

# Darkened Skye Game Script

by pure mind games

Updated to v1.2 on Feb 26, 2004

**This walkthrough was originally written for Darkened Skye on the GC, but the walkthrough is still applicable to the PC version of the game.**

Darkened Skye - Game Script

Last Update:19/02/04

V1.2

by: Pure mind games

E-mail:yevondjose@aol.com

Contents

-----

1. Infromation
2. Version History
3. The Script
  - Lynlora
  - Ogmire Archipelago
  - Ogmire Tikniki Swamp
4. Credits (from Manual)
5. Legal Stuff

Informatation

-----

This is my first FAQ it origanly began just as a bit of drunk fun so i would have a copy of all the funny/sarcastic stuff Draak and Skye said. Then when i woke up i thought to myself

i could put it on GameFAQs web site and let others benefit from it :).

You really should have a copy of the game because i won't be telling where it is said or read but

if not just have a right old laugh at the funny lines.

This Script can only be found on Gamefaqs and a site that i have forgotten the name of :D (that i know of)

Version history

-----

Version 1.2 - Finished Ogmire Archipelago

Started Ogmire Tikniki Swamp

Updated the Information section to include the sites its on (no biggy)

Version 1.1 - Added the Credits from the Manual.

Added the Contents.

Added the information section.

Made the COPYRIGHT stuff right. (Like I said in the information i was drunk when i started it).

Started Ogmire Archipelago.

Version 1 - Started the FAQ.

Started Lynlora.

Finished Lynlora.

## The Script

-----  
Lynlora  
=====

Skye: May the wind carry my words to you, Mother, wherever you may be. in this world or the next.

Im fine today, Mom. Sick of Herding Dwentils, but fine.

One of Necroth's lackeys tried to make me solute, but i kicked him in the... well, he'll be gibbering insanely in soprano from now on.

I miss you, as always. Where are you?

Why didn't you return From that voyage?

What's the meaning of this talisman you left me?

What's the meanig of... me?

Who AM I in this world? Tell me, please.

'Cause if herding dwentils is my destiny I'm, putting in For early Reincarnation.

Necroths Thung 1: Bet ya think you'r right smart wearin' them bright colored things on your feet. We'll show you smarts.

Necroths Thung 2: Smarts, don't it?

Skye: Oh yes, Bright colors are a symbol of rebellion, after all.

What will be outlawed next, smiling? Breathing? Metabolizing?

Psst. Come back, you stupid dwentil. Where are you going?

Come on, you'll have my job For this. We're not supposed to leave this property. come!

What in the Rainbow's name...?

Necroth's Minion: Lord Necroth, a young female in lynlora just found one - orange!

Draak: Whoa! Easy, sister, Im on YOUR side!

Skye: MY side? Who are you?

Draak: Call me Draak. Though Necroth'd call me DimSum right about now.

Skye: So, an expert on Necroth, are we?

Draak: I happen to live out near his neck of eternal chaos. i hitched a ride here with his minions.

Skye: Minions? Great, I just love Minions.

Draak: They're Necroth's Special forces.

They know all about your little orange "discovery" and they're here to lighten your load.

Skye: But if you're from Necroth's hood why would you want to help me?

Draak: let's just say He Whose Face May Not be Glimpsed and i have "issues." Want my help yay or nay?

Skye: Thinkin' of goin' with "yay."

Draak: okay Now: go to the village. Find the old woman named Gannish.

She can tell you about that orange thing of your that has everyone's woolies in a bunch. Come on!

Skye: Anything could be lurking in there  
Well...guess i'll stick my face in!  
What do you call that?

Draak: i'm goin' with Red-breasted Northern Butt-Smiler.'Course that's just me.

Draak: That's where i came through with the others. Necroth can tear holes in reality like a cheap tunic.

Skye: I've never seen this village before.  
'Course, having grown up a dwentil farm, the term "world traveler" does not exactly apply.

Skye: Pursuant to Chapter 16, section A of the Evil Minion invasion act this weapon and its ordnance have been seized.  
Liberal translation.

Skye: Man, this thing torques!

Draak: it's even better when you have some - oh, i don't know -ammo!

Skye: This must be the village marketplace. So where's the blue light special?

