

Final Fantasy IX Game Script

by Shotgunnova

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Guide:  FF9 Full Game Script
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SITES THAT HAVE PERMISSION TO HOST:

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-Gametalk
-GameFAQs
-Eyes on FF
-Neoseeker
-Super Cheats
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UPDATES AND REASONS FOR ALL THE SEASONS

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02-24-06      +Started guide, founding point, etc.
03-08-06      +Disc 1 'stuff' completed
03-17-06      +Disc 2 'stuff' completed
03-31-06      +Disc 3 'stuff' completed
04-02-06      +Disc 4 'stuff' completed
04-08-06      +Notation update
              +Notation modifications
              +Search mode revisions
04-23-06      +Updated permissions list
06-07-06      +Updated ATE Script Listing
08-09-06      +Added 3 Missing ATEs
09-19-06      +Corrected a few grammatical errors
              +Added disclaimer at closing of the
              game
09-22-06      +Updated permissions
03-05-07      +Updated Desert Palace dialogue
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THINGS I NEED HELP WITH, KUPO! / THINGS I WILL UPDATE

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+Hippaul Race Quotes (his leveled ones)
+Mogster Location Hints (Early on in Disc 1 & 2)
+Valia Pira bloodstone detection quotes
+Party caution quotes (see: DP07)
+Card game quotes (I might do these later on, actually)
+Ragtimer quotes
+Moguo quotes
+Template-type quote (for moogles, etcetera)
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NOTATION INFORMATION

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(PF) =      Pointer finger. Substituted in place of a picture.
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- { / } = Options in the weird brackets mean no dialogue is said by picking either option, so I'm not going to list them like usual. One usually sees these when talking to shopkeepers and moogles. An example would look like "{Yes/No}".
- (note) Means there's a song note symbol in the dialogue. Shown only when someone's singing, of course.
- ([])
- (/\)
- (><)
- (O)

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 NOTATION INFORMATION, PART II
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Normal dialogue is single-spaced to show that there is more than one different speaker, like this example:

Zidane: "Hey!"

Eiko: "What's crackin'?"

In other places, dialogue will be compacted without that single-spaced portion, which denotes that it's either text said in unison, like this similar example:

Zidane: "Hey!"

Eiko: "What's crackin'?"

Steiner: "You startled me!"

In addition to that context, NPC dialogue may have compact dialogue to show that the speaker says something new after the initial talk, like this example:

Soldier: "Sure is hot out here!"

Soldier: "I wish it'd rain..."

There are few times when it's hard to tell which 'tense' is being used, so the reader can probably figure it out. ;)

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01. Alexandria (AL01)
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[As the game starts, the player sees a boy with a tail walk into a dark room on a ship, looking around.]

??????: "Sure is dark... Guess nobody's here yet..."

[The boy with a tail lights the candle in the room's center. Someone yells from behind a door immediately, and the player can name the character. Zidane is the default.]

Voice: "Who's there!?"

Zidane: "It's me, Zidane!"

[Three guys run out: one with red hair, one with a bandanna, and one carrying a hammer. The former speaks.]

Blank: "Hey, Zidane! You sure are late!"

Zidane: "Sorry. So, where's the boss?"

[The man with the hammer speaks.]

Cinna: "Ain't here yet."

[Just then, a guy with a dragon's head jumps down from the stairway and attacks the party. They attack it and the dragon head eventually pops off, revealing a bearded guy.]

Bearded Guy: "UGHUUA! Oh, my head! Go easy, you guys!"

[Everyone's tired from the battle. The Bearded Man is addressed as Baku.]

Blank: "Whew!"

Cinna: "Whew!"

Marcus: "Whew!"

Zidane: "Whew!"

Baku: "Hey, fools! You're lookin' a lot better! Gwahahaha!
Alright! Let's start this meeting already!"

[They all hurry into the room next door.]

Baku: "Here's the plan! Tantalus, the infamous band of daring thieves (that's us) is headin' to the Kingdom of Alexandria... Our mission: to kidnap the heir to the throne, Princess Garnet!"

Cinna: "I'll take it from here, so listen up! Our ship's about to dock at Alexandria... And when it does, we're gonna put on our costumes... ..and perform 'I want to Be Your Canary,' the most popular play in Alexandria! Break a leg, Marcus! 'Cause you're playin' the lead!"

[The man with the bandanna stands up.]

Marcus: "Leave the actin' to me! Of course, the real kidnappers'll be Blank and Zidane!"

Blank: "I'll distract the audience from backstage with these little buggers. I can't stand oglops... But I'll manage, so don't worry about me. And that'll be your cue, Zidane!"

Zidane: "Okay!"

R1 --> That's when I kidnap Queen Brahne, right?

R2 --> That's when I kidnap Princess Garnet, right?

R1 (Baku): "You bet! You're gonna kidnap the fat-ass, butt-ugly Queen Br--... What...what'm I sayin'!?"

R2: "You bet! You're gonna kidnap the most babe-ilicious beauty in all of Alexandria, Princess Garnet!"

[The view changes to the town below. A boy in a large hat looks up as the ship the Tantalus crew is in flies overhead. The ship docks near the castle, and then the view fixes back to the boy with a hat. As the crowd runs off, he drops his ticket, and a little girl comes over to him.]

Girl: "Are you awright? Here! You dwopped your ticket. Bye-bye!"

[The boy runs along, but a rat kid bumps into him.]

Rat Kid: "Owww! Why you--get outta my way!!!

[The boy in the hat runs further into town. There, a penguin-like man welcomes some nobles on the street.]

Herald: "Honorable nobles of Treno... Castle Alexandria is this way!"

[The herald leads the nobles away and the boy in the hat heads to the ticketbooth located in the main square.]

Ticketmaster: "Can I help you, son?"

Pointy-Hat Boy: "Uh... Umm..."

R1 --> Show Ticket

R2 --> What's showing today?

R2a --> What kind of troupe is Tantalus?

R2b --> What's 'I Want to Be Your Canary' about?

R3 --> Tell me about Alexandria!

R3a --> Who's Queen Brahne?

R3b --> Tell me about Queen Brahne!

R3c --> Who's Princess Garnet?

R3d --> Tell me about Princess Garnet!

R3e --> Is Princess Garnet really that pretty?

R4 --> Leave

R1 (Ticketmaster) "What's this? There's something odd about this ticket... Why, it's another fake! I've seen so many today."

Pointy-hat Boy: "Nooooo!"

Ticketmaster: "Now, now. Don't cry. I know how you must feel. Here, I'll give you these. Do try to cheer up now, hmm?" [He gives Vivi some cards.] Talk to Alleyway Jack to learn more about Cards. Good luck, lad!"

R2 (Ticketmaster): "This year's performance is the masterpiece 'I Want to Be Your Canary.' The Tantalus Company is performing."

R2a (Ticketmaster): "They're star performers in Lindblum, the regency to the west, with accompaniment by Lav Layderce!"

R2b (Ticketmaster): "This play is a tale of romance between a noble and a peasant! You really must see it!"

R3 (Ticketmaster): "The Kingdom of Alexandria is a fine country, ruled by Queen Brahne."

R3a (Ticketmaster): "Did you know Queen Brahne has a beautiful daughter, Princess Garnet?"

R3b (Ticketmaster): "Unfortunately, I've heard strange things about Queen Brahne recently."

R3c (Ticketmaster): "Today is Princess Garnet's sixteenth birthday, you know!"

R3d (Ticketmaster): "Her Highness is a beautiful princess, and everyone in Alexandria loves her!"

R3e (Ticketmaster): "Why, she's the most beautiful princess in the history of Alexandria!"

R4: [The Pointy-hat boy leaves.]

[After finding out his ticket's a fake, the Pointy-hat Boy walks into the alley near the square. He trips and faceplants, making Dante the Signmaker mess up.]

Dante the Signmaker: "Blast it! Hey! You made me miss, you little klutz! Whew. That should do it. Well, it's been a long day."

[Dante walks off but the rat kid from before comes over.]

Rat Kid: "Hey, you! Shrimp! You're the one with the phony ticket, ain'tcha? I saw the guy tell you it was a fake!"

R1 --> Y-Yeah, it's fake

R2 --> N-No, it's not fake

R3 --> Are you Alleyway Jack?

R1: "I'll let you see the show if you become my slave! Well, whaddya say?"

R4 --> Alright

R5 --> N-No, I don't want to

R2: "Liar! I'll let you see the show if you become my slave!"

Well, whaddya say?"

R4 --> Alright

R5 --> N-No, I don't want to

R3: "Do I look like that loser!? But I'll let you see the show if you become my slave! Well, whaddya say?"

R4 --> Alright

R5 --> N-No, I don't want to

R4: [See below.]

R5: "Okay... Later!" [He runs off.]

[After picking R4:]

Rat Kid: "Awesome! Now for your first assignment! You go stand over there and see if anyone's comin'! All clear?"

R1 --> Yeah, it's clear

R2 --> I think someone's coming

R1: "Awesome! Engage according to mission parameters!"

R2: "You 'think'!? I wanna know!!! [He repeats his original question.]

[The Rat Kid steals Dante's ladder and runs towards the church.]

Rat Kid: "Over here! Don't fall behind! Into the steeple!"

[They run into the steeple.]

Rat Kid: "Now we're gonna climb up this tower! It's very dangerous. You go first."

[The Pointy-Hat Boy goes up to the ladder, and a moogle falls on him.]

Pointy-Hat Boy: "Oww!"

Rat Kid: "Ahahaha! What the heck was that!?"

Moogle: "Sorry 'bout that, kupo!"

Rat Kid: "That's Kupo. He's a moogle."

Kupo: "Kupo!"

Rat Kid: "And this is slave number one! Try to get along, okay?"

Kupo: "Kupo! Pleased to meet you! I sorry. I enter you in Moogle Diary! If you want to save game onto MEMORY CARD, just ask us moogles, kupo! And you can regain health if you have a Tent, kupo! You understand?"

R1 --> I understand

R2 --> Once more...

R1: "Glad I can help, kupo!"

R2: [Kupo repeats, starting at "If you want to..."]

Rat Kid: "Alright, time for some upward mobility!"

[He takes Dante's ladder and climbs up the steeple's ladder.]

Rat Kid: "Okay, come on up, slave!"

[Just then, a moogles in clothes walks into the church.]

Stiltzkin: "Kupo...? You here?"

Kupo: "Kupo! Stiltzkin! Why that getup? You leaving, kupo?"

Stiltzkin: "Yeah, and this time I might be away for a long time."

Kupo: "I'll miss you, kupo."

Stiltzkin: "Now, don't you worry. I'll write."

Kupo: "Okay, kupo!"

Stiltzkin: "Well, I'm off. Take care! Oh, and say hi to Mosh in the castle for me."

[Stiltzkin leaves.]

Pointy-Hat Boy: "Was that a friend of yours?"

Kupo: "Yes, kupo. A very special one, kupo!!!"

Rat Kid: "Hey, slave! I thought I ordered you up here!!!"

[The Pointy-Hat Boy climbs up.]

Rat Kid: "Alright, the play's gonna start if we don't hurry!"

[They start running across the rooftops. The Pointy-Hat Boy stops a rickety plank stretched across some eaves.]

Rat Kid: "Come on! Get over here! Lemme guess... You're afraid of heights, aren't you? It's okay! Just pretend you're on the ground! Come on, already! We're runnin' outta time!"

[Pointy-Hat Boy crosses and comes to another plank.]

Rat Kid: "Not again... Don't worry! It won't fall!"

[Pointy-Hat Boy crosses, barely, just as it falls.]

Rat Kid: "Hahaha... I guess it fell. No point in worrying now, right?"

[They continue.]

Rat Kid: "Oh yeah, I almost forgot! I don't even know your name!"

[The player can name the Pointy-Hat Boy, default 'Vivi'.]

Rat Kid: "So your name's Vivi, huh? Kinda funny name... My name's Puck! Pleased to meetcha!"

[They head to the castle wall.]

Puck: "Whew... We finally made it! After this wall, well be inside the castle! C'mon, let's go!"

[They head inside, using the ladder as a walkway and an FMV starts where the band strikes up and the play raises up, with a lot of jazz and fanfare. Baku, dressed in regalia, walks onto the stage.]

Baku: "Ladies and Gentlemen! Tonight's performance is a story that takes place long, long ago. Our heroine, Princess Cornelia, is torn from her lover, Marcus. She attempts to flee the castle, only to be captured by her father, King Leo. When our story begins, Marcus, having heard of this, crosses swords with the king. And now, Your Royal Majesty, Queen Brahne, Your Highness, Princess Garnet... ..noble ladies and lords, and our rooftop viewers, Tantalus proudly presents 'I Want to Be Your Canary'!"

[Baku bows, and the scene changes to backstage. Cinna, Blank and Zidane ready their entrance.]

Blank: "Bereft of father! Bereft of mother! Marcus! Thou has lost even thy love!"

Cinna: "Fortune hath escap'd thee! For what end shalt thou live?"

Zidane: "For the sake of our friend... Let us bury our steel in the heart of the wretched King Leo!"

Blank: "Aye!"

Cinna: "Aye!"

[The three run out onto the stage, where Marcus, Baku, and two others are readying to square off.]

Blank: "We shall back thee, kinsman!"

Marcus: "Pray, sheathe thy swords! This villain is mine alone!"

Cinna: "Nay, kinsman! For I, too, have lost a brother to this fiend!"

King Leo: "What ho? Out, vermin! Away! Thou darest bare thy sword before the king!? All who stand in my way will be crush'd!"

Zidane: "Treaherous Leo, my kinsman's suffering shall not be in vain! For I shall instruct thee in his incomparable pain!"

[The stage battle starts, and King Leo's defeated. He runs to the stairway afterwards.]

King Leo: "Arrg... Grr... Thou hast not seen the last of me, Marcus!"

Zidane: "Come back!"

[Blank stops him.]

Zidane: "Out of the way, Blank!"

Blank: "Consider this, Zidane! If Prince Schnieder were to marry Princess Cornelia, peace would reign over both their kingdoms!"

Zidane: "'Tis foolishness! If all were so easy, why, none would suffer in this world!"

[Zidane and Blank start their fake sword battle.]

Zidane: "Aha!"

Blank: "Mph!"

Zidane: "Aha!"

Zidane: "Aha!"

[They head down to the viewing area to fight.]

Blank: "En garde!"

Zidane: "Expect no quarter from me!"

Narrative: To follow Blank's lead, enter the correct commands from the following choices:

Up	(/\)		
Left	Right	([])	(O)
Down	(><)		

[They fight a bit.]

Blank: "We shall finish this later!"

Zidane: "Come back here!"

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02. Alexandria Castle (AC01)
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[They run into the castle, and the crowd thinks its part of the act. Inside, Zidane and Blank beat up two guards and take their clothes behind a blacked-out screen.]

Voice: "Argh!"

Voice: "Ungh!"

Voice: "Ooof!"

Voice: "Unghaa!"

Blank: "Hehehe! Finished changing, Zidane?"

Zidane: "Yeah, but this helmet... It kinda smells..."

Blank: "What are you talkin' about!? My helmet totally reeks! My armor's way too big... And my back's real itchy... The boots are wet... My gloves are all slimy... There's cookie crumbs in my pockets..."

Zidane: "Okay, I get the picture... You still have the package, right?"

Blank: "Don't worry! I won't screw up!"

Zidane: "Alright! First, I'll go pour some sleep potion into Princess Garnet's teacup!"

Blank: "And I've got a special something for the lovely queen!"

[Blank goes over to the beaten-up guards.]

Blank: "Hehehe. They're sleeping so soundly!"

[They both leave the room.]

Blank: "According to recon... ..the royal seats should be right above these stairs!"

Zidane: "Got it!"

[They hear the crowd roar.]

Blank: "Uh-oh! The scene where Marcus sneaks into Cornelia's chamber is about to start! Let's get this over with before the finale, okay?"

[They go up the stairs, and a hooded girl runs out.]

Zidane: (Hmm? She sure is dressed funny...)

Hooded Girl: "Umm... Would you please let me pass?"

Zidane: "Hmm..."

R1 --> Let her pass

R2 --> Examine her face

R1: "Wait. Hold on a sec! Haven't we met before?"

Hooded Girl: "No, I do not know you..."

Zidane: "Hmm... Maybe you're right... I'd never let someone as pretty as you get away. Say, you wouldn't--"

Blank: "Hey, what's goin' on, Zidane?"

Hooded Girl: "I... I must go!"

[The girl runs by both men.]

Blank: "Who the heck was that!?"

Zidane: "Get up, Blank! That was Princess Garnet!"

Blank: "Are you serious!?"

R2: "Let's see..."

Hooded Girl: "Is there something on my face?"

Zidane: "Oh, no. You see... I just thought you were the one I'd been waiting for all this time."

Hooded Girl: "Excuse me? You were waiting for me?"

Zidane: "Yeah! I've dreamt of meeting you here ever since I was born!"

Hooded Girl: "Do you mock me?"

Zidane: "No, of course not..."

Hooded Girl: "Then, I shall take my leave of you!"

Zidane: "Just a sec! Haven't we met before?"

Hooded Girl: "No, I do not know you..."

Zidane: "Hmm... Maybe you're right... I'd never let someone as pretty as you get away. Say, you wouldn't--"

Blank: "Hey, what's goin' on, Zidane?"

Hooded Girl: "I... I must go!"

[The girl runs by both men.]

Blank: "Who the heck was that!?"

Zidane: "Get up, Blank! That was Princess Garnet!"

Blank: "Are you serious!?"

[They run after the princess and the view changes to a large stairway where two jesters run up to each other.]

Zorn: "We are in trouble!"

Thorn: "Trouble we are in!"

Zorn: "This is terrible!"

Thorn: "Our heads, Queen Brahne will have!"

Zorn: "We must hurry!"

Thorn: "Hurry, we must!"

[They run up the stairs.]

Zorn: "We are in trouble!"

Thorn: "Trouble we are in!"

[They head into the screen Blank and Zidane were in a second ago.]

Thorn: "The right way, that is not!"

Zorn: "I know it is not the right way!"

Thorn: "Really, do you?"

Zorn: "I really do!"

Thorn: "Wonder, I sometimes do."

Zorn: "N-Now is not the time to wonder!"

Thorn: "Hurry to Queen Brahne, must we!"

Zorn: "We must hurry to Queen Brahne!"

[They go up the stairs and stop again.]

Zorn: "That is not the right way!"

Thorn: "N-Not the right way, I know!"

Zorn: "Do you really?"

Thorn: "Know I really do!!!"

Zorn: "I really wonder sometimes."

Thorn: "Th-The time to wonder, now is not!"

Zorn: "We must hurry and tell Her Majesty!"

Thorn: "Hurry to see Her Majesty, we must!"

[They head to Brahne's seat.]

Zorn: "Your Majesty!"

Thorn: "See the queen, we must!"

Captain of the Knights of Pluto: "Her Majesty is busy! Come back later!"

[A girl with a sword at her side walks over.]

Beatrix: "Is it an emergency?"

Thorn: "An emergency, it is!"

Zorn: "A veritable emergency of terrible urgency!"

Beatrix: "Very well. I'll see what I can do."

Thorn: "Very grateful, we'll be!"

Zorn: "We'll be very grateful!"

Captain of the Knights of Pluto: "Grrr! Curse that Beatrix! Always trying to one-up me!"

Beatrix: "So, what exactly is the problem?"

Zorn: "Her Royal Highness..."

Thorn: "Princess Garnet..."

Zorn: "...is in danger!"

Thorn: "...is in danger!"

Beatrix: "I see. Wait right here."

[Beatrix walks to Brahne's seat.]

Queen Brahne: "No interruptions! Can't you see I'm watching the show!?"

Beatrix: "Your Majesty, I'm afraid Princess Garnet has--"

Queen Brahne: "Ah, yes... She did leave her seat awhile ago."

Beatrix: "Your Majesty, it seems that Princess Garnet has run off with the Royal Pendant."

Queen Brahne: "Well, of all the... What could she be thinking!?
General Beatrix!"

Beatrix: "Your Majesty!"

Queen Brahne: "And, Captain...uh..."

[You can name the Knights of Pluto captain. Default: Steiner.]

Queen Brahne: "Captain Steiner!"

Steiner: "Yes, Your Majesty!"

Queen Brahne: "Go find Garnet!"

Steiner: "Yes, my queen!"

Beatrix: "At once, Your Majesty!"

[Steiner walks to the screen where Zidane and company were before.]

Steiner: "Knights of Pluto! ASSEMBLE!!! Huh? Where is everybody!?"

[The two guards who were stripped of their uniform run out.]

Blutzen, Pluto Knight II: "Captain, sir!"

Kohel, Pluto Knight III: "All present and accounted for, sir!"

Steiner: "What are you talking about!? There's only two of you! Where are the other six!? Why, you useless good-for-nothings! I bring orders from the queen! Get dressed and go find Princess Garnet!"

[Steiner runs outside, and the crowd roars.]

Steiner: "What!? The play seems to be a hit! But if we fail to find the princess before the curtain falls, Her Majesty will be most displeased... And we will be the laughingstock of Beatrix and her retinue! I must hurry!"

[Steiner climbs the West Tower stairs.]

Steiner: "Whew... Fatigue rears its ugly head. No! I must persevere! The princess must be found! Wait! Over there! It's Princess Garnet! Being hounded by brigands! Fear not, Princess! Your knight is coming!"

[Zidane is chasing the hooded princess around on the opposite tower. FMV. Garnet gets on a ledge, takes a banner, and swings down to the Prima Vista. Zidane and Steiner follow, except Zidane reaches his mark and Steiner crashes off into one of the ship's wooden towers.]

Zidane: "Huh? Where'd the princess go? Woo! Owww..."

[Garnet jumps down, disrupting the band in the process, and flees. Zidane follows her into the next room, where she runs into Ruby and looks for a way out.]

Ruby: "Whoa! Whut in tarnation!? Hold yer horses, there! Whut kinda

cattle you chasin', darlin'? You should at least say yer sorry!"

Hooded Girl: "Please pardon me. I was in a hurry, you see..."

Ruby: "And here I am, fixin' to get ready fer my big entrance!

[Zidane runs in.]

Ruby: "Hey, Zidane! Did you see the way she hit me!? This cowgirl's wilder than a buckin' bronco!"

Zidane: "Just let me talk to her, Ruby!"

Ruby: "Come again, pardner!? Did you hear what I was sayin'!?"

[Garnet leaves in the commotion.]

Zidane: "Hey! Ruby! We'll talk later!"

[He follows her into the next room.]

Zidane: "Whew... Well, it looks like you've finally made up your mind."
(Wow. We really had to improvise. But hey, we got her!)

Hooded Girl: "Do you... do you work on this theater ship?"

Zidane: (Aww... So she figured it out, huh?)

Hooded Girl: "As you have no doubt suspected... ..the truth is that...
I am actually... Princess Garnet Til Alexandros, heir to
the throne of Alexandria. I have a favor I wish to ask of
you... I wish to be kidnapped...right away."

Zidane: "H-Huh!? I don't... I mean..."

[Steiner makes a racket somewhere.]

Steiner: "Princess! Where are you!?"

Garnet: "Please... They've come for me!"

Zidane: "Aha... So that's what's going on... Alright! Leave them to me!"

Garnet: "Thank you. You have my gratitude."

Zidane: "Alright then, Your Highness! I shall hereby do my best to
kidnap you!"

[Cinna runs in.]

Garnet: "Ahh!"

Cinna: "What are you two doin'? Come on, this way!"

Zidane: "Don't worry, Princess. It's my friend Cinna!"

Garnet: "Oh, really? I am sorry. You startled me."

Zidane: "Well, with a face like his, I'd be pretty shocked, too!"

Cinna: "Man, that hurts! I wash up every morning, you know!"

[Steiner calls out again.]

Steiner: "Princess!?"

Cinna: "This way!"

Zidane: "Alright, we'll follow you!"

[They run into the meeting room and shut the door.]

Steiner: "Princess?"

[Steiner runs in.]

Steiner: "Princess... Princess! Princess...? PRINCESS!!!? Princess?"

[A Pluto Knight runs in.]

Steiner: "Where have you been!?"

Knight of Pluto: "Sir! I'm sorry, sir!"

Steiner: "Princess!"

[Inside the meeting room:]

Zidane: "Hey, Cinna! This is a dead end!"

Cinna: "Hehehe. I thought this might happen... Open! Sesame!"

[The table falls over and a passageway down appears.]

Cinna: "So I set up this escape hatch!"

Steiner: "Princess!"

Cinna: "Come on! Jump inside!"

[They all jump in before Steiner can find them.]

Steiner: "The princess must be down there!"

Pluto Knight: "I-I'll go first, sir!"

[The knight (Blank) jumps in and intentionally gets stuck.]

Steiner: "Hey!!! What do you think you're doing!?"

Pluto Knight: "Captain, sir! I'm stuck, sir!"

Steiner: "Grrrrr! Blast it!!!"

[Steiner runs out.]

Pluto Knight: "Hehehe. He bought it!"

[Down below, the three escapees jump down on the engine.]

Zidane: "Wow, you're really athletic, Princess. I think I'm falling for you!"

Garnet: "This is nothing. I have been training to escape the castle, after all."

Zidane: "What a waste. If only you weren't a princess..."

Garnet: "We have no time for idle banter. Come, let us move on!"

[They go into the adjacent room, where Steiner enters via a pole.]

Steiner: "Aha! Princess! I, Steiner, shall come to your rescue!"

[Blank runs in.]

Pluto Knight: "You needn't worry, Your Highness!"

Steiner: "Good work! This will be remembered as the Pluto Knights' finest hour!"

Pluto Knight: "Hehehe! Just relax, Princess. We'll get you outta here!"

Steiner: "WHAT!!!? You're not one of my knights!"

Zidane: "You can just..."

Cinna: "...leave the princess..."

Zidane: "...to us!"

Cinna: "...to us!"

Blank: "...to us!"

[The battle starts.]

Steiner: "Villains! How dare you trick the princess!"

[The party knocks Steiner's block off.]

Steiner: "I'll never give up!"

[Steiner uses a sword technique on Blank, knocking the shoddy Pluto armor off. A bunch of oglops roam free.]

Steiner: "N-NO!!! I hate oglops!!! I hate oglops!"

Blank: "Oglops are the worst!"

Cinna: "Get these oglops offa me!"

Zidane: "Now's our chance! Come on!"

[Zidane and Garnet flee into the next room. Up above, the play is continuing smoothly. King Leo appears.]

King Leo: "Tonight, I shall finally see my daughter Princess Cornelia betroth'd to Prince Schneider! And then Prince Schnieder and his kingdom will be mine! Gwahahahaha!"

[The two lackeys from before restrain Marcus.]

Zenero: "Your Majesty!"

Benero: "We have caught an intruder!"

King Leo: "Why, my poor Marcus! Hark, lad. No matter how much thou dost treasure Cornelia... ..no matter how deeply she might believe she doth love thee... ..never shall I see her marry a peasant such as thee! When yon bell strikes three... Under the axe thou shall be!"

[Below, Zidane and Garnet run into the room where the actors are elevated onto the stage.]

Garnet: "What now? We cannot go any further!"

Zidane: "Hmmm..."

[Cinna runs in.]

Cinna: "Zidane! Get on Number Two!"

Zidane: "Okay! Princess Garnet, this way!"

[At that moment, Steiner runs in...]

Steiner: "Stop!"

[...and punches Cinna in the face...]

Cinna: "Yow!"

[...and gets on one of the machines himself. King Leo is still saying his speech above, when Garnet, Zidane, and Steiner appear.]

King Leo: "Furthermore! (P-Princess Garnet!?)

Zidane: (Guys! Just improvise!)

Steiner: "Ho? What's all this?"

[Marcus breaks free and goes to Garnet.]

Marcus: "Cornelia!"

Garnet: (Um...)

Zidane: "(Marcus is Cornelia's lover!)"

Garnet: "Oh, Marcus!"

Zidane: "(Yeah, you're doing great!)"

Garnet: "(Ahaha. I have studied drama, you know.)"

Baku: "(Okay, guys. Let's keep going. Brahne's still watchin', after all!)"

Garnet: "Oh, Marcus! I missed you so! I wish never to leave thy side. Prithee, lead me from this place!"

Zidane: "See, King Leo? Thou shouldst give them thy blessing!"

King Leo: "Never! Never leave his side, thou sayest? Foolish banter!
I'll not allow it! Cornelia shall marry none other than this
man--Prince Schnieder! Is that not so, Prince Schnieder?"

Steiner: "M-Marry the princess? Me!?"

King Leo: "Aye! And this traitorous crew, I will put to death!

[Zidane and Marcus "beat up" Benero and Zenero.]

Benero: "Ooof!"

Zenero: "Oww!"

Benero: "Too many of them!"

Zenero: "Run away!"

King Leo: "Pray, sweet daughter, come home to the castle with me."

Garnet: "Nay, Father! I shan't return!"

King Leo: "Cornelia... Trouble me no more. This wedding is for thine
own welfare. Be mindful of that."

Marcus: "Not if I can help it!!! Now is my moment of vengeance! For
my parents, and for my love, Cornelia... I shall cut thee
down!"

[Garnet runs in front of the blade and "gets stuck."]

Garnet: "Ngh!"

Marcus: "No... Cornelia!!!"

Garnet: "Mar...cus, forgive me. I still love my father..."

Steiner: "Princess!"

King Leo: "Cornelia!"

Garnet: "Prithee, forgive my selfishness, Father, and spare my sweet
Marcus..."

[Garnet 'dies'.]

Marcus: "What have I done!? Am I never to hear her loving voice again!?
Am I cursed never again to feel her soft touch!? O, cruel fate!
Thou hast robbed me of all I treasure!"

Zidane: "Marcus!"

[Marcus "stabs" himself.]

Marcus: "Ngh!"

[Up in her box:]

Brahne: "Oh, my! This year's show is splendid! Waaaaaaa! Why did she
have to die!? Why!?" (Now, where could Garnet be?) "Boo-hoo-

hoooo!!!"

[Down at the spectators seats:]

Puck: "Wow, what a show!"

Vivi: "Yeah, so sad..."

Puck: "I'm glad we climbed all the way over here. How 'bout you, huh?
Uh-oh! Look out!"

[Two Pluto Knights run after them.]

Haagen, Pluto Knight VIII: "Stop, you!"

Weimar, Pluto Knight VII: "Come back, trespassers!"

[Vivi trips.]

Puck: "Fool! I'm outta here!"

Haagen, Pluto Knight VIII: "Fury!!!"

Weimar, Pluto Knight VII: "Come back here!"

[They chase Vivi onto the stage during the dramatic mourning scene.]

King Leo: "Forgive me!!!"

Steiner: "Princess!!!"

Vivi: "Leave me alone!"

Haagen, Pluto Knight VIII: "Stop!"

Weimar, Pluto Knight VII: "Come back here!"

Vivi: "Don't come any closer!"

[Vivi uses some fire magic, but it hits Garnet.]

Garnet: "Ow! That's hot!"

[She throws off her hood and everyone can see who it really is.]

Baku: "Zidane! It's time!"

Zidane: "Princess Garnet! Let's get outta here!"

Steiner: "What... What is going on!?"

Garnet: "Steiner! Don't follow me anymore!"

Haagen, Pluto Knight VIII: "Captain, sir! We await your orders, sir!"

Steiner: "Hmmm... Well... Umm... Errr... Princess! I'm afraid I cannot
comply!"

Garnet: "Stubborn as always, aren't you?"

Zidane: "Come on, Princess. Let's ditch Sir Rustalot and get outta here!"

Steiner: "Princess, wait!"

[Zidane goes over to Vivi.]

Zidane: "Hey, kid... You okay!?"

Vivi: "Y-Yeah. I just tripped, that's all..."

Steiner: "Princess, I cannot allow you to go! Seize them at once!"

[The party fights the two Pluto Knights and Steiner and beat 'em.
Inside the ship, at the helm:]

Cinna: "Stabilizers configured!"

Baku: "Good!"

Blank: "Engine room is ready to go!"

Baku: "Alright! We're movin' out!"

Cinna: "Roger that!"

Blank: "It's about time!"

[FMV. The Prima Vista attempts to take off, and the Queen orders the soldiers to fire harpoons onto the deck to detain it. One of the cannons shoots a gigantic Bomb monsters as well, which attacks the party, coming up from behind Steiner (in-battle).]

Zidane: "Hey, look behind you!"

Steiner: "I'll not fall for such an old trick!"

Garnet: "Please, Steiner! Behind you!"

Steiner: "Surrender at once!"

Vivi: "It's a bomb!"

Marcus: "It's gonna blow!"

Steiner: "I'll not fall for such an old trick!"

[The bomb grows and grows until Steiner finally sees it. Unfortunately, it's too late and it blows up. The ship still sails, though, albeit barely, and it heads out of town. Brahne snaps her fan, frustrated. In the cockpit:]

Cinna: "We're gonna crash!!!"

[FMV. The Prima Vista sails through the mist clouds and crashes in a forest below, lighting up the sky. Back in Alexandria, the queen sits in her throne.]

Queen Brahne: "Garnet... I never imagined you would do such a thing.
Perhaps you're not such a helpless little girl anymore...
Zorn! Thorn! Is our little experiment ready?"

Zorn: "Yes, Your Majesty. It is combat-ready!"

Thorn: "Easily terminate Princess Garnet, it can, Your Majesty."

Queen Brahne: "I need her alive! Bring her back at once!"

[Back down at the forest, Zidane walks to a cliff and surveys the wreckage to the theater ship, which isn't looking quite as merry.]

=====
03. Evil Forest (EF01)
=====

[In the cockpit:]

Baku: "Oww... My back's killin' me. Are you alright?"

Cinna: "Yeah, but the Prima Vista's wasted."

Baku: "Just our luck to crash into this forest... It's gonna get interesting..."

Cinna: "What do you mean, 'interesting,' Boss? I hear no one's ever made it outta here alive."

Blank: "Boss! There's fire everywhere! It's outta control!"

Baku: "Quit yer whinin' and get it under control! And get the wounded outta here!"

Blank: "Alright!"

[Blank leaves.]

Baku: "Get our goods outta here, too: weapons, items, anything we can use! There's no way we can survive if all our stuff is toast."

Cinna: "I'm on it!"

[Awhile later, Cinna lies outside on the ground. Boxes and some of the wounded lie there, too.]

Cinna: "Phew... I'm beat... Hurry up and put out the fire! I can't carry 'em all by myself! What the hell are they doin'!? The whole ship's gonna burn up!"

Zenero: "They're lookin' for Garnet... Can't find her anywhere. Maybe she fell off... Got squashed under the ship."

Cinna: "This is great. First we kidnap her, then we kill her. We'll hang for sure."

[Zidane finds his way down and runs over.]

Cinna: "Zidane, I'm surprised you made it! I can't believe you jumped off! You're nuts, you know that?"

Zidane: "I didn't jump off. I got thrown out from the impact. So, is everyone okay?"

Cinna: "Yeah. We've all got the devil's luck. But if we don't find Princess Garnet, we're all dead meat."

[A moogles flies down and the words ATE appear on the screen.]

Moogles: "ATE, kupo! Active Time Event is a system that lets you see other events that are happening at the same time elsewhere, kupo! Press the SELECT button when you see the icon flashing below. You can press the button anytime while the icon is flashing. Try pressing [SELECT], kupo!"

[The player sees 'The Forest Keeper' ATE, heading into the forest at Benero's urging. He finds Vivi on his rear, staring in fear.]

Vivi: "Sh-She's in trouble..."

Zidane: "...What the hell is that?"

[Zidane runs to Steiner's aid, finding a large plant with Garnet encaged inside of it.]

Steiner: "Release the princess at once!!!"

Zidane: "Yeah, like it's gonna actually listen to you. Come on!"

[The party wounds the Prison Cage, but it flees with Garnet.]

Steiner: "Princess? PRINCESS!!!"

Zidane: "What the heck? Where did they go?"

Vivi: "She's gone... I was too scared to cast any spells... That monster's probably gonna eat her..."

Steiner: "How could I let this happen!?"

Zidane: "Don't worry. She's not dead yet. That monster was only a minion. He's probably gonna take her to his master."

Steiner: "That means the princess might still be-- Come! We must go find her at once!"

Vivi: "WHOA!!!"

[Another Prison Cage swings down and gets Vivi.]

Steiner: "!!!"

Zidane: "!!!"

[The second fight begins and they rescue Vivi.]

Vivi: "Phew... Th-Thanks..."

Zidane: "Are you alright?"

Vivi: "Y-Yeah... I think so."

[The Prison Cage rises up...]

Vivi: "!!!"

Zidane: "!!!"

Steiner: "!!!"

[...and sprays a noxious-looking gas at the three. Zidane jumps over the spray, though. Vivi goes down.]

Steiner: "UGH! P-Prin...cess..."

[Later on, Vivi is resting in a bed on the Prima Vista. Blank stands there and appears to have been taking care of him.]

Blank: "You guys are lucky. If it weren't for Zidane, you'd both be dead. Some of the monsters in this forest reproduce by planting seeds in other animals. And when the seeds sprout, it's hasta la vista: you become beef jerky."

Vivi: "Um... A-Am I gonna die?"

Blank: "No. You're gonna be fine. Here, drink this. It'll remove all the seeds from your body."

Vivi: "Ugh...eeyuck..."

[Elsewhere, a drowsy Steiner is being led to a room by Zenero.]

Steiner: "Princess... I'm coming right now..."

[He runs into Benero.]

Steiner: "...Stand aside!"

Benero: "Room behind you. Go."

Steiner: "The princess...is in grave danger! Do you intend to ABANDON HER!?"

Benero: "You're in no condition."

Zenero: "Don't worry about the princess. The boss'll think of something."

[They turn him around...]

Steiner: "Hey! Stop!"

[...and push him into a room.]

Zenero: "Get some rest."

Benero: "Yeah, and take that medicine I gave you."

[In the room:]

Steiner: "Dammit... I can't just stand here... The princess's life rests in my hands. What can their boss possibly accomplish!? This medicine... It smells terrible. And the color... This is obviously poison! <Huff-huff-heave-heave.> Ugh... I can't take it anymore... God help me!"

[He chugs the medicine.]

Steiner: "Hey... Not bad."

[Up in the cockpit, Baku and Zidane are speaking.]

Baku: "Forget it. Monsters born from the Mist are crawlin' everywhere."

Zidane: "So what? There's nothing out there we can't handle."

Baku: "Yeah, but what are we gonna do about the wounded?"

Zidane: "We can take 'em with us."

Baku: "How are we gonna carry all of them? Trust me. We go out now, and we'll all get wasted. My boys come before the princess, you know. It's too bad..."

Zidane: "!!!"

Baku: "We're gonna stay put 'til everyone recovers. You better not set one foot outside this ship. You got that!?"

Zidane: "I can't believe you're abandoning her! You're nothing but a big coward!"

[Zidane storms off, and goes down to Vivi's room.]

Vivi: "Oh... Th-Thank you for helping me."

Zidane: "Ah, don't mention it. Besides, it was your black magic that saved the day. You know, you've got some major power for such a little guy."

Vivi: "....."

Zidane: "What's wrong...? Are you peeved at me because I called you little? Hey, you're a great mage with great powers, alright? To hell with looks. It's what inside that counts."

Vivi: "I'm sorry. When that monster caught her, I couldn't do anything..."

Zidane: "Hey, don't worry about the princess. I'll get her back. I promise."

Vivi: "Thank you, Mr. Zidane."

Zidane: "Whoa, that's the first time anyone's called me 'Mr.' Just call me Zidane, alright?"

Vivi: "Okay...Zidane."

[Zidane walks out of the room.]

Zidane: "Geez... He was pretty down... Maybe I shouldn't have made that promise. I don't even know if I'll be able to find her..."

[Zidane thinks back to when he first met the princess on the stairway when she was making her escape.]

Zidane: "She was cute... Then again, maybe I only thought so because she's a princess. Hmm..... No... She was definitely cute."

[The flashback ends.]

