself said he's not allowed to interfere!

You're all clear!

PIERS: Wise One! Didn't you just say that you aren't allowed to interfere with our actions?

WISE ONE: That is correct. I cannot stop you.

WISE ONE: But...what if some miracle were to occur, one that prevented you from igniting the beacon?

PIERS: Miracle? What are you talking about? What kind of miracle?

WISE ONE: If you can defeat a miracle, only then can you ignite the beacon's flame.

KRADEN: The Wise One is up to something! Be wary, everyone! We don't know what he's capable of!

DOOM DRAGON

SHEBA: A three-headed dragon? THAT'S your miracle?

PIERS: So you would have us fight for our future? Fine, then fight we shall!

GARET: What's he thinking? We already beat a two-headed dragon. How much tougher can this one be?

MIA: I don't care how many heads it has. Nothing's going to stop us now!

IVAN: Let's do it! For Prox! For the future of Weyard!

KRADEN: Wait a second... Wasn't that two-headed dragon actually... So that means this three-headed dragon must be...

KRADEN: Felix! NO! You mustn't fight that dragon! It's--

GARET: Too late, Kraden! We can't get away from it now!

KRADEN: Felix, don't! Stop!!!

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#### IV. 72. Scene 72 □ Mars Lighthouse #####  
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IVAN: ...Who are they?

KRADEN: That's what I was trying to warn you about!

KRADEN: It wasn't just the dragon that you killed...

GARET: I remember you warning us, but it was too late for us to stop...

MIA: Kraden, what do you know? Why were you trying to stop us from fighting the dragon?

KRADEN: It was the Wise One's final trap...

IVAN: Trap? What do you mean?

KRADEN: The Wise One knew he couldn't stop you, so he played a cruel, wretched trick on you instead.

ISAAC: Kraden, I don't understand... What are you trying to tell us?

JENNA: Sheba, let's see who those people are while they try to sort this out.

KRADEN: No, Jenna! Don't look! You mustn't look! It will only bring you pain...

SHEBA: What are you talking about, Kraden? They can't hurt us anymore... We'll just□□

SHEBA: What's the matter, Jenna?

JENNA: It..can't be... How? How...

ISAAC'S FATHER: Nnn... Uhhnnn...

MIA: What is it, Isaac?

ISAAC'S FATHER: Uhhh...unnnn...

GARET: Isaac! I... I know that guy! That's your dad!

SHEBA: Then...does that mean...the other two are...

JENNA'S FATHER: Hhnnnng...

JENNA'S MOTHER: Hhhnnn...

JENNA: Mom... Dad...

PIERS: I'll heal Jenna's parents! Quickly, Mia! Tend to Isaac's father!

KRADEN: If only... If only I'd realized sooner...

SHEBA: What's the matter Piers? Why did you stop? Jenna's parents need you...

IVAN: Don't give up, Mia. You can't! You have to save them...

MIA: It's no use, Ivan... I'm tapped...

PIERS: I am, too... And even if I weren't, it's just too late...

JENNA: What are you saying!?

JENNA: They're not... They can't be...

PIERS: That's not what I'm saying, Jenna... I...

JENNA: I finally found them... I was going to be with them again... For the first time in years...

SHEBA: Jenna...

JENNA: Please... It can't be...

JENNA: Mom... Wake up! It's me... It's Jenna! ...Don't leave me...

KRADEN: Jenna, you must prepare yourself for what comes next...

KRADEN: Being transformed into a dragon, fighting in that form... This requires tremendous power.

JENNA: What are you saying, Kraden?

KRADEN: In fighting you, your parents were forced to use every last ounce of their energy.

JENNA: The don't have the strength to...

KRADEN: Even if they had won the battle, they would not have survived. You cannot blame yourself...

GARET: You monster!!!

GARET: Why did you do this? Why did you make us fight Jenna's parents?

SHEBA: You're no god! You're no protector! You're evil!

PIERS: You don't understand the pain you have caused, Wise One.

PIERS: You have no idea the damage done to a child who learns she has destroyed her own parents.

ISAAC: That's enough...

ISAAC: I knew what I was doing the moment I raised my sword.

ISAAC: We defied the wise One in order to save the world. Our parents would understand.