Draak: well you know invasions of bloodthirsty monsters tend to dampen the old shopping spirit.

Skye: Yo! Anyone here?

Food Merchant: Think you can scare me off like the others?  
I'm the captain of this cart, and the captain goes down with his food.

Skye: Is that what you call this stuff? What happened here?

Food Merchant: We were mindin' our own affairs when Necroth's special forces marched through, lookin' for someone.  
Everyone ran. But i hear there's a new caravan on its way. This place'll pick up again.

Food Merchant: I GIVE UP! The rebels have been seen using the cave, i hear they wrote a secret there.  
Oh, it's you. i thought so.

Eeb: Nothing to see here. Shows over, Keep movin'.  
why can't i keep my mouth shut? Go ahead, kill me now. You're one of THEM, aren't you? Necroth's nasties?

Skye: Me? One of his bunch? Try again, Nostradamus.

Eeb: He sent in his heavy-hitters.  
They swept through here in a wave, searching for someone, scaring away my customers.  
I'm Eeb merchant of the bizarre and extraordinary.  
I travel from world to world, collecting only the finest in rare and exotic fauna.

Eeb: A stuffed Embliak from the jungles of Jamfar, a live Corple from the fire lands of Heem.  
a glowing lampfish from the watery world of Ogmire.  
Only the rarest of living things.  
If you've got a creature to sell or trade, "show me the bunny."

Or anything else you think i might like.

Eeb: well. well, a wild...er...

Draak: er... Red-breasted Nothern Butt-Smiler?

Eeb: Close enough. these fetch a modest price in outer Bol'garyn I'll let you have my lamfish for it.

Gannish: Only them what's got the password enter here.

Skye: Yeah, think i'll wonder into that pitch-black cave alone.  
I want to show up in the credits as "third dead teenager."

Skye: Not without some major Carbo-loading.

Skye: Oh on, we'll never figure out what it says - it's written in...

Skye & Draak: ...BACKWARDS writing!!!

Skye: "Send us all to prism."

Skye: The old tuning-forks-in-the-wall-near-the-hidden-entrance shtick.

Draak: Oh come on, we can't do this puzzle till later.

Skye: How do you know?

Draak: I read the script i mean, i had a Sacred vision.

Skye: Here's where one of us has to say, "lock and load!"

Draak: It's expected, it really is.

Skye: lock and load!

Draak: Not bad, good first effort.

Skye: Send us all to prism.

Gannish: If you thick you're taking this old biddy without a tussle, I got one word for you - ZANABANANDA!!!!  
it can't be. Ihaven't seen one of those since...

Skye: What is it?

Gannish: By the great Rainbow - that, my strange young sapling, is a SKITTLES.

Skye: SKITTLES? i thought SKITTLES were only a legend.

Gannish: In legened lie truths too big for facts to hold. aha, i thought as much.

I know who you are, lass. The question is: do you?

skye: i'm Skye of Lynlora. I never knew my father, but my mother was a traveling merchant.

Gannish: Facts, pish. Do you know who you really are?  
Sit. you have volumes to learn and but the turn of a page in which to do it.  
What's the matter sapling? Viper plant got your tougue? A rainbow, that's what

it is.

Don't stare at me like i'm the back end of a dwentil. Rainbows were real. And when they appeared, so did the SKITTLES. Raining forth like colored hail. what were SKITTLES, you ask?

i'm just a crazy old crone, what would i know? heh, heh, heh.

But i will tell you this: the people knew magic then, and 'twas SKITTLES what fuled that magic.

But then Necroth did the unthinkable.

He forged the Dark Prism and channeled the rainbow to his own foul realm, so that all the SKITTLES would be his.

He rouned up every last remaining SKITTLES from the people and outlawed magic forever. All except his own.

Some Whisper that a few SKITTLES yet remain.

And that some day, the magic will return. Aye, some day, some day, some day...

Skye: Magic? From rainbows? And does no one fight back with the magic today?

Gannish: You do, lass. In your heart. And there are others, in lands beyond ours. Look again.

The Foretimes. when rainbows reigned and SKITTLES flowed and magic ruled the day. Mark well this land.

You must travel there. You must find this wise and ancient man. He has a plan to restore the Rainbow, he knows of others who will help.