Zidane: "Man, I can't stop thinking about her... What am I gonna do...?"

R1 --> Go look for her

R2 --> Forget her

R1: "Yeah! What's there to think about!? She's cute...and she's in trouble. That's all that matters." [The Blank scene that takes place afterwards starts immediately with this option.]

R2: "...The boss is right. The guys come first."

[Zidane walks up to the empty cockpit.]

Zidane: "Geez. I don't know what to do..."

[Another flashback, to when she asks him to kidnap her.]

Zidane: "I don't know why I was chasing her so hard. I didn't really care about our plan at that point. And it wasn't just because she's such a doll. I can't explain it. I'm just drawn to her so strongly..."

[Flashback ends.]

Zidane: "This is crazy. I don't even know her. What am I gonna do...? Yeah! What's there to think about!? She's cute...and she's in trouble. That's all that matters.

Blank: "...There you are. Why do you look so serious? Uh-oh... What are you up to this time?"

Zidane: "I'm gonna take that knight and the black mage and find the princess."

Blank: "You're crazy! Man, you don't even know what's out there. Besides, there's no way the boss'll allow that."

Zidane: "I know..."

Blank: "Sheez... Why do you always gotta play hero? The boss is gonna kill you. Well, what are you waiting for? Go talk to the boss."

[Zidane finds Baku in the meeting room.]

Baku: "AH! AAAH! AAACHOOO!!! Took you long enough... I fell asleep, darn it. So, you're leaving, eh?"

Zidane: "Yeah... I promised Garnet I'd kidnap her."

Baku: "Gwahaha! I didn't ask you why! I can't blame you, though. She's damn beautiful. I guess that's reason enough! Well, I hope you're ready! 'Cause I'm gonna bust you up for breakin' the rules."

Zidane: "...Alright."

Baku: "Okay, get your butt over to the cargo room. We got more room there."

[They go to the cargo room.]

Baku: "You ready!?"

R1 --> Anytime!

R2 --> Hold on

R1: "I ain't holdin' back." [The fight starts.]

R2: "Hurry up!"

[Zidane wins the battle.]

Baku: "I'll be damned... Bravo!"

[He gut-punches Zidane.]

Baku: "Go find your princess! Gwahahahaha..."

[He leaves.]

Zidane: "Damn, that hurt! He pulled his punches 'til that last one."

[Zidane goes to Steiner's room. He's sleeping with Cinna's doll.]

Steiner: "....."

Zidane: "Come on. You're too old to be playing with a doll."

Steiner: "Silence! A scoundrel like you could never understand! I'm just overwhelmed with concern for the princess! If only you rogues hadn't kidnapped her... This is all your fault! If anything should happen to the princess, I will have your head!"

Zidane: "Take it easy. Geez... I'm gonna go look for her now. I'll let you come with me if you promise to be good. What do you say, Rusty?"

Steiner: "RR...RUSTY!!!? I am Adelbert Steiner, Captain of the Knights of Pluto, and I will never work with you conniving thieves!"

Zidane: "Captain? I figured you were a private, what with that cheap, rusty armor... Look, this has nothing to do with Tantalus. It's something I decided to do on my own. I just wanna save Garnet."

Steiner: "Hmph...! You had better not be lying! Because if you are, I won't hesistate to kill you!"

Zidane: "Yeah, yeah. I'm counting on you, Rusty."

Steiner: "Make no mistake. I'm only going with you to rescue the princess! I'll deal with you personally when this is over!"

Zidane: "...Whatever."

Steiner: "It may be difficult with just the two of us. We should seek Master Vivi's help as well."

Zidane: "Why are you calling him 'Master'?"

Steiner: "You fool. That black mage has unimaginable powers... I don't want to get him involved, but alas, it can't be helped. We need Master Vivi's help to rescue the princess."

Zidane: "Alright, let's go talk to Vivi."

[They go to see Vivi.]

Zidane: "Well, Vivi, we're ready to go look for the princess."

Vivi: "Really!? That's great! Be careful, okay?"

Zidane: "Actually, we want you to come with us, too."

Vivi: "Huh!? B-But I can't do anything."

Steiner: "Hardly, Master Vivi. Your magic was highly effective against that monster. In all honesty, I hold your power in greater esteem than I do this scoundrel's."

Vivi: "B-But...I'm scared. I couldn't even move last time."

Steiner: "Please, Master Vivi. For the sake of Princess Garnet and all of Alexandria, I humbly request your assistance!"

Zidane: "Come on! You're a black mage, for crying out loud! Show us what you've got! Alright, let's get going."

Vivi: "...Okay. I'll...try my best."

Steiner: "Thank you, Master Vivi."

[Zidane leaves.]

Steiner: "Master Vivi..."

Vivi: "Yeah?"

Steiner: "It's about your black magic. I wish to try an experiment. (I was wondering if...)" <Whisper, whisper...>

Vivi: "Magic sword...? Okay. I'll give it a try."

[The party goes to leave, but Blank stops Zidane at the exit.]

Blank: "Sheez...you really dig her, huh?"

Zidane: "I can't sit around knowing a girl's in trouble. Goes against my nature."

Blank: "Whatever. You're full of crap."

Zidane: "Ohhh.... I get it. You're jealous that I'm gonna get me a sweetie pie."

Blank: "Pshhh... She's not even my type. I came down here to give you this."

Zidane: "You're always thinking about me...but I won't need a love

potion to reel this one in."

Blank: "Why don't you get your mind off girls for a second? This is the medicine I gave to that black mage and the knight. It's sort of like a seed remover."

Zidane: "Cool. This'll really come in handy."

Blank: "Why am I always helping you...?"

[He gives Blank's Medicine to Zidane.]

Blank: "Oh yeah. Here's a little tip from the boss."

Don't forget to set your abilities. Leaving the band is your business, but you better keep training! Learning more abilities is gonna make you even stronger.

Good luck,
Baku

Zidane: "Hey, Blank, how do you set abilities again?"

Blank: "Man, how can you forget? It's so basic. Open the Menu, select Ability, select Equip, and choose the abilities you wanna set."

Zidane: "Thanks, Blank. I'll see you when I see you."

Blank: "How about never?"

[Zidane and company head into the forest, eventually coming to a spring.]

Zidane: "Hmm... No sign of any monsters here. A spring..."

[An ATE, 'Do As I Say, Not As I Do' plays. The party heads on and eventually comes to a cavern where a giant plant and an unconscious Garnet are.]

Vivi: "There she is!"

Zidane: "So this is the master."

Steiner: "Princess!!! You stay out of this! Alexandria would be disgraced if a mere bandit should rescue the princess."

Zidane: "You think you can handle him on your own?"

Steiner: "....."

Zidane: "Let's get him, Vivi!"

[The battle starts, and Blank arrives during it. They defeat the creature together. Steiner cradles the princess afterwards.]

Steiner: "Princess!!! Please get a hold of yourself!"

Blank: "Zidane, give her the stuff."

Garnet: <Hack-hack...>

Steiner: "Princess, please try to drink all of it."

Vivi: "Is she gonna be okay?"

[The ground rumbles.]

Blank: "Oh, man! What now!?"

[The place where the Plant Brain sat collapses, and spiders come out.]

Blank: "Sheez! We're gonna be surrounded!"

Zidane: "Let's get out of here!"

Blank: "GO! What are you waitin' for!?"

[They continue on, battling a few spiders as they make their getaway. Zidane turns around for a moment.]

Blank: "What are you doin'!?"

Zidane: "Something's wrong..."

Blank: "What?"

Zidane: "The entire forest is coming after us. Blank... Take care of everyone."

Blank: (What did he mean by that?)

[They start running again. FMV: legions of spiders chase the fellows and the forest starts to petrify itself in an effort to stop them. A spider attacks Zidane, but he moves out of the way and it catches Blank. Zidane takes a map that Blank threw at him and runs to the exit, dodging spiny plant tentacles, and makes it out. The forest entrance closes and the player sees that Blank was petrified along with the forest. Afterwards, Zidane searches for a way in.]

Zidane: "Dammit!!! That idiot! Blank..."

[The party makes camp as dusk hits, and they gather around a campfire on the outskirts of the forest.]

Vivi: "I hope she gets well soon..."

Steiner: "This is all his fault! Have you nothing to say, you filth!?"

Garnet: "...Oh..."

Steiner: "P-Princess!!!"

Garnet: "...Steiner? ...How did I survive...? You brought me here?"

Steiner: "It is my sworn duty to protect you at any cost."

Zidane: "What are you talking about? It was Vivi's magic and my dagger that got you out of there, Princess."

Garnet: "I thank you both."

Steiner: "That monkey deserves no praise! None of this would've happened if you and your band hadn't abducted the princess! And how dare you claim to have rescued her!? When we get back to Alexandria, I will--"

Garnet: "Steiner... I left the castle of my own will."

Zidane: "What a coincidence, eh? We went to snatch her, and she wanted to be snatched."

Steiner: "Impossible!"

Garnet: "It's true."

Zidane: "So what do you say, Rusty? Friends? Come on, let's enjoy this camping trip while it lasts."

Steiner: "Camping--you imbecile! Surely even you must know something about the Mist! The vicious monsters it spawns! The abnormalities it stirs in the mind and body! Princess, we must leave this dangerous place at once."

Zidane: "You've got to be kidding. She hasn't even fully recovered yet."

Steiner: "Silence! Who asked for your opinion!?"

Zidane: "Alright, tell me... How do you plan to get out of here? We're standing in a valley surrounded by tall cliffs. And last I heard, North Gate and South Gate were sealed off."

Steiner: "....."

Zidane: "Yeah. That's what I thought."

Steiner: "Grrrrr..."

Zidane: "The princess can barely walk right now. You went through this. You should know. I think we should rest here for now."

Steiner: "I will never follow you--"

Zidane: "Steiner!!! State your sworn duty!"

Steiner: "What else!? To protect Princess Garnet Til Alexandros! ...Very well. Until the princess recovers, I will guard this place with my life."

Zidane: "Sounds good to me. Vivi, let's get some rest."

[The next morning, Zidane inspects the forest entrance again. The princess walks over.]

Zidane: "How are you feeling?"

Garnet: "Good...thanks to that medicine you gave me. Could this be...?"

Zidane: "Yeah, I was surprised, too. After we beat that big plant-guy, the forest got completely petrified."

Garnet: "Vivi told me that we were able to escape because of your friend."

Zidane: "...His name is Blank."

Garnet: "We must go help him."

Zidane: "We can't do anything for him right now."

Garnet: "But...I can't--"

Zidane: "We'll come back for him. I'm sure there's a way to cure him. Let's get going. According to the map that Blank gave me, there's a cavern to the south of us. Maybe we can get above the mist through that cavern. Are you alright? Everything's gonna be fine. Trust me."

[At the campsite, a moogle comes out of the forest.]

Vivi: "Look! There's something coming!"

Monty: "Wait! Kupo! I'm impressed, kupo! First time I've seen anyone escape from Evil Forest. You all must be strong, kupo! But don't get cocky, kupo. Lots of stronger monsters ahead. Before you go out to the world, Mogster will teach you a few things."

[An ATE plays ("Teach me, Mogster!" Lesson 1) and afterwards:]

Monty: "I have a gift for you, kupo. Take this flute. With this flute, you can call us anywhere in the world, kupo. Press ([]) to play it. Happy trails! Kupo!"

Garnet: "Thank you."

Monty: "Kupopo!"

Vivi: "Bye."

Monty: "Kupoo!"

[Zidane slaps Steiner on the back and walks off with the rest of the party. Steiner looks around unwittingly.]

Steiner: "!!! What the... Who goes there!?"

Monty: "Your friends already left, kupo."

Steiner: "Princess, wait!"

[On the world map:]

- Normal Navigation -

(><)	:Enter buildings
	Ride a vehicle
([])	:Call moogle
[SELECT]	:Toggle navigation map
[L1][R1]	:Camera control
[L2]	:Lock/unlock camera rotation
[R2]	:Switch perspective

=====
04. North Gate (NG01)
=====

[On the world map, after leaving Evil Forest, a large gate is at the end of the valley. It's not a necessary stop, however. When the party gets there, they see banners flying and smoke plumes on the other side.]

Garnet: "Where are we?"

Zidane: "I think this is the North Gate. It's beneath the Mist. It lies between Alexandria and Burmecia. I think it's called... Melda Arch or something? Fresh footprints... And there's smoke rising."

Steiner: "That flag...! That is Alexandria's war banner! How dare they commit crimes in the name of Alexandria! I should like to arrest and punish them if the circumstances were different!"

Garnet: "....."

Zidane: "Let's get outta here. The cavern lies to the left of this arch. We'll follow the ledge!"

=====
05. Ice Cavern (IC01)
=====

[The party walks up to the mouth of the frigid place from the world map. Cold mist pours out constantly.]

Zidane: "This must be the cavern..."

Vivi: "U-Um..."

Zidane: "What's up, Vivi?"

Vivi: "Have you ever heard of the Ice Cavern?"

Zidane: "Sure... Is this the place?"

Vivi: "I think so... It's supposed to be near Evil Forest."

Garnet: "...I've heard of it. It's supposed to be a beautiful place, covered in ice."

Vivi: "My grandpa told me about this place. He said the cavern takes travelers to the top of the Mist."

Steiner: "Bravo! Master Vivi's grandfather must be quite a scholar! We must thank him upon escaping the Mist!"

Vivi: "My grandpa used to teach me lots of things, but he passed away..."

Steiner: "Oh... Forgive my indiscretion."

Vivi: "Don't worry about it."

Zidane: "Well...why don't we go inside?"

[They all walk in. There are plants frozen in bloom near the ledges.]

Garnet: "Oh...! What a beautiful place! Seeing the actual cavern is so much better than reading about it! Oh, how pretty... I wonder what kind of flower this is?"

Steiner: "Princess! Please, don't touch anything!"

Zidane: "Can we get moving? I'm freezin' here."

[On the side of the path ahead is a weird wall.]

Zidane: "Huh? What's this...? What a strange wall... There's gotta be something behind it. Hey, Vivi!"

Vivi: "Y-Yes?"

Zidane: "Can you break this wall down with your magic?"

Vivi: "I...I'm coming."

[Vivi melts the wall, revealing a treasure chest.]

Zidane: "Whoa! I knew it! See? There might be other walls like this... I'm counting on you, Vivi!"

Vivi: "S-Sure!"

[They come to another wall soon.]

Zidane: "Huh? What's this...?"

[Vivi destroys it.]

Zidane: "Whoa!"

[A stump near by gets the same treatment.]

Zidane: "Whoa!"

[After a few more walls the party comes to forked path, and a long ledge by taking the right way. Vivi straggles in the weird mist.]

Zidane: "Vivi, hurry up, or you'll be left behind!"

Vivi: "I...I'm coming."

Garnet: "Oh no!"

[Vivi falls over a ledge and collapses. Steiner walks over...]

Steiner: "Master Vivi! Are you okay?"

[...and collapses, too.]

Zidane: "Yo, Rusty! You're...not alright, are you? What happened to

you guys? Hey, Rusty! Move it or lose it! Get up! ...It's no use."

[Garnet collapses when Zidane isn't looking.]

Zidane: "Oh no! Garnet! Not you, too? Garnet? She's out cold... Shoot... I'm falling asleep..."

[Zidane collapses, too, but wakes up later, hearing something.]

Zidane: "What's that sound...? It came from over there... Is somebody there...?"

[Zidane walks to the bottom of a frozen waterfall.]

Voice: "Why didn't you fall asleep?"

[Zidane looks up to see a black mage-type thing.]

Black Waltz No. 1: "You should be dead by now..."

Zidane: "Are you the one causing this blizzard?"

Black Waltz No. 1: "Hee-hee-hee... That's right!"

[Zidane fights the Black Waltz and its summoned Sealion, defeating them. After-battle, a voice yells:]

Voice: "You defeated No. 1, but No. 2 and No. 3 will reclaim the princess!"

Zidane: "Wh-Who's there? Oh, whatever... I've gotta go back and check on them!"

[Zidane leaves and the player can see that Zorn and Thorn were up near the exit, watching the entire course of events. Back where the rest of the sleeping party was, everyone's waking up now that the strange blizzard's stopped.]

Garnet: "Zidane!"

Zidane: "Hey, there. Everybody okay?"

Steiner: "You! What just happened?"

Zidane: "It was no big deal."

Steiner: "You're hiding something!"

Zidane: "Hey, nothing happened. You heard me."

Steiner: "You...didn't touch the princess, did you?"

Zidane: "Just what are you accusing me of?"

Garnet: "Steiner, he said nothing happened. Why are you being so rude?"

Steiner: "...My apologies, Princess."

Garnet: "Well, I'm glad everyone is safe. Shall we move on? Zidane?"

Is something bothering you?"

Zidane: "No... It's nothing."

[The party heads up to the exit and emerges into the mountain air.]

Garnet: "We made it through the Mist! Oh, the sun feels great!"

Zidane: "Look, there's a village. I think I've been there before..."

Garnet: "It sounds like you've been everywhere before, Zidane. The only other worlds I've visited are in books. You may have been to that village. Let's go visit."

Zidane: "Wait. Hold it. You're a princess! You can't just go rushing in there. People are looking for you. You need a new identity."

Steiner: "Insolent fool! The princess need not sneak around! Besides, we're heading back to the castle. You leave her alone. And you will address her as 'Princess' from now on, you silly peasant!"

[Steiner pushes Zidane and he drops his dagger.]

Zidane: "Dammit, Rusty! Why don't you just shut up? Who do you think you are? I don't take orders from a stuck-up jerk like you!"

Vivi: "You guys!"

Garnet: "Stop it, you two! ...Steiner, I do not intend to return to the castle. And I do see Zidane's point. I need a new name... Zidane... What is this called?"

Zidane: "That? That's a dagger. All knives of that length are called daggers. Short swords are a bit longer. The big sword you hold with both hands is called a broadsword. And..."

Garnet: "Oh, okay... I understand now. So this is called a 'dagger'..."

Steiner: "Princess! It's a weapon! Please be careful."

Garnet: "I've decided! From now on, my name is..."

[Garnet's name now becomes Dagger. The player can choose it to his/her fitting, though.]

Garnet: "I will be called Dagger from now on. What do you think, Zidane?"

Zidane: "Is that okay with you?"

R1 --> Yes

R2 --> No

R1: "Great, Dagger. Now, let's work on your speech... Try to sound more casual. Like me."

Garnet: "I shall try."

Zidane: "No, no, no..." (What would Vivi say...?)

Vivi: "?"

Zidane: "Just say... 'Alrighty.'"

Garnet: "A-Alrighty!"

Zidane: "You're getting the hang of it! Well... Let's go."

R2 (Garnet): "I'll pick a different name. Let's see..."

[Her name can be chosen again.]

Garnet: "I will be called _____ from now on. Is that better?"

[The party walks down the slope and arrives at the world map.]

=====
05. South Gate (SG01)
=====

[Up on the plateau, opposite from the village, is a gate.]

Guard: "Huh? What do you want?"

R1 --> I want to pass through

R2 --> I want to take a break

R3 --> I want to talk

R4 --> Nothing

R1: "You gotta have a Gate Pass to pass through here. There's no work here right now. Try again when they need construction workers."

R2: "The shopgirl at Vega won't be here for a while."

R5 --> I can wait.

R6 --> Maybe some other time.

R3: "South Gate is the border of Alexandria and Lindblum. We check every airship and person crossing the border. We're doing the best we can to keep the two nations safe. Have you ever been on an airship?"

R4: [Dialogue cancelled.]

R5: "Then wait right there."

R6: [Dialogue cancelled.]

[After selecting R5, a girl comes down the path a few minutes later.]

Part-time Worker Mary: "Hello! I'm Mary. I work at Vega, an item shop. Sorry to keep you waiting. How can I help you?"

R1 --> I want to rest

R2 --> I want to shop

R3 --> Nothing

R1: "It's 100 Gil to rest here." {Rest/Don't Rest}

R2: [She shows her wares.]

R3: [Dialogue cancelled.]

=====
06. Village of Dali (DL01)
=====

[The party walks into the quaint village.]

Vivi: "Gee whiz, a windmill!"

Zidane: "Vivi, the inn is this way!"

Vivi: "Aw, do we have to? ...But I wanna go see the windmill."

Zidane: "I know. But let's get some rest first. We also need to decide what to do next."

[They walk into the inn. Two little boys emerge once they're gone.]

Boy in Blue: "Did you see that?"

Boy in Brown: "I sure did!"

[Inside the inn, they find a man snoozing at the front desk.]

Zidane: "Sleeping on the job?"

Innkeeper Hal: "Oh, I'm sorr...y."

[He stares in Vivi and Garnet's direction.]

Zidane: "Hey, I know she's cute, but it's rude of you to stare."

Innkeeper Hal: "Oh, I-I wasn't looking at the young lady. I was just... The room is right over there. Make yourselves at home."

Dagger: "Um...Zidane? Where will I be staying?"

Zidane: "In the same room. Where else?"

Dagger: "But, Zidane... I mustn't..."

Zidane: "I understand how you feel, but these country inns don't have private rooms. Get inside, everyone."

[They all walk into the four-bed room.]

Zidane: "Tell me one thing before we go to sleep. Why did you wanna leave the castle, Dagger?"

Dagger: "If the theater ship hadn't crashed..."

Zidane: "It would've arrived at the neighboring regency of Lindblum. You were gonna leave Alexandria!? I see. If you hadn't been caught, you would've reached Lindblum by now. But now... We'll have to cross South Gate on foot. Border crossing, huh?"

Dagger: "Zidane, please listen. There is a reason I must leave this kingdom. I cannot tell you why... But...please..."

Zidane: "I understand... I'll get you to Lindblum somehow."

Steiner: "I've heard enough! Princess, you cannot trust the words of a thief! He may expose you to even more danger, like he did in Evil Forest! I beg of you, Princess. Please return with me to the castle."

Zidane: "I know I screwed up in Evil Forest. But there's no doubt in my mind now. I'll protect Dagger with my life!"

Steiner: "Don't be ridiculous! It is I who protect the princess, now and forever!"

Zidane: "Then tell me. How do you intend to take her back to the castle?"

Steiner: "I-I will think of a way..."

Vivi: "Zzz... Zzz..."

Steiner: "Master Vivi..."

Zidane: "He was tired. But you had to go on a tirade."

Steiner: "What!?"

Zidane: "Let's go to sleep."

[Everyone takes a nap. Later on, a girl sings.]

Zidane: "What a...beautiful voice... Who's singing...? I've never heard a song like that before... ..Was that Dagger singing? Oh, everyone's up already. I wonder where they went?"

[Vivi goes into town and sees Vivi by the windmill.]

Vivi: "Zidane!"

Zidane: "Hey, Vivi. What's up?"

Vivi: "N-Nothing, I was just thinking."

Zidane: "Ah, I see."

Vivi: "?"

Zidane: "You met a girl!"

Vivi: "No, no! Nothing like that!"

Zidane: "What? Don't tell me you don't like girls!"

Vivi: "I never really thought about stuff like...that."

Zidane: "I'm always thinking about girls. I'm popular with ALL the ladies in Lindblum. Come to me if you have any girl trouble, okay?"

Vivi: "S-Sure. Thanks."

Zidane: "Okay, then. We need to decide what to do. I'm gonna go look for Dagger and Rusty. Would you mind heading back to the inn?"

Vivi: "Sure, I'll head back."

Zidane: "So, what were you staring at?"

Vivi: "Nothing. But I keep hearing a sound like 'kweh.'"

Zidane: "That's the sound chocobos make..."

Vivi: "....."

Zidane: "....."

Zidane: "I'll see you back at the inn!"

Vivi: "Okay!"

[Zidane leaves.]

Vivi: "What are chocobos...? Chocobo!?"

[A man snatches up Vivi and runs off.]

Vivi: "Aaah!"

[Zidane stops on his way back to the inn.]

Zidane: "Huh? Forget Steiner. I wonder where Dagger is."

[He finds her staring at merchandise in the equipment shop.]

Zidane: "Dagger..." (What's she looking at?)

[It takes a moment before she notices him over her shoulder.]

Dagger: "Zidane!?"

Zidane: "You got a fever or something? Your face is all red."

Dagger: "I-It's nothing. I'm fine."

Zidane: "You're acting strange..."

Dagger: "What?"

Zidane: "I get it!!! You changed the way you talk!"

R1 --> You're doing great!

R2 --> You still sound funny, though

R1 (Dagger): "Thanks!"

R2 (Dagger): "I just started! I'll master it soon enough!"

[Dagger waits a moment.]

Dagger: "I did fine in the play, didn't I?"

Zidane: "Oh yeah, I thought..."

R1 --> You were Ruby!

R2 --> You sure know how to fake it!

R1 (Dagger): "I'm a big fan of Lord Avon's plays. I have--
I mean, I've seen all of them. 'I Want to Be
Your Canary' is one of my favorites!"

Zidane: "Oh yeah?"

Dagger: "Is Ruby the young lady with the strange accent?"

Zidane: "Uh, yeah."

Dagger: "Should I talk more like her?"

Zidane: "What? No, no. She's really finicky about her
speech. She always laughs at us whenever we try
to mimic her. So you should just be yourself,
Dagger."

Dagger: "I understa...Alrighty!"

Dagger: "Tee hee."

Zidane: "Ha ha..."

R2 (Dagger): "Fake!? How insensitive! I love Lord Avon's
plays. I've seen all of them. 'I Want to Be Your
Canary' is one of my favorites. I even have all
the lines memorized! I shall...I'll learn soon
enough."

Zidane: "Geez, you don't have to get so mad. I'm sorry.
We need to decide what to do from here. Will you
go back to the inn?"

Dagger: "What about you?"

Zidane: "I'll head back soon."

Zidane: "I'm gonna look for Vivi and Steiner." [Said if you haven't
talked to Vivi yet.]

Dagger: "Alrighty. I'll catch you later."

Zidane: (Good! You sound just like a normal village girl.
Crossing the border might not be so tough after all...)

[Dagger bows to Eve before leaving.]

Dagger: "Thanks. I had fun!"

Shopkeeper Eve: "Bye!"

[Zidane looks around for Steiner.]

Zidane: "I'll just let Steiner be and go back to the inn."

[Zidane heads back.]

Zidane: "Did you wait long? I asked Vivi to head back. He should be
back soon. How do you like this village? Pretty different from
the castle, I bet."

Dagger: "Yes. The kids are very energetic, and there are so many

things to see. I've never walked around so freely in my life!
But... Where are all the adults?"

Zidane: "Yeah... I used to see them tending the farm next to the
village."

Dagger: "But that farm is tiny."

Zidane: "Yeah. There's something strange going on... We'll leave once
Vivi gets back."

Dagger: "But... What about Steiner?"

Zidane: "I have a good plan for crossing South Gate. It's gonna be
easy! They're not looking for the rest of us, so we'll just
hide you! Forget about Rusty. Leave everything to me!"

[The ATE 'Queen Brahne's Steiner' plays. Afterwards, Dagger is
listening to Zidane tell a story.]

Zidane: "...As it turns out, it didn't matter that we snuck into their
mansion. But the Kings were hiding something in their mansion...
What's wrong? Am I boring you?"

Dagger: "Oh, no. Your story is very interesting. But I'm concerned
about Vivi. Why isn't he back yet?"

Zidane: "You're right. He is late. I'm not worried about Steiner, but
Vivi, I'm not so sure about. Let's go look for him."

[They go out into the square.]

Zidane: "Wait a minute... Last time I saw Vivi, he was standing over
there."

[They go closer.]

Zidane: "Did I hear a chocobo? Vivi said he heard a chocobo here."

Voice: <Sniff... Sniff...>

Zidane: "Is someone crying...?"

Voice: <Sniff... Sniff...>

[Zidane looks at a little pipe by the windmill shed.]

Zidane: "It's coming from the hole... Vivi...?"

Vivi: "...Zidane?"

Zidane: "Vivi! Where are you? Are you underground? Can you move?"

Vivi: "They told me to stay here..."

Zidane: "Are you hurt?"

Vivi: "No."

Zidane: "Don't worry, we'll get you out. We'll hurry, so stay where

you are, okay?"

Vivi: "...Okay."

Zidane: "What's going on in this village...? There's gotta be a way into the underground somewhere. Let's look for one."

Dagger: "Okay!"

Zidane: "It seems like such a quiet village..."

[In the windmill, Yaff is no longer present. Zidane cracks open a hatch the guard'd previously rested on.]

Zidane: "Heh, isn't this obvious? There's a cool breeze..."

R1 --> Go down

R2 --> Don't go down

R1: [Zidane and Dagger go down.]

R2: [Hatch is closed, unentered.]

[Inside, the party runs down a path to where some light in a little hut streams out.]

Zidane: "This isn't... ..just a regular storage facility."

Dagger: "What's going on?"

Zidane: "(Shhh!)"

[Inside the little hut, two men talk.]

Man: "Why is it moving? Is it true that the mayor's brother found it?"

Young Man: "I guess they reconciled. His brother's one of us now."

Man: "...Wasn't he on the old lady's side before?"

Young Man: "Oh, about abandoning the farm? He probably only said that because he was fighting with the mayor. Who cares? We need more workers anyway. Hey, let's put this in a box."

Man: "I guess the guys at the castle will take care of it."

Zidane: (The castle...!?)

Young Man: "Yup. We're only in charge of production."

Garnet: "!"

Man: "Gotcha."

Garnet: (The pattern on this barrel...)

Young Man: "Come along, now."

[The two men come out of the hut with--]

Zidane: "(Vivi!)"

Young Man: "Hurry up!"

Zidane: "That bastard!"

Garnet: "(Zidane! Wait!)"

Zidane: "(Geez! Hey!)"

[Garnet drags Zidane back into the previous screen. Vivi walks with the men.]

Vivi: "....."

[In the other hallway:]

Zidane: "What is it!?"

Dagger: "Did you see the large barrel next to the shed? I've seen the exact same pattern on some of the barrels at the castle. This place must have some kind of connection with Alexandria Castle. I must know what it is! So please... I beg of you, don't cause any trouble just yet."

Zidane: "...Alright. But I will start trouble if Vivi is in danger. Agreed?"

Dagger: "Sure."

Zidane: "Alright, let's go. They went further inside."

[The two enter and come into a large room.]

Zidane: "What the heck is that?"

Garnet: "Zidane!"

[He runs to a gigantic machine that's in use.]

Zidane: "What is it?"

Dagger: "Someone's crying..."

Voice: <Sniff... Sniff...>

Zidane: "..... ...Vivi?"

[A voice comes from a box nearby.]

Vivi: "Zidane!?"

Zidane: "It IS you! I'll get you out! Why would they stuff you in a box?"

Dagger: "How could they...?"

Vivi: "U-Um..."

Zidane: "We'll talk later! Hoold on! ...It's open!"

[Vivi's freed.]

Zidane: "What happened?"

Vivi: "After you left, some men kidnapped me and brought me here. They told me to stay put. I was so scared... I didn't know what to do. They asked me, 'Why were you outside?' and then they said, 'The cargo ship isn't even here yet.' I didn't know what they were talking about, so I didn't say anything, and then they said, 'Let's put it in with today's shipment.'"

Dagger: "And they put you in that box?"

Vivi: "...Yeah."

Zidane: "Well, I'm glad you're safe. Listen, Vivi. You gotta do something next time. You should try-- screaming back or whatever."

Vivi: "Screaming...?"

Zidane: "Yeah, like... 'Get off me, you scumbag!'"

Garnet: (Scumbag?)

Zidane: "Like that! It surprises your attacker and empowers you!"

Vivi: "Huh... I see."

Zidane: "I need to ask you a favor, Vivi. We want to check out what's ahead. I know you might not be thrilled with the idea, but..."

Vivi: "...Zidane, I wanna know more, too. Look... What is that thing?"

[The gigantic machine spits out a weird ball, which travels along down the assembly line.]

Zidane: "Alright, we'll all go together!"

[They head past the 'egg' conveyor belt, and Zidane takes a peek at what's happening in the darkness.]

Zidane: "I can almost see inside... ...but I can't see anything. I just hear some noise. Are the eggs...hatching?"

[They run into the next room.]

Vivi: "Ahhh! What is this!?"

[Large-scale version of Vivi-like black mages are coming out of the end of the 'egg' machine, and they ride lifeless on hooks that head towards a last machine.]

Zidane: "They're... Some parts are different, but... (...They look like Vivi.)"

Vivi: "Wh-What is this...? Are they...dolls?"

[Zidane looks behind him.]

Zidane: "!" (Someone's coming!) "Vivi! Dagger!"

Dagger: "Why...? Is my mother behind this...?"

Zidane: "This is the only way!"

Vivi: "Wh-Whoa!"

Dagger: "Ahhh! What are you doing, Zidane!?"

[Zidane picks up Garnet and takes Vivi's hand and runs away, taking refuge inside the last machine.]

Dagger: "Ahhh! ...Murf...! !!! ...!!!!"

Zidane: "Sorry! But stay quiet!"

[A man walks to where the three just were.]

Young Man: "Hey! Did you say something?"

Worker: "Nope. Not me."

Young Man: "Okay. Never mind. It's almost time. Hurry it up, will ya?"

Worker: "I hear ya!"

[A box drops in through the top of the machine.]

Zidane: "Whoa!"

Dagger: "Zidane!?"

[A boxed-in Zidane travels the length of the conveyor belt and is stuck into a large barrel. Two more boxes come to collect on Vivi and Dagger, too.]

Vivi: "Ahhhhhh!"

Dagger: "Vivi!"

[Meanwhile, at the mountain nearby, Steiner is talking to Morrid.]

Steiner: "Pardon me! I must escort a person of high rank to the castle! When will the cargo ship arrive?"

Morrid: "Hmm... Looks good. You're in my way."

[Morrid goes down the stairs.]

Steiner: "I shall persevere!"

[Steiner follows him down to his hut.]

Morrid: "The smell off coffee relaxes me. How about a cup?"

Steiner: "Oh, thank you."

[Steiner thinks a moment.]

Steiner: "I am not here to drink coffee! Tell me when the cargo ship will arrive, or else the Alexandrian royal family will appropriate this property!"

Morrid: "And then what?"

Steiner: "I order you to tell me when the cargo ship will arrive!
Tell meeeee!!!"

Morrid: "You're not a very creative interrogator."

Steiner: "I am just trying to do what is right!"

Morrid: "Who decides right and wrong? You?"

Steiner: "Anyone can tell right from wrong."

Morrid: "Ha ha ha... Still as green as a pickle."

Steiner: "When will the cargo ship arrive!?"

Morrid: "It's already here. They should be loading it now."

Steiner: "Why couldn't you tell me sooner!? Thank you!"

[Steiner runs out of the mountain and towards the cargo ship.]

Steiner: "Ah! It is indeed the cargo ship! Now I can take the princess
back to the castle! Now I must think of a way to get her on
the ship... Wha!? There is something coming out of the ground!"

[At the loading dock, a flap in the ground lets the chocobo pull one
of the barrels out.]

Man: "I wonder what they're gonna use them for? We've been making lots
of 'em since they set up the factory six months ago."

Young Man: "Who cares? This is a piece of cake compared to farming.
Better money, too. H-Hey! Is that scary guy in armor
running towards US!?"

Young Man 2: "..... Let's get outta here!"

[The men flee, and Steiner runs over to a barrel.]

Steiner: "This barrel... What could be inside!? What could they
possibly be shipping out from this village? What the--"

[The barrel moves.]

Steiner: "Did I just see that barrel move? Let's see..."

R1 --> Poke it with a sword

R2 --> Observe it some more

R1: "Hyah!" [He stabs.]

Voice: "OW! OOOWWWWWCH!!!"

[Zidane skyrockets out.]

Zidane: "What did you do that for!?"

Steiner: "You!!!"

Zidane: "You almost stabbed Dagger!"

Steiner: "The princess!?"

[Zidane jumps off onto Steiner's head.]

Steiner: "Ouch!"

R2: "I've seen this pattern somewhere before... Ah!"

[The barrel moves again.]

Steiner: "It's moving!"

Zidane: "Alright, give it another push!"

Steiner: "Aaargh! The barrel spoke! Gragh!"

[The barrel tips over onto Steiner.]

[Soon, everyone's piled out and Steiner's in a huff.]

Steiner: "Princess, what in the world is going on!? You scoundrel!
Is this your doing!?"

Dagger: "Steiner, please!"

Steiner: "Yes, Your Highness..."

Dagger: "Zidane, I don't know what to say to Vivi. I never knew
anything suspicious was going on at the castle..."

Zidane: "We still don't know for sure. Let's stay by Vivi's side."

Steiner: (This is not the time to panic... I must get the princess
onboard the cargo ship somehow. Then we can head back to
Alexandria Castle.)

Zidane: "Yo, Rusty, do you know where this airship's going?"

Steiner: "..... ...L-Lindblum. Yes, to Lindblum."

Zidane: "That's convenient! Did you ask someone?"

Steiner: "Th-The old man in the shack told me! So it must be true!"

Zidane: "You're acting strange..."

Steiner: "Something is headed this way!"

[A large winged monster, like Black Waltz No. 1, flies over.]

Creature: "Princess Garnet, the queen is waiting for you at the castle!"

Zidane: "You were all sent by the castle!?"

Steiner: "What? What are you talking about!?"

Zidane: "You were all unconscious from the blizzard. He said he was a
Black Waltz!"

Creature: "Are you the one who defeated No. 1? I am Black Waltz No. 2!
My power, magic, and speed make me far superior to No. 1!
Resistance is futile! Come, Princess. The queen awaits!"

Dagger: "No! I will not return to the castle."

Black Waltz No. 2: "Come with me, or you'll regret it!"

Steiner: "Wait! I, Steiner, shall escort the princess back to the
castle!"

Black Waltz No. 2: "Kee hee hee! You think I care? I won't let you
stand in the way of my mission!"

[The battle begins and they defeat No. 2]

Dagger: "Black Waltz No. 2... Did my mother really send him to
capture me...?"

Steiner: "It can't be! There is no reason to trust the words of
some bandit. He was just another criminal, scheming to use
the princess for some evil deed."

Dagger: "Have I not been careful enough?"

Steiner: "Your noble upbringing cannot be disguised so easily."

Zidane: "That's not true at all. You haven't been watching. Dagger
is trying really hard. You're the one with the problem!
Walking around, yelling 'Princess!' everywhere... About the
border crossing..."

Dagger: "Yes?"

Zidane: "Why don't we hitch a ride on this airship?"

Steiner: "!"

Dagger: "Sure, Lindblum should not be terribly far by airship! I
mean... 'won't be too far.' But why don't we get some rest
before we go?"

R1 --> Rest at the inn

R2 --> Depart now

R1 (Zidane): "Okay. Let's head back to the village. Vivi,
you'll be safe with me." [They head back to
the village, etc.]

R2: [See below.]

[After picking R2:]

Zidane: "Wait here while I ask the people inside if we can hitch a ride."

Steiner: "I-I shall go ask them!"

Zidane: "Oh, really. How come?"

Steiner: "I-It is not for your benefit. I am only doing this for the

princess!"

[He runs off.]

Dagger: "Steiner... He was so adamant about going back to the castle before... .. An airship full of barrels like the ones I saw at the castle... Steiner was against going... Zidane, is this ship really headed for Lindlum?"

Zidane: "No. It'll probably take us straight to Alexandria Castle."

Dagger: "But why...? Didn't you just say we should get on the ship?"

Zidane: "Yeah, I know. Trust me!"

Vivi: "...Zidane."

Zidane: "What is it, Vivi?"

Vivi: "Those dolls they were making underground... Did you think they look like me?"

R1 --> Yes

R2 --> Not really

R1 (Zidane): "Maybe a little... But they're just dolls, Vivi."

R2 (Zidane): "Not really. They're just dolls, Vivi."

[The cargo ship's propellers start up.]

Zidane: "It's moving. What the heck is Steiner up to? Alright, we have to get on, Dagger."

Dagger: "On a ship that's not going to Lindblum!?"