ISAAC: Don't you think so, Felix?

(YES or NO)

YES - JENNA: You're right. It hurts, but it's true. We didn't do this for ourselves. We did it for all of Weyard.

NO - JENNA: I agree with my brother... But it does no one any good if we don't complete our task.

GARET: We still have a chance to save Prox.

SHEBA: Perhaps we can't save your parents, but we can save countless others.

IVAN: Kyle and the others saved them, too... They sacrificed their lives so that e could go on.

PIERS: I never imagined that my actions would help to save the world...

MIA: Even though lighting the beacon may create wars and strife, I regret none of this.

KRADEN: there's little time left, Felix ... Use the Mars Star and light the beacon.

MIA: The beacon is lit!

IVAN: And to think, I joined this quest hoping to prevent exactly this from happening...

SHEBA: And I began this quest as a prisoner, taken against my will.

PIERS: And if that tidal wave hadn't sent me far off course, I wouldn't even be here now.

GARET: How many lives have been taken and changed forever just to light this beacon?

JENNA: Mom... Dad... Weyard is safe now.

???: You're right! I hear voices, too!

???: I told you... I told you I could hear them!

ISAAC: Who said that? Where are you?!

???: We're in Imil! We're at the base of the Mercury Lighthouse!

MIA: You... You can't be!

MERCURY LIGHTHOUSE

MIA: You.. You can't be!

BOY: Hey! I know that voice! It's Mia! I just know it! Mia!!!

MIA: It's you!

GIRL: Of course it's us! We can hear you, Mia! You're all right! I'm so happy!

OLD LADY: Who are those two kids talking to?

OLD MAN: I don't know. They've been standing here telling everyone to leave the lighthouse. ...Weird couple of kids if you ask me!

MIA: How is it that we can hear you?

GIRL: I don't know, but he told us we'd be able to talk to you if we came here now.

MIA: He? Who is "he"?

GIRL: I don't know... We were all sleeping, and he came to us in a dream... He said "Go to the lighthouse!"

MIA: The lighthouse? Why?

GIRL: He said that we have to deliver a message... He was too busy to do it himself...

MIA: What message?

GIRL: We have to warn everyone to stay clear of the lighthouses!

MIA: What's going to happen?

GIRL: I don't know, but he told us to warn people away from Mt. Aleph as well!

GARET: ~But who is "he"!? You still haven't told us!!!~

GIRL: You're a meanie! I don't tell meanies anything!

MIA: Don't pay attention to him... It's me, Mia... Can you tell me who spoke to you?

GIRL: I told you, I don't know, but he looked like a big rock...with a big, rocky eye!

SHEBA: The Wise One!

MARS LIGHTHOUSE

SHEBA: What could he be doing?

KRADEN: Of course! I understand...

KRADEN: The Wise One said that when all four lighthouses have been lit, the Golden Sun will shine...

KRADEN: When that happens, Mt. Aleph and the lighthouses will probably become quite dangerous...

PIERS: So the Wise One is warning people in dreams, telling them to seek refuge?

GARET: Why would he do that!? You saw what he did to us... He can't be up to anything good...

HAMMA: Have you not learned? One's actions do not always reveal one's true intentions.

IVAN: Hamma... Sister...

ISAAC: Master Hamma! Did you receive a message, too?

HAMMA: Yes. I was called to Jupiter Lighthouse in a dream.

HAMMA: You have completed your quest, but I see it comes with great loss... Your suffering has been almost unbearable.

JENNA: Master Hamma... My parents...

HAMMA: I know, Jenna, and I am sorry. But do not give up hope for the just yet...

JENNA: What do you mean, Master Hamma?

HAMMA: Appearances can be an illusion... The Wise One has a caring heart.~

GARET: He forced us to fight Isaac's and Jenna's parents! What's so "caring" about that!?

HAMMA: If the Wise One were truly evil, he would not be warning me of danger in my dreams.

GARET: Well, I... I guess not... But then, what's he up to?

HAMMA: We do not have time to discuss it right now.

KRADEN: She's right. If the Wise One said it's not safe to be near the lighthouses, then I think we should listen.