But Necroths Forces have cut him off From the world, where he can do no good. I've held onto my own piece of the magic lo these years. Come!

Gannish: There. I've bought us some time. I've sealed off Necroth's entry. But my spell won't hold Forever.

Now you must make magic, sapling.

See the truth and you will find the sacred Circle. It will take you where you need to go.

See the truth. Find the circle. Quickly.

Skye: Necroth stole the Rainbow but the Rainbow will return.

Skye: Stand on the sacred circle. It will take you where you need to go.

Dorian: No, shh, don't tell me. Your name, I know it. Shy! Spy! ...er, Sty?

Skye: Psychic hotline auditions were last week. Try SKYE!

Dorian: Right. Sorry. And your mother was Mariama.

Skye: You knew my mother? How come i don't rememberyou showing up at any pot luck parties?

Dorian: I can't explain now, but I am a friend. Look for me. I'll try to help when I can. But you'd better get moving.

Skye: Wait. How 'bout answering a few questions first?

Dorian: No time! Into the circle! Move out! Journey on! Godspeed!  
Er, SCRAM!

Skye: Nice chatting with you too, PAL.

Ogmire Archipelago

=====

Skye: Draak, ihave a feeling we're not in Lynlora anymore.

Draak: Syke, I have a feeling we should have packed some serious lunch.

Skye: Hellow there, in what strange land do i find myself?

Veng: Who Can Predict where the self will be found?

One may wounder forever and never find it, yet it lies no distance away.

Skye: Excuse me: what does one call this land?

Veng: One calls it the eternal center, two call it the distance between two souls, three call it a chess-game of reality...

Draak: For the metaphorically Challenged, does this place have a NAME?

Veng: Ogmire. The land is ogmire and dread things are happening here. i'm afraid thats all i can tell you, unless...

Quickly: you must seek Merlin, the ancient mage.

He has been isolated on the last of these islands by those who desire his silence.

He will tell you all you need to know. take this.

Go now. The currents of destiny are brewing strom clouds of darkest portent.

Draak: Translation?

Veng: Move it or you're fried.

Skye: I see another island out there, but how do we get to it?

Draak: How's your Backstroke?

Skye: Lousy. I'm a Warrior-hero-adventurer-goddess WHO CAN'T SWIM. OKAY?

Draak: Not to worry; I speak Fluent Ogmiri.

Watch the the master at work.

oh boy well he says, "we are the fish riders of Ogmire.

A terrible rapture has opened in our world.

We wish to rescue Merlin but dare not come closer to land for fear of the tentacled ones."

Find our clan stoness to summon our help.

Remember, only a stone can raise a stone. yeah huh?

Skye: This just in. "The captain of the sky Pirates is imprisoned in a distant tower.

Set him free" signed, Gannish. Thanks.

Draak: er he says, "There is treasure off the coast. it fell from the skies in the foretimes. The what now?

Draak: Spongites. Prized as a delicacy in well alright, not prized as a delicacy anywhere.

Draak: er she says, "Jonah had a SKITTLES and left it far behind." hey narny narny

Draak: hay thats swell.

Get it - swell? i personally find myself more then amusing.

Skye: Yeah! Who's the hero? i'm the hero.

Skye: A SKITTLES!

Mysteriously unaffected by centuries of digestive activity.

You see, Marketing didn't want us to show a SKITTLES all narfed up from stomach juices, so they decided...

i'll shut up now.

Skye: Some markings cannot be seen with the eye alone.

So I might need to use magic. I would never have thought of that!

Draak: ok he says, "The path to Merlin's isle begins in the pit of terror."

look I like a nice pit of terror as much as the next guy, but... em you know

Skye: Merlin?

Mystery Character: You may Approach, dauntless one.

...Senseless one, mindless one, feckless one...

Merlin: ENOUGH!

Mystery Character: Fine, i was just leaving. But I'm not done with you. Mark this face. you'll see it again, when you least expect it.

Skye: If you think you scare me... then, dang, you're perceptive bad guy.

Merlin: Even to my own home Necroth sends his lackeys. He must want you very badly.

Daughter of Mariama, how pleased and how sad I am to see you. listen while I tell you a story.