Zidane: "I don't have time to explain. This way!"

[They run to the ladder at the back-end of the ship; Vivi ascends.]

Zidane: "Hurry up! You have nothing to worry about. Hurry, before she takes off!"

Dagger: "But..."

Zidane: "I'll take you to Lindblum. I promise!"

Dagger: "Fine, I'll get on!"

Zidane: "It's taking off!"

[The two get on the ladder and Zidane touches Dagger's back-end.]

Dagger: "Aaah!"

Zidane: "Ooo, soft..."

[FMV. The "piece of junk" cargo ship takes off on the grassy plains, heads up towards the Observatory Mountain, and veers off.]

=====
07. Cargo Ship (CS01)

=====
[Everyone makes it safely aboard.]

Zidane: "Come on, it's not like I did it on purpose."

Dagger: "Please, enough."

Zidane: "There's that royal tone in your voice again. ...Are you
okay, Vivi?"

Vivi: "Feels like I'm going to get sucked into the sky..."

Dagger: "Let's go inside, Vivi."

[She lets Vivi in.]

Dagger: "I trust you, Zidane."

[...and slams the door in his face.]

Zidane: "I get the feeling she doesn't quite trust me yet... Maybe
she'll reward me with a kiss or two if I try hard enough."

[She runs back out.]

Zidane: (Wow, already!?)

Garnet: "Zidane...!"

Zidane: "What is it? Something wrong?"

Dagger: "It's Vivi..."

Zidane: "Vivi?"

[They go inside, finding Vivi talking to some of the factory-made
black mages with no response. Apparently, they're the crew of the
ship.]

Vivi: "U-Um..."

Zidane: "...! Wow, they're alive, and they're moving around!"

Vivi: "U-Um..."

Zidane: "So, the mages built in the village bring back the new ones?"

Dagger: "Oh, Vivi..."

Zidane: "Vivi! Vivi!!!"

Vivi: "U-Um..."

[The black mage crewman walks off.]

Zidane: "Were you able to talk to any of them?"

Vivi: "No... It's like... ..they don't even... ..see me at all...
I tried... ..again and again... ..but... ..they won't even

turn around."

Zidane: "Vivi."

[Vivi doesn't look at him; Zidane turns to Dagger.]

Zidane: "I need to go upstairs for a little bit. I gotta turn the ship around before it reaches the castle."

Dagger: "....."

Zidane: "Keep an eye on Vivi, okay?"

[Zidane goes up to the deck, and peeks in.]

Zidane: "....."

[Steiner is lying on his knees.]

Steiner: "How could I let this happen...? What am I to do...? I never expected things to go so badly... I cannot believe the ship took off without the princess! What will I say to Queen Brahne...?"

Zidane: "What the heck were you doing? You almost took off without us!"

Steiner: "That is because...this ship's crew... ! Why, you! Where is the princess!?"

Zidane: "In the engine room."

Steiner: "She is on the ship!? All is well, now. The ship is returning to the castle. You will be hanged for the kidnapping of a member of the royal family! Enjoy your freedom while you can."

[Zidane goes into the cockpit. Steiner gazes out across the skyscape and reflects on his accomplishment.]

Steiner: "At last! Queen Brahne is sure to be pleased. However...the princess would have been left behind without the thief's aid. I shall petition for a life sentence on his behalf. Yes, that would be the honorable thing! But that was because the crew wouldn't listen! I must run a background check on them. Ah, yes. It is my duty as a knight! Wh-What the--"

[FMV. Zidane steers the ship off its course to Alexandria, and hangs a direct course away from it. Somewhere in the mountains, a third Black Waltz watches the cargo ship flitter on by. In the cockpit, the monkey-tailed hero happily steers the ship.]

Black Mage Crewmember: "....."

[Steiner runs in.]

Black Mage Crewmember: "....."

Steiner: "Y-Y-Y"

Zidane: "What's wrong? Something stuck in your throat?"

Steiner: "Y-You insolent fool! Turn the ship around!"

[He tries to punch Zidane, but he jumps out of the way with ease.]

Steiner: "Graaaagh!!!"

[He tries to uppercut Zidane again, but he jumps to an overhanging pipe, using his tail to grapple.]

Steiner: "I will have your head for that!"

Zidane: "Hey, I think we upset them."

[A bunch of Black Mage crewmembers walk swarm onto the deck.]

Steiner: "But they didn't respond to anything until now... You're the one who started this trouble! I apologize! Please wait while I take this fool into custody and turn the ship around. Wh-What's wrong!?"

[The crewmembers start to leave. On the deck, Dagger and Vivi are climbing up. Just then, the third Black Waltz descends onto the deck.]

Vivi: "No...!"

Dagger: "Vivi! Are you okay!?"

Black Waltz No. 3: "So, No. 2 was defeated by a small child! You are no match against my power! Kwahahaha! Princess, stay there while I eliminate this child!"

[The crewmembers swarm towards the Black Waltz.]

Black Waltz No. 3: "Are you protecting him? ...Nonsense. You are no different from mindless dolls! What can you do? Get out of my way! Do you dare to fight a Black Waltz? I said, get out of my way!"

[FMV. An explosion rips the black mages back and around the deck, as Vivi watches on in painful silence. Barrels drop out of the sky, and shatter, dropping more black mages off through the clouds. The Black Waltz crackles with energy. In the cockpit:]

Steiner: "Wh-What cruelty!"

Vivi: "...Aaahhh!"

[Vivi runs to fight.]

Steiner: "Master Vivi, I shall assist you!"

[Steiner follows suit.]

Zidane: "Hey, you guys! Dagger!"

Dagger: "Y-Yes?"

Zidane: "We'll take care of the Black Waltz. You steer the ship. Things are gonna get even more dangerous from here on. It's not too late to turn back. You can go back to the castle or

cross South Gate into Lindblum. It's your choice! I'll be with you either way! But try not to crash the ship!"

[Zidane runs to fight, too.]

Dagger: "Be careful, Zidane!"

Zidane: "I'll be fine!"

[Vivi is confronting the Black Waltz, meanwhile.]

Vivi: "Why...? Why would you do such a thing!? Weren't they your friends!?"

Black Waltz No. 3: "You fool. Do I look like some lowly black mage soldier?"

Steiner: "Even if they weren't your allies, what you did was reprehensible!"

Black Waltz No. 3: "Kwahahaha! Worry not about them: many more are being produced even now!"

Zidane: "What are you?"

Black Waltz No. 3: "Ah, the princess's bodyguards have gathered! How very convenient!"

Zidane: "Answer me!"

Black Waltz No. 3: "It wouldn't do you any good if I answered, since you're all going to die! Kwahahaha! I will eliminate any who stand in my way!"

[The battle starts, but it's over pretty soon.]

Black Waltz No. 3: "You... You scum...! I exist only to kill!"

[The Black Waltz flies off.]

Steiner: "Just how many Black Waltzes do we have to fight!? This is becoming ridiculous!"

Zidane: "I think that was the last one."

Steiner: "How do you know!? Are you...!?"

Zidane: "He said 'Waltz,' right? Don't you think No. 3 would be the last one?"

Steiner: "?"

Zidane: (I can see South Gate... She's gonna go for it!)"

[Somewhere else, in a ship, Zorn and Thorn watched the fight.]

Zorn: "Did you see that?"

Thorn: "That I did see!"

Zorn: "Our enhanced black mages!"

Thorn: "Our black mage enhancements!"

Zorn: "All defeated!"

Thorn: "Betrayed us, Steiner did! It is all his fault!"

Zorn: "Huh?"

Thorn: "Unstable, the ship becomes! Don't let go of the steering wheel!"

Zorn: "No. 3 is coming back!"

Thorn: "True is it!? Hurray!"

Zorn: "But something is wrong... It's broken!!!"

Thorn: "Made its magic too powerful, we did!"

Zorn: "There's nothing we can do now!"

Thorn: "Depart shall we!"

Zorn: "We shall depart!"

Thorn: "Run away!"

Zorn: "Run away!"

[The two jokers jump out of the ship. Black Waltz No. 3 sits down in the captain's seat.]

Black Waltz No. 3: "I exist only to kill! I exist only to kill! I exist only to kill! I exist only to kill...!"

[Back at the cargo ship's cockpit:]

Zidane: "Do you see South Gate?"

Dagger: "Yes!"

Zidane: "South Gate is a huge gate built exclusively for airships, but... ..maneuvering through it could be tricky. Do you want me to do it, Dagger?"

Dagger: "I want to do it on my own..."

Zidane: "Alright... We don't have clearance. They might close the gate on us. It should be okay, though. Security was totally lax when I came through here on the theater ship. It'll be fine, Captain Dagger!"

Dagger: "Roger!"

Zidane: "...It's old, but the engine's got power."

[Steiner bursts in.]

Steiner: "We must turn back!!! Princess! Please turn the ship around! The Black Waltz is heading straight toward us on an airship! He might crash into us!"

Zidane: "Dagger, Rusty's right! It's headed straight for us! Punch it!"

Go through South Gate!"

Steiner: "Don't be ridiculous! What if the gate closes on us!?"

Zidane: "There's no way we can outmaneuver him in this cargo ship! We'll slide in before the gate closes and shut him out! That's our only chance! Rusty! Turn the power up to max with that lever over there! Dagger, stay on course no matter what!"

Dagger: "Okay!"

Zidane: "I know we can make it!"

[FMV. The cargo ship heads for South Gate with the smaller airship of the Black Waltz heading in. When it gets close, Vivi blasts it with some fire magic, knocking it off course a bit. Vivi blasts it again when they zoom through the gate, catching it on fire. It explodes as they make it out, into Lindblum territory. In the cockpit, Zidane looks over the engine.]

Zidane: "I think we pushed it a little too hard. Why so silent, people? We made it! Come on, cheer up!"

Dagger: "South Gate was badly damaged... It was my fault, wasn't it...?"

Zidane: "Don't worry about it! They'll fix it up in no time."

Steiner: "You idiot! The cargo ship was wrecked, we lost all the cargo, and South Gate was destroyed! I can't believe I played a part in this debacle!"

Dagger: "Steiner."

Steiner: "Yes, Princess!"

Dagger: "I didn't mean to get you involved... But you saved us. I thank you."

Steiner: "Such kind words! I am not worthy! Well, now I've made up my mind! I vow to protect you, Princess, until we return to the castle!"

Zidane: "How do you feel about that, Dagger? He'll follow you to the end of the world."

Dagger: "It's okay, Zidane. Hey, I can see the main gate of Lindblum!"

Steiner: "That's Lindblum Castle!? How gigantic...!"

Dagger: "The city of Lindblum is inside the castle.)

Zidane: (I guess Dagger and I will go our separate ways once we reach Lindblum...)

Steiner: "I see..."

Zidane: (Just when we were beginning to get close...)

Vivi: "...Zidane. Those...black mages and I... Are we...the same...?"

Zidane: "....."

Garnet: "....."

Steiner: "I don't understand, Master Vivi. Just what seemed to be the problem...?"

Vivi: "...I don't know."

Steiner: "Master Vivi, why would those mages be the same as you? And why would it matter if they were...?"

Zidane: "Rusty's right!"

Steiner: "?"

Zidane: "You're an individual, no matter what happens, Vivi!"

Vivi: "R-Right!"

Zidane: "Let's go check out the deck, Vivi! You've gotta see Lindblum from above! It's the best! Look, the Falcon's Gate is right in front of us!"

Vivi: "Why?"

[FMV. The cargo ship goes through Lindblum's Falcon's Gate and into the town.]

=====
08. Lindblum (LB01)
=====

[The ship docks in the Grand Castle portion.]

Vivi: "Wow! This castle is huge! It's even bigger than Alexandria Castle!"

Zidane: "Yeah. They don't call it Lindblum Grand Castle to nothing."

Steiner: "An indoor airship dock! This is truly amazing...! Even Her Majesty's Red Rose would easily fit in here."

Zidane: "...Dagger, you don't look too impressed. Have you been here before?"

Dagger: "Yes, I came here a few times when I was little... I haven't been here since my father passed away."

Zidane: "Here comes the welcome committee."

[Three Lindblum guards approach.]

Elite Guard: "That's a really old airship."

Dagger: "Greetings. I am Princess Garnet Til Alexandros. I humbly request an audience with Regent Cid."

Elite Guard: "You must be kidding! No member of the royal family, let

alone a princess, would ever ride in such a shabby
airship. And look at the company you're keeping."

Steiner: "How dare you accuse the princess of lying!? The princess was
forced to come here under extreme circumstances!"

Elite Guard: "Then show me some kind of proof of your royal heritage."

Dagger: "Very well..."

[She shows her pendant to the guard.]

Elite Guard: "This pendant... Is it a Falcon Claw!? ...No. The shape
is a little different. Call Minister Artania!"

[A guard leaves and Steiner turns to Zidane.]

Steiner: "If you weren't such a filthy-looking oaf, they would not
be suspicious of us!"

Zidane: "Hey, I'm not the idiot with the loud voice, and the dirty,
rusty armor."

Steiner: "WHAT!!!?"

[The minister appears.]

Minister Artania: "What is going on?"

Elite Guard: "Sir, we have unknown visitors who wish to see the regent.
And one of them is carrying a pendant that looks like a
Falcon Claw."

Minister Artania: "! You are dismissed. I'll talk care of this."

Elite Guard: "Yes, sir!"

[The guards leave.]

Dagger: "Uncle Artania!"

Minister Artania: "It's good to see you, Princess. Please follow me.
The regent is waiting."

Dagger: "?"

[They get on an elevator.]

Minister Artania: "Lindblum Castle has three levels, all connected by
this lift. From the base level, which lies below the
Mist, you can take a trolley to the harbor and the
back gate. Ships hardly arrive at the harbor anymore
since travel by air has become so popular. The Mist
poses great danger, so we've sealed off everything.
Just above the Base Level is the Mid Level. You can
ride the air cab from the Mid Level to go to town.
The Upper Level contains the royal chambers and
conference room. Access to that level is restricted,
because the regent himself resides there."

Zidane: "Hey, Dagger, what's Regent Cid like? I lived in Lindblum for a while, but I've never met him."

Dagger: "Regent Cid is very wise. He always thinks ahead. He may seem a bit odd at times, but he is very dependable. He and my father were best friends... ..I wonder if he will listen to what I have to say..."

Zidane: "Don't worry. We're not leaving until he does."

Minister Artania: "We will arrive at the Upper Level shortly."

[The party goes into the throne room.]

Minister Artania: "Sire, Princess Garnet of Alexandria wishes to see you."

Steiner: "Princess, is something wrong?"

Dagger: "The regent isn't here, and I don't know who... Take a look at the throne."

Steiner: "? What in the world...?"

[A creature peeks from behind the throne.]

Creature: <Gwok-gwok.> <Gwok-gwok!> "Greetings!"

Steiner: "!!! OG...!!! OGLOP!!!"

[He punches the advancing oglop into the throne's back.]

Minister Artania: "Sire!"

[The creature appears to be the regent.]

Regent Cid: "What!?"

Steiner: "!?"

Dagger: "Wh...!?"

Zidane: "Dagger, what's wrong? Why aren't you talking to-- GEEZ! That's an oglop!"

Vivi: "Wow... Even the oglops are big in Lindblum."

Steiner: "What is the meaning of this!? How dare you greet the princess like this!? Get that repulsive bug off the throne immediately, and call the regent!"

Minister Artania: "Please, settle down! You ARE before the regent!"

Steiner: "What!? Enough of your nonsense!"

Dagger: "Steiner, stand down. I remember that moustache. Is that really you, Uncle Cid?"

Regent Cid: "Yes. Greetings, all <gwok>. I am Cid Fabool, Regent of Lindblum. I knew it was you--I recognized your pendant's

description; it's so much like my 'Falcon Claw.' I'm delighted to see you again, Garnet. You have truly <gwok> become a fine lady. I, on the other hand..."

Minister Artania: "Allow me to explain. About six months ago, someone snuck into the castle and attacked the regent in his sleep. Unfortunately, we were too late... The regent had been transformed into an oglop, and his wife, Lady Hilda, was abducted."

Dagger: "My goodness..."

Zidane: "Whoever pulled this off had to be highly skilled, like me."

Steiner: "Hmph! I bet it was you!"

Regent Cid: "That's not possible."

Zidane: "How can you be so sure? Do you know who we are?"

Regent Cid: "Of course. I may be a bug <gwok>, but I am still the ruler of Lindblum."

Dagger: "Uncle Cid, I appreciate you seeing me on such short notice. I desperately need to speak to you about my mother."

Regent Cid: "That's what I figured. But I'm sure it can wait 'til tomorrow. Why don't you all get some rest for today?"

Dagger: "Thank you."

Minister Artania: "It is time for lunch. Please follow me."

[The rest of the party goes to eat; Zidane hits the town by himself to find some dining. He stops by a cafe.]

Zidane: "I can't stand the food at the castle. It's way too high-class for my tastes. How can anyone get full on that stuff? The cheap food here is a lot better. Today's special is... Soup du Silence. Not bad."

[He heads inside.]

Zidane: "Yo, Pops. I'll have the stupid special."

Bobo: "Who said that!? Zidane... I figured it was you."

Zidane: "How've you been?"

Bobo: "Alright, I guess... Have a seat. Your soup'll be ready in a minute."

[A waitress stands by Zidane.]

Lilian: "Do you mind? You're standing in everyone's way."

Zidane: "Wow... Hey."

Lilian: "Yeah? Do you want a drink?"

Zidane: "How about you and me go for a cruise on an airship?"

Lilian: "Really!? An airship!?"

Zidane: "Sounds like you've never been on one. You know, Lindblum is quite a sight from high above."

[A woman in red at the bar speaks.]

Woman at the Counter: "Hey, monkey-tail, you're disturbing the other customers."

Zidane: "What the--you've got a tail, too, rat-face!"

Woman at the Counter: "Rat-face...After I finish my drink, I'm gonna kick your butt."

Bobo: "Hey, Zidane, take it outside."

Zidane: "!!!"

Woman at the Counter: "Long time, Zidane."

Zidane: "Hey! What's up!? Wait a minute..."

Woman at the Counter: "You forgot my name?"

Zidane: "No, I remember. You're Helga, right?"

Woman at the Counter: "Wrong."

Zidane: "...Christine?"

Woman at the Counter: "No!"

Zidane: "...Oh yeah! You used to live next door to me. How's it going...Ratchel? Man, you've really gotten...big."

Woman at the Counter: "You nasty little--"

Zidane: "Come on. I'm just kiddin'. You know I never forget a pretty girl's name."

[The player can name the woman in red. Default: Freya.]

Zidane: "So, how've you been, Freya?"

Freya: "...Same old Zidane."

Zidane: "How long has it been?"

Freya: "About 3 years."

Zidane: "Hey, did you ever find out anything about your boyfriend?"

Freya: "No..."

Zidane: "So... What brings you to Lindblum?"

Freya: "The Festival of the Hunt. What else? It's a good opportunity

to test my skills."

Zidane: "Oh... Well, I'm sure you'll find him someday."

Freya: "Aren't you participating?"

Zidane: "...Nah. I think I'll pass."

Freya: "Lazy bum."

Zidane: "...Are you ever gonna go back?"

Freya: "I have no reason to return to Burmecia. There is nothing there for me anymore."

[The view changes to the Lindblum throne room, where the regent and the princess are talking alone.]

Regent Cid: "So, how is the queen? Is she still as vibrant as ever?"

Dagger: "Yes, but... Since Father died, Mother has been acting rather strangely..."

Regent Cid: "I'm not surprised <gwok-gwok>. They loved each other so much..."

Dagger: "We haven't spoken much lately. Also, a suspicious man has been prowling around the castle. I don't know what's going on anymore... I fear that she might be planning something terrible. I've brough this matter to everybody's attention, but no one has taken me seriously. They all think I'm distraught over losing Father..."

Regent Cid: "I understand why you are so eager. I'm happy that you came to me for help."

Dagger: "At this point, I think you're the only person Mother will listen to... When I heard that Lindblum's theater ship was coming to Alexandria, I decided to sneak on board and come here no matter what. I just never expected the crew to kidnap me..."

Regent Cid: "It was me... I was the one who ordered Tantalus to kidnap you."

Dagger: "!?"

Regent Cid: "I once promised your father <gwok>, that should anything happen, I would protect you. We've known about the disturbances in Alexandria for some time. But had we acted directly, it would've started a war. So, I asked Baku for help. He and I go way back. The play was the perfect cover to enter Alexandria and get you out. No one would suspect Lindblum was behind it. We were <gwok> forced to take action, because we knew Alexandria would never seek our help. I'm relieved we were able to get you here."

Dagger: "At the Village of Dali, we saw numerous black mages. They looked like golems, controlled by some powerful magic. On top of that, they were being created under Alexandria's supervision. I don't know how they're related to Vivi, but if Mother is

planning to use them for war..."

Regent Cid: "We won't let that happen. Even if she were to command an army of black mages, she won't make a move as long as we have our airship fleet. Don't worry <gwok-gwok>. Everything will be fine."

Dagger: "I'm so sorry, Uncle."

Regent Cid: "Now, now, come on. Don't be so formal. I'm helping you because I am your Uncle Cid, not because I am the regent of Lindblum."

Dagger: "Thank you so much."

[The two go to an empty airship hangar.]

Dagger: "What is this place...?"

Regent Cid: "The heart and soul of Lindblum: our airship dock. This is Dock No. 1, where we conduct our research <gwok>."

Dagger: "But...where are the airships?"

Regent Cid: "Lonely, isn't it...? We had a new airship model in here about 6 months ago. It was our latest creation; it didn't require Mist to fly."

Dagger: "The man who attacked you--was he the one who ran off with it?"

Regent Cid: "Good guess, but no... Actually... I met a lovely lady at the pub..."

Dagger: "...Um?"

Regent Cid: "When Hilda found out about my little affair, she used her magic and turned me into an oglop. Then she stormed off in the new airship, which I named Hilda Garde. Pretty ironic, eh? She hasn't been back since <gwok>. I've been working on Hilda Garde 2, but it hasn't been going too well. My mind just isn't the same as an oglop. I'm hopeless... But that doesn't mean I can't help you. I'll do my best for Alexandria."

Dagger: "Thank you... But with South Gate badly damaged, I don't know how we can get to Alexandria..."

Regent Cid: "Don't worry. South Gate is being repaired as we speak. Once the repairs are finished, we'll go to Alexandria."

Dagger: "Yes. I'm sure Mother will finally open her eyes to the truth."

Regent Cid: "....."

Dagger: "Uncle, is something wrong?"

Regent Cid: "Huh? No, I was just thinking...about how the theater ship crashed. Baku sure has good men working under him..."

[The scene ends. The next day, Zidane wakes up in the hotel and Vivi

comes into his room after a bit.]

Vivi: "Good morning."

Zidane: "You're up early."

Vivi: "Lindblum is a really busy place. I've never seen this many people before. I wonder where people go when the wanna be alone..."

Zidane: "Lindblum has always been like this. People come here from all over the world. Some of them come here to become airship engineers, sculptors, actors..."

Vivi: "Wow..."

Zidane: "I don't even remember why I came here my first time. Before I knew it, I was living here with my Tantalus brothers."

Vivi: "Do they still live here?"

Zidane: "Yeah. Our hideout is in the Theater District. I'm gonna go there right now. Do you wanna come along?"

Vivi: "Um, that's okay. I'm gonna go look around town."

Zidane: "Okay. Then I'll give you a little tour."

Vivi: "...No, that's okay. I can go by myself."

Zidane: "Ohhh...okay... Go find yourself a cute girl, alright?"

[The third "Teach me, Mogster!" ATE plays and after sitting through another ATE (Vivi's Shopping) later, Zidane heads to the hideout in the Theater District. It's empty, though...]

Zidane: "I figured there wouldn't be anybody here... It looks like no one's been here for a while. What to do, what to do...?"

[The bell starts to ring.]

Zidane: "Geez. It's that late already... I wonder what Dagger's doing."

[An ATE "What can I do?" plays. Two kids run in after its over.]

Bunce: "There he is!"

Lucella: "I told you he'd be here."

Bunce: "Why didn't you tell us that you were back? We're in Tantalus, too, you know."

Zidane: "What?"

Lucella: "Yeah. Uncle Baku said if we find some treasure, we can be in Tantalus, too."

Bunce: "Yeah. Check this out."

Zidane: "Wow, those are trick sparrow's wings! That sure is some

treasure you found, alright!"

Lucella: "Yay!"

Bunce: "Yipee! So, did the plan work?"

Zidane: "...Yeah. Princess Garnet is at the castle."

Lucella: "Really!? Wow... So, what's she like? Is she cute?"

Bunce: "Did you ask her out yet?"

Zidane: "No... I think she's pretty busy. Plus, she's a princess and I'm a...you know, so...I don't know."

Lucella: "I bet she misses you."

Bunce: "Yeah. You should go see her."

Lucella: "Good luck!"

Bunce: "See ya!"

[They leave.]

Zidane: "I wonder if she got to talk to Cid... Maybe I should go see her..."

[Zidane heads to the Grand Castle, finding Steiner in the guest room.]

Zidane: "What are you doing here?"

Steiner: "You! What have you done with the princess!? Where is she!?"

Zidane: "Whoa, take it easy. I just got here."

Steiner: "The princess is gone! She was supposed to stay in this room."

Zidane: "Maybe she went for a little walk."

Steiner: "How can you be so calm!? This is a very serious matter! Have you forgotten all the danger she faced just to get here!? What if something terrible happens to her!? What am I doing here!? I must go find her! Out of my way!"

[Steiner runs out with Zidane following soon after.]

Zidane: "I wonder where she went..."

[He walks a little further, hearing a familiar song being sung.]

Zidane: "That song... I've heard it somewhere before. That sweet voice... It's Dagger. She's upstairs."

[Zidane is rebuffed as he goes to the elevator, though:]

Soldier: "Sorry. Only authorized personnel can use the lift."

Zidane: "Man, I've gotta get past this guy somehow. Maybe if I disguise myself as a guard, he'll let me through."

[Zidane finds a sleeping guard upstairs.]

Zidane: "Hey, wake up!"

Sleepy Soldier: "...Huh?"

Zidane: "I just saw a suspicious character wandering around!"

Sleepy Soldier: "WHAT!? Wh-Where!?"

Zidane: "Upstairs. Follow me."

[The guard follows and starts to head away.]

Zidane: "No! In here!"

Sleepy Soldier: "Huh!?"

[The two run into the guest room.]

Sleepy Soldier: "Alright, you bastard! Show yourself! Hey what are you doing!?"

[Zidane emerges in the guard's clothes.]

Zidane: "That was easy. I should be able to get on the lift now."

[Zidane goes up to the rooftop and finds Dagger. FMV: Zidane sees Dagger singing next to some pigeons, and she sees him from across the way.]

Zidane: "Nice song."

Dagger: "How did you get up here? This is a restricted area."

Zidane: "Come on, I do this for a living."

Dagger: "...Oh yeah. You're a member of Tantalus. It must've been easy for you."

Zidane: "...? Whew... What a view... Hey! There's a telescope! Let's go check it out. Come on."

[They go up to the telescope.]

Zidane: "Hmmm..."

[Zidane can look around at the sights:

Aerbs Mountains ----> "Those are the mountains that surround Burmecia. I guess the best way to get there is through the cavern at the base."

Marshland ----> "There's probably a lot of weird things living there. Maybe I should check it out sometime."

South Gate ----> "Oh, there's South Gate. I wonder if they've started repairing it... It'll probably take a while to fix everything."

Ceebell River ----> "That river flows right by South Gate. You can get to the gate by walking along the river."

??? Forest ----> "Hey, there's a chocobo. Maybe I can catch a chocobo in that forest."

Aerbs Mountains ----> "Alexandria is beyond those mountains. I bet they're looking for us."

[Once Zidane's found all the locations:]

Dagger: "Let me see." [She looks.]

Zidane: "How's the view?"

Dagger: (...I've made so much trouble for everyone... Uncle Cid knew everything... That's why he asked Tantalus to get me out of Alexandria. No matter how hard I try, I'm always one step behind in everything... I'm so helpless...)

Zidane: "...What's wrong?"

Dagger: "Zidane... Why did you help me come here--to Lindblum? ...Is it because your boss ordered you to?"

Zidane: "I just wanted to help you. That's all. The boss didn't agree with me... ...so I ended up leaving the band."

Dagger: "Really!? I'm sorry."

Zidane: "Don't worry about it. It isn't the first time I've left."

Dagger: "Zidane..."

Zidane: "Yeah?"

Dagger: "Oh...um... How were you planning to abduct me?"

Zidane: "We were gonna put you to sleep with sleeping weed, then kidnap you. It's mostly used for kids, but a big dose can knock out an adult just as easily."

Dagger: "I guess you didn't need it, since I came along on my own. Hey... Would you mind giving me some? I've had a hard time sleeping lately."

Zidane: "Um, I don't think that's a good idea. You might get addicted. Maybe all you need is some company, eh?"

Dagger: "Oh, please. Do you think I'm that naive?"

Zidane: "Heh, heh. Can't blame me for trying."

Dagger: "....."

Zidane: "U-Um... Th-That song... Were you singing it in the Village of Dali?"

Dagger: "...Yes. So, you were up that night."

Zidane: "What is that song, anyway?"

Dagger: "...I don't know. I can't even remember where I learned it. I sing it whenever I feel sad or lonely... For some reason, it comforts me and reminds me that I'm not alone."

Zidane: "I guess it's a mystical song... Let me hear it again."

[She starts singing, and the view changes to Steiner, who's now looking at armor in Dragoos' shop (the same armor, I might add, that Zidane calls "cheesy" crap).]

Steiner: "Hmm... I never expected to find such fine armor in a place like this."

Customer: "Yes, I'll buy that one, too. Who knows when that Brahne will start another war..."

Steiner: "WHAT!? The queen would never start a war! You dare speak ill of the queen!?"

Customer: "Who the hell are you?"

Steiner: "I'm a.....an armor collector!"

Customer: "Oh. Well, in that case, can you recommend some good armor?"

Steiner: "I...I must go!"

[Steiner leaves and the view changes to a street in the Business District, where a little hippo kid is playing with figurines.]

Phillipo: "GO, Knights of Pluto! Yeah!!!"

Poncho: "What are those things? They look so stupid. I'm gonna take Cid's airships and destroy them."

Phillipo: "HEY, cut it out! YOU BROKE MY KNIGHT! I'm gonna go tell your mom!!!"

Poncho: "No, come on!!!"

[The two kids run off just as Vivi walks by.]

Vivi: "'Royal Action Figures'...? Those black mages were like toys... being controlled by someone..."

[The view changes to Freya, who's leaping around in the Theater District. She stops on the Tantalus hideout's roof.]

Freya: "The sky looks ominous... Something's about to happen. Sir Fratley, where are you...? I need you..."

[The view changes again to the empty airship hangar. The oglop regent stands at a drawing board.]

Regent Cid: "Okay! It should work now."

Engineer Zebolt: "Sire, it's no good."

Regent Cid: "What!?"

Engineer Zebolt: "We can't stabilize the engine system. It can't run for more than 10 minutes."

Regent Cid: "Darn it... My mind hasn't been the same since I became an oglop..."

[The view changes back to Zidane and Dagger.]

Zidane: "Hey, Dagger. So when do you wanna go on that airship cruise?"

Dagger: "What are you talking about?"

Zidane: "...!? (What am I thinking!? I asked the girl at the...)
Never mind."

Dagger: "Well...it sounds like you've asked the wrong girl."

Zidane: "Wait. I-I can explain."

Dagger: "Why bother? Go have a wonderful time."

Zidane: "Oh, man... Okay, how about this? If I get first place in tomorrow's hunting festival, you and me'll go out on a date!"

Dagger: "How does that have anything to do with me?"

Zidane: "Come on. Pleaaase."

Dagger: "...Fine."

Zidane: "Okay, it's a date!"

[Zidane runs off.]

Dagger: "....."

[Somewhere, preparations for the Festival are in full swing, and a large cage shakes full of monsters in one of the residential areas.]

Officer: "It may be tradition, but this is a dreadful festival. So many lives lost each year, especially because of him..."

Captain: "Hardly. The festival is a test of manhood. I tingle with excitement every year."

Soldier: "This is the last carriage. All the preparations for the Festival of the Hunt are complete."

Officer: "Very good. Now we wait for the signal."

Captain: "Yes, sir."

[The carriage opens and a flock of Fangs runs out.]

Officer: "Whoa!"

[The Soldier & Officer flee. A fang licks its chops at the Captain.]

Captain: "....."

[The view changes to another area.]

Soldier: "The fangs have been freed."

Officer: "What!? We haven't even received the minister's authorization!"

Soldier: "We believe that they're going to release 'him' any minute."

Officer: "Alright, release the mus before they let him loose. Hurry!"

[The two run off as the squirrel-like mus scamper out. The view goes to a large cage with a walkway over it somewhere.]

Voice: "All is ready!"

Soldier: "Alright. Standby!"

Breeder: "This year's specimen is perfect. Nothing can stop him! Ha ha ha! What power!"

Soldier: "Hey, make him stop! It's too early to let him loose!"

Breeder: "How? I have no control over him."

Soldier: "Dammit! Open the gate at once! The gate's gonna fall apart!"

Breeder: "GO, ZAGHNOL!"

[The gigantic swine stampedes into the city. Up in the Grand Castle's guest room, Vivi, Steiner, and Dagger all stand around. Freya is there as well.]

Vivi: (Where's Zidane...?)

Steiner: "Please, Princess. You might actually enjoy it."

Dagger: "Okay..."

Freya: (I wonder if Zidane has improved his skills...)

[Zidane enters.]

Zidane: "Hey, guys. Sorry I'm late."

Elite Guard: "Alright, let's begin."

Narrative: = Festival of the Hunt =

Hunters, on your mark! Ferocious beasts swarm about the castle town! The bigger the catch, the higher the score! The time limit is 12 minutes. Use air cabs to go to other districts. Once you lose in a battle, you will be forced to retire. The winner will be crowned Master Hunter and receive the hunter's reward. Who will come out on top!?

Elite Guard: "What do you wish for your hunter's reward?"

Zidane: "I'll go with Gil all the way!"

Freya: "I'll take an Add-on."

Elite Guard: "And you, Mr. Vivi?"

Vivi: "WHAT!? I never signed up!"

Zidane: "I thought you would do pretty well, so I signed you up. Don't worry. With your black magic, it'll be a piece of cake."

Vivi: "I...I don't know..."

Freya: "That was very inconsiderate of you, Zidane."

Zidane: "Oh! (How about this? If you win, I'll fix you up for a date with Dagger.)"

Vivi: "Me and the princess!?"

Zidane: "(SHHH! Keep it down!)"

Steiner: "What was that!? You just mentioned the princess. What evil deeds are you plotting now!?"

Zidane: "It's nothing, right, Vivi?"

Vivi: "Y-Yeah."

Elite Guard: "So, what would you like for your reward?"

Vivi: "Oh, um... I'll take a Card."

Elite Guard: "Okay. Gil, an Add-on, and...a Card. The festival will begin shortly. You all have different starting points. Hunter Zidane will start in the Theater District, Hunter Freya will start in the Industrial District, and Hunter Vivi will start in the Business District."

[Everyone but Zidane and the guard leaves.]

Elite Guard: "Your starting point is the Theater District. You'll need to take an air cab to get there."

=====
09. Festival of the Hunt (09)
=====

NOTE: This dialogue is separated so there isn't one big block of all-Lindblum stuff. No one wants a wall of text, right? ;p

[Steiner and Garnet take their spectator's view on the bridge above where the Zagnol was kept caged up.]

Steiner: "Such rudeness! Princess, they are treating you like a commoner!"

Dagger: "Oh, hush. We get a great view from here."

Steiner: "Hmm, you're right. I can see the entire town. Princess, look! Master Vivi is also participating!"

Dagger: "I can't believe it. He seemed to reluctant earlier."

Steiner: "MASTER VIVI!!! THE PRINCESS AND I ARE ROOTING FOR YOU!!!"

Dagger: "COME ON, VIVI!!! YOU CAN DO IT!"

Steiner: "No! Master Vivi!"

Dagger: "Look out! Oh, gosh! I can't watch anymore!"

Steiner: "YOU CAN'T WIN JUST BY RUNNING! A GOOD OFFENSE IS THE BEST DEFENSE! ATTACK! You can't lose to that monkey Zidane! YES! THAT'S IT! NOW'S YOUR CHANCE! ONE MORE TIME! VIVI, BEHIND YOU! YES! GO!"

[The view changes to Zidane, arriving in the Theater District. As he fights, different participants and their scores are given, in this format:]

_____ leads with ___ points!

[The participants (as far as I know) consist of:]

- Lani
- Zidane
- Freya
- Ivan
- Genero
- Vivi
- Belna
- The Strange Gourmand

[When the contest ends, narrative says:]

The time is up! The winner is..._____! ___ points!

[Afterwards, there is a ceremony at the GC Throne room.]

Regent Cid: "That was marvelous! All of you!"

Minister Artania: "_____ points! Congratulations!"

Regent Cid: "We grand you the 'Master Hunter' and your reward."

[They give the winner the reward. If Freya wins:]

Zidane: "My hat's off to you, Freya. I don't know how you racked up so many points."

Freya: "The fruits of my training, I suppose."

[If Vivi wins:]

Steiner: "Well done, Master Vivi!"

Vivi: "Thanks... I can't believe I won."

[If Zidane wins:]

Vivi: "Congratulations, Zidane!"

Zidane: "Thanks!"

[No matter who wins, the following happens:]

Voice: "Regent..."

[A rat soldier enters, wounded.]

Burmecian Soldier: "Please forgive my intrusion... I bring urgent news... from our king."

Regent Cid: "The king of Burmecia?"

Minister Artania: "(Sire, you must not let him see you like this!)"

Regent Cid: "(Take a good look at him. An injury has blinded him.)
Continue."

Burmecian Soldier: "Our kingdom is being attacked by some unknown force! We are severely outmatched! Please send reinforcements immediately!"

Regent Cid: "!!!"

Burmecian Soldier: "The enemy looks like an army of mages wearing...
steeple-crowned hats."

Regent Cid: "The king and I are old friends. We will send reinforcements to Burmecia immediately."

Burmecian Soldier: "Thank you, Regent! The kind...and all of Burmecia will be most grateful! I must...return now... ..Ugh."

Regent Cid: "Take him to the infirmary!"

Freya: "It's too late. He's gone... It's a miracle he even made it this far. I can't believe this is happening..."

Minister Artania: "This is a problem... Because of the Festival, there are hardly any men left in the castle. It will take time to mobilize."

Regent Cid: "We have no choice... Call back the 4th aerial division patrolling the border."

Minister Artania: "But if we recall the 4th, we will lose our eyes over Alexandria."

Regent Cid: "<Gwok-gwok> Burmecia is our ally. We must help them."

Freya: "Steeple-crowned hats... They might be black mages, like Vivi."

Vivi: "It can't be..."

Dagger: "Could it be Mother...!?"

Freya: "I must go now. I cannot sit and wait for the reinforcements."

Zidane: "I'm coming with you."

Freya: "No. This doesn't concern you."

Zidane: "What's this, I'm a stranger all of a sudden!? I'm not gonna sit back and watch your home get destroyed, alright?"

Freya: "...Thank you, Zidane."

Vivi: "Um, c-can I come, too? I wanna find out who they really are."

Zidane: "Sure."

Dagger: "Alright then. Let's go to Burmecia."

Steiner: "Princess! This is a foreign matter! It has nothing to do with us!"

Regent Cid: "Steiner is right. We don't know if Alexandria is involved."

Dagger: "But if black mages are involved... Zidane, you know what I'm talking about."

Zidane: "....."

Dagger: "If Mother is behind this, I'll make her stop! I promise!"

Zidane: "...I think you should stay here."

Dagger: "What!?"

Zidane: "We don't know what to expect there."

Dagger: "I've already faced great danger coming here! What's the difference!?"