HAMMA: I am heading for safety, too. All of you must get away from the lighthouse now.

KRADEN: Hurry, everyone! Let's go!

JENNA: What about our parents?

ISAAC: We can't leave them behind...

PIERS: I understand how you feel, but we won't make it if we have to take them with us!

IVAN: Make the decision, Felix! Should we take them with us?

(YES or NO)

YES - (Beacon Lights)

NO - (Beacon Lights)

GARET: It's too dangerous... The Golden Sun is forming!

PIERS: A ray of light is emanating from the beacon... from the Mars Star.

SHEBA: What will happen?

KRADEN: The power of Alchemy will be unleashed upon the world!

MIA: We must take Isaac's father and Jenna's parents and flee!

GARET: Stop it! Let go of my wrist!

ISAAC: Garet, get a grip! No one's touching you!

GARET: I'm serious, I...

MIA: The beacon!

PIERS: Jenna... We have to move your parents!

JENNA: Mom! Dad!

IVAN: What's happening?

KRADEN: There's no time for questions! Just carry them! Carry them and go!

IV. 73. Scene 73 □ Prox #####
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ELDER: Thank you, Felix. And you, too, Isaac and Kraden.

ELDER: By igniting the Mars Lighthouse, you stopped Gaia Falls from devouring our town.

ISAAC: We're just glad to have helped save Weyard...

PUELLE: You've been through many trials, more than any of us can ever know...

KRADEN: We had no idea what to expect when we lit the final beacon...

LADY: When we saw the flash of the beacon, we had no idea what you're suffered to light it...

ISAAC: I thought we were done for... There was no way we could escape with our parents' bodies.

KRADEN: Well, at least, not if we hadn't pulled together and overcome our sorrows...

BLUE HAT MAN: That light was brilliant!

KRADEN: You know, I shall always regret that I didn't get to look upon the beacon's light from afar...

ELDER: I understand your regret... As a scholar of Alchemy, you would have been most impressed.

ISAAC: I saw the beams of blue, red, and purple all streaming out toward the southeast...

WOMAN: That's the direction in which Vale lies, is it not? Was the light headed to your hometown?

ISAAC: Indeed it was. The Wise One said the beams were going to merge into one above Mt. Aleph.

ELDER: The orb of golden light we saw... that was shining directly over Vale?

KRADEN: Yes. That was the Golden Sun forming over Mt. Aleph.

PUELLE: If I remember the tales correctly... The Golden Sun is the blast of light emitted at the very moment the Stone of Sages forms...

KRADEN: Such legends exist even here? I wish that I'd known that sooner!

ELDER: I fear for Vale, to think that all this energy is being released over your hometown.

ISAAC: We're all worried about that. We're hoping we can return to Vale as quickly as possible.

PUELLE: Oh... Is there nothing we can do to convince you to stay?

ELDER: We had hoped you might stay in Prox a while, but that sounds unlikely...

ISAAC: Don't worry... We plan on returning as soon as things quiet down, don't we?

(YES or NO)

YES - ELDER: Our village will not soon forget that you saved us from the edge of destruction. Do visit us again.

NO - ELDER: You have just completed a long and difficult journey. Perhaps when you are older, and you look back on your youth, you will remember us fondly...

KRADEN: When that time comes, I may no longer be in this world.

PUELLE: Don't say such things... I'm sure a long life awaits you.

KRADEN: Well, I suppose we should be departing for Vale soon.

ISAAC: You're right, Kraden... If we don't, you-know-who might start causing trouble...

ELDER: At least some of your cares have been remedied... You must be glad to know we've brought all three back from the brink of death.

PUELLE: I would have not thought it possible had I not seen it.

KRADEN: Even I do not fully understand it...

KRADEN: But there can be no doubt. The fire Psynergy released by the beacon rekindled their spirits.

KRADEN: I hadn't expected so much Psynergy to be released by the lighthouse's beam...

KRADEN: I have no real explanation, other than that their life force had not been fully extinguished. It was a miracle, but the fire Psynergy seems to have recharged them somehow.

Old Prox: And had your parents not been Adepts, the wave of Psynergy would have passed them by.

JENNA: Isaac! What's taking you two so long? Don't keep me waiting!