Long long ago - long before Necroth's time - Five magical prisms were crafted by the Ancients.

From these prisms the great Rainbow was born.

The rulers of the five lands were wise and decided that each realm should keep and protect one prism.

in this way no single ruler could abuse the power of the rainbow.

And all five kingdoms would need to peacefully unite in order to create a new one.

The rainbow thrived for aeons and over time the five prisms were forgotten. but now they have become our only hope for restoring the rainbow.

We call ourselves the keepers the rainbow. Your father fought for our cause, before he...

Skye: Died?

Merlin: Yes...died. But it was your mother who was our true spiritual leader.

Skye: My mother?! She's just a traveling Merchnt!

Merlin: So she told you for your own protection.

It was your mother's plan to find and unite the five ancient rainbow prisms within the talisman she carried.

Her plan. Your destiny. You must gather the prisms from all five worlds and unite once again,

so that the rainbow may be restored.

Skye: I'll do it. i'm not afraid. Much.

Merlin: Somewhere deep within this place, the yellow prism resides. Find it.

This crumbling city lies beyond Tikniki country.

Go now. And kepp the rainbow in your heart.

Ogmire Tikniki Swamp

=====  
Draak: Hmm, this must be the public golf course.

Credits (from the manual)  
=====

EXECUTIVE PRODUCERS

Elizabeth J. Braswell

Diane Strack

Boston Animation

EXECUTIVE PRODUCER

Dale DeSharone

WRITER, GAME DESIGNER, PRODUCER

Andy Wolfendon

Character Voices

Skye

Linda Larkin

Draak

Robb Pruitt

Gannish

Ronda Berkman

Dorian

Ramon de Ocampo

Additional Voices

John Davin

Paul Wann

Chloe Leamon

Jerry Kissel

Will Lebow

Thomas Reiff

Ed Peed

Sheryl Rabinovitz

Peter Berkrot

Phoebe Wray

Sonya Chikry

Dmitry Zhukow

Programming Department

LEAD PROGRAMMER

Mixim Novikov

PROGRAMMERS

Oleg Ovechko

Dmitry Kukushkin

Stanislav Spivakov

Eugene Peresada

ADDITIONAL PROGRAMMING

Vitaliy maximov

Kirill Bulatsev

Level Design Group

LEAD DESIGNER & AI PROGRAMMING

Alexander Soloveyko

LEVEL DESIGNERS



Ivan Kulbich  
Alexander Goncharuk

FX DESIGNER  
Denis Romanov

Art Department  
ART PRODUCTION MANAGER  
Igor Gorbunov

CONCEPT ART  
Eugene Tyshkevich  
Anatoliy Lavrenishin  
Sergey Kuzhelniy

INTERFACE DESIGN AND MODELING  
Peter Lysenko  
Igor Gorbunov

3D ARTISTS  
Igor Gorbunov  
Ruslan Konovalchuk  
Olga Malko  
Natasha Khan  
Sergey Kuzhelniy  
Andrey Tkachenko  
Vladimir Andropov  
Veniamin Tuz  
Vladislav Artyukhov

PAINTERS  
Anatoliy Podorvany  
Peter Lysenko  
Ivan Khivrenko  
Denis Volchenko  
Roman Litvin  
Kirill Potabenko  
Vladimir Nikonorov

Cinematics Group  
ANIMATION PRODUCTION MANAGER & DIRECTOR  
Valeriy Gorban  
MAIN CHARACTER ANIMATOR  
Alexander Shmygun

ENEMIES ANIMATOR  
Sergey Golovin

3D MODELERS AND ANIMATORS  
Alexander Shmygun  
Pavel Markevich  
Nadya Babaryka  
Vitaly Yakimenko  
Irina Vovkogon  
Rostislav Garbar  
Alexandra Ilmenskaya  
Evgeniya Ilmenskaya  
Valeriy Gorban  
Eugene Alyokhin