Zidane: "Dagger, this is war. A lot of people are gonna die."

Dagger: "I know that!"

Zidane: "...How did you feel when you saw that Burmecian soldier die, just now?"

Dagger: "...I felt sad, of course."

Zidane: "Just sad? Weren't you scared, too? Obviously, you haven't realized how dangerous this is gonna be... You could get killed. This is no time to be convincing your mother of anything."

Dagger: "But..."

Regent Cid: "Now's not the time to argue."

Freya: "He's right. We must head to Burmecia at once. Will you open the Dragon's Gate?"

Regent Cid: "Of course. If you're going by foot, leaving from that gate is the best way. Let us eat while we <gwok> wait for the gate to open."

[The party goes down to the dining hall later, finding a lavish meal.]

Vivi: "Yay! I'm so hungry!"

Regent Cid: "The Festival of the Hunt feast is one of our oldest traditions. It began well over five centuries ago. It is customary to eat everything with your hands, so go on, before it gets cold."

Dagger: "Thank you, Uncle."

[Everyone starts eating except Dagger and Freya.]

Vivi: "Mmmm! It's so good!"

Freya: "....."

Zidane: "Let's just eat. We can't do anything until the gate opens."

Freya: "...You're right."

Zidane: "Hey, not bad!"

Steiner: "This is wonderful! Princess, how is everything? Why aren't you eating?"

Garnet: "Oh... I'm sorry. You're right. Everything is so delicious."

Steiner: "Indeed, it is. Especially this beef. It is superb!"

Vivi: "Oh, I'm so full. I'm getting sleepy now..."

[Cid, Freya and Vivi all fall over in a deep sleep.]

Steiner: "What the--THE FOOD IS POISONED!"

Zidane: "Dagger...?"

[Zidane falls over, too.]

Steiner: "How could I be so careless!!! Ugh... I'm starting to feel sick... F-Forgive me, Princess. I should have tasted it for poison..."

Dagger: "That's impossible. There shouldn't be any in your dish."

Steiner: "What...? Now that you mention it, I feel just fine. !!! How did you know!? Princess! You didn't!"

Dagger: "It's not poison. It's just a medicinal herb Zidane gave me. Believe me, this was not what I had planned. Steiner, I have to make my own decisions... I had no choice. Uncle Cid would never let me leave the castle."

Steiner: "That is because he is concerned about you!"

Dagger: "I understand that, but--"

Steiner: "No, you don't understand...! War is a terrible thing! You must never experience it like I have. I'm sorry, Princess. I

cannot follow any orders that might put your life in danger."

Dagger: "...What if Alexandria is behind the attack on Burmecia? It could lead to war between the three great nations. Many innocent people will die... As the princess of Alexandria, there must be something I can do. I have to help Mother... I don't want to see anything happen to her..."

Steiner: "..... ..Very well. Princess, I will follow you wherever you choose."

Dagger: "Thank you. Let's go before everyone wakes up. I'm sorry, Zidane. Come on."

[Dagger and Steiner leave. In his sleep, Zidane asks:]

Zidane: "Dagger... Where are you going...?"

[Later on, the groggy party wakes up.]

Freya: "It must've been some sort of sleeping medicine."

Zidane: "It was sleeping weed."

Regent Cid: "We've been had..."

Zidane: "I gave her some because she said she was having problems sleeping."

Freya: "I'm impressed. There's more to her than meets the eye."

Zidane: "Damn, what the heck is she thinking!? Maybe she's heading to Burmecia."

Regent Cid: "Then you might still be able to catch up with her."

Zidane: "Vivi, wake up! We're going to Burmecia!"

Freya: "Let's head for Gizamaluke's Grotto. Once we pass through the grotto, we will be in Burmecia."

Regent Cid: "You can leave from the Dragon's Gate located on the Base Level."

[The party goes down the elevator and leaves through Serpent's Gate.]

=====
10. Qu's Marsh (QU01)
=====

[The party wanders into the marsh and finds a strange creature by the pond, looking for frogs. Zidane catches one for it.]

Qu: "You got frog! Frogs very good! Mmmm!"

Zidane: "Who the heck are you?"

Qu: "Me?"

[You can name the strange Qu. Default: Quina]

Zidane: "Quina, do you want this frog?"

Quina: "Yes, yes! Yes, yes!"

Zidane: "...Alright. Here."

Quina: "Yaaay! Mine, mine!"

[Just then, a man in a chef's hat walks over.]

Quale: "You pathetic, Quina. Can't even feed yourself."

[They all go back to Quale's house, deep in the marsh.]

Quale: "Can't master art of eating just chasing frogs, Quina."

Quina: "But, Master, frogs very good! Frogs here best! Better than Alexandria's."

Quale: "Quina, you in darkness. Need some light. World big place. Many many foods. Alexandria just one kingdom. You need go out more, eat other food."

Quina: "Go out into world...? Sound scary. Are there yummiier frogs outside?"

Quale: "Of course! Many good frogs! All Qus love frogs the best. Eating frogs is key to growth. Qu marshes exist all over the world. Go eat frogs in other marshes. I promise, you get much learning. Traveler, please show Quina the world. Anywhere with good food."

Zidane: "You want me to take him with us?"

R1 --> Why not

R2 --> Forget it

R1 (Quina): "Will I find yummiier frogs outside?"

Zidane: "There is plenty of stuff in the world that tastes better than frogs."

Quina: "Really really!? Okay, I go with you!"

Quale: "....."

Zidane: "....."

R2 (Quina): "It okay, Master. I stay, eat frogs here."

Quale: "Lazy fool... Traveler, if you change your mind, take Quina with you."

Zidane: "...I'll think about it."

[After meeting Quale in his house, the party leaves. Vivi turns back around.]

Vivi: "....."

Zidane: "What's up, Vivi?"

Vivi: "Um... That man looks exactly like my grandpa."

Zidane: "Your grandfather? Who, that Quale guy?"

Vivi: "Yeah... Maybe he knows my grandpa. I'm gonna go talk to him, Zidane."

[They both walk back inside.]

Quale: "What wrong? Something on my face?"

Vivi: "Um... Do you know a man named Quan?"

Quale: "I ...I not know that bigot!"

Vivi: "Grandpa Quan was a bit strange, but... How do you know him?"

Quale: "I-I no can answer."

Vivi: "Grandpa Quan looks exactly like you, Mr. Quale..."

Quale: "Of course. We from same tribe."

Vivi: "....."

Zidane: "You really don't know him?"

Quale: "No! I not know this Quan!"

Zidane: "Honestly...? That's too bad... Let's go, Vivi."

Vivi: "Okay..."

[With their newly-found party member, they leave the marsh.]

=====
11. Chocobo's Forest (CF01)
=====

[The party stumbles into the forest in the King Ed Plains, finding a moogles riding on a chocobo.]

Moogles: "Kupooo!!! I'm Mene, master of this forest! This chocobo is my friend, kupo. His name is Choco."

Choco: "Kweeeh!"

Mene: "And this is..."

[The words "Chocobo's Forest" come on the screen.]

Zidane: "Hey, did a cute girl with long hair come by here?"

Mene: "No. But ugly girl came by here."

Zidane: "Oh... I guess she didn't come this way. Maybe she's heading toward Burmecia after all... I'd better get movin'."

Mene: "You in a hurry, kupo?"

Zidane: "Yeah, sort of."

Mene: "Then take Choco. You won't run into monsters if you ride Choco. Choco, come here."

Zidane: "It's okay. Don't force him..."

Mene: "No. If Choco hates, Choco runs away. Choco, come on! Kupo!!!"

Choco: "Kweeeh!!!"

[Choco runs out of the forest.]

Mene: "Fine. I'll just get to the point, kupo. These are Gysahl Greens! You can call Choco outside the forest with these. Find chocobo footprints near the forest, kupo. Use Gysahl Greens there, and Choco will come. Choco likes you, kupo. You call, and he'll come! Please train Choco! Make him strong! Come back to this forest after you call him in the world. I'll tell you a big secret, kupo."

[Zidane catches Choco outside and brings him back.]

Mene: "Choco! How are you, kupo?"

Choco: "Kweeeh!!!"

=====
12. Gizamaluke's Grotto (GZ01)
=====

[They find two dead soldiers at the cavern entrance.]

Freya: "No...! Come on! Get up! Dammit! Say something!"

Zidane: "Oh, man..."

Freya: "The black mages! Who are they!?"

Vivi: "U-Um..."

Zidane: "It's okay. You didn't do anything."

Freya: "Vivi, aren't they your-- !!! The king might be in danger! Come on!"

Zidane: "I sure hope Dagger didn't come here... Let's go."

[Inside, they find a soldier still clinging to life.]

Zidane: "Hey, are you alright!?"

Burmecian Soldier: "...Black mages... Couldn't do anything."

Zidane: "We're here to help. We're on our way to Burmecia."

Burmecian Soldier: "Ugh... I'm done for. Take this bell, and... go to Burmecia... The black mages... took our bells... The king's in...palace... Please

protec..."

[The soldier dies.]

Zidane: "Hey!!! I'll protect him. Don't worry."

[He takes the bell and rings it by the door.]

Narrative: The bell in your hand and the door bell are ringing!
The bell in your hand shattered..."

[In the next room, black mages are still attacking soldiers.]

Black Mage 1: "KILL!"

Black Mage 2: "KILL!"

Black Mage 3: "KILL!"

Black Mage 1: "KILL!"

[The first mage shoots fire at a guard.]

Burmecian Soldier: "ARGH!"

[Zorn and Thorn walk out onto a ledge over where Zidane and co. are standing.]

Zorn: "Who is that?"

Thorn: "That, I don't know."

Zorn: "I know I have seen him somewhere before."

Thorn: "Somewhere before? I have not seen him. I know."

Zorn: "I guess it is not important. Let's kill him."

Thorn: "Yes, kill him, shall we?"

[They sic two mages on the party, but they get defeated.]

Thorn: "HEEE! Savage monsters, they are!"

Zorn: "Run away!"

[The party runs into another black mage...]

Black Mage: "KILL!"

[...and they easily defeat it, getting a bell as spoils. Using it to get into the next room, they find an odd sight. A female moogle stands next to a broken bell, yelling at something inside of it.]

Moogle: "Darling! Can you hear me!? Darling!!! Please say something!"

Zidane: "I didn't expect to see a moogle here. What's wrong?"

Mogmi: "My husband! He's inside the bell! He's trapped! Kupo!!!"

Freya: "You poor thing..."

Mogmi: "We just held our wedding here. Then some scary clowns attacked us! I was so scared! Kupopo!!!"

Zidane: "That bell's huge. I don't know if we can lift it."

Freya: "Hmm..."

Mogmi: "No, please!!! Huh?"

[She sniffs around Vivi.]

Mogmi: "<Sniff sniff!> <Sniff sniff!> <Sniff sniff!> <Sniff sniff!>"

Vivi: "H-Hello. Um..."

Mogmi: "Oh! Oh!!! Wait... Yeah! It's you!!! I know you! I know you!! I know you!!! Um, um, um, um, um, um, um! Hey, hey, hey!!! You have Kupo Nut!"

Vivi: "Y-Yeah... I got one in Lindblum."

Mogmi: "Really!? Really!? Really!? Really!? C-Can I have it?"

R1 --> Yes

R2 --> No

R1: [See below.]

R2: "Pleaaaaase!!! Kupooo!!!"

[At R1, Vivi gives her the Nut.]

Mogmi: "Kupooo!!! Thank you, thank you, thank you! Darling! Darling! I have yummy Kupo Nut!"

[A moogle lifts the gigantic bell and topples it off of him.]

Moogle: "Kupooo!"

Mogmi: "Darling!!!"

Moogle: "Kupooo! I love Kupo Nuts!"

[He runs off.]

Mogmi: "Darling! Where are you going!? U-Um, thank you! Darling!!!"

[She runs off after her husband.]

Zidane: "What a crazy couple..."

[The little bell underneath the large one doesn't open the way to the exit, so the party uses it to find the other moogles again.]

Moguta: "I love Kupo Nuts! Do you like Kupo Nuts?"

R1 --> Yes

R2 --> Not really

R1: "I like you."

R2: "I hate you." [He repeats his question.]

[After picking R1 (you have to), when you leave, Moguta'll stop you.]

Moguta: "Kupo! Wait! Kupo!"

[He spins a statue nearby, takes something, and spins it back.]

Moguta: "Kupo! Take this, kupo!"

[Zidane gets the Holy Bell.]

Moguta: "Give me Kupo Nuts again, okay, kupo? I'm kupo for Kupo Nuts!"

[Using the Holy Bell, the party enters the last room of the cavern. A Burmecian Soldier, still alive, is slumped near the water.]

Freya: "Are you alright!?"

Burmecian Soldier: "Freya... Please be careful... Master Gizamaluke
has gone mad. He's being controlled by some strange
clowns."

[Just then, a large snake falls into the water and it attacks. They
defeat Master Gizamaluke.]

Freya: "What happened to Master Gizamaluke...? We must hurry! His
Majesty is in danger!"

[The view changes to Steiner at the Grand Citadel South Gate.]

=====
13. Grand Citadel South Gate (SG01)
=====

[Steiner approaches the gate with a bag tied to a stick slung over
his shoulder. This is a different South Gate than the one by Dali,
by the way -- it's, I guess, past the gate to the Bohden Arch near
Chocobo's Forest.]

Steiner: (Once we cross this gate, we are in Alexandrian territory!)

[He walks up to two guards.]

Short Guard: "Hold it right there."

Tall Guard: "What's the purpose of your visit?"

Steiner: "I heard workers were needed to fix South Gate. I brought
my belongings so that I might live and work here."

Tall Guard: "That's great! They've been working on the gate non-stop
since the accident, but it's still broken."

Short Guard: "I need to check your bag. Rules and regulations, you
know."

Steiner: "....."

[Steiner sets his...large bag down.]

Short Guard: "Would you step back?"

Tall Guard: "There, that's good. Sorry, just doing our job. So...
Where are you from?"

Steiner: (Blast, I must do something!)

Tall Guard: "The police are searching for a girl and a middle-aged
man. Did you see a pair like that on your way here?"

Short Guard: "This knot is really tight..."

Tall Guard: "The girl supposedly looks exactly like Princess Garnet,
the most beautiful princess ever to grace Alexandria
Castle."

Short Guard: "I got it now."

Tall Guard: "But you know how Queen Brahne looks. It's hard to believe
she'd have such a beautiful daughter."

Short Guard: "Ungh!? WHAT IS THIS!? Wh-What is that!? What are
those...those... ..rotten things! Are they poison!?"

Steiner: "Rotten? I'm not carrying anything that's rotting..."

Tall Guard: "Oh, it's your least favorite food... ..the Lindblum
delicacy, gysahl pickles. I can't believe how many you
brought with you!"

Steiner: "They are my favorite! I cannot start my day without them."

Tall Guard: "Yeah, sure. People who like 'em all say that. You can
go now."

Steiner: "Thank you. Good day."

[Steiner walks through the gate. There are a few people around, and
he whispers to the contents of the bag:]

Steiner: (We're inside the gate! Princess, you've done it again. I
must find a spot where I won't be seen... That alley looks
acceptable. But a girl and a man are in the way.)

[Steiner talks to the jobless man and the worker around. He talks
to a man inspecting a pile of machinery afterwards:]

Earnest Young Man: "Let's see... I need two of Model #3... Oh, you
brought your things with you. Are you here to
work?"

R1 --> Answer

R2 --> Remain silent

R1: "I-Indeed."

R2: [Garnet kicks him through the bag.]

Steiner: "I-Indeed."

Earnest Young Man: "Welcome! I'm also new here. I've been working

here for five months as the chief engineer of Bohden Gate. But he's the only one working under me. I'll be going back to the castle next month, when my contract expires. I'll be joining a team of engineers who are developing a new engine that runs without Mist. The world outside the Mist Continent is uncharted territory, but there's no need to worry about our safety if we can explore it on an airship. Regent Cid is an advocate of technological advancement. Oh, sorry. I talked your ear off."

Steiner: "There's something I must tell you."

Chief Engineer: "...The gate to the bottom of the Mist has been left broken!? Did he think he could get away with that!? Excuse me!"

[The man runs off after learning of his worker's incompetence.]

Steiner: (Now I just need to get rid of that girl...)

[If you talked to the girl first, he'll say:]

Steiner: (That just leaves the young man over there...)

[Steiner runs over to the girl.]

Part-time Worker Mary: "I can't believe he went out of business... I didn't know, because I was on the other side of the mountain."

R1 --> Console her

R2 --> Don't console her

R1 (Steiner): "What good is it to bemoan what has already happened?"

[Garnet kicks him]

Steiner: "Wh-What I meant to say was that... Now that we are here, there must be things we can do to help the ones we love."

Part-time Worker Mary: "You're right. I gotta encourage him. Thanks!")

R2: [Garnet kicks him; dialogue cancelled.]

[After Mary goes to talk to Jeff:]

Steiner: (The coast is clear.)

[Steiner heads into the alley, but--]

Short Guard: "Hey, hold on! Rules and regulations, you know. Would you come over here? Stop right there! Don't make a move until I tell you! Now, turn toward me slowly... Don't make a false move. Phew... You need a Gate Pass to reach

the South Gate summit. I'm leaving it right there. Pick it up after I leave. I'd come closer, but you're carrying those stinky pickles! See? I'm leaving it right here!"

[Steiner picks up the pass after the guard leaves and hits the alley.]

Steiner: "Ahem... 'Tis foolishness! If all were so easy, why, none would suffer in this world!"

Dagger: "Steiner...? Is it okay for me to come out?"

Steiner: "Yes!"

Dagger: "Thank you. I will come out now. Please keep an eye out."

Steiner: "Yes!"

Dagger: <Rustle rustle...> <Rustle rustle...> "Oh, finally! Some fresh air! What a horrible smell... It gave me a terrible headache." (Maybe I'll get changed while he's on lookout.)

Steiner: "Let's see..."

R1 --> Continue looking

R2 --> Go over to the other side

R1: "Uh-huh..."

R2: [Steiner runs to the other side, past Dagger.]

Dagger: (Ahh!) "(Don't look this way...)"

[Dagger comes out from behind the crate.]

Dagger: "You can turn around now, Steiner."

Steiner: "Princess...!"

Dagger: "Steiner!"

Steiner: "Yes...? Oh, um, yes, Miss Dagger."

Dagger: "You have to call me Dagger until we reach Treno. Don't salute me, either."

Steiner: "Yes, until we reach Treno and find a way back to the castle, I will be careful."

Dagger: "Okay, let's go."

[They head to the cable car screen.]

Dagger: "Wow...! That cable car will take us to the summit. We're almost there, Steiner. Alexandria is just beyond the summit, right? I managed it without Zidane's help...!"

Steiner: "You never needed him to begin with, Princess."

Dagger: "....."

[They board the Berkmea cable car and sit down.]

Dagger: "Let's sit here."

Conductor: "Please wait while I prepare for departure."

Part-time Worker Mary: "Wait! Wait for me! <Pant, pant...> I made it!
Thank you for your kind words earlier."

Steiner: "No, I thank you."

Part-time Worker Mary: "?"

Conductor: "Now departing!"

[The cable car takes off.]

Garnet: "Phew... I feel more relaxed now."

Steiner: "That is understandable. Our journey from Lindblum was very tough. But... ..it was your white magic that helped me through the battles against all those monsters... ..your fortitude that got us past the obnoxious moogles in Chocobo's Forest... ..and, finally, your idea to use gysahl pickles to get past the South Gate guards! I am thoroughly impressed by your intelligence and courage, Princess!"

Dagger: "Steiner, you can't call me that."

Steiner: "My apologies. I'm just not used to..."

Dagger: "It's okay. I made lots of mistakes when Zidane taught me how to talk like this."

Steiner: "That peasant had no manners whatsoever! Although...he did have some wit for a bumpkin, but... The way he spoke to you was simply unacceptable! I say good riddance."

[The view changes back to the party in Gizamaluke's Grotto, talking with the wounded soldier nearby.]

Freya: "Can you stand up?"

Burmecian Soldier: "Don't worry...about me... Please... protect Bur...me..."

Freya: "I will protect Burmechia. You have my word."

[They all run out of the exit.]

=====
14. North Gate (NG02)
=====

[On the right cliff wall from the exit is another arch the party can visit.]

Freya: "The smell of fire... And blood! There must have been a huge battle on the other side of that gate..."

Quina: "Something smell bad. I get bad feeling! Flower smell good!
You smell flower!"

Freya: "Quina does whatever s/he feels like doing. I must learn from his ways."

Zidane: "I don't think it's intentional, Freya."

Freya: "No, if I had done as I pleased, I would've been..."

Quina: "Zidane, this flower taste good!"

Zidane: "See what I mean?"

Freya: "But still... Let's go! Burmecia is just ahead!"

=====
15. Burmecia, Realm of Eternal Rain (BR01)
=====

[The party runs to the gate of the dreary, rain-splattered city, finding it broken and battered.]

Zidane: "So...this is Freya's home... What are you doing? Get over here."

Freya: "It's been five years... I've been away for so long. Not a night went by when I didn't dream about home. I can't believe I'm here... I am no longer the selfish child I was five years ago. The time has come for me to serve my kingdom as a Burmecian dragon knight once again!"

Zidane: "I'll do what I can to help!"

Vivi: "Me, too!"

Quina: "I help, too!"

Zidane: "Let's go."

[They all run off, but Freya lingers.]

Freya: "What can I do for my kingdom? This is not the time."

[She runs off to meet the others. Soon, they come to a residential screen, and Zorn and Thorn appear on two balconies, looking down at them.]

Zorn: "It is them again!"

Thorn: "Most persistant, they are!"

Zorn: "Black mages!"

Thorn: "Black mages!"

[Two Black Mages appear.]

Black Mage: "KILL!"

Black Mage: "KILL!"

[Zidane and company trounce them, however.]

Zorn: "The general will punish you for this!"

Thorn: "Yes! Very scary, it is, when the general gets mad!"

[Zidane runs upstairs in an effort to find the two, but fails. He finds a soldier, though, who directs him to a bell hidden under a bed. They use it to progress towards the castle.]

Freya: "Zidane... Burmecia's royal palace is beyond these steps. It must be in ruins, just like everything else. I can't bear to see it like that..."

Zidane: "I understand, but we can't go back now. We have to find out who's behind this."

Vivi: "...I wanna find out who those guys were...and why I look like them."

Zidane: "Look, Vivi's scared, too. But we have to face reality."

Vivi: "Come on, Freya. It'll be okay..."

Freya: "Vivi... Do you really know what you're doing? The answer you seek may forever change your life for the worse."

Vivi: "Um..... Y-Yeah... But... But I have to... I have to find out who I am... I'm scared... What if I'm not even human...?"

Freya: "Vivi..."

Quina: "What you talking about? I not human, but you definitely human!"

Zidane: "Someone's coming!"

[A soldier with woman and child run down the stairs, stopping.]

Burmecian Soldier Dan: "Who are you!? Are you in league with the black mages!?"

Zidane: "No!"

Burmecian Soldier Dan: "You're lying! There's a black mage right behind you!"

Vivi: "No! I didn't do anything! I would never hurt anyone!"

Burmecian Soldier Dan: "Lies!"

Freya: "He's telling the truth!"

Burmecian Soldier Dan: "...Freya!?"

Freya: "It's good to see you, Dan."

Burmecian Soldier Dan: "Damn, I haven't seen you in years. Where've you been!? Actually, this isn't the best time to talk! We've gotta get out of here fast. There are black mages swarming all over the place. What are you waiting for!?"

Freya: "Where is the king?"

Burmecian Soldier Dan: "I don't know. I didn't see him in the palace.
Well, I'm going. I have my own family to worry
about. Freya, forget about the king and get out
of here! We're no match for those black mages!"

[Dan runs off.]

Freya: "I will protect my home and my king at any cost. Let's go to
the palace.

[The party walks up to the steps of the ransacked and broken palace.]

Zidane: "Geez, this is terrible... Freya, I'm sorry, but from the
looks of this, I don't think the king made it."

R1 --> Talk to her

R2 --> Leave her alone

R3 --> I wonder if Dagger's alright

R1: "I don't know what to tell you... We can only hope that
the king and the others escaped."

Freya: "....."

R2: [See below.]

R3: "I don't think Dagger came here... I wonder where she
went..."

[After picking R2:]

Zidane: "Vivi, let's go see what's over there."

Freya: "!!!"

Zidane: "Freya!"

[Freya jumps up high and lands on a statue above.]

Freya: "There's someone inside the palace! What are you waiting for?
Get up here."

[She runs inside.]

Zidane: "You make it sound so easy... I guess I'll start here. Come
on."

Vivi: "Um...okay."

[Vivi jumps up and faceplants, like usual.]

Zidane: "Oh, man. I'm gonna go on ahead. Try to find a way up here.
I'll meet you up top."

Quina: "I meet you after I eat food inside palace!"

[Zidane jumps up and runs in after Frey. He finds her hiding behind a
statue, watching some people down below in the palace.]

Zidane: "Who is that?"

Freya: "I knew she was behind all this."

Zidane: "What do you mean, you knew?"

Freya: "I decided to return to Burmecia because I heard rumors that Brahne had set her sights on our kingdom."

Zidane: "Then that girl standing next to her must be Beatrix, Alexandria's general."

Freya: "That's Beatrix? The cold-blooded knight who shows no mercy. Beatrix..."

[Freya has a flashback with a man.]

Freya: "Beatrix?"

Man: "Yes... Beatrix. I hear there are many fierce warriors out in the world--some even more powerful than even I... ..Beatrix of Alexandria, in particular. They say her swordsmanship is the best in the land."

Freya: "Sir Fratley, do you still insist on going on your journey?"

Sir Fratley: "Yes... Please understand, Freya. Right now, Burmecia is at peace, while other nations are slowly but surely gaining power. I don't know if my spear alone is enough to protect Burmecia... ..which is precisely why I must go out into the world."

Freya: "Sir Fratley...I don't think I can live on my own--not without you."

Sir Fratley: "Freya, you're going to be fine. Trust your strength... and have faith in your destiny. Once I complete my journey around the world, I will return to Burmecia."

Freya: "Then promise me, one more time, that you will return."

Sir Fratley: "I promise."

[Fratley walks away, and the screen blacks out.]

Freya: "Fratley... You never came back... You've left me with nothing except rumors of your death. I couldn't believe it! I still won't believe it! Never. Not until I witness proof of your death with my own eyes. And I will travel forever across the world forever if I must..."

[The flashback ends and Zidane looks over.]

Zidane: "Are you alright?"

Freya: "Yes. I was just thinking...about the past..."

Zidane: "...You still can't get over him, huh? Who is that?"

[Just then, someone in white walks towards Beatrix and Brahne. Freya and Zidane listen in.]

Mystery Man: "I find this rain quite pleasant... I feel as though the raindrops are blessing our victory..."

Brahne: "This is a great victory for us. Kuja, your black mages made this conquest so simple. My only concern now is finding the king of Burmecia. We must take care of him once and for all, and prevent these rats from ever rising up again. Beatrix, what's taking so long!?"

Beatrix: "I don't know, Your Majesty. I've ordered Zorn and Thorn to search the perimeter, but there's been no word so far. I will join them and lead the search right away."

Kuja: "You're wasting your time."

Beatrix: "What?"

Kuja: "Rats often look for new homes when they sense an earthquake. They probably moved to the sandy tree house by now... So, you see, it's too late. The king has already turned tail and fled."

Brahne: "Sandy tree house... Surely, you can't mean Cleyra!? It'll be quite difficult if they escaped to Cleyra."

Beatrix: "Cleyra... Unless we can get through that sandstorm, it will be impossible to attack them."

Brahne: "Sneaky, little rats! Kuja, what do you think? Surely, with your powers, there must be something you can do."

Kuja: "Of course, Your Majesty. I will present you a marvelous display of my power. I am certain that you will be most pleased. I was wondering if you would gather your troops near Cleyra. I'm certain those filthy rats will retaliate in full force, and my black mages may not be enough."

[Up at the statue:]

Zidane: "Sounds like we got trouble."

Freya: "That sinister man... Who is he?"

Zidane: "Beats me... I've never seen him before. Well, it sounds like they're going to Cleyra. I've always wondered why people call it the 'City of Illusion.'"

Freya: "I don't know, either. Cleyra has remained in isolation for hundreds of years. If my people escaped to there, they'll be safe, at least for a while."

Zidane: "What's the place like?"

Freya: "The people of Cleyra are originally from Burmecia. Long ago, they severed ties with Burmecia over a trivial conflict. Now the kingdom is at peace, shielded by a large sandstorm."

Zidane: "Look, there's someone else coming!"

[A Burmecian soldier runs over to Beatrix.]

Freya: "What is he thinking!?"

Zidane: "Geez, he's gonna get killed!"

[Zidane and Freya jump down and run towards him.]

Burmecian Soldier: "Burmecia will never fall! Prepare to die!!!"

Beatrix: "You wish to fight me, Beatrix of Alexandria?"

Burmecian Soldier: "B-Beatrix!?"

Beatrix: "I commend your courage, but I will show you no mercy."

[Zidane and Freya arrive.]

Zidane: "Hold it!"

Freya: "You'll have to deal with us, first! We'll take care of this.
Go find the king. Protect him with your life."

Burmecian Soldier: "...Thank you, Freya."

Beatrix: "Ha ha ha. I've never been so humiliated in my life. I once
killed a hundred knights single-handedly... To me, you two
are nothing more than insects."

[Vivi and Quina run over, and the battle begins, but Beatrix stands
strong until the end.]

Beatrix: "You're no match for me!"

[She uses Stock Break on the party, reducing them all to critical
health (1 HP). The battle then ends.]

Beatrix: "Ignorant fools."

[The party members lie on the ground, huffin' and puffin'.]

Beatrix: "How ridiculously weak... Isn't there anyone who is worthy
of facing me?"

Brahne: "Come, Beatrix. We must prepare to attack Cleyra."

Beatrix: "Yes, Your Majesty."

[The two leave.]

Kuja: "Now what do we have here...? Another filthy rat, and... Hmm...
This boy could become a problem..."

[FMV. Kuja looks over the wounded members of the party before riding
away on a silver dragon. The finish of the sequence concludes the
first disc.]

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16. Grand Citadel South Gate (SG02)
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[The disc opens on the two gate guards Steiner encountered before.]

Tall Guard: "There's been a lot of trouble lately."

Short Guard: "Oh, you mean about Burmecia? I heard they were attacked by an army of soldiers wearing pointy hats. I wanna go fight on the frontline. Instead, I'm rotting away in this stinkin' place."

Tall Guard: "Really? I don't like wars. Why would someone start a war...? That guy who passed through here with the huge bag... Did he look suspicious to you?"

Short Guard: "No... I don't think so."

Tall Guard: "But weren't you the one who thought he was suspicious?"

Short Guard: "You know me! I'm always like that. I'm telling you, people who eat pickles are nice people. I envy him. Gysahl pickles are the only pickles I can't eat."

Tall Guard: "You're really confusing, you know that?"

Short Guard: "I know... Why do you think I ended up here?"

[On the cable car, Steiner walks back to where Dagger is sitting.]

Steiner: "The conductor said we'll be arriving at the Summit Station soon. Prin... Ahem... Miss Dagger? She's sleeping... (The princess believes what she heard about Queen Brahne. Queen Brahne would never start a war... It's all a misunderstanding. She will see that when she talks to the queen. ...I need not concern myself with such matters. My only mission is to protect the princess.)"

Conductor: "Summit Station! Summit Station!"

[Everyone walks off.]

Dagger: "Thank you very much."

Conductor: "Take care. You'll have to wait awhile until the car to Alexandria arrives."

Dagger: "How long will it be?"

Conductor: "It arrives when this car reaches Bohden Station, so... ...about as long as you spent in the car. Why don't you wait in the rest area up ahead?"

Dagger: "Okay. What's wrong, Steiner?"

Steiner: "P-Princess..."

Dagger: "Hey, what did I say about--"

Steiner: "It's Alexandria! We're finally home!"

Dagger: "Really...?"

[They go to see the view on the other side of the station.]

Dagger: "We're home...! But I still can't see the castle."

Steiner: "Princess, Alexandria may only mean the castle to you, but..."

Dagger: "Hey, are you making fun of me for being naive?"

Steiner: "N-No, I'm not..."

Dagger: "It's okay. Let's go."

[They enter the rest stop area.]

Dagger: "This must be the rest area."

Steiner: "Let us gather information while we wait for the car to Alexandria!"

[Dagger talks around and hears a familiar voice down at the station. She goes down there and finds Cinna and Marcus talking.]

Dagger: "That's..."

Cinna: "I missed my ride! What am I gonna do now!?"

Marcus: "How the heck should I know...? You were the one who wanted to watch the scenery while eating South Gate Bundt Cake."

Cinna: "I'm gonna be late returning to Lindblum..."

Marcus: "There's nothing we can do. I won't tell the boss."

Cinna: "Thanks, buddy! Let's eat another bundt cake!"

Marcus: "Geez..."

[Marcus and Cinna walk inside; Dagger follows 'em in. Steiner finds them both first, though.]

Steiner: "Scoundrels!"

Dagger: "???"

Steiner: "Are you here to kidnap the princess again!?"

Cinna: "Who's the big tin man?"

Steiner: "WHAT!? How dare you!"

Marcus: "He's the captain of the Knights of Pluto."

Cinna: "Oh yeah! You're one bad actor."

Steiner: "Grrr...! Have you no respect?"

[Dagger goes over to Steiner.]

Steiner: "Princess...!"

Dagger: "Steiner! That's enough!"

Steiner: "Wh-Wha...!?"

Dagger: "Can't I even talk to my friends?"

Steiner: "Freinds!? But they're..."

Dagger: "Adelbert Steiner!"

Steiner: "Yes, Prin--ma'am!"

Cinna: "He's bein' scolded."

Marcus: "How embarrassing."

[They hear a sound outside.]

Attendant: "The cable car to Alexandria has arrived!"

Cinna: "It's here!"

Marcus: "But you're goin' to Lindblum."

Cinna: "I-I know that! But you're going to Alexandria!"

Marcus: "Yeah, I'm heading to Treno."

Cinna: "I'll see you off."

[They walk to the station.]

Dagger: "Marcus is going to Treno, too? Let's go, Steiner. Steiner?
Are you mad at me?"

Steiner: "No, ma'am! I'm coming along."

[They go to the station, where Cinna's seeing Marcus off.]

Cinna: "Good luck!"

Marcus: "Yeah. I'll save our bro!"

Dagger: "...Bro?"

[Dagger and Steiner climb onto the car.]

Conductor: "Now departing."

Garnet: "Why are you going to Treno, Marcus?"

Marcus: "To save our brother."

Dagger: "Who?"

Marcus: "There's only man I call 'Bro.' That's Blank. We've been gathering info to cure his petrification. We finally learned about an item called Supersoft that cures all forms of petrification."

Dagger: "What about Cinna?"

Marcus: "Cinna's going back to the Tantalus hideout in Lindblum to tell the others."

Dagger: "I see..."

Marcus: "It's my turn for questions."

Dagger: "Yes?"

Marcus: "Where's Zidane?"

Dagger: "We separated in Lindblum."

Marcus: "Got rid of him as soon as he got you to Lindblum, huh?"

Dagger: "How could you say that!? It's only because Zidane kept treating me like a child! ...I don't care about him."

Marcus: "Fine. Then I don't know anything."

Dagger: "....."

[Dagger talks to him again.]

Dagger: "Say, Marcus... Um, is there any way I can help?"

Marcus: "Help with what?"

Dagger: "Well... I was partially responsible for what happened, so..."

Marcus: "No, thanks. We'll be fine on our own."

Dagger: "But wouldn't it be better if--"

[The cable car shakes.]

Steiner: "Wh-What was that!?"

Conductor: "It might be engine trouble! Please remain in your seats while I check. Ahhhhhh! It's a demon! A demon in a pointy hat!!!"

Dagger: "A pointy hat!?"

Marcus: "What's wrong!?"

[They all pile out and see none other than Black Waltz No. 3.]

Marcus: "What's going on!? !!!"

Black Waltz No. 3: "Mission...retrieve...princess...alive..."

Dagger: "Isn't that the one we saw on the cargo ship?"

Steiner: "Monster! I'll finish you off this time!"

Dagger: "Wait, Steiner! Tell me something! Why do you want to capture me?"

Steiner: "Princess, it's too dangerous! Please stand back!"

Black Waltz No. 3: "Mission...retrieve...princess...alive..."

Marcus: "It's no use! It doesn't understand!"

Dagger: "But--"

Black Waltz No. 3: "Eliminate...all!"

[The party kills the Black Waltz once and for all.]

Dagger: "Why...? Why...? What did he want with me?"

Steiner: "Princess..."

Marcus: "Burmechia was attacked by an army of black mage soldiers..."

Dagger: "...I know."

Marcus: "Those mages wiped out the people of Burmechia..."

Dagger: "....."

Steiner: "Who would do such a thing?"

Marcus: "Are you serious!? How ignorant can you be!?"

Steiner: "What do you mean!?"

Dagger: "Stop it, Steiner... I know who did it."

Steiner: "Princess?"

Dagger: "We're almost in Alexandria... I must go to the castle and see my mother... She'll listen to me."

[Back on the moving cable car, Dagger sits down next to Marcus.]

Dagger: "I think we're almost there."

Marcus: "So, you already heard about the attack on Burmechia."

Dagger: "Of course. I'm not like Steiner."

Marcus: "You've changed."

Dagger: "Me? You mean the way I talk?"

Marcus: "Not just that."

Dagger: "Well... A lot has happened. Oh, speaking of which...!"

Marcus: "Yeah?"

Dagger: "I've been through tons of battles. I'm a seasoned pro, now!"

Marcus: "What are you talking about?"

Dagger: "You need to find Supersoft and save Blank, right?"

Marcus: "You're gonna come along, even if I refuse, right?"

Dagger: "Of course I am! This is so exciting! I've always wanted to see the marvelous architecture of Treno. I can hardly wait!"

Marcus: (On second thought, maybe she hasn't changed that much.)

[The Berkmea car cruises to a stop in Alexandria territory and the four passengers pile out.]

Conductor: "Take care! The road splits up ahead. Go right to reach Treno, and left to reach Dali."

[The party hangs a right and goes through the gate. On the world map, they soon arrive at the city of Treno, under an eternal veil of night.]

=====
17. Dark City Treno (TR01)
=====

[The party walks in through the front gate.]

Steiner: "Princess, this is Treno, the City of Nobles."

Dagger: "We need to find out which noble has the Supersoft."

Marcus: "There aren't many nobles living here. The nights are long. It's a great place for thieves."

Steiner: "People like you turned this city into a slum!"

Marcus: "...Let's steal the Supersoft and get this over with."

Steiner: "Steal!? How dare you! Do you think I'd let you commit a crime before my very eyes!?"

Marcus: "How else would we get the Supersoft?"

Steiner: "Quiet! I will not allow such disgraceful behavior!"

Marcus: "I never asked you to come along. Quit complaining."

[Dagger walks off.]

Steiner: "Don't you talk back to me! First of all--"

Marcus: "...Uh-oh."

Steiner: "Do not interrupt me while I'm talking!"

Marcus: "Look behind you."

Steiner: "What!? Princess, I urge you not to...!!! P-Princess!?
No... Not again... Never have I dealt with such hardship in
my 18 years of service. This is all because of you and your
scoundrel friends...!"

[...but Marcus has already left, too.]

Steiner: "Gone... An Alexandrian knight must not let such a frivolous
matter get to him! I must find the princess!"

[Steiner goes to the auction house.]

Steiner: "Princess! Thank goodness I found you. I was worried."

Dagger: "How can I find the Supersoft if I have to keep listening to
your complaints?"

Steiner: "Such harsh words..."

Dagger: "I don't think it's here, anyway. Where's Marcus?"

Steiner: "I do not know..."

Dagger: "Maybe Marcus found it already. Are you coming? I'm going,
with or without you."