KRADEN: Uh-oh! It's Jenna... We're late, and she looks rather displeased with us.

ISAAC: Should I let her know we're leaving now?

(YES or NO)

YES - ISAAC: I'm sorry! We're almost done. Can you wait for us at the village gates with the others?

JENNA: I'm serious! If I have to wait much longer, you're not going to be happy!

NO - ISAAC: I'm sorry, Jenna! It sounds like things are going to take just a little bit longer...

JENNA: Well, I'm not going to wait much longer! If you don't come soon, we're all leaving without you!

BLUE HAT MAN: I'll wait outside with them.

ISAAC: I don't think they want to wait anymore, Felix. We're all set to head home...

KRADEN: They have no patience whatsoever. Ah, well... I suppose it is time to

leave.

PUELLE: May your journey home be safe and uneventful...

ELDER: We shall never forget what you have done for Prox.

JENNA: What took you so long? Mom and Dad are tired of waiting for you...

JENNA'S MOTHER: That's not true, Felix. You take as long as you need to say farewell to the people of Prox.

JENNA'S FATHER: Don't worry about us, Felix... Puelle and the others took good care of us.

JENNA: Don't tell him that! We'll be stuck here forever!

SHEBA: You look like you're feeling back to your old self, Jenna!

PIERS: You were weeping such mournful tears after the battle...

JENNA: What!? As if! You can't prove anything!

MIA: Go easy on her. You have to remember, she thought that both of her parents had died.

JENNA'S MOTHER: Oh, you were crying, Jenna?

JENNA: No! I said... I said I wasn't!

GARET: Now you've got me thinking about my family... I didn't think I'd miss them this much...

IVAN: I only hope that they're all safe back in Vale...

ISAAC: I just want to be home again... I want to see how my mother is doing...

ISAAC'S FATHER: Don't worry, Son. I'm sure Dora's doing fine. She's a strong woman.

ISAAC: But the last time I saw her, she look so sick, so weak... Even if nothing happened in Vale, I'm still worried...

ISAAC'S FATHER: Don't worry, Isaac. I'm sure she's in wonderful shape. I think she'll be surprised to see me!

KRADEN: Sorry to keep you all waiting. At last, the time has come for us to return to Vale...

KRADEN: As soon as we leave Prox, we'll head toward Angara, and from there, to Vale...

JENNA'S MOTHER: I can't wait to see this winged ship of yours! It sounds incredible!

JENNA'S FATHER: I remember so little of our trip to Prox... This is really my first voyage on a ship.

ISAAC'S FATHER: I've heard that the wind and waves make the boat rock... I hope I don't get sick...

KRADEN: This ancient ship of ours actually flies above the ocean... It's quite a cozy ride.

ISAAC: It looks like we've go an exciting last trip ahead of us, doesn't it?

(YES or NO)

YES - ISAAC: Wow... Setting out like this takes me back to our own quest's start... It was long ago.

NO - ISAAC: I'm still worried about my mother, but I'll try to put it aside and enjoy the trip.

JENNA: If you keep talking like this, we'll never go anywhere! Let's go Felix!

KRADEN: What's the matter, boys? Are you reluctant to depart?

(YES or NO)

YES - KRADEN: It's hard to believe that our quest is almost at its end. I know how you feel.

NO - KRADEN: After all we've been through, you can't possibly be nervous about his small trip!

ISAAC: I just hope that Vale cameout of this in as good condition as Prox did...

KRADEN: We won't know until we get there.

GARET: I can't stop thinking about how my parents are doing...

KRADEN: Were the both of them in Vale?

JENNA: Can't you make a guess, Kraden? Will Vale still be standing when we arrive?

KRADEN: Not even I know that...

GARET: I can see it in your eyes, Kraden! You think something's happened, don't you?

KRADEN: It's a possibility... One that can't be ignored...

ISAAC: If it's not there, then what's the point of even going back?

KRADEN: Is that really how you feel, Isaac? What about you, Felix?

(YES or NO)

YES - KRADEN: Have you already forgotten what we just discussed? You ought to refresh your memory!

NO - KRADEN: You remember, don't you, Felix? Think about it for a moment, Isaac.