CAMERA

Valeriy Gorban  
Pavel Markevich

MC ANIMATOR

Alexey goncharov

Pre-rendered Cinematics Group

ART PRODUCTION DIRECTOR  
Alexander Zhukov

3D MODELERS AND ANIMATORS

Alexander Zhukov  
Sergey Chudakorov  
Alexey Rubel  
Victoria Balynskaya  
Peter Syomka  
Ruslan Konovalchuk  
Andrew Kabatsky  
Denis Vorobyev  
Alexander Shmygun  
Eugene Alyokhin  
Irina Vovkogon  
Nadya Babaryka

POSTPRODUCTION/SPECIAL FX

Alexander Zhukov

Sound Department

SOUND MANAGER  
Eugene Zhukov

MUSIC COMPOSER

Eugene Zhukov

SFX DESIGNERS/SOUND DIRECTORS

Alexey Chikry  
Oleg Ovanesov

INTERNAL TESTING

Phelan Wolfendon  
Peter LaValle

ADDITIONAL HELP

Nick Gabchenko  
Elena Kasavina  
Yaroslav Grabovskiy  
Tatyana Shcherbina  
Pavel Prihodko  
Julia Ivanova

IT ENGINEERS

Alexander Latenko  
Andrew Fefelov

Administration

PRESIDENT  
Olga Chebotar

VICE-PRESIDENT

Maxim Novikov  
Julia Kharchenko

CHIEF ACCOUNTANT  
Irina Balakireva

ASSISTANT ACCOUNTANT  
Tatyana Sochneva

Interpreter  
Oleg Zhuk

Simon & Schuster Interactive  
PRESIDENT, PUBLISHER  
Gilles Dana

VP. CREATIVE DIRECTOR  
Jeff Siegel

EXECUTIVE PRODUCER  
Diane Strack

PRODUCER  
Kimberly A. Kindya

VP. DIRECTOR OF SALES, MARKETING, BUSINESS DEVELOPMENT  
Peter von Schlossberg

BUSINESS MANAGER  
John Crowe

DIRECTOR OF FINANCIAL PLANNING & ANALYSIS  
Jeff Hookey

PUBLICITY DIRECTOR  
Peter Binazeski

ART DIRECTOR  
David S. Rheinhardt

SENIOR DESIGNER  
Stephen A. Ganade

PRODUCTION MANAGER  
Meng Meng Lim

MARKETING SERVICES MANAGER  
Ellen Goldberg

SALES AND MARKETING MANAGER  
Christina Kuzma

ONLINE MANAGER  
Stephen Hughes

AND THANKS TO THE REST OF THE TEAM:

Dewanda Howard  
Bill Mooney  
Jo-el Rainey  
Emmanuelle Saal

Jill Wallach  
Mike Walls

Absolute Quality, Inc.  
QUALITY ASSURANCE MANAGER  
Calvin Grove

PROJECT LEAD  
Sean Davis

TESTERS  
Martin Gitt  
Trevor Rose  
Justin Schunick  
Chris Baguley  
Dan Gleason  
Goeff Ireton  
Greg Wickham  
James Copestake  
Jason Davis  
Jeremiah Sanders  
Jeff Cather  
Kevin Cunningham  
Lawrence Leibowitz  
Niles Plante  
Robert Miranda  
Ryan Ashford  
Walter Carter  
Wendell Harper

SPECIAL THANKS TO  
Masterfoods USA  
A MARS, INC. COMPANY

Lynn Scott,  
DIRECTOR OF LICENSING

Susan B. Walter,  
MARKETING DIRECTOR

COMMERCIAL CLIPS

Republished And Localized in Europe by TDK Mediactive  
(a TDK Recording Media S.A. Division)

DIRECTOR  
Heiko tom Felde

DEVELOPMENT AND LOCALIZATION  
Hans-Jurgen Brandle  
Christopher Schmitz  
Norbert Wellmeyer

MARKETING  
Andreas K~~re~~mer  
Neil Berry  
Adrian Lacey

PR  
Michael Domke

Viginie Bousquet  
KatrIn Jungmann  
Beatrice Schneider

DESIGN

Heiko Hopfner

Operations

Marie-Paule Van der Veken  
Malcolm Choat

LOCALISATIONAGENCY

Elo Interactive

Legal Stuff

-----  
FAQ Copyright 2003 Darren Rufus

The actual Script is property of Boston Animation.  
Everything else is Property of their respective owners.

This document is copyright pure mind games and hosted by VGM with permission.