Steiner: "I-I shall follow you, Princess."

[Steiner runs out; Garnet gazes back up at the empty balcony.]

Dagger: "...I've seen him before..."

[Dagger and Steiner find Marcus in the downstairs of the bar.]

Marcus: "We're ready to retrieve the Supersoft."

Dagger: "Good! At last, we can save Blank! When do we leave?"

Marcus: "We can leave right away. So you're coming along, huh? Are
you ready?"

R1 --> Ready

R2 --> Not yet

R1: [See below.]

R2 (Dagger): "I still need time to get ready. Is that alright?"

Marcus: "Sure... But make it quick."

[After picking R1:]

Dagger: "Let's go."

Steiner: "Princess! Princess! Please wait!"

Marcus: "Boss's waiting at the dock."

Dagger: "Boss? You mean..."

Marcus: "Yup, there's only one man we call 'Boss.'"

[They start walking to the dock.]

Steiner: "Princess! Please wait! It may be a trap! You cannot trust criminals! Think of the consequences! You are a princess! If the queen hears about this... Princess!"

Baku: "Princess, do you know that breakin' and enterin' is a crime?"

Dagger: "I need to make sure you don't steal anything else."

Marcus: "Let's go."

Steiner: "Dammit! I am coming along. It is my duty to protect the princess from bad influences!"

Marcus: "Do whatever you want..."

Baku: "Always talkin' about yer duty. Ain't you got any thoughts of yer own?"

Steiner: "Don't you talk back to me! I am escorting the princess--"

Baku: "I thought you might've changed after travelin with Zidane, but... ..you ain't changed. Do you even know why you're here?"

Steiner: "Wh-What do you mean!?"

Dagger: "Let's just go, okay?"

[The view changes to the auction house, where Kuja and the auctioneer are standing in an empty parlor.]

Auctioneer: "How was Burmecia?"

Kuja: "Not bad... Better if I didn't have to see those vermin and the ugly elephant-lady. They offend my senses."

Auctioneer: "You must be tired."

Kuja: "It's not over yet. The rest of the vermind must be done away with."

Auctioneer: "Will you be heading to Cleyra, then?"

Kuja: "Yes; I trust you will deliver them?"

Auctioneer: "Certainly. I shall prepare now..."

Kuja: "By the way, did you see a pretty lady in the crowd today?"

Auctioneer: "A pretty lady? Shall I arrange a meeting?"

Kuja: "There's no need. The canary I've been after... She flew into my cage of her own free will."

Auctioneer: "?"

Kuja: "Never would I have imagined running into you in a place like this. It must be fate. But you cannot rest your wings yet..."

Fly home to your mother, little canary. I, too, will welcome you home with open arms."

[Back at the dock, the ship's already rolling through the water under the many arches of Treno's underbelly. Dagger and Steiner reflect, but I'll add in the parentheses myself (just so one knows).]

Steiner: (What in the world am I doing...? I'm assisting thieves in committing a crime... No... I must be patient. Protect the princess. Escort her back to the castle. Focus on your duties... Trust the queen. She would never commit an atrocity. There must be a good reason. No thoughts of my own? Nonsense. How can I, a lowly knight, undrestand the queen's thinking? I need not worry about the ramblings of a criminal. Just think about escorting the princess home. I'll probably never see him again... He was the culprit... He pulled the princess and me into his intrigues.)

[On the other side of the ship, Dagger's also gazing out at the water.]

Dagger: (It was your fault, Zidane. If you hadn't treated me like a child... ...I wouldn't be here hunting after Supersoft to save one of your friends. Why am I doing this...? Because Blank saved me? Yes, he saved me. He saved my life... The least I can do is return the favor... But I never thought about things like this before...)

[The party arrives at a building and looks around the empty place. It is the synth shop, actually.]

Steiner: "How are we to find Supersoft in this mountain of boxes?"

Marcus: "Just find it."

Dagger: "?"

Marcus: (Someone's coming!)

[A short man in glasses walks down the stairs nearby.]

Scholarly Man: "Oh, I can't believe I ran out of ink on a night like this. I must find more ink and go back to the observatory..."

Marcus: (Should I take care of him?)

Dagger: (.....! Wait!)

Steiner: (Princess! No!)

[Dagger runs out into the open.]

Scholarly Man: "Hmm?"

Dagger: "....."

Scholarly Man: "Y-You're...!"

Dagger: "I've missed you, Doctor Tot."

Tot: "P-Princess! Princess Garnet!"

Steiner: "Doctor Tot?"

Marcus: "You know him?"

Steiner: "Doctor Tot is the highly respected scholar who tutored the princess."

Tot: "Ah, Master Steiner. You must be quiet or you'll wake the shopkeeper. But, Princess, what on earth are you doing here?"

Dagger: "It's a long story. We're looking for Supersoft right now."

Steiner: "There is a proper reason for this! We are not here to steal, or commit any form of crime--"

Voice: "Somebody down there?"

Dagger: "!"

Marcus: "!"

Steiner: "!"

Tot: "Run along! I will give you Supersoft later. Go left from the Treno entrance, and continue until you find a large tower. The tower is my home, but I shall unlock it and await your arrival."

Dagger: "Alright. Let's go back! Thank you, Doctor Tot. I'll see you later!"

[The three run off just as the Shopkeeper comes down.]

Shopkeeper: "Oh, it's you, Doctor Tot."

Tot: "Ah, great timing. I ran out of ink."

Shopkeeper: "You should've called me. I'll get yelled at if the inventory's wrong!"

[The shopkeeper walks back upstairs.]

Tot: "Princess..."

[Back at the bar, Baku and the others are walking upstairs, too.]

Baku: "So, this Tootsie's gonna give us Supersoft?"

Marcus: "It's Tot."

Baku: "ACHOO!!! Whatever. I can't believe Tantalus is at the mercy of some old man. Hmph. I guess we gotta keep babysittin' the princess."

[Steiner and Dagger walk up the stairs, too.]

Marcus: "Still?"

Baku: "He ain't gonna give you the Supersoft unless you're with the princess. That's the deal, Princess. I'm askin' you to take Marcus to this Toot."

Marcus: "...It's Tot."

Dagger: "I was going to, anyway."

Baku: "Well, go get some rest before you go. I'm sure Ted needs time to prepare."

Marcus: "...It's Tot."

[Later on, the party goes to the tower, and Dagger stops.]

Dagger: "Oh..."

[She sees Tot looking at the moon before disappearing up.]

Dagger: "Doctor Tot..."

[Dagger goes up.]

Tot: "Princess! Thank you for coming. Welcome to my humble abode."

Dagger: "This is your home?"

Tot: "I traveled quite far in search of a sponsor for my research after I departed Alexandria. I finally found one here in Treno. You have grown into a fine young woman. I am pleased to see you again."

Steiner: "Doctor Tot! You look quite well."

Tot: "Ah, Master Steiner! Are you escorting the princess?"

Steiner: "Yes, sir! I deeply regret my earlier actions."

Tot: "Still a straight arrow, aren't you? I'm sure you had your reasons, but I won't ask why. The Supersoft is in the box right there. Please take it."

Marcus: "Don't mind if I do!"

[Marcus gets the Supersoft.]

Steiner: "Have you no manners? Thank the good doctor!"

Marcus: "It's quite alright, Master Steiner..."

[Garnet looks up at the large globe in his room.]

Dagger: "Master Tot, is this Gaia?"

Tot: "Yes, it's a globe of our planet, Gaia."

Dagger: "I remember your lessons."

Tot: "You remember the ramblings of an old fool..."

[A flashback of Tot in the Alexandrian library takes place.]

Tot: "Two phrases are commonly found in documents more than 500 years old... One is 'jewel.' The other is 'summoner tribe.' But 500 years ago, the phrases mysteriously vanished from history... The

archaeologist Frederick Ash theorized that 'jewel' refers to the pendant passed down to the ruler of Alexandria. But the pendant... It is much too small to be referring to the same 'jewel.' Other research suggests a relationship between 'eidolons' and 'magic stones'..."

Garnet: "Doctor Tot!"

[Dagger as a little girl runs down the stairs.]

Tot: "Ah, Princess!"

Garnet: "Were you reading big books again?"

Tot: "Ha ha ha... I've already read every book in this library. But I think better when I'm surrounded by old books."

Garnet: "Really? I don't like books."

Tot: "You are a person of dignity. It is imperative that you study hard."

Garnet: "I know, I know... Oh, but I was quite taken by that book you gave me. What was it called? It was..."

Tot: "Was it 'I Want to Be Your Canary,' by Lord Avon?"

Garnet: "Oh yes, that's the one! So there is a book I like after all."

Tot: "My, my..."

Garnet: "What's this, Doctor Tot?"

Tot: "That is a globe of Gaia. It's a model of our planet."

Garnet: "A Gaia globe? I never knew our castle was shaped like a sphere."

Tot: "Ha ha ha... We live on the surface, Princess."

Garnet: "?"

[Tot starts talking to himself again.]

Tot: "Ah, yes, the stars! They inspired the theories relating stones and eidolons. That is why... Oh! I'm sorry, I was lost in thought again."

Garnet: "It's okay. Where is my room on this globe?"

Tot: "Oh, your room is much too small to point out on this globe..."

Garnet: "What about the castle?"

Tot: "That, I can do..."

Garnet: "Oh, and Uncle Cid's castle?"

[The flashback ends and Garnet and Tot have moved up inside the giant globe in Tot's room via a ladder.]

Dagger: "How long has it been? Eight years?"

Tot: "Time passes quickly. But I haven't changed. I continue to collect and research these items."

Dagger: "Where did you find this globe?"

Tot: "It's an antique. It's broken, as you can see, but I use it as an observation deck. Ironic, isn't it? Looking up at the stars from inside a globe."

Dagger: "It sure is..."

Tot: "I don't mean to meddle in your affairs, but... I am on your side, now and forever. Please tell me if there is anything I can do."

Dagger: "Doctor Tot..."

[Dagger tells him the story of their happenings, and Tot paces the room in pensive thought.]

Tot: "I see... So the queen's forces have already grown quite powerful... Okay, then. It may be dangerous, but I shall see to it that you reach Alexandria."

Dagger: "How?"

Tot: "I had an old transportation device remodeled in the case of such an emergency. This way, please."

[He opens a hatch in the floor.]

Steiner: "Ah! We can finally return to Alexandria!"

Marcus: "I'm coming with you."

Steiner: "What!? Why!?"

Marcus: "I can reach Blank more easily from Alexandria."

Dagger: "Yes, come with us, Marcus. Okay, Steiner?"

Steiner: "Grrr..."

Dagger: "Let's go save Blank! And restore my mother to her former self!"

[Dagger, Tot, and the others climb down the hatch.]

=====
18. Gargan Roo (GR01)
=====

[They all climb down inside.]

Tot: "This is Gargan Roo, an ancient travel route between Treno and Alexandria."

Marcus: "Why was this thing built under a tower?"

Tot: "Actually, Gargan Roo was in use long before the invention of airships! The tower was on top of a disused tunnel."

Dagger: "But it looks fairly new."

Tot: "I convinced Mr. Bishop to keep this place intact. I haven't used it since it was remodeled, mind you. We must first activate the tunnel-connection sequence and call the gargant inside. Let's see... Where was the sequence trigger?"

Steiner: "So all we have to do is find the sequence trigger. Princess, let us find it!"

[In the adjacent room, there's a lever.]

Narrative: Pull the lever? {Yes/No}

[Dagger pulls it and runs back into the next room, heading into the other adjacent room. There's a long handle near the passage side.]

Tot: "Ah, this is it! This is where we call the gargant inside."

Dagger: "What do you mean?"

Tot: "Gargant Roo Treno station is shaped like a circle. When you pull on that lever, gargant circles around the station continuously."

Dagger: "I don't understand what you're saying..."

Tot: "Better to show than tell. Princess, will you pull on that lever over there?"

[Dagger pulls the lever and something comes down the tunnel.]

Dagger: "Wh-What is it!?"

[A giant spider-like thing with a carriage crawls on a rail above.]

Dagger: "What's that!?"

Tot: "Ah, perfect timing! That is the gargant, a giant insect that pulls this trolley! Next, we must hail the gargant."

[Dagger runs into the next screen and goes to an object on the wall.]

Tot: "Yes, that's the one! The gargant should stop when you pull on the lever."

[Dagger pulls it, and a food tray stops the gargant.]

Tot: "Please hurry. It'll resume once it's finished eating."

Dagger: "Are you sure it won't keep going around in circles?"

Tot: "It won't. I will reverse the connection sequence and let the gargant out of the station. Please look after the princess, Master Steiner."

[Marcus and Dagger get on.]

Steiner: "Of course!"

Tot: "The princess is bright, but she is still young and naive. I am concerned about her safety. Please make your own decision on the matter at hand and protect her."

Steiner: "I am but a humble knight. I cannot exceed my authority..."

Tot: "Is that an honest answer? You may endanger the princess if you keep telling yourself that."

Steiner: "...I shall take note of your counsel."

[Steiner gets on.]

Tot: "fare you well, Princess!"

Dagger: "Take care, Doctor Tot!"

[The gargant leaves.]

Tot: "I must hurry!"

[He runs to the lever.]

Tot: "I just pull the lever..."

[The gargant goes out of sight.]

Tot: "Be safe, Princess..."

[Down the tunnel, on the gargant:]

Marcus: "Finally!"

Dagger: "We can reach Alexandria now..."

Marcus: "You can't even see Treno anymore."

Dagger: "I wonder how long it's going to take? I never dreamed of going home in a vehicle like this."

Steiner: "Doctor Tot remains a unique charact--"

Marcus: "!"

Steiner: "!"

[The gargant stops.]

Steiner: "Wh-What's wrong?"

Dagger: "It's hesitating. !!!

[Dagger jumps out.]

Steiner: "Princess!"

[A large snake-type monster is coiled in the passage, and they run to fight it.]

Dagger: "Could this be the reason?"

[The party fights the monster and chases it away. They get back in the gargant's carriage and continue to Alexandria, coming to a station like the one in Treno.]

Marcus: "We're finally here."

Dagger: "I think the gargant is tired, too."

Steiner: "I never knew such a place existed in Alexandria..."

Marcus: "Where are we?"

Dagger: "Let's keep moving!"

[They walk into the next room.]

Marcus: "Is this really Alexandria?"

Steiner: "Well, it must be!"

Marcus: "How do we get out?"

Steiner: "Hmm... Well... This way! Princess, let us make haste."

Dagger: "Wait, Steiner! I know this place. Doctor Tot told me about this place. My ancestors built this place to keep enemies from invading. Doctor Tot also said..."

Steiner: "Princess! We can hear your stories later! The stale air cannot be good for us!"

Marcus: "And we gotta save Blank!"

Dagger: "Right. We need to hurry. Let's go Steiner."

[Dagger and Marcus walk to where Steiner had walked to, and a gate rises up, blocking their path. Steiner looks at Marcus.]

Steiner: "You! What kind of trick is this!?"

Marcus: "I didn't do anything! Don't blame me."

Steiner: "You really didn't do anything!?"

Marcus: "You don't believe me!?"

[A gate rises up behind them, trapping them in a small space.]

Marcus: "Look, we missed our chance to escape."

Steiner: "Graaagh!"

[Zorn walks out on one side and looks down at them.]

Zorn: "They fell for it!"

[Thorn walks on the other side.]

Thorn: "Fell for it, they did!"

Steiner: "Zorn! Thorn! I am Steiner, Captain of the Knights of Pluto!
I have returned! Let us out at once!"

Thorn: "Too bad, it is."

Zorn: "You're all under arrest."

Dagger: "Zorn! Thorn! I've returned to Alexandria to speak with my
mother. Take me to my mother!"

Zorn: "Yes, we will take you to Queen Brahne, whether you like it or not."

Thorn: "'Capture Princess Garnet,' Queen Brahne said. Ordered us, she did."

Dagger: "What!?"

Steiner: "Lies!"

Marcus: "What's going on!?"

[The screen blacks out, and control switches over to Zidane's party
which is still in Burmecia.]

Zidane: "Can you stand, Freya?"

Freya: "It is nothing."

Zidane: "Take it easy, okay? How 'bout you, Vivi?"

Vivi: "Y-Yeah, I'm alright..."

Zidane: "So what now, people? They said they were going to Cleyra."

Freya: "We have no choice! We must go to Cleyra, too!"

Zidane: "I knew you'd say that! You coming, Vivi?"

Vivi: "Um... Do you think we'll learn more about those black mages
if we go to Cleyra?"

Zidane: "Yeah, I'd say we'll learn a lot about them as long as we
follow Brahne and that Kuja guy."

Vivi: "Then I'm with you!"

Quina: "Cleyra...? Sound yummy. I go with you!"

Vivi: "O-Oh, and what about the princess?"

Zidane: "Dagger? I'd never forget about her! She might not be here
in Burmecia, but I know we'll find her soon. Well, let's move
out!"

Freya: "Some say it lies in the desert west of Burmecia, but I know
not whether we can enter the town itself."

Zidane: "Brighten up a little! We'll figure it out when we get there!"

[The screen blacks out.]

Zidane: (Oh, dagger! Where could you be!?)

[On the world map, the party goes to the whirlwind's base.]

=====
18. Cleyra (CL01)
=====

[The party walks up at the bottom of the trunk, braving the intense sand being blown into their faces.]

Freya: "The tempest subsides... By the gods!"

Vivi: "C'mon, let's go while we can!"

Freya: "Indeed. Let us press on."

Quina: "Must hurry. Must find yummy-yummies!"

[The party climbs up the tree trunk with great effort, and finally reaches Cleyra's settlement. Some veiled rat-people are at the entrance.]

Forest Oracle Kildea: "Might you be Lady Freya?"

Freya: "Indeed, I am."

Sand Oracle Safrea: "We have awaited your coming, my lady."

Freya: "How did you come to know my identity?"

Forest Oracle Kildea: "The king of Burmecia has requested that we
guide you to him."

Freya: "Long live the king! Take me to him immediately!"

Sand Oracle Safrea: "At once, my lady."

Freya: "Zidane, I shall go to see the king. Why not take this chance
to rest?"

Zidane: "Yeah, good idea."

Sand Oracle Safrea: "This way, my lady."

[The two walk off.]

Forest Oracle Kildea: "Allow me to be your guide and show you our town."

R1 --> Yes, please

R2 --> No thanks

R1: "Please walk this way, sirs."

Quina: "I go find yummy-yummies by myself!"

R2: "I see... I am sorry that I cannot be of any
service."

Zidane: "Kinda strange place, don't ya think?"

Hey, Vivi and Quina, let's just poke around the town a little, okay?"

Vivi: "Uh...okay. Let's."

Quina: "I go search for tasty munchies!"

[Zidane walks around town and, after receiving a message from a guard at the cathedral that Freya wanted them to wait at the inn, he heads back. However, before he can reach it, Burmecian Soldier Dan runs up the stairs, yelling.]

Burmecian Soldier Dan: "Help!!!"

[The night oracle comes out of the inn.]

Night Oracle Donnegan: "What is the matter?"

Burmecian Soldier Dan: "Th-The antlion's mauling a kid!"

Night Oracle Donnegan: "The antlion!? It is usually so docile...
How could--"

Burmecian Soldier Dan: "We gotta teach that beast a lesson!"

Night Oracle Donnegan: "This calls for immediate action. I shall
inform the high priest at once."

[Donnegan walks away slowly.]

Burmecian Soldier Dan: "Hey, buddy, wh-where ya going? These Cleyrans
are all so damn lazy! You there! Gimme a hand
if you think you're good enough!"

[At the antlion pit, Vivi and Quina are already there. The antlion is a large frightening-looking monster with a large pair of pincers.]

Zidane: "So that's the antlion!"

[The Rat Kid from Alexandria is there, dangling off a sharp claw.]

Puck: "Aaaa! Help me!!!"

Vivi: "NO!!!"

Zidane: "Hang in there, champ! We're gonna save you!"

[Freya arrives.]

Freya: "Is the child alright, Zidane?"

Zidane: "Yeah, he's fine."

Puck: "Like hell, I'm fine!!!"

Freya: "That voice! Might it be Prince Puck!?"

Puck: "Freya! Where you been!?"

Antlion: "Urgurrrra!"

Puck: "Aaaaaaa!"

[The antlion throws puck at Freya and Zidane.]

Puck: "Oww! That hurt, ya stupid jerk!"

Zidane: "Here it comes!"

[The antlion attacks but is repelled by the party. It sinks, wounded, into the sandpit and disappears from sight.]

Freya: "Are you alright, Your Highness?"

Puck: "Hey, Freya! Whassup?"

Freya: "But how can this be? I heard that Your Highness disappeared upon leaving Burmecia..."

Puck: "Uh...yeah!"

Freya: "Well, let us go at once to the cathederal to inform His Majesty!"

Puck: "My old man, huh? Nah, I don't want to see him! Just tell him I said hi, okay? Later!"

Freya: "But, Your Highness!!!"

[Puck runs off the runs back to say:]

Puck: "Take care, Vivi!"

[...then runs off.]

Quina: "He so rude. Vivi much nicer."

Vivi: "He's the first friend I ever had. I've gotta tell him something!"

[Vivi runs off and the screen blacks out. Up in the cathedral, the party members talk with the king of Burmecia.]

King of Burmecia: "I see. So you saw Puck, eh?"

Freya: "As mischievous as ever, Your Majesty."

King of Burmecia: "I haven't seen him in ages."

Freya: "I heard his Highness left Burmecia one month after me. That makes it three years."

King of Burmecia: "And yet both you and Puck decided to return to me in this time of danger. I am grateful!"

Cleyran High Priest: "Freya, we shall conduct an ancient ceremony to strengthen the sandstorm. Surely, no enemy of ours would attack with the powerful sandstorm protecting Cleyra. And with the help of a dragon knight like you, the storm should grow even more powerful."

Freya: "Ah, the ceremony from the time when Burmecia and Cleyra were one. I understand. Zidane, I met with utter failure when trying to defend Burmecia... And I will not allow Brahne to exert her will upon us any longer!"

Zidane: "You've changed, Freya. I didn't think you were so strong when I first met you."

Freya: "I could not bring peace to Burmecia and thus fulfill Sir Fratley's wish. But now, all I can do is protect this beautiful place."

Zidane: "Yeah, protecting Cleyra is the best thing you can do for yourself."

Freya: "Doing so will help me."

[Zidane walks aside and lets Freya stand with the maidens dancing. The harp player flicks the strings and they begin to the strengthening dance. Towards the end, though, the strings break.]

Moon Maiden Claire: "The strings have snapped... A terrible omen, this is..."

[FMV. The sandstorm surrounding Cleyra melts away, revealing the gigantic tree for all to see. A terrible omen, indeed.]

Zidane: "I can't believe the sandstorm disappeared. What happened...?"

Freya: "I don't know..."

Cleyran High Priest: "I have never witnessed anything like this since we settled here. On the harp, there is a magic stone. Since ancient times we have used the magic stone to control the sandstorm."

King of Burmecia: "Perhaps someone is trying to invade Cleyra."

Cleyran High Priest: "I fear you may be right, my lord."

King of Burmecia: "I only hope our enemies don't come up the trunk..."

[The view changes and focuses back to somewhere in Alexandria, where Steiner and Marcus are locked in a suspended cage, watched by guards.]

Steiner: "How dare they imprison us like this! Those wretched court jesters! Zorn and Thorn will never get away with this!"

Marcus: "I can't believe I got dragged into this."

Steiner: "No one asked you to meddle in our affairs!"

Marcus: "It's pretty sad, gettin' backstabbed by your own queen."

Steiner: "This is all some kind of mistake! I know the queen! She would never betray me!"

Marcus: "Wishful thinking! Who knows what she's gonna do to the princess..."

Steiner: "..... I must save the princess at all costs!"

[Elsewhere, the princess sits alone in her room.]

Dagger: "I wonder if Mother will even listen to me... Why did she attack Burmecia? And why did she arrest us like this? I must be sincere with her. She hasn't been herself lately... Actually, she's been acting rather strange since my birthday last year. The same day that tall man visited us... Maybe he had something to do with it... Come to think of it, that was when things began to change. Doctor Tot left Alexandria shortly afterwards, too. What happened that day?"

[Zorn and Thorn run into the room.]

Zorn: "Queen Brahne summons you!"

Thorn: "Come with us!"

Dagger: "What!? How dare you speak to me like that!?"

Zorn: "Quiet!"

Thorn: "With us, you are coming, and that is that!"

Dagger: (What was that phrase...? Oh yeah.) "Get off me, you scumbag!"

Zorn: "What was that? I do not understand."

Thorn: "Understand what said, I do not, either."

Zorn: "Enough! Now come with us!"

Thorn: "Enough! Now come with us!"

[Zorn and Thorn take Dagger to the Queen's room.]

Zorn: "Hurry up!"

Thorn: "For so long, the queen has waited."

[Dagger enters and bows.]

Dagger: "Mother..."

Brahne: "Darling, there you are. Where were you? I've been worried sick. Here, come closer."

Dagger: "Mother, there is something I need to ask you."

Brahne: "What is it, darling? I will tell you anything you wish to know."

Dagger: "Did you... Is it true that you are responsible for the destruction of Burmecia?"

Brahne: "Oh... Well, no wonder you look so concerned. That is far from the truth, Garnet. You see, those Burmecian rats have been planning to destroy Alexandria for some time. I couldn't just wait for them to attack and destroy our precious kingdom. So, I had no choice but to take the initiative."

Dagger: "Mother, is that really the truth?"

Brahne: "Of course. I wouldn't ever lie to you."

R1 --> Believe her

R2 --> Don't believe her.

R1 (Dagger): "Alright... I'm sorry, Mother."

Brahne: "It's okay, darling. I'm just happy you understand."

R2 (Dagger): "I don't believe you!"

Brahne: "Oh, darling, what's wrong? Why wouldn't you believe your own mother?"

[Kuja enters.]

Kuja: "May I play a part in this act?"

Dagger: "Act?"

Kuja: "Yes, an act from a beautiful play... There is a knight on a white horse.. ...and a beautiful princess. It is a tale of tragic love. Overcome by grief, the princess must sleep for a hundred years..."

Dagger: "You... I've seen you before..."

Kuja: "It appears we were destined to meet again. My sweet angel, come to me. I will take you to a world of dreams."

[Kuja waves his hand and magic puts Dagger to sleep.]

Kuja: "She is beautiful, even in sleep."

Brahne: "Hmph, impudent little girl. Zorn, Thorn! Prepare to extract the idolons from Garnet."

[Sometime after, deep in the castle bowels, Zorn and Thorn hover over a sleeping Garnet, lying on a raised platform.]

Zorn: "A belated happy birthday, Princess. Hee-hee-heee!"

Thorn: "Sixteen years old, the princess has become. Draw the idolons from her, finally, we can."

Zorn: "Eidolons of eternal life!"

Thorn: "Eidolons of eternal power!"

Zorn: "Depart after a 16 year sleep!"

Thorn: "Depart after a 16 year wait!"

Zorn: "Let there be light!"

Thorn: "Let there be life!"

Zorn: "The time has come!"

Thorn: "The time is now!"

Zorn: "Come forth!"

Thorn: "Odin, warrior of the dark!"

[Garnet levitates as magic is extracted from her, in the form of the eidolon Odin. The screen fades out and back into Cleyra, where Zidane walks to the observatory where Freya gazes out.]

Zidane: "What are you doing here?"

Freya: "Tell me. Why do you think the sandstorm disappeared?"

Zidane: "I don't know. I was surprised that there even was a sandstorm."

Freya: "Did you know the sandstorm was here for a thousand years...?
And in all that time, it never disappeared, not even once.
Perhaps Brahne is behind all this."

Zidane: "....."

R1 --> No doubt; Brahne is behind this

R2 --> What about that guy that was with Brahne?

R3 --> Right now, my mind's only on Dagger

R1: "It's gotta be Brahne."

Freya: "I thought you might feel the same way."

R2: "Actually, I'm more concerned about who that guy with
Brahne in Burmecia was."

Freya: "That man... I wonder who he was..."

R3: "Who cares? Dagger's the only thing on my mind right now."

Freya: "That girl... She's Brahne's daughter."

Zidane: "Yeah. So what?"

[After picking whatever option:]

Freya: "..... Zidane, I'm going to head down to find out why the
sandstorm disappeared."

Zidane: "Hey, I was thinking the same thing! Let's go together. I'm
gonna find Vivi and Quina. I'll meet you at the town entrance."

[Freya goes down to the entrance after awhile.]

Zidane: "Hey, what took you so long? Alright, let's get going."

Vivi: "I couldn't find Puck... I wonder if he went down the trunk?"

Quina: "This city have very yummy sand! This city delicious."

Freya: "I failed Burmecia...but I won't fail Cleyra, no matter what."

[The party heads down into the lower tunnels and encounter some fairly
familiar troops.]

Zidane: "Alexandrian soldiers!"

[The party defeats groups of soldiers en route to the bridge. When
they arrive, Freya stops the group.]

Freya: "A moment, Zidane. Those Alexandrian soldiers back there...
Weren't they too few in number to constitute a determined
attack?"

Zidane: "Well..."

R1 --> Yeah, I thought so, too

R2 --> Let's wipe 'em out!

R1: "Yeah, I thought so, too."

Voice: "Bingo!"

R2: "Let's wipe 'em out!"

Voice: "Moron!"

[Puck runs into Vivi.]

Puck: "Ow! Freya! The town's in trouble! Ya gotta come back, please!"

Freya: "No! My fears were true! At once, my lord!"

Puck: "C'mon, you deadweights! Hustle!"

Zidane: "You heard him! Let's go!"

[They run back the way they came, just missing Beatrix' appearance.]

Beatrix: "Ha! They fell for it!"

[In town, mages are teleporting in and attacking the citizenry.]

Burmecian Soldier Dan: "How dare you show up here! Ungah!"

[A mage kills Dan, and two more mages take out some oracles.]

Black Mage: "KILL!"

Black Mage: "KILL!"

[Meanwhile, at the entrance, Mopli, Sharon, and Shannon are running
down to get away from the violence just as the party arrives.]

Mopli: "Kupo!"

Flower Maiden Sharon: "Please save us!!!"

Water Maiden Shannon: "The town is full of demons!"

Zidane: "Are there really that many!?"

Flower Maiden Sharon: "They just keep coming!"

[One teleports in just then.]

Flower Maiden Sharon: "Aaa!"

Water Maiden Shannon: "Aaa!"

Black Mage: "KILL!"

[They slay the black mage.]

Flower Maiden Sharon: "Aaa!"

Water Maiden Shannon: "Aaa!"

[Some soldiers have breached the town gates.]

Alexandrian Soldier: "Foolish Cleyrans, your time has come!"

Zidane: "Over here! I'm the one you want!"

[He slays the three soldiers.]

Zidane: "This must be the main attack force..."

[Two mages warp in.]

Black Mage: "KILL!"

Black Mage: "KILL!"

[Zidane schools 'em.]

Zidane: "Ha! They got nothin' on me! But the town's in trouble!"

[Zidane runs up and finds two clerics.]

Zidane: "Enemies are on their way up! How about your side?"

Tree Oracle Wylan: "The Burmecians are fighting back, but the demons
keep coming..."

Sand Oracle Safrea: "We fled, unable to resist any longer..."

Zidane: "Damn those Alexandrians!"

Sand Oracle Safrea: "What are we to do...?"

Tree Oracle Wylan: "What are we to do...?"

Zidane: "We're out of time!"

R1 --> Let's head up!

R2 --> Let's head right!

R1: "Let's head up!"

[A black mage warps in...]

Black Mage: "KILL!"

[...and kills Wylan and Safrea.]

Zidane: "Not again!"

[Zidane fights and slays the mage.]

Zidane: "They're after the king and the high priest!"

R2: "Let's head to the right!"

[They all go into the right screen.]

[Zidane heads right into the inn front area. Jack, Adam, and Learie

are running down the stairs towards him.]

Burmecian Refugee Learie: "Excuse me... Have you seen my husband?"

Zidane: "No, I sure haven't..."

Burmecian Kid: "Daddy's gone!"

Burmecian Kid: "Waaaah!"

Zidane: "It's too dangerous here!"

R1 --> Let's go left!

R2 --> Climb the stairs to the right!

R1: "Let's go left!"

[Zidane slays the mages/soldiers.]

Zidane: "We gotta be fast, or we'll lose them all!"

[Zidane follows them into the next screen, safely.]

R2: "Climb the stairs on the right!"

[A black mage teleports in...]

Black Mage: "KILL!"

Zidane: "We can't go that way! Here, let's try this way!"

[The black mages close in.]

Zidane: "Bring it on!"

Burmecian Refugee Learie: "Was my husband...killed by these
demons...?"

Zidane: "Come on! Let's get outta here!!!"

Burmecian Refugee Learie: "You did kill him, didn't you!?"

Zidane: "Look out!"

Burmecian Refugee Learie: "Aaah!"

[...screams Learie as she's firebomb'd by the mages.]

Zidane: "Dammit! You bastards!"

[He kills the mages.]

Zidane: "How the heck am I supposed to save these people!?"

[Zidane runs to the windmill area.]

Burmecian Kid Jack: "Hurry, tell us!"

Burmecian Kid Adam: "Which way now!?"

Zidane: "Let's see..."

R1 --> Up the stairs!

R2 --> Cross the bridge to the right!

R3 --> Down the stairs to the left!

R1: "Up the stairs!"

[A mage comes down and says its signature line.]

Zidane: "I'll hold them off! You guys run ahead, now!"

Burmecian Refugee Learie: "Please, see my children to safety..."

Zidane: "You're out of your mind!"

Burmecian Refugee Learie: "For him!" [She races at the mage.]

[The mage kills Learie.]

Zidane: "You heartless bastards! [He slays the mages.]

Zidane: "Don't worry! I'll protect your children!"

[Zidane runs to the right.]

R2: "Cross the bridge!"

[The civilians escape, but soldiers advance.]

Zidane: "Persistant bastards!"
[Zidane kills 'em.]
Zidane: "We can't hold them off forever!"

R3: "Down the stairs!"
[Alexandrian soldiers run up.]
Zidane: "Nothing'll happen to Cleyra as long as I'm here!"
[He defeats the soldiers.]
Zidane: "This area's too dangerous! Let's get out of here!"
[They head to the right bridge.]

[In the next area:]

Burmecian Kid: "Are we safe now?"

Burmecian Kid: "No more monsters?"

Zidane: "Hmm..."

R1 --> Yeah, they won't come back
R2 --> We're not safe yet

R1: "Yeah, they won't come back."

Burmecian Kid: "Alright!"
Burmecian Kid: "Yeah!"

Flower Maiden Sharon: "Have we really seen the last of them?"

R2: "We're not safe yet... So stay alert for more!"

Burmecian Kid: "Waaa!!!"
Burmecian Kid: "No!"

Flower Maiden Sharon: "I knew it wasn't over yet."

Zidane: "Huh? What are you guys still doing here?"

Water Maiden Shannon: "We like this place very much."

Flower Maiden Sharon: "Even though we have lost the soul-
soothing view of the sandstorm..."

Zidane: "Yeah, I think it's pretty, too. This whole town is pretty.
And everyone here is so nice. That's why I wanna protect you!
C'mon, let's head to the cathedral. We can make our stand there!"

[They all run to the cathedral's front.]

Zidane: "So, these are the only survivors..."

Flower Maiden Sharon: "Where is the high priest?"

Water Maiden Shannon: "Where is the king?"

Burmecian Kid: "Where's dad?"

Burmecian Kid: "Waaa!"

Zidane: "I hope they're all safe inside the cathedral... Alright,
everyone inside!"

[They start to head in, but a black mage comes down.]

Zidane: "They're back!"

Water Maiden Shannon: "Yeeow!"

Zidane: "Over there!"

[A mage lands in front of Shannon. Sharon runs, but a mage blocks her way out, too.]

Zidane: "Dammit! We're surrounded!"

Black Mage: "KILL!"

Black Mage: "KILL!"

Black Mage: "KILL!"

Zidane: "Dammit! I can't save 'em all!"

Voice: "Minions of evil, you have gone too far!"

[Someone stands atop the cathedral's spire, with a dragon lance.]

Stranger: "My spear will purge the land of you! You shall fall like leaves in the wind under the force of my blade!"

[The man jumps around and cuts down the black mages.]

Stranger: "Now, run!"

Zidane: "Dunno who you are, but I owe you one!"

[Inside the cathedral, Freya talks with the Stranger.]

Freya: "Sir Fratley, I... I have missed you so much... I began my search for you immediately after you left Burmecia. Where have you been all these years...? To what corners of the world have you traveled? My dear Fratley... I climbed the highest mountains only to hear rumors of your victories... I searched the deepest valleys only to find your footsteps. But I never found you. And in the end, I heard something... Something unbearable!"

Fratley: "Freya, you say? I believe this is the first time we have met..."

Freya: "What...did you just say?"

Fratley: "I'm sorry, but I cannot remember you for the life of me..."

Freya: "Y-You jest! You cannot have forgotten me! It's me, Freya!
Freya of Burmecia!!"

Fratley: "I am sorry..."

Freya: "No..."

Zidane: "Wait a minute! You can't be serious! It's Freya, your lost love! How could you forget her!? Well, say something!!!"

Freya: "That is enough, Zidane..."

Zidane: "What!!!? You've been searching for this guy for years, and now he's right here!"

King of Burmecia: "Fratley! Do you remember me, the King of Burmecia?"

Fratley: "Not at all, I'm afraid."

King of Burmecia: "Impossible! Have you forgotten everything that has passed!? Then let me ask you this: What brought you back to Burmecia? Is it not because you learned of the crisis in Cleyra, whose people are our brothers?"

Fratley: "As a matter of fact..."

Voice: "As a matter of fact, I'll tell ya!"

[Puck runs in.]

Zidane: "Puck!"

Freya: "Prince Puck!"

Fratley: "Lord Puck!"

King of Burmecia: "Puck!"

Puck: "I found Fratley during my travels around the world! And you guessed it, he didn't know who I was! Or even who he was! But when Burmecia was attacked and he heard that Cleyra was in danger... His faint memories as a dragon knight called him back here!"

Fratley: "Dragon knight... Yes, I was once called that... But now, that is all I can remember..."

Freya: "Fratley..."

Fratley: "I must go."

[Fratley disappears in a single bound.]

Zidane: "Freya, aren't you gonna follow him?"

Freya: "No... I am happy simply knowing Sir Fratley still lives."

Puck: "I'm sorry, Freya. I knew you weren't ready to see him, but with Cleyra under attack and all..."

Freya: "I need no such courtesy, Your Highness."

Puck: "Uh...well, I'm gonna go after Fratley! Later!"

[Puck runs off.]

King of Burmecia: "Wait, Puck! I haven't seen you in ages!"

Vivi: "Wh-What? That was Puck? So what happened? What's the matter, Freya? Are you crying?"

Freya: "Ahahaha... What irony. To find the man about whom I have dreamt endlessly... ..only to discover that he cannot even remember who I am! Come, Zidane! The enemy's hand has not been

stilled!" We must regroup!"

Zidane: "Freya..."

Voice: "Eeeeeek!"

[Everyone turns around to see Beatrix' sword pointed at the high priest.]

Cleyran High Priest: "Eeeeeek! Have mercy!"

Beatrix: "Hmph! Pathetic rodents! You fail to grasp the true power of this jewel!"

[Beatrix cuts it loose and takes it.]

Cleyran High Priest: "Our magic stone!"

Beatrix: "Now that I have this jewel, I am through with your city!"

Zidane: "Wait!"

Freya: "Halt, villain!"

[Beatrix runs through the lobby and out to the cathedral front; the party follows in kind.]

Zidane: "Think you can get away?"

Beatrix: "Get away? Hahaha. You're a bigger fool than I imagined... Have you forgotten how badly I beat you back in Burmecia?"

Freya: "So, you are more of a fool for not finishing what you started!"

Vivi: "You're gonna pay!"