GARET: What do you mean?

KRADEN: Our conversation with Hamma after we ignited the beacon...

JENNA: Don't you remember us talking to the children of Imil at the base of the Mercury Lighthouse?

ISAAC: When they were warning people away from the lighthouses?

KRADEN: Yes. The Wise One instructed everyone to seek refuge.

GARET: Yeah, so what about it?

KRADEN: You still don't see, Gareth?

KRADEN: Even if Vale were destroyed, I'd expect that the villagers have all escaped to safety.

JENNA: I guess that's true... They might still be all right.

GARET: That's true... So whatever happens, my family's alive!

ISAAC: I'd forgotten about that... Thanks, Kraden.

JENNA: Gareth, can you make sure everyone else knows that?

KRADEN: OK, let's go. the both of you! We have to catch up to everyone.

ISAAC: Kraden...

ISAAC: Why did the Wise One change our parents into a dragon? Why did he make us fight them? I mean, we almost killed them... He tried to make us kill our own parents. Why?

KRADEN: Do you think that he intended for them to die from the start?

(YES or NO)

YES - KRADEN: I cannot speak for him, but I think he knew that they would be revived by the beacon's light.

NO - KRADEN: Ah... you don't understand why he put you through all this if he knew they'd survive...

KRADEN: We cannot hope to fathom the motives of a being as all-powerful as the Wise One...

ISAAC: You don't know either, Kraden?

KRADEN: I can only hazard a guess... The Wise One... wanted to test you.

ISAAC: What do you mean, test us?

KRADEN: I cannot tell you more... It is up to you to find the answer.

KRADEN: Will we use Alchemy to wage war, to raise armies? Or will we use it to grow wise, to rise above our petty feuds and perform great deeds?

KRADEN: You were willing to sacrifice everything for your quest. I'd say you've risen to the challenge.

KRADEN: Oops! Is everyone else that far ahead of us?

KRADEN: We'd better hurry and catch up to the others before they leave us behind!

KRADEN: After all, I'm not terribly intered in trying to walk all the way back to Vale.

KRADEN: If you feel the same, then we'd better be hurrying.

KRADEN: Isaac! Felix! We're off!

IV. 74. Scene 74 □ The End #####
#####

ALEX: The Golden Sun... The very quintessence of Alchemy's power! It's beginning!

ALEX: Wait for me! Please, wait! Wait until I reach the summit of Mt. Aleph!

ALEX: At last! I have it! Eternal life...and limitless power!

ALEX: At last, the power of nature is mine to control as I will!

ALEX: Rise, storms! Rise up and unleash your might upon Vale and the foothills of Mt. Aleph!

ALEX: That's odd... I should have limitless power... So why can't I call up a simple storm?

ALEX: Wh-Who are you?

WISE ONE: I am called the Wise One...

ALEX: The Wise One? Vale's protector?

WISE ONE: You wish to have limitless power?

ALEX: Wish to? I just got it!

WISE ONE: No. Your power is nearly limitless, but it has boundaries.

ALEX: Nearly limitless? You speak in riddles. Can't you see? The power is mine!

WISE ONE: Yes. You also have nearly endless life. And your Psynergy is... somewhat stronger.

ALEX: If you are trying to anger me, have a little tast of exactly how much power I have attained!

ALEX: Look at me! My body is brimming with power!

ALEX: How!? What's going on? I should be all-powerful! How can you defeat me?!?

WISE ONE: You are not all-powerful, Alex. Your power has its limits, as does your life.

ALEX: This cannot be! Who is responsible for this treachery? Who has robbed me of my dream?

WISE ONE: I, the Wise One, imbued the Mars Star with some of the power of the forming Golden Sun. It rests even now in the hands of young Isaac.

ALEX: Why?

WISE ONE: The heavens and earth are changing, Alex! You must flee now!

ALEX: Wha-What!?

WISE ONE: Mt. Aleph will soon be drawn into the heart of the earth! You must flee or join it forever!

ALEX: Flee?! I can't flee! I can't even move!

WISE ONE: Ah, yes. You now see the limits of your power. If you are swallowed by the earth, you may not survive.

ALEX: If you survive, perhaps we will meet again someday...

IV. 75. Scene 75 □ The End (VALE) #####
#####

JENNA: Finally! We've reached Vale.

GARET:

SHEBA: What's the matter, Gareth? You're finally home again. Aren't you happy?

IVAN: Gareth's just worried about what's happened to everyone in Vale.

MIA: So it's just over that last hill?

PIERS: I can't wait to see what your hometown looks like.

KRADEN: It's beautiful... I'm sure you will like it, Piers.

JENNA'S FATHER: I'm...just going to close my eyes. Someone tell me if it's all right to open them.

JENNA'S MOTHER: Me too... Would someone else see how things are?

ISAAC: I'll go. Come with me, Felix.

ISAAC'S FATHER: How's it look, Isaac?

ISAAC: I'm almost there...

ISAAC: It... It can't be...

JENNA: What is it, Isaac? ...Felix? Say something!
 FELIX: I'm sorry, Jenna, but... Vale...Mt. Aleph... They're gone!
 GARET: What!?!
 JENNA'S FATHER: This... This is terrible.
 JENNA'S MOTHER: Is that Mt. Aleph?
 ISAAC: Mom...
 ISAAC'S FATHER: Dora...
 GARET: Mom... Dad...
 JENNA: Isaac... Gareth... What can I do? What can I say to comfort you?
 JENNA: They're here somewhere... They have to be here...
 PIERS: What can we do? How can we help them now?
 KRADEN: I don't know... Call out to them... Such a tragedy...
 FELIX: I'll call them...
 FELIX: Isaac... Gareth...
 FELIX: I understand what you're feeling. I've felt it, too.
 FELIX: But standing here won't bring them back.
 FELIX: Let's go back to Vault. We can rest there and think...
 ISAAC:
 ISAAC'S FATHER:
 GARET: Your family's safe, Felix. You don't have anything to worry about anymore...
 GARET: But what am I supposed to do? ...I'm all alone now.
 SHEBA: Aw... Poor baby...
 JENNA: Sheba, what's gotten into you? How could you say that to Gareth?
 MIA: Tee hee! I wonder...
 GARET: Sheba, Mia!?! You think this is funny!?! I've lost everyone! My whole family!
 ????: Gareth! Don't be so sad!
 ISAAC: ???
 ????: I'd thought you might be a little more confident after all your adventures!
 ISAAC: !
 ????: Ha ha! I've got to see my brother crying!
 GARET: !!!
 GARET'S FATHER: So you made it back, Gareth... I knew it would take more than this to beat you, Son.
 GARET'S MOTHER: Welcome home, Gareth...
 OLD MAN: You look surprised to see us, Gareth.
 ISAAC'S FATHER: How did you survive?
 GARET'S SISTER: The Wise One warned us of danger. He guided us here to safety.
 OLD WOMAN: Everything was destroyed... Our homes, our town...
 KRADEN: but the Wise One saved you all?
 GARET: I'm... I'm not alone!
 KRADEN: If you all made it out, did Dora as well?
 ISAAC'S FATHER: Dora...
 ISAAC: ...Mom...
 IASAAC'S MOTHER: Welcome home, Kyle... Isaac...
 ISAAC'S FATHER: You survived!!!
 IASAAC'S MOTHER: So did you...

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 ##### V. C R E D I T S #####
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Well, I want to thank mainly CJayC for looking after GameFAQs and for uploading this guide and for the great thing that GameFAQs is right now. GameFAQs is the only thing keeping people making and sending in game guides for free use.

- Me: I wrote this guide ;)
- CJayC: He owns GameFAQs
- Metapad(A Program): It is pretty cool and works great
- Microsoft Work(A Program): Making the world a better place, or is it?

If you're not on this list, I must have forgotten to add you. It is most unlikely that this is the case, but it does happen. Then please contact me. Well check out the Contact Me section for that.

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##### VI.                C O N T A C T   M E                #####
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If you have any corrections or additions to this guide, please send a note to sutehk@gmail.com for inclusion in the next revision. Please ask if you want to display this guide on your own site, I will almost always say yes. If you have any questions please feel free to e-mail me at sutehk@gmail.com.

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##### VII.               C O P Y R I G H T                #####
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