Quina: "I find no tasties in this town, so we cook you for breakfast!"

Beatrix: "Then allow me to shatter your delusions of grandeur."

[The party fights Beatrix, but once again...]

Beatrix: "No more games."

[She uses Stock Break to put everyone in critical condition.]

Beatrix: "I shall leave with the jewel now."

[The battle ends.]

Zidane: "She's t-too powerful!"

Beatrix: "Black mages, our work here is done. Commence withdrawal immediately!"

[A black mage jumps into a teleport sphere, along with Beatrix, and it soars away into the sky.]

Zidane: "Hey, they disappeared! What now, Freya?"

Freya: "Good question... Zidane! Look out behind you!"

[A black mage has wandered up, but it only jumps into a teleport sphere.]

Zidane: "There! I'm gonna follow 'em! Everyone follow me!"

[Zidane jumps into the sphere before it dissipates, and he zooms off into the horizon, too.]

Vivi: "Zidane! He's gone!"

Freya: "I highly doubt I will return to this place... Besides, this may be your last chance to find the truth about who you are... Come, Vivi! Show us your courage!"

[Freya jumps into the next teleport sphere.]

Vivi: "Oh no... Freya's gone, too!"

[Vivi jumps into the next teleport sphere and leaves.]

Quina: "I no like heights..."

[Quina hightails it out of there. Meanwhile, up on an airship looming over Cleyra somewhere, Brahne sits on the front deck.]

Brahne: "It's time... Without her summoning powers, Garnet is helpless. With this Dark Matter, I now hold the power to summon an eidolon. Now, I'll find out if Kuja's claims are true. Odin, come to me!!!"

[FMV. The frightening eidolon Odin appears on his horse Sleipner and throws his lance into the tree-town below, literally ripping it apart. Odin fades away afterwards. Meanwhile, Freya, Vivi, and Zidane have landed on the same ship.]

=====
19. Red Rose (RR01)
=====

Zidane: "Geez... Did you see that!?"

Vivi: "Cleyra...Puck...Quina... They're all gone..."

Zidane: "Dammit! Oh yeah! What happened to Beatrix!? I'll bet she's on this ship!"

[Zidane runs to the stairs and beckons the others. Freya stays put.]

Vivi: "Freya... I think Zidane's calling for us."

Freya: "Please... Leave me alone..."

[Zidane runs over.]

Zidane: "We have to get behind the stairs! Someone's coming!"

[Freya manages to get out of sight with the others. Beatrix emerges from one of the rooms and sees a soldier.]

Alexandrian Soldier: "Welcome back, General!"

Beatrix: "How is Her Majesty?"

Alexandrian Soldier: "She has eagerly awaited your return. I am certain she will shower you with praise for our victory. Your supremacy is without question now. Steiner and his Knights of Pluto are nothing compared to you!"

Beatrix: "That is enough!"

Alexandrian Soldier: "Forgive me, General."

Beatrix: "Tell Her Majesty that I will report to her shortly."

[The guard salutes and walks off.]

Beatrix: "That was ridiculous... My troops alone would've been more than enough to take Cleyra. Why does the queen insist on using black mages and eidolons? I didn't train all these years so that I could take a backseat to anyone..."

[A soldier (the same?) comes near Beatrix and turns back to the door.]

Alexandrian Soldier: "This way! Hurry up! You three, get on the telepod and go to Alexandria immediately!"

[Beatrix watches three black mages walk away with the soldier.]

Beatrix: "...There's no difference between them and me. We're all just blindly following orders. My heart and my will mean nothing... Maybe Steiner was right..."

[Beatrix walks away.]

Zidane: "Did you hear that? Looks like Brahne's onboard this ship."

[The party runs to a cabin door, and Zidane looks in.]

Freya: "Can you see anything?"

Zidane: "..... It's too dark. I can't see anything."

Voice: "Beatrix!"

Vivi: "That's her!"

Freya: "That's her!"

Zidane: "That's her!"

[Inside the cabin, Beatrix walks to Brahne.]

Brahne: "Did you get the item!?"

Beatrix: "Is this it, Your Majesty?"

[Brahne takes it from her hand.]

Brahne: "Yes! This is it! Hahaha! With this, I can finally... ..No. I need one more! I must get the last jewel!"

[Beatrix speaks under her breath.]

Beatrix: "Not even a word of gratitude..."

Brahne: "Beatrix! Go find the last jewel!"

Beatrix: "...Yes, Your Majesty. By the way, how is the princess doing?"

Brahne: "Garnet... We have drawn all the eidolons from her. She is no longer of any use to me."

Beatrix: "What do you mean, Your Majesty?"

Brahne: "Garnet has committed a crime. She will be executed for stealing the jewel."

Beatrix: "What?"

Brahne: "Don't make me repeat myself! When we get back to Alexandria, I'll have Garnet beheaded! Now, go! Find the last jewel!"

Beatrix: "Your Majesty..."

Brahne: "Hahahahaha!"

[Outside the door:]

Zidane: "Dagger!!!"

Freya: "Calm down! Fighting them now would be senseless. They still have Garnet in custody."

Zidane: "So what are you saying!? We should just stand here!? We've got to get to Alexandria before Brahne! That's the only way! The only question is how..."

Vivi: "Zidane, follow me!"

Freya: "Vivi! Where are you going!?"

[Zidane chases after Freya and Vivi back to the pod deck.]

Vivi: "Remember how that soldier was talking about using these pods to go to Alexandria?"

Zidane: "Oh yeah..."

R1 --> Alright, let's try using the pods

R2 --> Let me think it over

R1: "Alright, let's try it."

[They all jump in the pods.]

Zidane: "Well, here goes nothing! Dagger! I'm coming!"

[The pods fly out towards Alexandria.]

R2: [Nothing is done yet.]

[After R1, the view changes to Steiner and Marcus inside their

little cage in the Alexandrian castle depths.]

Steiner: "The time has come to escape!"

Marcus: "How?"

Steiner: "...I don't know! But we must do something!"

Marcus: "Wait, I have an idea. Press (d-left) or (d-right) to shift your center of gravity!"

[Steiner tries it.]

Marcus: "There you go."

[The two build up a momentum so that the cage hits a railing and breaks, letting the two of them out.]

Steiner: "Princess, I'm coming!"

[The party runs by/defeats the guards around and emerges from a secret staircase in the castle floor.]

Steiner: "Princess!"

Marcus: "I'm outta here. I'm goin' to Evil Forest to save my bro."

Steiner: "You heartless cur! Huh? What was that!?"

[Zidane, Freya, and Vivi warp in to that exact location after Marcus has left.]

Steiner: "You!!! Wh-What are you doing here!?"

Zidane: "Steiner! Is this Alexandria!?"

Steiner: "What!? I have no time for your silly questions! I must escape this wretched dungeon of Alexandria and rescue the princess!"

Zidane: "Enough said! Let's go!"

[The three run off.]

Steiner: "Why is everyone leaving me behind!?"

[The three run back.]

Zidane: "Hurry up, Rusty! Dagger's life is in danger!"

Steiner: "What are you talking about!? Enough with your nonsense!!!"

Vivi: "It's true. We were just on the Red Rose, and we overheard Brahne talking. She said that once she returns to Alexandria, she is going to have Dagger executed."

Steiner: "...Is this really true?"

Zidane: "Yeah!!! We've got 30 minutes before Brahne arrives! Let's go!"

[The party runs out of the dungeon area and sees Marcus.]

Zidane: "Marcus!?"

Marcus: "Watch out. I'm closin' the gate."

[He drops a portcullis before any guards can get at them.]

Zidane: "What are you doing here?"

Marcus: "It's a long story. I'm gonna go to Evil Forest and help Blank."

Zidane: "Good luck! We're gonna go find Dagger!"

=====
20. Alexandria Castle (AC02)
=====

[Marcus runs off. Zidane searches the castle and they finally make their way up to the queen's room.]

Zidane: "Where could she be...?"

[Zidane goes to a candle.]

Zidane: "What a weird-looking candle..."

R1 --> Try to move it

R2 --> Leave it alone

R1: [The fireplace pulls back to reveal a stairway.]

R2: [No action taken.]

[Zidane takes the staircase down to the room where Zorn and Thorn were extracting the eidolons from Garnet.]

Zidane: "!!!?"

[Zorn and Thorn run all the way over.]

Zorn: "What are you doing here!?"

Thorn: "So meddlesome, you are! Mercy no more!"

[The party whips Zorn and Thorn like the pitiful jesters they are.]

Zorn: "Damn you! We will get you for this!"

Thorn: "Matters not to us. Finished with Garnet, we are."

Zorn: "You are too late!"

Thorn: "You are too late!"

[The party finds the unconscious/sleeping dagger where she had the eidolons extracted from her.]

Zidane: "Dagger, it's me! Dagger!!!"

Vivi: "Oh, no..."

Steiner: "P-PRINCESS!!! NOOOOO!!! Princess, please forgive me!!! I don't deserve to be a knight! I don't deserve to live!"

Freya: "Her heart's still beating."

Zidane: "Yeah. I know... Let's get her out of here. Dagger, you're gonna be alright."

[The ATE 'Friendship' plays; afterwards, Zidane picks up Garnet and runs back to the queen's chamber.]

Freya: "I don't think anyone followed us."

Steiner: "My queen... Why have you done this...!? I have devoted my whole life to serving you and the princess...! Why did you harm the princess!!!! Why!!!!?"

Zidane: "Steiner..."

Vivi: "Zidane. Do you think she'll ever wake up?"

Zidane: "Of course. She's asleep because she's tired. That's all. I wanna let Dagger rest a little. Do you guys mind? Thanks."

[He lies Dagger down on the parlor couch.]

Zidane: "If only I had gotten here sooner... I'm sorry..."

Steiner: "What happened to you? You are not your usual self. Go on... Blame my incompetence! Tell me it is my fault!"

Zidane: "No! I can't... I...don't know what I feel right now... I can't even shed a tear..."

Steiner: "....."

[Zorn and Thorn run in...]

Zorn: "There they are! There is no escape!"

Thorn: "There they are! There is no escape!"

[...followed by Beatrix.]

Beatrix: "Welcome back, Steiner. Where have you been all this time? Don't tell me you have been enjoying the company of these scoundrels."

Steiner: "What the hell!? The only scoundrels around here are you and your fat queen!"

Beatrix: "Fools like you will never learn."

[Beatrix fights...]

Beatrix: "I'll kill all enemies of Alexandria!"

[...and pummels the party with Climhazard (HP-->1).]

Beatrix: "Never step into this land again."

[The battle ends.]

Beatrix: "Your pathetic powers are useless against me."

Zidane: "...Hey, wait a minute... You're the general of this kingdom. As the general of Alexandria, what is your sworn duty!? Isn't it to protect Dagger--your Princess Garnet? I'm sure you know who's sitting over there."

Beatrix: "It can't be... Princess... ...So, it was true. The queen really did mean to kill her..."

Steiner: "WHAT!? No! The queen would never do such a thing!"

Beatrix: "Steiner, it is time for you to accept the truth. ...My heart is set. All this time, I have been mistaken..."

Zidane: "I hate to say it, but the lady's right, Rusty. You'd better learn to accept it."

Beatrix: "...Citizens of Burmecia, please forgive me."

Freya: "It is too late to seek forgiveness! ...But you can still save Dagger."

Zidane: "Freya..."

Freya: "I tell you this because I acknowledge your powers. Help your princess."

Beatrix: "I don't know if I can... ...but I will give it a try. I hope this will work."

[Beatrix tries a spell remover.]

Thorn: "Irrevocable is the spell we have cast!"

[Beatrix tries it again.]

Zorn: "It is useless!"

[Third time's the charm, and Dagger wakes up.]

Dagger: "...Oh..."

Beatrix: "Princess, are you alright?"

Dagger: "...Ohh, my head... What happened...?"

Zidane: "Dagger!"

Vivi: "Yay!"

Steiner: "Princess!"

Dagger: "You're all here."

Voice: "What is all this ruckus!?"

[Brahne enters the chamber.]

Zorn: "The princess has awakened, Your Majesty!"

Thorn: "Kidnapping the princess, they are, Your Majesty!"

Brahne: "..... Have you extracted all the eidolons from her?"

Zorn: "We have, Your Majesty!"

Thorn: "We have, Your Majesty!"

Brahne: "Then what are you waiting for? Take Garnet and throw her in prison!"

Zorn: "Yes, Your Majesty!"

Thorn: "Yes, Your Majesty!"

Beatrix: "I won't allow that."

Brahne: "Oh? Are you defying me as well?"

Beatrix: "Your Majesty, it is my duty to protect the princess. I beg you, reconsider. Please do not harm the princess anymore. All of you, leave here at once!"

Freya: "I'm staying! Zidane, go. Now!"

Brahne: "You two are joining forces? How amusing... Get rid of them."

Dagger: "Mother!"

[Brahne stops for a moment and then walks out anyway.]

Zidane: "Freya! Be careful!"

Freya: "Don't worry."

Zidane: "Come on. Let's go!"

[Dagger, Vivi, and Zidane run down into the stairwell behind the fireplace. Steiner waits a moment, and runs after them.]

Steiner: "Wait!"

[Freya and Beatrix stand against Zorn and Thorn, who sic a giant tongue-wagging dog at 'em.]

Zorn: "Bandersnatch, bite their heads off!"

Thorn: "Bandersnatch, bite their heads off!"

[Freya and Beatrix slay the Bandersnatch. In the stairwell, Zidane takes Garnet and Vivi down until they find three black mages coming up the stairs.]

Zidane: "Black mages! Dammit!"

Black Mage: "KILL!"

Black Mage: "KILL!"

Black Mage: "KILL!"

[The party runs down the stairs even further, then Zidane stops.]

Zidane: "Where's Steiner?"

[Steiner is literally walking after them.]

Zidane: "Hey! Hurry up!"

Steiner: "What am I doing here...?"

Zidane: "What's the matter?"

Steiner: "Beatrix served the queen all these years, and now she is turning against her... Freya lost her comrades, yet she insists on protecting the princess... The queen will never forgive them. She will kill them both... Zidane, I have a request."

Zidane: "What? Why are you goin' formal all of a sudden?"

Steiner: "I want you to escort the princess out of Alexandria and take her to Doctor Tot. I'm sure Doctor Tot can come up with a plan to help us and our kingdom."

Zidane: "Piece of cake. I'm an escape artist."

Vivi: "Don't worry, Steiner. We'll get her out there."

Steiner: "Zidane, Master Vivi, I'm counting on you."

[Steiner runs back towards Freya nad Beatrix.]

Steiner: "Princess, I bid you farewell!"

[...and he's gone.]

Dagger: "Steiner... Everybody is fighting for me..."

Zidane: "That's right. They're all fighting for you...and for Alexandria... They're moving forward, giving everything they got! So we have to move on, just like they are. We can't stop now! Come on!"

Dagger: "But..."

[A bandersnatch jumps down near Garnet.]

Zidane: "Damn! We've got company!"

[They pound the pooch.]

Zidane: "Alright, let's go."

[Up in the spiral stairway, Beatrix and Freya are fighting a pair of bandersnatches.]

Freya: "What do you think!?"

Beatrix: "It's not going to be easy..."

[They lay the two to rest.]

Freya: "They're tougher than I expected..."

Beatrix: "We're not out of danger yet."

[Steiner runs up the stairway.]

Steiner: "Beatrix! Freya!"

Beatrix: "Steiner! What are you doing here!?"

Steiner: "I am Captain Adelbert Steiner of Alexandria. Grant me the honor of assisting you brave knights!"

Freya: "Enough with your babble! Fight!"

[The three kick the dogs around, then the view changes back to Zidane. They head down towards the Alexandrian gargant station, but they run into the familiar box-in trap again.]

Zidane: "What the hell!?"

Zorn: "They fell for it again!"

Thorn: "Really stupid, they are!"

Zidane; "You bastards!"

Thorn: "Bastards, we may be, but clever are we."

Zorn: "Hee-hee-heeee."

[Marcus sneaks up behind Thorn and punches his lights out.]

Marcus: "Hey, what's up!?"

[Blank kicks Zorn unconscious.]

Blank: "Zidane, are you alright!?"

Zidane: "Blank!"

[A mini-flashback finds Marcus in Evil Forest, leading Blank on.]

Marcus: "Bro, over here!"

Blank: "Hold up. My body still feels kinda stiff."

Marcus: "We've gotta hurry! Zidane and Dagger are in trouble!"

Blank: "Who's Dagger? Zidane's new girl?"

Marcus: "What? YOU don't know?"

Blank: "Know what? What are you talking about?"

Marcus: "Just keep running!"

Blank: "Sheez..."

[End flashback.]

Blank: "We came here straight from Evil Forest."

Zidane: "Man, I love you guys!"

[Marcus lowers one of the gates.]

Marcus: "Zidane, you can ride the gargant downstairs."

Dagger: "Blank... Marcus..."

Blank: "Get out of here! We'll take care of this! There's more bad guys coming!"

Zidane: "I owe you guys big-time! Let's get outta here!"

[They run to the station.]

Zidane: "So this is Gargan Roo... Dagger? Are you alright?"

Dagger: "....."

Zidane: "Forget I asked. I'm sure you have a lot on your mind..."

Vivi: "There's something coming!"

Zidane: "Is this a gargant!? It's huge!"

Vivi: "...We're riding this thing?"

Zidane: "Yeah, let's get going. We have no time to waste. Dagger!"

Dagger: "I...I don't know what to do anymore..."

Zidane: "Oh, come on! Why do you think everyone stayed behind!? Yeah, they're fighting for you, but also, they know, deep down inside, that they have to fight! Beatrix, Freya, Marcus, Blank, even Steiner... Sometimes, you can't think everything out. You have to listen to your heart."

[Dagger nods and gets on.]

Zidane: "Alright..."

[The gargant carries the three towards Treno.]

Vivi: "Where are we going?"

Zidane: "We're going to Treno. We'll stay there for the time being and try to figure out our next move."

Dagger: "....."

[The gargant halts.]

Vivi: "Y-Yikes!"

Dagger: "That's--"

]They jump off and see another big snake-thing in the passage.]

Zidane: "Is this what the gargant is scared of?"

Dagger: "I think this one's different form the one I ran into! Be careful!"

[They fight and defeat the monster, climbing into the ride afterwards.]

Vivi: "Umph!"

Zidane: "It's moving again... But why is it going so slowly? Hey,
hurry up!"

Dagger: "Don't yell at it. The poor thing must be scared to death."

Vivi: "But it's..."

[It speeds up.]

Zidane: "See? It can go faster. Good job!"

Dagger: "!!! No, Zidane! Look!"

[The monster they had just defeated is chasing after them.]

Zidane: "Dammit, it's chasing us!"

Dagger: "We'll pass Treno if we don't stop soon!"

[They pass the Treno Station with the snake monster on their tail,
still.]

Vivi: "I think we just passed Treno..."

Zidane: "Dammit! We can't jump off at this speed."

Dagger: "! Zidane, look!"

Zidane: "Huh? What's the... Shoot!!!"

[The Gargant races and crashes out the other end of the tunnel,
wherever that is. In the white screen:]

Dagger: "M-Mother..."

[Cut to the Alexandria Castle throne room.]

Zorn: "Your Majesty!"

[Zorn and Thorn run in, but a guard blocks their way.]

Thorn: "In my way, you are. Step back, underling!"

Zorn: "Let us through!"

Alexandrian Soldier: "I have strict orders from the queen not to let
either of you through. I shall make any inquiries
on your behalf."

[Zorn and Thorn race to the other side, and are stiff-armed again.]

Alexandrian Soldier: "State your business."

Zorn: "The queen's guests have arrived."

Thorn: "Let them come in, shall we?"

Alexandrian Soldier: "I shall inquire. Stay here."

[She goes to the queen.]

Alexandrian Soldier: "Your Majesty... ...Yes, Your Majesty."

[The guard goes back to the jesters.]

Alexandrian Soldier: "Let the guests through. You two are dismissed."

Zorn: "What does that mean?"

Alexandrian Soldier: "Queen Brahne is quite upset with you two for letting the princess escape with the pendant. You should go now."

Thorn: "Whatever to do are we!?"

Zorn: "We cannot live without the queen's backing! We must first tell the guests to come in!"

[The two run out.]

Queen Brahne: "Phew..."

Voice: "What a view."

[A woman with an axe walks into the room, and is stopped by a guard.]

Boisterous Woman: "Who are you? Out of my way! The queen summoned me."

Alexandrian Soldier: "Restrain yourself before the queen."

[A man with a large mop of red hair walks in, too, and pushes past the guard on the other side of the throne.]

Boisterous Woman: "Do you understand who you're talking to? I'm Lani, the best and most beautiful bounty hunter in the world!"

[Lani walks past the guard.]

Lani: "It's a pleasure to meet you, Your Majesty. I hear things aren't going too well."

Queen Brahne: "Have you no manners? This is what I get for hiring a lowlife."

Lani: "I'm sure you didn't hire me for my manners, Your Majesty."

Queen Brahne: "Hmph. You have two objectives. The first is to retrieve the pendant, a national treasure, from Princess Garnet. The other is to assassinate the black mage traveling with them."

Red-headed Man: "...What is that?"

Queen Brahne: "A soulless golem. A defect is running free."

Lani: "I don't know what happened between you and the princess, but what should I do if I meet with resistance?"

Queen Brahne: "Hmph. Just get the pendant back from that wretched girl!"

Lani: "Wonderful. My axe is pleased to hear that. It won't take long. Good day, Your Majesty."

[Lani takes her leave.]

Red-headed Man: "Is it true that a boy with a tail is traveling with the princess?"

Queen Brahne: "Yes, that accursed monkey! I shall give you an extra reward if you take care of him."

Red-headed Man: "...I was right. I'll take care of your request after I finish him."

[The red-headed man jumps off the balcony and disappears. A guard runs in and comes to Brahne's throne.]

Alexandrian Soldier: "Reporting! The Alexandrian fleet has returned to home waters! Please prepare to depart on the Red Rose."

Queen Brahne: "Ah, finally! We leave immediately! Bwahahahaha!"

=====
21. Pinnacle Rocks (PR01)
=====

Dagger: "Mother... Ugh... Uh... I... Vivi... We made it?"

[Dagger looks over at Vivi, whose sitting on some gargant wreckage.]

Dagger: "Where are we...?"

Vivi: "We're at Pinnacle Rocks. It's supposed to be near Lindblum Castle..."

Dagger: "Pinnacle Rocks...? Lindblum...? The gargant took us this far? ! Where's Freya? Steiner? And Beatrix? And...Zidane?"

Vivi: "He went to check the area."

Zidane: "Dagger, you're awake!"

[Zidane jumps down.]

Zidane: "Do you feel okay?"

Dagger: "Where is everyone, Zidane?"

Zidane: "I don't know... We're really far from Alexandria. Hey, don't worry. The Tantalus guys are with them, too. It's almost nightfall. They're probably in Treno by now."

Dagger: "Do you think we can borrow an airship in Lindblum? Treno is only steps away if we can reach South Gate."

Zidane: "Yeah..."

[A floating old man appears before them.]

Zidane: "Are you our enemy?"

Old Man: "That is up to you... My name is Ramuh."

Dagger: "I've heard your name somewhere... ! I've seen your name in a book I read about summoning magic... You must be Ramuh, the Thunder God."

Ramuh: "...Do you know that your summon magic destroyed Cleyra? An eidolon follows its summoner's orders... It responded to the orders of a woman filled with greed this time..."

Dagger: "No... Mother...! I can't believe it... I was confined while Cleyra was destroyed..."

Zidane: "It wasn't your fault, Dagger. They knew. That's why they stayed behind."

Dagger: "Everyone..."

Ramuh: "True, you were not the one who caused the destruction. But I must ask you... What will you do now?"

Dagger: "If I were more powerful... If I could use summon magic... I beg of you, please help me!"

Ramuh: "And cause more destruction?"

Dagger: "No... I was afraid of my summon magic, but not anymore!"

[The figure of the old man changes into a brilliantly dressed man with a large staff.]

Ramuh: "...Many years have passed since I last served a master... I must test you to see whether you are truly fit to be my master. I will hide five manifestations of myself in this forest. Each one will carry a piece of the 'Hero's Story.' Collect all 5 pieces and tell me the story. If you put together the story to my satisfaction, I shall become your eidolon."

[Ramuh disappears.]

Dagger: "I'm sorry. I know we must hurry..."

Zidane: "It's okay, Dagger."

Vivi: "I'll help you, too."

Dagger: "Thanks, you two."

[They find all five pieces and head to the exit.]

Ramuh: "So you found all 5... Let's hear the story. However, the story comprises 4 parts. One of them doesn't belong. Be sure to choose only 4."

R1 --> Start

R2 --> Cancel

R1: [See below.]

R2: "Then I shall wait..."

[After picking R1:]

Ramuh: "Choose the 4 pieces carefully."

[The correct order goes like so: Beginning, Cooperation, Silence, and then one of the two endings.]

Ramuh: "Let's recite your story..."

[He recites it (see PR01 for options) and then asks:]

Ramuh: "Are you satisfied with your choices?"

R1 --> Yes

R2 --> Listen again

R3 --> Do over

R1: [See below.]

R2: "Let's recite your story..." [He recites it.]

R3: "Do you want to begin?"

R4 --> Yes

R5 --> No

R4: [You do the entire procedure over again.]

R5: "Then I shall wait..."

[After picking R1:]

Ramuh: "Let me ask you one thing... How come you chose 'Hero' for the conclusion?"

Dagger: "People follow a person who keeps on track. That's why I think a hero who acts in a straightforward manner is remembered for generations."

[If you picked 'Human' as the end piece:]

Ramuh: "Let me ask you one thing... How come you chose 'Human' for the conclusion?"

Dagger: "People pass down stories of other people to whom they feel an affinity. The people in the story had flaws, as we all do. That is why they became heroes in the people's mind."

Ramuh: "...I want to know what you think, in your own words."

Dagger: "Me...? I am away from my country, but I haven't forgotten about my people..."

Ramuh: "...Your soul is very tense right now. Maybe you'll begin to relax once I become your eidolon..."

Dagger: "Thank you!"

Ramuh: "There are many paths. Remember that you alone choose the path on which you walk."

[Ramuh disappears and Dagger gets a Peridot.]

Dagger: (Maybe now...) "Let's go to Lindblum!"

Zidane: "...Hey, old man! You're gone already?"

Vivi: "What's wrong?"

Zidane: "I wanted to know why he made Dagger play such a silly game. Heroic? Human? Those are just things people say after the fact. Why try to give meaning to what the main character of the story chose?"

Vivi: "...I think the old man would've become her eidolon either way. That's the impression I got."

Dagger: "Zidane! Vivi! Let's go!"

[Dagger runs away again and Ramuh's voice rings out:]

Voice: "You're exactly right... It's not what the people say afterward... What's important is being true to oneself. She may not have realized it, but when she wished to learn how to use summon magic... The summon power returned to her. Summon magic can be used for good or evil. She is still young, but there is room for growth... So I chose her as my master. I'll be watching over her... I hope you two will also protect her."

Vivi: "Y-Yeah!"

Zidane: "Of course!"

[The two run after Dagger.]

Dagger: "Look! It's Lindblum Castle! I don't think we can turn back once we jump off. What do you want to do?"

R1 --> Jump off now

R2 --> Jump off later

R1: [They jump off; see below.]

R2: [They can run back into the forest.]

[When they jump down:]

Dagger: "Zidane. I want to use summon magic to protect everyone..."

Zidane: "I know you can do it, Dagger!"

Vivi: "Zidane! Look...!"

[Zidane looks up.]

Zidane: "...Is that the Red Rose!?"

[FMV. The Red Rose fleet bombards Lindblum from the outside while black mages destroy the industrial district from the inside. It's a

complete takeover.]

Zidane: "Those lights must be telepods! They're sending black mages directly inside the castle! In Cleyra, they used summon magic afterwards..."

Dagger: "No...! Mother... Mother!"

Zidane: "Dagger!"

[They all start running out of the Pinnacle Rocks, but Vivi trips and the other two run together. FMV. Dagger and Zidane run through the plains as a gigantic eidolon starts to suck in all the loose stuff in Lindblum. Guards and soldiers and mages alike are swept up into its mouth. Dagger collapses in disgust at her mother's doing. The eidolon disappears almost as soon as its gone, and the Red Rose starts to dock in the city... Afterwards, the party walks into the desolate Hunter's Gate.]

=====
22. Lindblum (LB02)
=====

Zidane: "It's so quiet..."

Dagger: "Mother... I can't believe you attacked Lindblum!"

Zidane: "Careful, they might still be around. Vivi, you stay here and hide."

Vivi: "No way! It's dangerous here!"

Zidane: "There are Alexandrian soldiers everywhere. You should stay out of their sight."

Vivi: "...Okay."

Zidane: "Don't fret. We'll be right back."

Dagger: "I'm sorry, Vivi."

Vivi: "It's okay... Just make it quick."

[The two wander through Lindblum and come to the Business District's fountain plaza. Artania is there.]

Officer: "The Industrial District is gone, and the Business and Theater Districts are also in ruins."

Minister Artania: "Allocate soldiers to the reconstruction. We must get the citizens' lives back on track."

Officer: "Yes, sir."

Dagger: "Uncle Artania!"

Minister Artania: "Princess Garnet! Master Zidane! Glad to see you're both safe!"

Dagger: "Where is Uncle Cid...? Is the regent safe?"

Minister Artania: "Yes, Princess. The castle was spared. Regent Cid is alive."

Dagger: "Thank goodness..."

Minister Artania: "I will take you both to see him."

[Artania leads them to Cid.]

Artania: "Princess Garnet is back!"

Dagger: "Uncle Cid!"

Regent Cid: "Garnet! I thought Brahne had imprisoned you!"

Dagger: "Zidane rescued me."

Regent Cid: "Thank you, Zidane. <Gwok!>"

Dagger: "But Freya, Steiner, and Beatrix were left behind. I..."

Regent Cid: "Ah, the renowned General Beatrix. I don't think you have anything to worry about."

Zidane: "I don't think so either, Dagger. We wound up in Pinnacle Rocks instead of Treno, but... ..they'll be fine on their own."

Regent Cid: "<Gwok-gwok!> Pinnacle...? Did you ride the gargant?"

Zidane: "How did you know?"

Regent Cid: "It's my job to know the land surrounding my country. However... I sometimes lack foresight. Brahne was after the <gwok> idolons. That much, I knew. But I underestimated the power of the idolons. Maybe I deserve to be cursed with this body."

Zidane: "I'm glad you surrendered. Cleyra resisted and perished."

Dagger: (What should I say...? What can I do...?)

Voice: "Hey, we got a live one here! Watch out! It might attack! Hey, this one's much smaller than the others."

Voice: "Ouch! Let me go! I'm not one of them!"

Voice: "Then why are you dressed like a black mage!?"

Zidane: "!"

Dagger: "!"

Zidane: "That must be..."

[Vivi's led by two guards to the others.]

Soldier: "We took an Alexandrian soldier into custody!"

Vivi: "I just said--"

Soldier: "Should we turn it over to Alexandria?"

Dagger: "Uncle Cid..."

Minister Artania: "Let him go. Master Vivi is not an Alexandrian soldier. It's only a disguise to deceive the enemy."

Soldier: "I-I see! My apologies."

Vivi: "....."

Regent Cid: "I've acquired more information about Queen Brahne <gwok>. A weapons dealer named Kuja is behind the recent string of attacks. Kuja has been supplying Brahne with highly advanced magic weapons."

Dagger: "Supplying my mother...with weapons?"

Regent Cid: "Yes. The black mage soldiers are among these weapons. According to eye witnesses in Treno, Kuja appeared from the northern sky on a silver dragon."

Zidane: (That's the guy I saw in Burmecia!)

Minister Artania: "That he came from the north suggests he's from the Outer Continent."

Dagger: "The Outer...Continent?"

Zidane: "There are many unexplored continents in the world. The Outer Continent is an unexplored continent located to the north of our Mist Continent."

Regent Cid: "I believe Kuja is the only one supplying <gwok> Brahne with weapons."

Dagger: "The man I saw at the castle must have been Kuja. He must be the one who is corrupting my mother!"

Zidane: "If we defeat Kuja...!"

Dagger: "If we eliminate Kuja..."

Regent Cid: "You both catch on quickly. Defeat Kuja, and Brahne loses her weapon supply. That will be our cue for a counterattack."

Minister Artania: "Challenging Brahne now will only resist in more casualties."

Zidane: "So we crush the source of the evil!"

Minister Artania: "Yes. Kuja will find other clients, even if we defeat Brahne."

Dagger: "I make no excuses for my mother's behavior, but I shan't forgive Kuja for taking advantage of her! But first, we must rescue Steiner and the others..."

Regent Cid: "I'm afraid I can't spare any soldiers. They must remain to protect our citizens."

Zidane: "Hey, Dagger. I'm telling you, they'll be fine. The best dragon knight in Burmecia, the female general of Alexandria, and Rusty... How could they lose? Besides, you have me to protect you!"

Dagger: "Then I'll look for Kuja."

Vivi: "I wanna go, too... There's no place for me here..."

Zidane: "Alright! Let's go kick Kuja's butt! Will you lend us the fastest ship in Lindblum?"

Regent Cid: "Airships can only fly where there is Mist, and the Mist only exists on this continent. <Gwok> That means you can't cross the ocean on an airship."

Zidane: "What about the new airship that can fly without Mist?"

Regent Cid: "It's not ready yet <gwok>. Besides, it's under Brahne's control. Brahne gave us two conditions for our surrender. One was the surrender of the new airship. The other was to hand over <gwok> the Falcon Claw."

Zidane: "The airship, I can understand, but what does she want with a piece of stone?"

Regent Cid: "I have no idea..."

Zidane: "Alright. We'll take a boat."

Regent Cid: "That's not an option, either. The harbor was also seized."

Zidane: "Ahhhhhh!!! What do you want us to do!? Swim!?"

Regent Cid: "There is a way. There's an old excavation site near a swamp located north from the castle. Monsters not native to our continent are rumored to appear in the excavation site. The cave, which was found during excavation, is rumored to lead to another continent."

Dagger: "Will this cave lead us to the Outer Continent?"

Zidane: "Doesn't sound too reliable... Are you sure?"

Regent Cid: "<Gwok> I'm not sure..."

Zidane: "I guess we'll find out. Not knowing is half of the fun, huh?"

Regent Cid: "Please protect Princess Garnet. We'll prepare the counterattack in the meantime. It's not much, but use it to prepare for your journey."

[He gives the party 3000 Gil.]

Vivi: "I-I'll wait here. Zidane, will you get my stuff, too?"

Zidane: "Yeah. That's probably a good idea."

[Zidane and Garnet go down to the business district's shop square.]

Man: "Listen, Lindblum is Alexandrian territory now. You won't be able to come back for a while. Prepare yourself well. Let me know when you're ready."

[Zidane shops around and comes back.]

Man: "Are you ready?"

R1 --> Ready

R2 --> Need more time

R1: "Follow me. The regent is waiting on the Base Level."

R2: "Let me know when you're ready."

[An ATE 'Brahne's Fleet Arrives' plays by picking R1. After, some soldiers are shown in the Grand Castle's fountain hallway.]

Alexandrian Soldier: "I wonder where we are going next? I don't know of any kingdom that poses a threat to our country..."

Alexandrian Soldier: "I'm sure Queen Brahne has a plan. There's no need for us to worry about such matters. Come now, we need your help. Some Lindblum soldiers have locked themselves up in the guest room."

[They walk upstairs, and Zidane walks in the room. He beckons Dagger to the elevator and they make a run for it while they can. On the way down:]

Zidane: "I wonder what Brahne is going to do..."

Dagger: "Zidane... Do we really have to go to the Outer Continent...?"

Zidane: "Hey, what's up with you? You said you wanted to go."

Dagger: "What if... What if something happens to you or Vivi...? I might not be okay on my own."

Zidane: "Are you worried about me?"

Dagger: "What? Well, I mean, um... A princess needs her elite guards, you know...? I'd be stranded without you guys!"

Zidane: "Are you trying to flatter me by calling me your elite guard? Sorry, I was only kidding. You'll be fine with me. What about you, Dagger? We don't know anything about the Outer Continent."

Dagger: "I've made up my mind. I don't want my mother to commit any more atrocities."

Zidane: "Alright, then. I'll protect both you and Vivi!"

Dagger: "Thank you..."

[They finally reach the bottom. Vivi's there.]

Vivi: "Zidane! I'm so glad you're here!"

Dagger: "Vivi, where's Uncle Cid?"

Vivi: "U-Um... He said, 'Gwok-gwok. Wait here,' and went away somewhere."

Zidane: "Where could he be...?"

Vivi: "!"

[Regent Cid runs down the rail track to them.]

Regent Cid: "<Gwok!> I did it! I stopped a trolley between here and the Serpent's Gate! <Gwok-gwok!> That'll show them not to fool around in my castle! Now, go. <Gwok-gwok.> The excavation site is like a maze. Be careful not to get lost. And... Take this with you!"

Zidane: "It's a rag."

Regent Cid: "You big dope! It's not just a rag! <Gwok!> That is a national treasure of Lindblum! That is an ancient map of the entire world!"

Zidane: "Wow. Thanks!"

Regent Cid: "Now, go, before they find you! Zidane, Vivi. Please protect Princess Garnet."

Vivi: "Okay."

Dagger: "Uncle Cid..."

Regent Cid: "<Gwok!> Don't worry about me. I'm stronger than I look! Now, go! They'll squeeze all the oglop oil out of my body if we're caught!"

Zidane: "Let's go, Dagger."

[They get on the trolley and depart, while the ATE '<Gwok-gwok!> How Infuriating!' plays. Afterwards, the party sets out and heads to Qu's Marsh.]

=====
23. Qu's Marsh (QU02)
=====

[Zidane finds Quina near the pond.]

Zidane: "Quina! You're safe!"

Quina: "Long time no see, Zidane. Much trouble, coming back from Cleyra alone."

Zidane: "Do you know a way to the Outer Continent? I heard there was an entrance somewhere around here..."

Quina: "Outer Continent... Maybe I find more delicious frogs. Sound interesting. I help you, and I eat more frogs. I come with you."

[On the path to the right of Quale's house, Quina starts to run

off on her own.]

Zidane: "Quina! Where are you going!?"

Quina: "I smell! I smell frogs!"

Zidane: "No, we have to look for the entrance to the Outer Continent!"

Quina: "I smell frogs this way!"

Zidane: "Hey, Quina! Hold on! Darn it..."

[Quina comes out of the brush near a railing.]

Quina: "A-HA! Frogs!!! Hold!"

[S/he chases a frog into a cement opening, then runs back.]

Quina: "They run away again..."

Zidane: "Wait a minute, Quina. Check it out. This entrance... This must be the entrance to the excavation site!"

Quina: "First time I see this. Zidane, we going inside?"

Zidane: "Of course we will. It might lead to the Outer Continent. Let's go!"

[They enter, coming to Fossil Roo.]

=====
24. Fossil Roo (FR01)
=====

[Zidane walks into the tunnel, past a suspicious door. Once he's walked a ways, the ground shakes...]

Zidane: "Wh-What the--"

[...and a large creature on wheels starts chasing him.]

Zidane: "You've gotta be kidding!"

[The Armodulluhan chases the party through a passageway of swinging guillotine blades, and they all stumble out the other side when the monster falls into a pit.]

Vivi: "Yikes!"

Garnet: "Aah!"

[They both get up.]

Garnet: "Sorry, Vivi. Are you okay?"

Vivi: "Yeah... Look out!"

[Zidane and Quina run into each other.]

Quina: "Aiya!"

Zidane: "Outta my way!"

[The party regroups.]

Zidane: "That was a close call."

Lani: "Geez... That didn't do much good."

Zidane: "Who's there!?"

[Lani walks up the stairway into sight.]

Lani: "I've been looking for you, Princess Garnet."

Zidane: "H-Have we met?"

Dagger: "(Quit flirting with her!)"

Zidane: "(Yes, ma'am...)"

Lani: "I'm Lani. I'm under order by the queen to find you, Princess."

Dagger: "My mother? What does my mother want with me? I am not returning to Alexandria."

Lani: "I've got bad news for you, Princess. It's not you I'm after."

Dagger: "What do you mean?"

Lani: "The pendant. Does this sound familiar?"

Dagger: "!"

Lani: "Let's have it back. It belongs to Queen Brahne."

Dagger: "....."

Lani: "Listen carefully, Princess. You escaped unscathed from the monster, but you're not gonna be so lucky with me. Hand over the pendant right this minute."

Zidane: "Are you the one who set that monster loose?"

Lani: "Retrieving the pendant far outweighs the safety of the princess."

Zidane: "...What do you mean by that?"

Lani: "I meant exactly what I said. My orders don't include Princess Garnet's safe return."

Dagger: "What...? My mother would never order that."

Lani: "That's enough! Give me the pendant! You're trying my patience!"

Zidane: "Hmph. What if we refuse?"

Lani: "Stubborn fools! Have it your way!"

[The battle starts, but they beat Lani after awhile.]

Lani: "What a drag. I'll let you guys go for now!"

[She runs off the way the party entered; they head the opposite way.
Zidane sees a wild gargant on an overhead track.]

Zidane: "An untamed gargant, huh? Maybe I can ride it."

[Zidane picks a flower and rides it into a room down the way. After
flipping a multitude of switches, the party finds the exit.]

Zidane: "This light... There's no mist here."

[He runs out and finds a large turtle-shaped town spanning across
a ravine. They enter.]

=====
25. Conde Petie (CP01)
=====

Vivi: "We came all this way and there's still no Mist at all..."

Zidane: "Yeah, and what a weird-shaped...village? What is that thing?"

Dagger: "Maybe it's a temple of some kind."

Quina: "Is very delicious shape. Inside might have fine cuisine!"

[Quina runs into the entrance.]

Zidane: "Geez... All s/he ever thinks about is food."

Dagger: "Well, all you ever think about is girls..."

[Dagger starts walking off, too.]

Zidane: "Uh, that's right! My mind is filled with thoughts of...you!"

Vivi: "..."

Zidane: "..."

[Vivi runs off.]

Zidane: "Maybe I'm trying too hard..."

[Zidane arrives at the entrance, and a goblin-like guy is there.]

Goblin?: "Rally-ho!"

Goblin?: "Rally-ho!"

Goblin?: "Rally-ho!"

Zidane: "Wh-What's up with these little guys?"

Dagger: "Wr-Wrally-ho...?"

Vivi: "Rh-Rhallie-who...?"

Goblin?: "Rally-ho!"

Goblin?: "Rally-ho!"

[Dagger and Vivi get to enter, and walk off.]

Zidane: "Hey, hold up..."

Goblin?: "Rally-ho!"

Zidane: "Oh, come on..."

Villager: "Rally-ho's oor sacred greetin'!"

Villager: "If ye dinnae say Rally-Ho, then ye cannae enter Conde
Petie, hametoon o' the dwarves!"

Zidane: "Now, wait just a minute here..."

Villager: "Rally-ho!"

Villager: "Rally-ho!"

Zidane: "... ..Rally-ho..."

Dwarf: "Rally-ho! Ye can pass!"

Villager: "Rally-ho!"

[Zidane walks around and talks to Vivi in the upper shrine (CP05) and then watches the ATE 'Hungry Bryan' to cue the events up. He heads down into the grocery and sees a Black Mage there.]

Zidane: "Hm?"

Wendy Grocer: "Plenty thanks. Yir goods are always welcome here."

Black Mage: "..."

Zidane: "Hey..."

Black Mage: "!!!"

Vivi: "What the--"

Black Mage: "..."

[The black mage runs off.]

Vivi: "W-Wait!"

Zidane: "Hang on, Vivi!"

[They chase the mage to the exit.]

Vivi: "Come back!"

Zidane: "Vivi!"

[Dagger runs over.]

Dagger: "Zidane, what's going on?"

Zidane: "I have no idea... But we gotta catch up with Vivi!"

[They find Vivi at the exit.]

Zidane: "Vivi, where's the black mage?"

Vivi: "He ran away."

Zidane: "Huh. Where the heck did he come from? Has Brahne found us?"

Harold Pathknower: "Do ye ken the Pyntie-Hats?"

Vivi: "Huh? Did you just say Pointy-Hats!?"

Harold Pathknower: "Nay, Ah said Pyntie-Hats! They often come from
the Soothern Forest tae trade wi' us."

Zidane: "They!? You mean there's lots of them? And...they live near here?"

Harold Pathknower: "Aye! But ye gots tae go all the way aroon' yon cliff
an' then go east tae find the Sootheast Forest! They
live sae deep in the forest, that even owls dinnae
live there!"

Zidane: "What's that supposed to mean?"

Vivi: "Zidane, I want to go to the Southeast Forest and find them!"

Zidane: "Yeah, me too."

Dagger: "I think it's a good idea. We might find some clues."

Quina: "If possible to try new food, anywhere fine."

Zidane: "Alright, let's head to the Southeast Forest."

[The party runs to the forest in question and enters the deepest part.]

=====
26. Black Mage Village (BM01)
=====

[The party follows the mage in but loses sight of him.]

Zidane: "I think they live 'so deep in the forest tha owls don't
even live there.'"

[Using a sign as their guide, they follow the mage into the village
which was hidden behind an illusion of dead trees. The party runs to
the entrance.]

Black Mage: "!"

Black Mage: "Ahh! H-H-Humans..."

Black Mage: "? What's wrong?"

[He turns around.]

Black Mage: "!"

Black Mage: "HUmans! Run!!!"

[They scatter like the wind.]

Vivi: "W-Wait... Did you see them!?"

Zidane: "Y-Yeah..."

Vivi: "They were talking! There ARE others like me!"

[Vivi runs off.]

Dagger: "Why would anyone build a village in the middle of a dying forest...?"

Zidane: "Beats me..."

Dagger: "Where's Vivi?"

Zidane: "He went that way...but I... Hey!"

[Dagger runs off on her own, too.]

Quina: "A village! Village always have good food. I go find!"

[Quina bolts.]

Zidane: "Geez, you people..."

[Zidane heads towards the cemetery to the left of the synth shop, and the ATE 'Different Language' plays (if not viewed). Afterwards, Vivi flees past him.]

Zidane: "! Hey, Vivi! What's up with him...?"

[Zidane finds him in the inn.]

Zidane: "...Vivi? What's wrong?"

Vivi: "Huh? Oh, Zidane... It's... It's nothing."

Zidane: "Did something bad happen? All the black mages seem pretty nice."

Vivi: "Nothing happened..."

[Quina enters the inn.]

Quina: "Grr... I hungry! This village people eat terrible food."

[Dagger enters.]

Dagger: "Oh, Vivi. You're back. Where were you? You look very..."

Zidane: "You got tired, right, Vivi?"

Vivi: "Y-Yeah..."

Dagger: "I don't blame you. We've been walking around non-stop. We should call it a day."

Quina: "I go to forest and look for food."

Dagger: "What about you, Zidane?"

R1 --> Rest

R2 --> Not yet

R1 (Zidane): "Yeah, we'll call it a day."

R2 (Zidane): "I'm not tired yet."

[After choosing to rest, the party lazes around 'til nightfall. Vivi talks with a mage, then walks out on his own; Garnet sees him.]

Dagger: "Zidane... Vivi just walked out."

Zidane: "Maybe he's letting us have a little romantic quiet time."

Dagger: "I'm serious!"

Zidane: "...I wouldn't worry too much."

Dagger: "But..."

Zidane: "He's trying to figure something out for himself."

Dagger: "....."

[Zidane and Dagger's following words show up as Vivi walks alone in the still of the night.]

Zidane: "Think about it... Vivi's never met black mages like himself before."

Dagger: "But what if they're being mean to him, or saying nasty things?"

Zidane: "Do you really think the people of this village gathered to do something like that?"

Dagger: "....."

Zidane: "Maybe... Just maybe, he'll find what he's looking for."

Dagger: "...Find what?"

Zidane: "A place to call home."

Dagger: "Home?"

Zidane: "Yeah... A place where he belongs..."

[The screen shows Zidane and Dagger lying on some bunk beds.]

Dagger: "Hey, Zidane... When you said home..."

Zidane: "What's the matter? Can't fall asleep? How about a bedtime story? Let's see... Once upon a time..."

Dagger: "There you go again, teasing me..."

Zidane: "Once upon a time... ..there was a man. There was a man who didn't know where he came from..."

Dagger: "...Zidane?"

Zidane: "This man had longed to find his birthplace ever since he was a small child. His birthplace. A place he only remembered in

his dreams..."

Dagger: "Why...?"

Zidane: "He wanted to know more about himself, maybe. About his place, the house where he was born... One day, the man left the home of his adoptive father and went on a quest to find the answer. His only clue was the blue light he saw in his dreams..."

Dagger: "A blue light?"

Zidane: "Yeah. He thought it might be a memory of his birthplace. An ocean, maybe...?"

Dagger: "Did he find it?"

Zidane: "Hey, you're jumping ahead. A lot of things happened along the way. Alright, we can skip ahead... No, he never found it. How could he? His only clue was a colored light. So he went back to the home of his adoptive father... What do you think his father did when he came home?"

Dagger: "...Welcomed him home?"

Zidane: "No way! The father raised his fist and beat the son he had worked so hard to raise..." <Wham!> <Pow!> <Whack!> <Bam!>

Dagger: "Why?"

Zidane: "I don't know... But you know what surprised him even more? The father smiled, after beating up his son! Can you believe that? He just gave his son a beating. But this is what the man thought when he saw his father smile... This is my home. This is the place I call home. The man is still searching for his birthplace. But he already has a home. Maybe... ..it's the same for Vivi. He's looking for a place to call home."

Dagger: "I wonder if Vivi will stay in the village?"

Zidane: "Who knows... That's for him to decide."

[At the cemetery, Vivi finds Mr. 288.]

Black Mage No. 288: "Hello. Nice to see you again."

Vivi: "Um... I wanted to ask you something."

Black Mage No. 288: "What is it?"

Vivi: "I was wondering how many people have...stopped...moving."

Black Mage No. 288: "You're very kind to use our words. But you already know what it means to live...and to die. You're asking about our friends who have 'died,' not 'stopped.'"

Vivi: "Um..."

Black Mage No. 288: "Several of our friends stopped functioning recently... I think our life span is limited..."

I've suspected this ever since the first one came to a stop. It varies a little, but most of us stop moving one year after production."

Vivi: "No..."

Black Mage No. 288: "I haven't told anyone else about this. If I did, they'd feel the same way I do."

Vivi: "What do you feel?"

Black Mage No. 288: "I don't know... Fear? I don't want to stop. And maybe I want to run away from it all. But living in the village with everyone fills me with joy. The joy of living with them far outweighs the fear of death. Isn't it the same with you? Traveling with your friends gives your life meaning."

Vivi: "I..."

[The next morning, Zidane walks to the town gates and finds Dagger conversing with a mage.]

Dagger: "Really?"

Black Mage No. 144: "Yeah, I think that's what you're looking for."

Dagger: "Thank you!"

Zidane: "What's up, Dagger?"

Dagger: "Zidane! Someone saw a silver dragon in the northwest part of this continent. The people of Conde Petie said there was a place called Sanctuary, where entrance is restricted..."

Black Mage No. 144: "I think this 'Kuja' said something about a secret being hidden on this continent."

Zidane: "You heard him say that?"

Black Mage No. 144: "Yeah. Something about the source of the Mist..."

Dagger: "Maybe we can find our more if we go there. And maybe save my mother..."

Zidane: "Right..."

Dagger: "Oh, where's Vivi? If Vivi's says he's staying behind..."

[Vivi runs to everyone.]

Vivi: "Wait for me!"

Dagger: "Vivi?"

Vivi: "Everyone in the village asked me to see the outside world and tell them all about it."

Dagger: "I see..."

Zidane: "Oh, man! I thought Dagger and I'd get to spend some quality time together."

Quina: "What you say?"

[Quina runs into town.]

Quina: "You no can leave me here. I starve."

Zidane: "Oh yeah, I forgot about you..."

Dagger: "Let's go, everyone! To Conde Petie! And to the Sanctuary, that lies beyond!"

[The party rolls back to Conde Petie.]

=====
27. Conde Petie (CP02)
=====

[The party stops before the entrance.]

Zidane: "So the Sanctuary is on the other side of that valley..."

Vivi: "But the exit leading there from the upper floor is guarded by a dwarf who won't let us through."

Quina: "Twin dwarfes block way out from shop on right side. No can get through."

Zidane: "Hmm... Well, let's just try to go as far as we can."

[The party tries to leave town and gets stiff-armed by Shanis or the two watchmen by the shop. They tell Zidane to seek out 'His Holiness'; they find the person in question in a corridor.]

Zidane: "Hey, mister... Are you the holy guy?"

David Heavenguard: "Aye. Ah'm Father David."

Zidane: "What are you doing, hanging around this hallway?"

David Heavenguard: "Well...a priest has much tae worry aboot, ye see?"

Zidane: "Yeah...whatever. Look, we wanna get past this village."

David Heavenguard: "Hmph! Tradition states that only those who undergo the ceremony kin approach the Sanctuary."

Zidane: "So, what the heck is that ceremony about, anyway?"

[Dagger walks into the hallway.]

David Heavenguard: "Well, after a man an' a woman are blessed in holy union, they leave oan holy pilgrimage tae the Sanctuary."

Zidane: "So...basically it's a wedding...and a honeymoon, right?"

David Heavenguard: "Ah dinnae ken yir words, lad, but methinks ye

understan'."

Dagger: "So we can go to the Sanctuary if we undergo that ceremony, right?"

Zidane: "Oh, hey, Dagger! So yeah, that's the deal. Whaddya think? We can go if we get hitched. But there's no way we'd actually--"

Dagger: "Let's do it."

Zidane: "What!?"

David Heavenguard: "Sae ye wantae be joined, eh? The ceremony's only fer dwarves, see... ..But we have sae few young folk nowadays. We're doon tae ninety-nine couples. Ah was worryin' aboot that very thin'... But where's the harm? Now we can have oor hundredth ceremony!"

Zidane: "... Uhh... Dagger? Wh-What's going on?"

[Later on, Dagger and Zidane stand on the Kirkboat and face the altar where David Heavenguard stands preaching.]

David Heavenguard: "Speerits o' the moontain, Speerits o' the wood..."

Zidane: (Uh... Now, how did I get into this?)

David Heavenguard: "Watch ower this man an' woman as they begin their journey..."

Zidane: (We gotta do this ceremony to get past this village... And only a guy and girl can have the ceremony...)

[Flashback to a few moments before the ceremony:]

Zidane: "Now hold on a sec, Dagger! Don't you get it? This is marriage, m-a-r-r-a-i-g-e!"

Dagger: "No kidding... But we have to do it to go on, right?"

Zidane: "Yeah, but... But that's not reason enough!"

Dagger: "Oh, come on."

[Flashback: end.]

Zidane: (What is she thinking? She's supposed to get angry and say no way!)

David Heavenguard: "...In sickness an' in health..."

Zidane: (Of course we're just trying to get past this village...)

David Heavenguard: "...Have the strength to carry ye through the trials..."

Zidane: (Could it be that she...likes me?)

David Heavenguard: "...An' the wisdom tae follow the path..."

Zidane: (Gotta admit, I was pretty deep that night in the black mage

village. Maybe that's when she fell for me? I'm such a stud!)

David Heavenguard: "May the blessin's o' heaven be upon this man an' woman!"

Zidane: "Dagger! Now we're man and wife! Time for the kiss..."

[Zidane lunges and misses as Dagger walks away.]

Zidane: "Playing hard to get, eh?"

[Afterwards, near the gatekeeper's station:]

Shanis Gatekeeper: "Happy fit! Now ye need anounce yer joinin' tae the twins at the other gate!"

Zidane: "What!? You mean there's more?"

Shanis Gatekeeper: "We have tae follow tradition, lad!"

Zidane: "Ah, well... Time for us newlyweds to make the rounds, Dagger."

Dagger: "Remember, we're only married while we're here."

Zidane: "Bliss is so fleeting."

Vivi: "Zidane... What are we supposed to do?"

Zidane: "Hey! You guys tryin' to ruin our honeymoon?"

Quina: "But you no can just leave us here!"

Zidane: "Don't worry. I'll figure something out. Hmm, let's see..."

R1 --> First, let's go see the twins

R2 --> Why don't you guys get married, too?

R1: "I think we should all go see the twins first."

{They go to see the watchmen; see below.}

R2: "Why don't you guys get married, too?"

Vivi: "What!?"

Zidane: "Yeah, that's it! In the meantime, Dagger and I can go announce our marriage."

Vivi: "..."

Quina: "..."

[The ATE 'Nuptial Joy' is automatically cued.]

[The party goes to see the watchmen regardless of the option.]

Zidane: "Hi, guys! We're the newlyweds, Zidane and Dagger."

Richard Watchman: "Rally-ho! Happy fit! Off tae the Sanctuary then, are ye?"

Dagger: "That's right. Will you let us through now?"

Matthew Watchman: "Rally-ho! O' coorse! Safe journey tae both o' ye!"

Zidane: "Let us be off, my darling!"

Voice: "Thief!"

Dagger: "Huh?"

[A little girl with purple hair runs by.]

Girl: "Mog, hurry!"

Mog: "Kupo!"

[They run off.]

Watchman: "Stop, thief!"

Watchman: "Stop, thief!"

Dagger: "Wh-What's going on?"

Zidane: "I dunno. Let's go take a look."

[They find the watchmen near the town's edge.]

Richard Watchman: "They got away..."

Matthew Watchman: "Feuch! An' we cannae go any farther..."

Zidane: "Does anyone live out here?"

Richard Watchman: "O' coorse no! It's forbidden!"

Matthew Watchman: "Och! Yon two thieves are always snitchin' food!"

Zidane: "Oh yeah?"

Richard Watchman: "Weel, Ah'd best go report the theft.

[The watchmen leave; Vivi and Quina walk over.]

Dagger: "Oh, hi, guys..."

[If Vivi/Quina didn't have a wedding, the scene'll be:]

Zidane: "Hey, you guys snuck through during the commotion?"

Vivi: "Y-Yeah..."

Dagger: "I guess we didn't have to go through with that ceremony,
after all."

Zidane: "What!? But it's the stuff memories are made out of!"

Dagger: "And we'll forget it all once we leave. Come, it's time to
press on."

Zidane: "Yes, dearest..."

[If they did get married, the scene'll be:]

Zidane: "So you've had your ceremony, right?"

Vivi: "Y-Yeah..."

Quina: "They have nerve to steal food right in front of me."

Zidane: "Okay, time to press on."

=====
28. Conde Petie Mountain Path (CM01)
=====

[The party walks onto the mountain path and stops soon.]

Zidane: "Hey..."

[The little girl from before is suspended in the air, her shirt caught on a branch.]

Mog: "Kupopo!!!"

Little Girl: "Hurry, Mog! Before we get caught!"

Mog: "Kupo."

Little Girl: "What's wrong, Mog?"

Mog: "K-Kupo!!!"

[Mog flies off.]

Little Girl: "W-Wait!!! Don't leave me here!!! Sigh... Stuck on a branch... Betrayed by my own trusted moogle... Is this how I meet my end? Mog... I'm gonna haunt you if I die here! Oh, am I hallucinating? That person has no horn. He has a tail, though. Huh!? AHHH!!! Help!!! Don't eat me! I won't taste good! It's true! I taste awful!!!"

Zidane: "You heard her, Quina."

Quina: "I see. Too bad. But moogle that ran away a very strange color. I go find and eat it."

Little Girl: "No, don't!"

[Quina jumps over the little girl and knocks her loose.]

Little Girl: "Ahhh!"

Zidane: "Gotcha...!"

[Quina runs off.]

Little Girl: "..... Th-Thanks..."

Dagger: "Are you okay?"

Little Girl: "Yeah..."

Dagger: "You're not hurt?"

Little Girl: "I told you I'm okay! I'm not a child, like that kid in blue!"

Vivi: "But... You don't look any older than me."

Little Girl: "Are you kidding!? And I do have a name, you know!"

[Default: Eiko]

Eiko: "The name's Eiko! Shouldn't you introduce yourself before addressing a lady?"

Vivi: "You introduced yourself first..."

Eiko: "You got a problem!?"

Vivi: "....."

Dagger: "I'm Dagger, and this is Vivi."

Eiko: "Yeah? What about you?"

Zidane: "Me? I'm Zidane."

Eiko: "Zidane. Alright."

Zidane: "So, Miss Eiko, why did you steal from the village?"

Eiko: "I was hungry..."

Zidane: "Ha ha ha... You sound just like Quina. Hey, did s/he really go chasing after that moogle?"

Eiko: "Oh no... S/he's gonna eat Mog!"

Dagger: "I don't think Quina would eat a moogle. Do you live nearby, Eiko?"

Eiko: "Yeah, beyond this path. I'm sure Mog went home..."

Dagger: "Why don't we take her home?"

Zidane: "Yes, yes... Anything for my lovely wife."

Eiko: "You two are married!?"

Zidane: "Yep, we're newlyweds."

Dagger: "No, no. We're just friends."

Zidane: "Well, I guess that's better than nothing..."

Eiko: "I wanna be your friend, too!"

Zidane: "Alright, then, let's go to our new friend's house."

[The party starts walking and Zidane stops when he sees a gigantic tree in the distance, roots stretching everywhere.]

Zidane: "What's that...?"

[FMV. Zoomed-in picture of the tree.]

Zidane: "Is that the Sanctuary?"

[In the next screen, the ground shakes.]

Zidane: "What the...!?"

[The party engages the giant Hilgilgars in battle and gives it a giant beating.]

Eiko: "That big monster just shows up from time to time. I usually just run away."

Zidane: "But you're a pretty good fighter, Eiko."

Eiko: "Tee-hee. Thanks. Hey, that's not the way to my house! That's the way to the Iifa Tree! This way to my place!"

Vivi: "I was only looking at the mountains..."

Zidane: "The Iifa Tree? I thought it was called Sanctuary."

Eiko: "Huh? Oh, that's what the dwarves call it. Everyone else calls it the Iifa Tree."

Dagger: "The Iifa Tree...?"

Eiko: "Let's go!"

[The party goes to the world map and heads to the ruins on the beach of the peninsula.]

=====
29. Madain Sari, Village of the Lost Summoners (MS01)
=====

[They walk into the broken-down town.]

Eiko: "Zidane! This is my home: Madain Sari, the village of summoners!"

Zidane: "The village of the summoners...? You live here...?" (It's a pile of rubble.) "Dagger?"

Dagger: "What happened here...? This place is in ruins."

[Three moogles appear, all saying their "Kupo!"s.]

Eiko: "Mocha! Moco! Chimomo!"

[Two more poke up in some junk.]

Eiko: "Momatose! Morrison! Where's Mog? No... Mog got eaten!? MOG!"

[The little mog peeks out and flies over to Eiko.]

Mog: "Kup! Kupo... Kupo?"

Eiko: "No, I'm not mad. But don't ever leave me behind again, okay?"

Mog: "Kupo! Kupo!"

Eiko: "Good! Zidane! Follow me!"

[The cloud of moogles hails Eiko into town, and the rest follow. At the square (or what's left of it), Eiko talks to her fluffy friends.]

Eiko: "Get to work, you guys!"

Moogles: "Kupo! Yes, ma'am."

Eiko: "Mog, you stay here with me."

Mog: "Kupo!"

Eiko: "Okay, come on!"

Mog: "Kupo!"

[Mog jumps inside Eiko's clothing.]

Zidane: "Did that moogles just go inside your dress?"

Eiko: "Yup! Mog always stays with me."

[Mog jumps out again.]

Mog: "Kupo!"

[...then jumps right back in.]

Eiko: "Zidane, come sit over here!"

Zidane: "H-Hey!"

Eiko: "Tell me more about yourself! Tell me!"

Zidane: "Sure. I wanna know more about you, too, Eiko."

Eiko: "Really!?"

Zidane: "For instance, this eidolon..."

Eiko: "Where are you from? How old are you? What do you do? Where are you going?"

Zidane: "No, what I wanna know is..."

Eiko: "What kind of foods do you like? What kind of eidolons do you like? What type of moogles do you like? What type of girls do you like?"

[The party converses for awhile.]

Eiko: "I never met anyone like you before..."

Zidane: "Dagger? What's wrong? You look dazed."

Dagger: "Oh, it's nothing."

Zidane: "Do you have a fever?"

Dagger: "Ahhh!"

Zidane: "You're fine. Hey, are you jealous?"

Dagger: "Why would I be jealous?"

Eiko: "Are you and Dagger really just friends? Seems like...you guys are...something more."

Zidane: "Well... Yeah, we're more than friends."

Eiko: "So? What are you guys?"

Zidane: "We're a team."

Eiko: "A team...?"

Zidane: "Yeah. Vivi's also part of the team. Hey... Where did he go?"

Eiko: "Is it sort of like me and the moogles?"

Zidane: "Something like that."

[A moogle runs over.]

Mocha: "All clean! Kupo!"

Eiko: "Thanks, Mocha! I'll be right there! I'm gonna start cooking!
You have to come and eat at my place later, okay?"

[She runs off.]

Zidane: "There's still stuff I want to ask her. Let's accept her invitation."

Dagger: "Okay..."

[Eiko runs back over.]

Eiko: "I'll call you when the food's ready. Don't go to far!"

[She runs off again. Zidane finds Vivi near the seaside balcony.]

Zidane: "...Vivi? What's up? Is something wrong?"

Vivi: "Oh, it's nothing. I was just thinking..."

Zidane: "...Well, ry not to think too much. Get some rest."

Vivi: "Okay. Thanks, Zidane."

[Vivi talks to Morrison by the kitchen entrance.]

Morrison: "Thank you for waiting. Lady Eiko says the food will be ready soon. I'll take you to the Eidolon Wall in the meantime. Please follow me."

[He follows Morrison to the Eidolon Wall.]

Moco: "!"

[Moco flies away when Morrison talks to him.]

Morrison: "Moco was very proud of his role as the Eidolon Wall guard. Eiko's decision to show the Eidolon Wall to outsiders upset him. But we moogles love Eiko. He'll understand, in time."

Zidane: "Why does the wall need protection?"

Morrison: "The Eidolon Wall has been protected by Eiko's summoner tribe for generations."

Zidane: "...Summoner tribe? I'm gonna go get Dagger. She can use summon magic."

Morrison: "Is that true?"

[Zidane finds Dagger by the town entrance.]

Zidane: "Hey, Dagger. Come with me. I'll show you something big! Summon-magic stuff."

Dagger: "Summon magic?"

Zidane: "Yeah, it's called the Eidolon Wall!"

[They both go back to the Wall.]

Morrison: "Please come in. The Eidolon Wall is this way."

[The three go inside. The Wall is actually a circular structure with a large incense pile burning in the middle. Paintins are everywhere.]

Morrison: "The Eidolon Wall is a collection of paintings. The summoner tribe painted all their eidolons they found during their research."

Dagger: "These eidolons all exist?"

Morrison: "Kupo. This is a holy place for the summoner tribe. Lady Eiko comes here everyday to pray and burn incense for her ancestors."

Dagger: "What's this one...? There's Atomos. That's Bahamut."

[Dagger stoops down.]

Zidane: "What's wrong, Dagger?"

Dagger: "I..."

Zidane: "You'll get it back."

Dagger: "..... I want to look at the murals some more."

Zidane: "...Okay."

[Zidane goes back to the kitchen.]

Mog: "Kupopo!"

[The feast is set on the table. Zidane says one of these lines, which are rather indictative of your meal's worth.]

Zidane: "Wow, this looks great!"

Zidane: "Ah, so you finished."

Mog: "Kupopopo!"

Eiko: "Welcome, Zidane! Have a seat."

Zidane: "You made a lot!"

Zidane: "This food's gonna be gone so fast!"

[If Eiko had Quina's help, she'll say:]

Eiko: "What's his name? Quina? S/he helped me."

Zidane: "S/he helped you without eating all the food? Amazing."

Eiko: "Vivi, too!"

Vivi: "Hehehe."

Zidane: "Let's eat!"

[If she had no help from Quina, she'll say:]

Eiko: "I cooked it all for you, Zidane!"

Zidane: "Let's eat!"

[Everyone starts eating.]

Eiko: "How is it?"

[Zidane will say one of these lines:]

Zidane: "Wow, this stew tastes amazing! You should start a restaurant. The fish is just right. Hey, Eiko, where are all the other summoners? Are they hiding underground or something?"

Zidane: "The stew tastes...interesting. The fish tastes better than it looks, but it doesn't have much meat on it. Hey, Eiko, where are all the other summoners? Are they hiding underground or something?"

Eiko: "Underground? Yeah. They're all underground, sleeping the eternal sleep."

Zidane: "What...?"

Eiko: "I'm the last survivor of my tribe. I've been living with moogles ever since my grandpa died last year."

Dagger: "I'm sorry..."

Eiko: "Oh, don't worry about me. I'm really happy here."

Moogles: "Kupo!"

Moogles: "Kupo!"

Eiko: "Ten years ago, which is four years before I was born... A natural disaster struck the village. Even the survivors suffered a great deal. But my mom and dad fell in love and had a family. Not that I remember what they look like, because they died when I was very young."

Zidane: "I see..."

Eiko: "I'm like a beautiful young heroine in turmoil, don't you think?"

Zidane: "Huh?"

Eiko: "You know why I'm here in this village? It was to meet you, Zidane, my beautiful shooting star..."

Dagger: "That's a line from Lord Avon's play 'Wishing Upon A Star.'"

Eiko: "How did you know!? Darn it!"

Zidane: (How does Eiko know about that play? This place is far from the Mist Continent.)

[Vivi can interrupt Eiko starting at her shooting star line (and consequently skipping the above dialogue) if she added an oglop into the stew. Like so:]

Vivi: "Whoa!!! Ahhh!!!"

Eiko: "What is it? interrupt me!"

Vivi: "There's something in here with feelers..."

Zidane: "...An oglop?"

Eiko: "Don't you know that oglops are a Conde Petie delicacy?"

Moogles: "Kupo!"

Vivi: "....."

Dagger: "....."

Zidane: "L-Let's eat the fish. That should be okay."

[They finish their meal.]

Dagger: "Thank you."

Vivi: "Thanks, Eiko!"

Zidane: "That was really good!"

Eiko: "See? Don't you wanna eat my food everyday?"

Zidane: "Maybe. Hey, there's some other stuff I wanna ask you."

Eiko: "Maybe!? That's soooo rude of you!!! Zidane, help me clear the table! Bring the pot over to the kitchen!"

[Zidane gets the pot; meanwhile, Eiko is thinking to herself.]

Eiko: "So it wasn't just Dagger... Zidane is really slow, too! Those

two are going nowhere fast. Well, this is good news for me!"

[Zidane comes in.]

Zidane: "Is there something on my face?"

Eiko: "Thanks, Zidane. Could you leave it there?"

Zidane: "Hey, Eiko, do you know anything about the Iifa Tree?"

Eiko: "What about the Iifa Tree?"

Zidane: "We want to go there."

Eiko: "It's sealed with an eidolon. You can't get in."

Zidane: "Sealed? Did you seal it, Eiko?"

Eiko: "Well..." (So he's sharp about certain things.) "It all happened before I was born, but they sealed an eidolon that we failed to summon in the Iifa Tree. It's our custom to seal a failed eidolon where we summon it."

Zidane: "An eidolon you failed to summon...?"

[Zidane tries to leave the dining room, but Momatose barges in.]

Momatose: "You should get some sleep before you go!" {Sleep/Don't Sleep}

[In the middle of the night, Zidane finds Vivi by the balcony.]

Zidane: "Vivi... You better get some sleep before we leave tomorrow."

Vivi: "I tried to stop worrying about things, but I just can't. I know you told me not to think too much, but..."

Zidane: "That's because we're different, Vivi. You don't have to do everything my way, you know?"

Vivi: "I want to stop... I don't wanna feel like this anymore. What if I keep feeling like this?"

Zidane: "Vivi... Well...in the end, it boils down to two simple choices. Either you do or you don't. You'd think with all the problems in this world, there'd be more answers. It's not fair... ..but that's the way things are. The choice is yours."

Vivi: "Zidane..."

Zidane: "I just wanna protect the people I'm with. Doesn't matter if I can or not. It's what I believe in."

[Eiko is sitting on the kitchen steps and can hear them, but not see them on the other side of the building.]

Eiko: "I knew it! I was right! Zidane is the man for me! He's right. Either you do, or you don't. My choice is clear! I wanna go with Zidane!"

Zidane: "You wanna know a trick to get your mid off things?"

Eiko: "Okay."

Zidane: "This is an age-old ritual between male friends!"

Eiko: "Uh-huh."

Zidane: "Come over here, Vivi. Let's go together. Doesn't it feel nice to let yourself go under the stars?"

Eiko: "....."

Noise: <Tinkle.> <Tinkle tinkle.> <Tinkle tinkle tinkle tinkle.>
<Tinkle tinkle.>

[Eiko runs inside. The next morning, the party gathers at the city entrance, ready for departure.]

Dagger: "Zidane, I want to come back here. When I first saw the Eidolon Wall, I was scared... But when I went inside and saw the murals, they calmed me. I want to see more."

Zidane: "Sure. We'll come back after we check out the Iifa Tree."

Dagger: "Thank you..."

Zidane: "We gotta come back and get Quina, anyway. We can't just leave him here."

Dagger: "Are you coming back here for Eiko?"

[A glob of purple hair listens to the conversation at this point.]

Zidane: "Eiko is only six years old. She acts tough, but I think she's lonely."

Vivi: "I haven't seen her today."

Zidane: "You're right."

[Two moogles appear.]

Moogles: "Kupo!"

Moogles: "Kupo!"

[Two more poke up right by Eiko, giving her position away.]

Moogles: "Kupo!"

Moogles: "Kupo!"

Zidane: "Eiko!"

Eiko: "Tee hee. You can't break the seal of the Iifa Tree without calling an eidolon."

Zidane: "You're coming with us?"

Eiko: "Don't you want me to?"

Zidane: "Of course I want you to come along!"

Eiko: "That's what I thought. Okay, I'll join your team for a while!
Vivi, Dagger, let's have fun! The Iifa Tree is beyond the Conde
Petie Mountain Path! Let's go!"

[Eiko runs out of town, jumping over Vivi and knocking him over.]

Dagger: "Why are you so nice to everyone, Zidane?"

Zidane: "Huh? What do you mean by that?"

Dagger: "Forget I asked..."

[She leaves.]

Vivi: "I think she was mad..."

Zidane: "You think so, too?"

[Morrison flitters down.]

Morrison: "Please look after Lady Eiko. Come see us if there is any
trouble."

Zidane: "Sure thing! Vivi, have you figured out a solution to your
problem?"

Vivi: "Not really. But I'm moving on."

Zidane: "Good!"

=====
30. Iifa, the Ancient Tree of Life (IT01)
=====

[The party walks to a promontory near the tree roots.]

Dagger: "There's Mist here...!"

Zidane: "So this place really must be the source of the Mist."

[Vivi trips.]

Eiko: "You okay?"

Vivi: "...I-I'm fine."

[Zidane is repelled by a barrier as he advances.]

Zidane: "Whoa! What was that?"

Eiko: "That was the seal. It shouldn't hurt you, but are you alright?"

Zidane: "Yeah, it didn't hurt. Hmm..."

R1 --> Poke again

R2 --> Body slam

R3 --> Ask Eiko

R1: [Zidane pokes it.]

R2: [Zidane kicks recklessly.] "Graaagh!"

[He's repelled still (of course).]

Zidane: "Only you can break the seal? No wonder the dwarves of Conde Petie call this place a Sanctuary."

[R3 segways after this.]

R3: "Did you say they used the power of an eidolon to seal this place? Amazing. How do you break it?"

Eiko: "I'm going to ask the eidolon to come back. The summoner's horn allows us to communicate with eidolons and wild animals. I'll break the seal now. Watch! Boom boom boom! Boom boom boom! By the light of our spirits! I call upon thee! Answer my call! Wherever your soul may be!"

[The seal crackles in a few places and disappears. A Ruby remains.]

Eiko: "Finished! We can go inside now."

Zidane: "Thanks!"

Vivi: "Was that the spell to break the seal?"

Eiko: "Nope. All I do is focus my thoughts into my horn."

Vivi: "Then why were you...?"

Eiko: "That was just for show! The spell is actually much longer, but the eidolon asked me to hurry it up."

Dagger: (I didn't hear anything...)

Zidane: "Alright. Let's go!"

[The party runs over the roots 'til they find a weird platform with a circular indentation in the middle.]

Zidane: "What's this...? Looks old. I wonder who built it?"

Eiko: "This way! Hey, are you alright?"

Vivi: "A-Aren't you guys scared of heights...?"

Eiko: "Gosh, you look so helpless. Why don't you stay here and let us handle the rest?"

Vivi: "No, I'm going with you guys! I have to."

Eiko: "Then don't leave my side, okay?"

Vivi: "O-Okay. Thanks."

Zidane: "Eiko, do you know anything about this place?"

Eiko: "Nope. This is my first time inside the Iifa Tree."

Zidane: "This place looks ancient..."

[Zidane taps on the indentation part, making it glow.]

Eiko: "!"

Vivi: "!"

Dagger: "!"

Zidane: "!"

Zidane: "What the..."

R1 --> Touch it again

R2 --> Try standing on it

R3 --> Ask Eiko

R1: [He touches it again and it glows for a moment.]

R2: "Alright, then!"

Dagger: "Zidane..."

Zidane: "I'll be fine. Don't worry!"

R3: "What do you think, Eiko?"

Eiko: "Maybe...try standing on it?"

[Option R2 plays, then.]

[Zidane gets on the indentation and it starts to move down; he makes sure to jump back up before he leaves everyone behind.]

Zidane: "....."

Dagger: "....."

Zidane: "Here it comes again. It works. I'm gonna see where it takes me. I'll call you guys over if everything is alright."

Eiko: "I'm coming with you!"

Dagger: "Me, too."

Vivi: "M-Me, too."

Zidane: "Okay, we'll all go."

[Everyone hops on the elevator and heads down, eventually coming to a large pillar with briars wrapped around it. An unearthly green glow comes from all over.]

Zidane: "Everything up there looks withered. This place looks totally different. It's so bright I can't see the bottom... I guess we should try to get to the bottom of this!"

Eiko: "Hey, Zidane. I found something here."

[She looks at a large leaf-shaped object connected to the pillar.]

Zidane: "Hmm... Maybe it'll move like the last one..."

Eiko: "It didn't move when I got on..."

Zidane: "You got on it!? Well..."

Eiko: "Why don't we all try getting on?"

[They all get on the 'leaf' and it glows.]

Zidane: "When I got on, I felt it respond. I guess we're in luck!"

[The leaf starts to head down the pillar, encircling it. There's no backdraft or breeze knocking anyone around, though.]

Zidane: "Whoa... It sure freaked me out at first, but there's no wind or anything... I guess that glowing powder is stopping the wind somehow. You okay, Dagger?"

Dagger: "Yes... I wonder where we're going?"

Zidane: "Yeah...me, too."

Eiko: "Maybe Mog can tell us something!"

[Eiko lets Mog out.]

Eiko: "What do you feel, here inside the Iifa Tree?"

Mog: "Kupo... ...Kupo? KUPO! POPO!"

Eiko: "Really?"

Mog: "Kupo!"

Eiko: "Alright... Thanks!"

Mog: "Kupopo!"

[Mog goes back inside the dress.]

Zidane: "Well? What's the word?"

Eiko: "Um, Mog senses a lot of life beneath us. Moogles are faeries, so they sense life everywhere, but Mog says there's a whole lot here!"

Dagger: "I wonder if agents of Kuja are down there..."

Zidane: "But what's the connection between Kuja and the Mist?"

Eiko: "!? Incoming!"

[The party defeats some zombies that had attacked.]

Eiko: "There are so many strange monsters here in the Iifa Tree!"

Dagger: "Could the Mist be causing it?"

Zidane: "Beats me... The Evil Forest and Gargan Roo had unique monsters, too."

Eiko: "But if the Mist comes from this tree, how come it only appears on Zidane's continent?"

Zidane: "I guess there has to be something that channels the Mist."

Dagger: "Yes, but the question is, why?"

Vivi: "....."

Dagger: "Zidane..."

Zidane: "Hmm? What's the matter? ...Vivi? What's wrong, Vivi? You've been lost in thought for a while."

Vivi: "Oh, Zidane... I've been thinking about the Mist. Do you remember the...factory we saw in Dali?"

Dagger: "Yes, the factory where black mages were being made?"

Eiko: "Huh? Black mages?"

Dagger: "They look a lot like Vivi."

Zidane: "Dagger!"

Dagger: "Oh! I'm sorry! I didn't mean to..."

Vivi: "It's okay. I'm not upset anymore...about being made and everything."

Zidane: "Vivi..."

Vivi: "Anyway, that factory had a lot of Mist inside, right?"

Zidane: "Oh, yeah... There was a huge machine filled with Mist."

Dagger: "That's right. And there were those strange eggs we saw."

Vivi: "There's gotta be a connection between the Mist, Kuja, and... the black mages."

Dagger: "....."

Eiko: "I'm so confused. !? Another one's headed this way!"

[The party fends off a Dracozombie.]

Zidane: "Hey, I can finally see the bottom."

Eiko: "It's so deep!"

Zidane: "I don't know what's down there...but we'll soon find out!"

[The leaf platform lands at the bottom.]

Eiko: "Come with me! Are you gonna make a helpless little girl like me go all by herself!?"

Zidane: "Wait! There might be some monsters lurking there!"

[Vivi and Eiko go down anyway.]

Dagger: "Say, Zidane... Mog said he sensed life down here. Do you sense anything?"

Zidane: "Yeah, but you sense it, too, don't you? We don't even need Mog to tell us there's life down here."

Dagger: "You're right. I can tell there's something down here."

[Zidane goes down and looks over one of the platform's bows.]

Zidane: "Is it moving...? Just my imagination. So much for Kuja. None of his lackeys are here, either. Or maybe we have to go down there? I definitely sense something down there."

Eiko: "Zidane!"

Zidane: "What's up?"

Eiko: "M-Mog's saying... Something coming from above!"

Zidane: "From above!? Dagger, come here! Now!"

[Dagger heads down but the platform rumbles and she falls over.]

Dagger: "Aaaa!"

Zidane: "Dagger!!!"

[He runs up to her.]

Zidane: "Are you alright!?"

Dagger: "I'm sorry! I was just startled. Is something wrong?"

Eiko: "Over there!"

Zidane: "It's them! We'd better go, too! Can you stand?"

Dagger: "Yes, let's go."

[They run back down to Vivi and Eiko.]

Eiko: "Look! The wall is moving!"

Vivi: "You're right... It's like it's alive!"

Zidane: "Eiko! Vivi!"

Eiko: "Zidane! The wall's shaking faster!"

Zidane: "It's here!"

[A large mass of something drops past.]

Dagger: "What was that!?"

[The mass pulls itself up and looks at the party. It speaks directly into their minds, too.]

?????: So, it wasn't Kuja.

Vivi: "Huh? What's going on? I can hear a voice inside my head!"

Zidane: "You just said Kuja! Where is he!?"

?????: I do not know.

Dagger: "What are you doing here!?"

Zidane: "Are you the one who makes the Mist!?"

?????: It is not produced... Mist is a by-product of the refining process. It is discharged through the roots.

Vivi: "Discharged?"

Dagger: "So it's sent to other continents through the roots, right?"

Zidane: "But why!? Why would you do that!?"

?????: I contaminate the other continents with Mist to stimulate the fighting instinct. This, in turn, leads to war among the leaders of nations, and then to the fall of civilization. Kuja merely puts the by-product to a different use.

Vivi: "A different use!? What is Kuja trying to do!?"

?????: I cannot lie. Kuja used the waste product to make weapons. Weapons...like yourself.

Vivi: "!?"

Eiko: "He's really ticking me off! Can I kill him?"

Zidane: "Wait, Eiko! What kind of weapons did Kuja make?"

?????: Kuja called them black mages, dark spawn of the Mist.

Zidane: "!?"

Dagger: "So the factory in Dali was really..."

?????: Defeat me, and no more Mist will flow. And then no more weapons like this puppet will be made. Answer me, puppet. Do you deny your very birth?

Zidane: "Why, you--"

Vivi: "..... No more!"

Dagger: "Vivi?"

Vivi: "I won't let you make any more instruments of murder!"

Eiko: "Way to go, Vivi! I know it must be hard for you. We can knock off this rat now, right?"

Zidane: "Alright! Let's bust him up! Who knows, it might even lure Kuja here!"

?????: I have seen the end of my thousand-year life, and it is not now.
You cannot stop me. It is futile to even try.

[They give it a shot anyway and knock Soulcage's undead block off.
The bowels of the Iifa Tree shake afterwards.]

Zidane: "Uh oh! Let's get outta here!"

[FMV. Outside, the Mist from the roots blows away in the wind and stops being produced. On the Mist Continent, the sky over Evil Forest is de-Misted and sunshine finally shines through...everywhere, the mist evaporates, actually. The party regroups at the Iifa Tree gate.]

Eiko: "Wow, the air's so clean! The Iifa Tree looks so pretty now.
Will this clear up your Mist Continent?"

Zidane: "I think so. Now, let's see if Kuja shows up. ...Vivi?"

Vivi: "Zidane... Did I do the right thing? It said that black mages are made from the Mist, right? When I thought about how other black mages were being made for war... I didn't want that to happen, no matter what. Now, there'll be no more new black mages. I think they'll all hate me."

Eiko: "No way! Listen to me. You should never lie to yourself. After all, your brothers wouldn't want you to do that."

Vivi: "Do you really think so? Do you think...they'll understand?"

Eiko: "Of course! They're your brothers. It'll be alright. Huh? What is it, Mog?"

[Just then, Moco runs to the party.]

Eiko: "Moco!?"

Moco: "Eiko!"

Eiko: "What's the matter? Why did you come all this way? No way!
Okay, I'll be right back!"

Moco: "Alright, I'll go on ahead and tell the others."

[Moco leaves.]

Eiko: "You guys are going to wait here for Kuja, right? I gotta go back to the village!"

Zidane: "Wait, Eiko! What's up?"

Eiko: "Someone stole something precious from the village!"

Dagger: "Zidane!"

Zidane: "We'll go with you, Eiko!"

Eiko: "Thanks, but what about Kuja!?"

Zidane: "Madain Sari isn't that far. He can wait."

=====
31. Madain Sari (MS02)
=====

[The party walks into Madain Sari.]

Eiko: "I'm home! I'M HOME!!!"

[The moogles all run to her.]

Eiko: "Moco told me the news. Are you alright?"

Morrison: "Come now! Talk later, kupo!"

Moogles: "Kupo!"

Morrison: "Kupo!!!"

[Eiko runs off after the moogles.]

Zidane: "H-Hey, Eiko! We'd better follow her!"

[They find her in a room below the kitchen.]

Zidane: "What's going on, Eiko?"

Eiko: "It's... It's... The precious stone that has been passed down
in this village for generations is gone! My grandparents said...
They said that we should take care of it because it's a symbol
of the summoners' heritage."

Zidane: "Well...how about crying for a change? It'll help."

Eiko: "I'm not gonna cry! I'm a grown-up now, and crying won't help
one bit!"

Zidane: "Alright. How about we start looking for clues?"

Dagger: "I'll help, too."

Eiko: <Hiccup.> "Is it..." <Hiccup.> "Is it my fault?" <Hiccup.> "Is
it 'cause I broke my promise and opened the Iifa Tree's seal?"
<Hiccup.> "Everyone...everyone was watching over the stone."

Zidane: "Eiko? It just happened that way! It wasn't your fault."

Eiko: <Hiccup.>

Zidane: "Besides, we're the ones who made you open the seal! You
understand, right? The real villain is the one who stole it.
So, let's look for some clues and get that stone back, okay?"

Eiko: <Hiccup.> "Okay! I wasn't going to cry, you know! After all,
I'm a grown-up!"

Zidane: "We know, Eiko. But if you feel like crying, just cry."

Eiko: "I'm gonna go pray to my grandparents! I'll be right back."

[Eiko leaves.]

Zidane: "If you need to, you can cry, too, Dagger. My shoulder's always available."

Dagger: "Yeah, thanks. What about you, Zidane? What do you do when you need to cry?"

Zidane: "Oh, I get really clingy when I'm sad!"

Dagger: "Cut it out!"

Zidane: "Hey, I was serious."

[Someone screams.]

Dagger: "!!!"

Zidane: "!!!"

Dagger: "I heard a scream. It sounded like Eiko!"

Zidane: "Dammit! The thief was still here!"

[Vivi runs in.]

Vivi: "Zidane, I saw her! It's that girl from Fossil Roo! She took Eiko... They went to the Eidolon Wall!"

Zidane: "Let's go!"

[They run to the Eidolon Wall.]

Morrison: "Look what happened to Eiko... The ancestors will be displeased. Tell us if there's anything we can do for you, kupo!"

Zidane: "Hmm..."

R1 --> Peek inside

R2 --> Heal us

R3 --> Hold on a sec

R1: [Inside, Lani holds a flailing Eiko by the back of her dress.]

Eiko: "This is no way to treat a lady!"

Lani: "What's this ornament thing on your back? It makes you so easy to pick up."

Eiko: "My grandpa gave it to me! Get your grubby hands off of it!"

Lani: "Oh, shut up. Just be still until he gets here."

R2 (Narrative): HP and MP Restored! Status effects removed!

R3 (Morrison): "Tell us if there's anything we can do for you, kupo!" [Zidane can walk around again.]

[After peeking inside:]

Moco: "I found a treasure, Kupo!"

Chimomo: "Use it for Eiko, kupo!"

[Zidane gets an Exploda and Elixir.]

Morrison: "Tell us if there's anything we can do for you, kupo!"

Zidane: "Hmm..."

R1 --> Where's Mog?

R2 --> Heal us

R3 --> Hold on a sec

R1: "Was Mog captured, too?"

Morrison: "Nope, Mog is right here behind me."

Mog: "Kupo..."

Zidane: "Mog, I need your help to save Eiko."

Mog: "Ku-Kupo..."

Zidane: "I got an idea. It's alright. You won't be in any danger."

Mog: "Ku...po..."

Morrison: "It's no use. Mog has always been a coward."

Zidane: "Yeah... Well, we gotta do something."

Zidane: "Hmm..."

R1 --> Go save her

R2 --> Heal us

R3 --> Hold on a sec

[By picking R1 (the other options are the same as listed above):]

Zidane: "Alright, let's go!"

[The party goes into the Eidolon Wall. Eiko is no longer moving.]

Lani: "Well, so there's my good sir knight."

Zidane: "What have you done to Eiko!?"

Lani: "She was too rambunctious, so I put her to sleep with a sleeping weed."

Zidane: "Sleeping weed, eh? Then she's probably sleeping well."

Dagger: "If it's my pendant you're after, then leave the others out of it!"

Lani: "No can do. This is way too convenient to pass up! Hand over your pendant, and I'll hand over the girl, capice? What happened to the pendant that you always have on!?"

Zidane: "I have it."

Lani: "Oh, you really are a good knight. Now, cough it up already!"

Zidane: "First, tell me something. Was it you who stole the village stone?"

Lani: "Queen Brahne is after the royal pendant. I found another jewel just like it in this village! I'm glad I came all this way looking for it! Now, hand it over!"

Zidane: (If only Eiko was conscious...)

Lani: "Hold on! You're plotting something, aren't you? Stay right there!"

Zidane: "Grr!"

Lani: "You, black mage!"

Vivi: "Huh? M-Me?"

Lani: "Bring me the pendant! Remember, do as I say if you value this brat's life!"

Vivi: "Zidane..."

Zidane: "Do it, Vivi."

Vivi: "O-Okay..."

[Vivi takes the jewel to Lani.]

Lani: "Hahaha..."

Voice: "Hold it!"

[The red-haired man appears and jumps down at Lani, who drops Eiko into Zidane's arms.]

Lani: "Aaa!!!"

Zidane: "I dunno who you are, but thanks!"

Red-haired Man: "....."

Eiko: <Yawn.>

Zidane: "Yo, can you stand?"

Eiko: "Huh? What's going on? !!! Where's that old hag?"

Lani: "Oh, that's it! Who are you calling a hag!?"

Eiko: "You!"

Zidane: "So, the tables turn! Now, hand over the jewel you stole!"

Lani: "What are you tryin' to do, Red!? I thought you're supposed to be the number one bandit!"

Dagger: "I've seen him before... He's the one with wanted posters all over Treno!"

Red-haired Man: "I'm not here to help. I just want it to be fair."

Lani: "What are you talking about?"

Red-haired Man: "Leave the jewel and get out of here."

Lani: "What!? We're partners on this job!"

Red-haired Man: "I don't work with hostage-taking scumbags. Now, get lost.
Or...would you rather fight me?"

Lani: "Mark my words! I'll collect the bounty on YOU someday!"

[Lani jumps onto a pillar and runs away.]

Red-haired Man: "Now, fight me!"

Zidane: "Just a second here. What's going on?"

Red-haired Man: "I told you. I'm not here to help. I just want to
level the playing field."

Zidane: "Fair enough. Let's do it."

Dagger: "Zidane!"

Zidane: "It's okay. I was just looking for more ways to impress you!"

[Zidane defeats 'Scarlet Hair'.]

Red-haired Man: "I...lost? Go on. Finish me!"

Zidane: "Can you stand?"

Red-haired Man: "....."

Zidane: "Give back what you stole."

Red-haired Man: "....."

[He does the honorable thing and returns the stolen jewel.]

Zidane: "Eiko, I got it back!"

Red-haired Man: "Now, finish me!"

Zidane: "You wanna die that bad? I just spared your life."

Red-haired Man: "So you want to banish me, then?"

Zidane: "You can go if ya want. I won't follow you."

Red-haired Man: "Aha! Trying to trick me, eh?"

Zidane: "Trick you?"

Red-haired Man: "I tried to kill you. Why are you letting me go?"

Zidane: "The fight's over, and we're both still alive. Good enough,
right? We got back what was stolen from us, after all."

Red-haired Man: "Listen to you. I lost to some spineless thief."

Zidane: "The sly eagle doesn't kill at whim."

Red-haired Man: "....."

[The man jumps on a pillar and then disappears over the wall.]

Zidane: "Keep that in a safe place."

Eiko: "I will! Thanks, Zidane!"

[She starts to leave and turns to Vivi.]

Eiko: "Well!? You're not going to leave me alone after what just happened, are you!?"

Vivi: "Huh?"

Eiko: "I'm going!"

[Vivi follows her.]

Dagger: "....."

Zidane: "Shall we?"

[They find Eiko and Vivi in the room 'neath the kitchen, again.]

Vivi: "She's been quiet the whole time."

Eiko: "Zidane, let me ask you something. My grandfather told me not to leave the village until my sixteenth birthday... But I want to go with you guys! I really do! Do you think it's okay if I leave the village?"

R1 --> Yes

R2 --> No

R1 (Zidane): " 'Eiko, come with us.
Forget what your grandpa said.'"

Eiko: "....."

R2 (Zidane): "You want me to stop you? Fine. 'Stay here 'til you're sixteen. Keep the promise you made to your grandpa.'"

Eiko: "....."

Zidane: "It doesn't matter what I say. You've already made up your mind."

Eiko: "....."

Zidane: "Don't you have something to say to her, Vivi?"

Vivi: "Huh?"

Eiko: "....."

Vivi: "Remember what you taught me at the Iifa Tree? You said I

shouldn't ever lie to myself. I'll try to be more honest with my own feelings... You should, too, Eiko..."

Eiko: "Hmmm... I forgot my own advice, Vivi! Thanks! I'll wear the jewel as an earring. It'll be okay then, right, Zidane?"

[Receive: Memory Earring]

Dagger: "Eiko? I think Mog wants to talk to you."

[Mog comes in.]

Mog: "Ku-Kupo."

Eiko: "....."

Mog: "Kuuupoh!"

Eiko: "What? You think I'm mad at you? I'm furious! You went off without me again! You promised me you wouldn't! What would you do if you went off and got into trouble!?"

Mog: "Kupo..."

Eiko: "Oh, well. Thank goodness we're both alright."

Vivi: "You're always nice to Mog, aren't you, Eiko?"

Eiko: "Well, yeah. We're best friends, after all! We were born on the same day, and we have always been together! This is our friendship ribbon! Mog gave it to me! Mog, do you have the ribbon I gave you?"

Mog: "Kupo!"

Eiko: "This is the one I gave to Mog! It's too big for her now, but once we're both sophisticated ladies, we'll wear them together!"

Mog: "Kupo!"

Eiko: "Maybe then, Zidane, you'll dance with me? Zidane?"

Zidane: "I didn't know Mog was a girl..."

[Zidane walks out of the room.]

Zidane: "I wonder where Dagger went...?"

[Zidane finds a "?" up on the balcony.]

Zidane: "I can hear a song... Dagger...? From down there? Dagger, you there?"

[Zidane goes down to the dock somehow. Dagger's sitting in a boat.]

Dagger: "Zidane..."

Zidane: "It's okay. Keep singing. 'Cause it's our song, right? I'm surprised you found this place. You got the talent to be a bandit! How 'bout you and me team up? We'll call ourselves 'The Betrothed.'"

Dagger: "My talent's up to snuff, but that name isn't."

Zidane: "Hehehe. You're really something these days."

Dagger: "If I am, I must've gotten it from you."

Zidane: "Naw... It's all because you made the effort to learn."

Dagger: "No, it's because you stuck with me. Without you, I couldn't have made it to Lindblum, much less seen a whole new continent. Everything I tried to do on my own was a total failure. I couldn't stop my mother... At times I almost lost hope... You helped me so much... Not just you, either."

Zidane: "Yeah... Vivi and Eiko helped out at the Iifa Tree. Quina was real helpful when we left the continent. Freya, Steiner...and even Beatrix, who I thought was our enemy."

Dagger: "I haven't forgotten... I want to believe everyone is alright, but sometimes I just can't. I hope I can live up to the hopes of everyone who has helped me."

Zidane: "You don't have to feel so responsible, Dagger."

Dagger: "But I do!"

Zidane: "Nobody wants you to feel that way. They didn't do it all for you, either. Each was following his own path."

Dagger: "His own...path? Well, what about you?"

Zidane: "Huh?"

Dagger: "Why did you come with me?"

Zidane: "Hey, that's Ipsen's line."

Dagger: "Ipsen? Who's that?"

Zidane: "Ipsen is a character from a play, but he's a real-life adventurer. I think the play is based on his adventures. It kind of goes like this... Ipsen and his good friend Colin worked at a tavern in Treno. One day Ipsen got a letter. The letter was so wet from rain that most of the writing was illegible. The only part he could read said 'Come back home.' Nowadays, we have airships and stuff, but back then, it was really hard to travel. He didn't know why he had to go back, but he got some time off, gathered his things, and set out on his journey home. He walked a thousand leagues through the Mist. Sometimes he was attacked by vicious monsters, but he made it, because his friend Colin was by his side. And then, after much time on the road... He had to ask Colin something. 'Why did you come with me?'"

Dagger: "And? What was Colin's answer?"

Zidane: "'Only because I wanted to go with you.'"

[The boat carries the two out to sea, slowly.]

Dagger: "Zidane... I... .."

Zidane: "Dagger?"

Dagger: "Can't you... Can't you hear the song?"

Zidane: "Huh!? Yeah... It's that song!"

Dagger: "How come... Who's singing it!? !!! The sun makes the Eidolon Wall look like it's on fire! I've seen this somewhere before..."

Zidane: "What? Where?"

[FMV. Garnet watches the Eidolon Wall and has a flashback of the past when a large eye in the sky loomed over the flaming village. In a tiny boat at sea, a toddler Garnet (!?) and her mother (?) were thrashed around by the sea, away from Madain Sari. Zidane catches Dagger as she collapses.]

Zidane: "Dagger! Dagger!? Wake up!"

[Later on, Dagger, Eiko, Mog, and Zidane sit around the kitchen table.]

Zidane: "Where's Vivi?"

Eiko: "He's sleeping. I don't wanna wake him up."

Zidane: "Well?"

Dagger: "I have no memory of my early childhood. I never really thought about it. Besides, nobody ever told me. I was raised in Alexandria...but only from the age of six or so."

Zidane: "Six!? So where you were you till then?"

Dagger: "Until then... Until I turned six... I must have been here, in Madain Sari. I still can't remember everything. Some things are like they're shrouded in fog. But I do remember one thing... About ten years ago, an unbelievably huge hurricane hit this village. That's as far as I remember. That day, I...I was with my true mother on a little boat, far from the village. There's a cove behind Eiko's house, right? The boat I was on was just like the one there. It all came back to me when I heard that song on the boat."

Zidane: "That song is from Madain Sari. That's why nobody else knows it."

[The party walks to the Eidolon Wall.]

Eiko: "How did you get to Alexandria? How come you got to be a princess? How come you don't have a summoner's horn?"

Dagger: "I don't know. But maybe Doctor Tot can tell me. About the lady who protected me from the storm as the boat lurched about in the waves... My biological mother, who died on that boat."

Zidane: (The woman she thought was her mother was someone else, and her true mother was already dead... Dagger has lost two mothers...)

Dagger: "I used to pray every day here, at the Eidolon Wall."

Eiko: "You, too?"

Dagger: "You pray here, too, Eiko? I'm so happy I remembered."

Eiko: "Dagger! Welcome home!"

Dagger: "So glad to be back."

Eiko: "Ahaha."

Dagger: "What?"

Eiko: "I just realized that I'm not alone anymore! Yep, I made up my mind! Zidane, Dagger, I'm going with you! I'll be breaking my promise to my grandpa, but I wanna go! Besides, grandpa always told me to be honest with myself!"

Dagger: "I don't know what the future holds... But I want to finish what I came here for."

Zidane: "So do I! Let's all go together!"

Eiko: "Come on, Dagger, let's go pray together!"

Dagger: "Alright!"

[The next day, at the town gates:]

Dagger: (I still don't know what I should do... By the time we defeat Kuja and return to Alexandria...)

Eiko: "Grandpa, I'll be back soon!"

Vivi: "Oh, you're coming with us!?"

Eiko: "Hey! Why the long face!?"

Vivi: "Oh, nothing... My face is always like this."

Eiko: "Mog's coming, too! Mog!!!"

[Mog flies over. The other five moogles pop out, giving their "Kupo!"s as they see fit.]

Morrison: "Lady Eiko! Now, don't forget that you'll always have a home in Madain Sari. Don't let our memory become a burden. You must always be light-hearted and free. Thoughts of the Eidolon Wall will always lift your heart."

[Eiko nods and Mog jumps into her dress. Just then, the red-haired man who fought Zidane walks over.]

Zidane: "What now? You want some more, eh?"

Red-headed Man: "The victor lives, the defeated die. You know the rules. Your actions yesterday were incomprehensible to me. Tell me! Why didn't you kill me!?"

Zidane: "Well, that's a tough question... Are you really that unhappy that

I let you live?"

Red-headed Man: "I'd rather die as a warrior than live as a beggar."

Zidane: "Then come with me."

Dagger: "Zidane!?"

Vivi: "What!?"

Red-headed Man: "What are you after?"

Zidane: "Follow me and maybe you'll understand. Besides, you're pretty good in a fight. We could use someone like you. We're hunting a man down."

Red-headed Man: (Hmph. His only constant is his unpredictability...)

Zidane: "Huh? You say something'?"

Red-headed Man: "Very well. I'll find out what makes you so strong."

Zidane: "What's your name?"

Red-headed Man: "Call me what you will."

Zidane: "Hmm... Lani called you 'Red,' right?"

[His default name is 'Amarant'.]

Red-headed Man: "Some call me the Flaming Amarant."

Zidane: "Fine. We'll call you Amarant. The more the merrier. Let's decide our marching order."

[Zidane picks the party.]

Zidane: "Alright. We'll do fine. Just follow me! Next stop, the Iifa Tree!"

=====
32. Iifa Tree (IT02)
=====

[The party walks to where they broke the seal.]

Zidane: "There's still a little Mist, but at least there's no more coming out. That must mean Kuja isn't here yet."

Amarant: "And what happened to the Mist?"

Eiko: "We beat the beast that breathes it. So much for the Mist Continent!"

Amarant: "No more Mist...?" (They must possess incredible powers to accomplish such a feat.)"

Dagger: "Zidane, there's a silver dragon!"

Zidane: "It's him! He flew from the ruins of Burmecia riding a silver dragon! It's Kuja alright! And he's riding that

dragon!"

[Up in the air, Kuja stands atop his dragon.]

Kuja: "Oh, how I've longed for this day. ...the day I might finally cast away this mask to reveal my true self. Now it no longer matters if the Iifa Tree is liberated! It means nothing to me! Mwahaha... The tree is so beautiful! Its beauty becomes the great mother tree that lives among the stars! Silver Dragon, let us watch the drama unfold from the trunk of Iifa. No one shall interrupt us there."

[Back down below...]

Zidane: "Who do I wanna take with me to fight Kuja...?"

R1 --> Change party members

R2 --> Go to menu

R3 --> Keep current members

R1: [Zidane can change party members.]

R2: [The menu opens.]

R3: [The process is completed; Zidane can run in, now.]

[The party starts running along the roots.]

Zidane: "We'll pass the trunk if we go any farther. Kuja went down that trunk."

Eiko: "Say, Zidane... How are we gonna get up there?"

Zidane: "Can't we climb there?"

Eiko: "Not me!"

Vivi: "M-Me neither."

Dagger: "I don't think I can, either."

Zidane: "We came all this way... Now what?"

Amarant: "What's the problem? You should just go by yourself!"

Zidane: "We gotta go face Kuja together."

Amarant: "How did this wimp end up beating me?"

[He starts walking by the others.]

Vivi: "Whoa!"

Dagger: "Hey!"

Eiko: "You almost knocked me down!"

Zidane: "Hey, Amarant! Watch where you're walking!"

Amarant: "'He who hesitates is lost.' You'd best remember that."

Zidane: "Well, I prefer 'My way or the highway.'"

Amarant: "Whatever. Like you actually have a plan."

Eiko: "Oh yeah, smarty-pants!? Don't forget you're the one who lost to Zidane."

Amarant: "Shut up, brat."

Zidane: "A plan, huh? That's right, Amarant! You owe me one, remember? It's payback time!"

Amarant: "Shoot."

Zidane: "There's some gargant grass around here, so a gargant can't be far. I want you to catch one for me. Then we can all get on and ride it to the top."

Amarant: "Why should I do that when I can just take the kids up myself?"

Zidane: "Huh...?"

Amarant: "How'd I ever let this dimwit beat me?"

Eiko: "H-Hey!"

Vivi: "Whoa!"

[Amarant puts the two kids under his arms and jumps off the root, heading for the trunk.]

Zidane: "He sure has spirit. Alright, Dagger... I'll just carry you piggyback."

Dagger: "Huh? Hey! Zidane! Wait just a--"

[Up on the trunk, Kuja and his dragon stand.]

Kuja: "The weak lose their freedom to the strong. Such is the way of the strong. And it is the providence of nature that only the strong survive. That is why I needed strength. I learned of power that would daunt even him...over ten years ago. Such a long time... Now my forces are ready to strike! Ahh... The suspense is terrible! So they've come this far, have they? Perfect. I'll warm up to them until the elephant-lady shows up."

[The party regroups up on the trunk.]

Zidane: "Thanks, Amarant!"

Amarant: "Now we're even. Show me what you guys can do."

Dagger: "There's Kuja!"

Zidane: "Yeah. Get ready, guys!"

R1 --> Organize party

R2 --> Menu

R3 --> Finished

R1: [Party select screen opens.]

R2: [Menu opens.]

R3: [See below.]

[After R3:]

Vivi: "Kuja... Maker of black mages..."

Eiko: "Any enemy of Zidane is an enemy of mine!"

Zidane: "Okay, let's go!"

[The party sprints to a root near Kuja.]

Dagger: "You are Kuja, correct? My name is... ..Princess Garnet Til Alexandros. I wish to ask you something. Was it really you who persuaded my mother to start the war--"

Kuja: "The war that threw the entire Mist Continent into chaos?"

Vivi: "And you made everyone...the black mages...into instruments of war!?"

Kuja: "Oh, dear... The princess has such a bloodthirsty little puppet. I don't have the power to do such a thing. I just gave them a little recipe. Begin with broth of Mist, and fermented souls, and boil... Then, pour genuine black magic into a mixing bowl and heat to--"

Zidane: "Stop it!"

Kuja: "I'm not done telling how to make soulless toys out of the dregs of souls!"

Zidane: "Dregs of souls? You mean Mist!?"

Kuja: "First, you don't want to listen, now you start asking questions? Oh, brother... But you're not ready yet!"

Dagger: "Why, you-- don't you feel anything!? Taking the lives of so many..."

Kuja: "Spare me the lecture. Lives come and go all the time. What's the big deal? Speaking of warmongers, why... what about that mother of yours, Princess? She said she won't feel alive until she has everything! It breaks my heart to see such greed! The war was my fault? No, no! Your mother wanted it! All I did was give her a little push!"

Dagger: "Liar! My mother was sweet and kind. You changed her!"

Kuja: "Mwahaha... So the curtain rises! Perfect, my canary. Let me show you the truth about your mother! First Act: The End of Ugly Desire. It's showtime!"

[FMV. Brahne's fleet gathers near the Iifa Tree.]

Brahne: "Bwahahaha! Kuja! So you finally decided to show your girly face here! You're all that stands between me and total domination! Gehehe! But I haven't forgotten all you've done for me! In return, I will show you the ultimate power! Attention, all hands! Order the black mages to focus all their magical energies into a single spell! Lay suppressing fire upon Kuja until the casting is finished! Fire! Fire at will!!!!"

[On one of other boats:]

Senior Officer: "Orders from Her Majesty! Black mages, focus all your magical energies into a single spell!"

[Back on the trunk, the party sees the fleet gathering around Iifa.]

Dagger: "I...I can't believe it!"

Kuja: "Your mother isn't satisfied with just one continent! Her ugliness and stupidity are truly impressive. Ahh... everything is proceeding as I have foreseen."

Zidane: "What are you talking about!?"

Kuja: "You're just the opening number. Time for the real show."

Zidane: "We won't let you get away!"

Kuja: "The Mist may be created no more, but it still lurks in the caves and forests, right?"

Zidane: "Huh!?"

Kuja: "I can make monsters with magic! Come forth, spawn of the mist!"

[Kuja sics two Mistodons on the party. When the party defeats them, they find Kuja's flown the coop.]

Amarant: "So, two of your enemies are dukin' it out? Why not leave 'em, and finish off the winner? My money's on Kuja."

[Kuja rides in the air on the dragon once more.]

Kuja: "Hahaha! Foolish Brahne! Your cannons are useless against the spawn of the Mist! Mwahaha... but even a fool like you knows that there is only one path you can take, right? Stupid elephant-lady! Why do you hesitate? Very well... I'll make the first move. I'll give you a clean target. You can't miss! Silver Dragon, descend!"

[Back on the trunk:]

Zidane: "Amarant's right. Let's split before we get dragged in."

Dagger: "No... I can't... I can't let anything happen to my mother."

Zidane: "Dagger?"

Dagger: "Zidane, I... I have to save her!"

Zidane: "Uhh, Dagger? She extracted eidolons from you and started a war!"

Dagger: "I still don't want her to die!"

Zidane: "But she didn't care one bit whether you lived or died! You don't have to call her mother anymore!"

Dagger: "She's my only mother! I don't care if you don't understand! Eiko, you said that there was an eidolon imprisoned near here, right?"

Eiko: "Uh, yeah."

Dagger: "Please! Tell me where!"

Eiko: "It's a long way down. You see the place with lots of roots?
That's it."

Dagger: "There. I see it."

[Dagger bolts.]

Eiko: "Dagger, don't go alone!"

[The party's attacked by another Mistodon, but they slice it up good.]

Amarant: "Hehe... This is turning into quite a show."

Eiko: "Anyone can get emotional at a time like this! Give her a break!
Zidane, let's go. Dagger's in danger all by herself."

Zidane: "Yeah... Let's go after her."

[The party runs down a lower root; Dagger stands at an old shrine,
shaped like a serpent.]

Dagger: "I sense the eidolon's power! Now... Now I can save my mother!"
(Please help me...)

[The statue lights up and two gigantic wings appear on its back. But,
only an Aquamarine falls into Dagger's hand.]

Dagger: "...No! I can't save my mother with this eidolon!"

[The party arrives.]

Eiko: "Dagger! What's wrong? Can't you free it?"

Dagger: "No, I have it. I sense it's a great eidolon. But...but..."

Eiko: "I don't believe it! This is the legendary sea serpent, Leviathan!"

Vivi: "Leviathan!?"

Eiko: "An eidolon who wipes out its enemies with a huge wave! I'm sorry,
Dagger!"

Dagger: "No, it's not your fault. But my mother's still in danger!"

[On one of the boats with the mages:]

Cannoneer: "Isn't Her Majesty ready yet!? All remaining ammunition was
spent on that last wave of monsters! The next wave will chew
us up unless we pull out now!"

Senior Officer: "That is not your decision! Get back to your post, soldier!"

[On Brahne's ship:]

Alexandrian Soldier: "Your Majesty, the black mages have completed their
preparations."

Brahne: "That insolent whelp! Now I can finish him off! Come! Draconic Seedling! Bahamut, King of Dragons!"

[FMV. Brahne summons Bahamut, which quickly shoots massive fireballs at Kuja, destroying part of the seaboard in no time at all. Kuja flees with ease, and the dragon only succeeds in making him bleed a little.]

Amarant: "I've heard the stories, but I never thought summoning could be so powerful." (If Zidane is after their power, I'd better watch out...)

Dagger: "Now... Now we can win! And Mother won't have to die! Eiko, don't you think... What's wrong?"

Eiko: "Mog... She's terrified!"

Dagger: "How come? Don't you know? That's the last eidolon, Bahamut, the Dragon King! He'll win for sure!"

[Up in the air:]

Kuja: "Blood... Hahahaha... Excellent, Bahamut! Power, mobility... You truly are the best! You even hurt me...a little. And you, Brahne... Your tragic role in this drama now comes to an end! I'm sure you'll enjoy the second act from your soul's hellish prison, since the stage will be your former home! The final act will take us away from Gaia, and I will kill my nemesis...with my own hand! Hahaha! Everything is going according to plan."

[FMV. Kuja makes the clouds part and the giant eye in the sky appears. Bahamut starts to go mad, and the black mages start to mess up. Bahamut stands in front of Brahne's ship and blows a fireball,exploding it. The other ships, too, suffer the same fate, and Bahamut flies out of the area in a disappearing act. Kuja rides the clouds out of there as well. Later on, Vivi narrates the party's finding at the beach in the aftermath.]

Vivi: I don't know why Bahamut attacked the one who summoned him. But we found Queen Brahne on the beach, next to her escape pod. She could hardly move. And I thought she'd come to a stop any second. I hate Kuja a lot. But I hate Brahne a lot, too... ..so much that I wanted this to happen to her. I should be happy, but... Once I saw Dagger start to cry, I didn't know how I should feel. I kind of wanted to cry, too...

[Away from the others, Dagger kneels near her mother, who's lying on her back.]

Brahne: "I...I...can hear...my daughter's voice."

Dagger: "Yes, Mother! I'm here! Right here..."

Brahne: "I...I am empty now... Free... Free...of that...terrible... greed..."

Dagger: "Mother..."

Brahne: "I haven't...felt this way...since I saw that play...with you...and your father. I led...Alexandria...down...the path... of ruin... The people...will be...happier...with you...on the

Beatrix: "She won't be a princess for much longer, Doctor Tot."

Tot: "Ha ha ha... Indeed. I shall have to call you 'Queen Garnet' after the coronation. I must make preparations for the crowning of our new queen. General Beatrix, Master Steiner, will you help her? Princess, please watch your step."

[Dagger gets off the boat.]

Dagger: "Doctor Tot..."

Tot: "Princess... I know how hard this must be. But I will be by your side. Please take the throne with full confidence."

[Everyone leaves except Steiner, who rowed the boat.]

Steiner: "Three more days until the crowning of a new queen... What a day!"

[In the pub, the Tantalus gang (sans Baku) is reunited with Ruby.]

Ruby: "We ain't seen each other in ages! Why the sour puss, partner?"

Marcus: "What happened?"

Blank: "Maybe that Dagger chick dumped him."

Zidane: "....."

Cinna: "Bingo..."

Ruby: "This ain't like you at all, Zidane!"

Cinna: "H-Hey, Ruby! I heard you started a mini-theater."

Ruby: "That's right, darlin'! My plays are a hit!"

Blank: "Cool! Let's go watch!"

Marcus: "Yeah!"

Ruby: "Alright, cowboys! Zidane... You ain't comin', are ya? That's awright, darlin'. Come on over whenever you want. Let's go, boys!"

[Everyone but Zidane clears out of the bar, onto the street.]

Ruby: "This way, everyone!"

[Blank runs by Vivi and knocks him down.]

Blank: "Oops! Sorry... Huh!? Hey, Vivi!"

Vivi: "Hello..."

Blank: "I haven't seen ya since you left Alexandria Castle. How are ya?"

Vivi: "Well, a lot of things happened, but I'm doing fine. How about you? What have you been doing since we left the castle?"

Blank: "Me? Let's see... Oh yeah, it's been crazy since you guys escaped! Rusty, that rat chick, Freya, and... ..what's her face, that girl general of Alexandria..."

Voice: "Beatrix."

[Marcus walks over.]

Blank: "Yeah, the three of them got totally worked! Marcus and I had to carry 'em out on our backs! M-Marcus!?"

Marcus: "We gotta get goin' before Ruby gets mad at us again."

Blank: "Oh yeah, she hates it when we're late... Sorry, Vivi. I'll see you later!"

[Vivi walks around town and finds Blank and company outside the theater. A few scenes where he talks to them and takes the brunt of Ruby's anger plays (see: AL26 for all dialogue). Afterwards, a scene with Dagger in her room plays.]

Dagger: "Steiner?"

Steiner: "Yes, Princess!"

Dagger: "Um... I'd like to find Zidane and talk to him..."

Steiner: "Princess, you have more important matters at hand! You live in a different world now!"

[Just then, Tot walks in.]

Tot: "O-Oh. What's happening here? Princess, it is time for you to get changed. General Beatrix, will you help her?"

Beatrix: "Yes, sir!"

Tot: "Oh, there is something I must give you, Princess. Those stones contain your power, which Queen Brahne forcibly... Well, that is all in the past..."

[He walks to the door.]

Tot: "Master Steiner...? Master Steiner, do you intend to stay here and watch?"

Steiner: "N-No, I am not... E-Excuse me!"

[The men leave.]

Dagger: "Beatrix... I'd like to see Zidane... Please?"

Beatrix: "Now may not be a good time."

Dagger: "Even you agree with Steiner."

Beatrix: "Your Highness..."

Dagger: "I know... It's okay."

[Down near the guardhouse hallway, Eiko skips along.]

Eiko: "With Dagger out of the picture, now's my chance to win Zidane's heart! First, I'll write him a love letter. I'm gonna make it the most romantic letter ever written!"

[On the walkway above, Tot talks to himself like normal.]

Tot: "Becoming a queen may place quite a burden on Princess Garnet... But she must persevere. The people of Alexandria are watching."

[Tot heads down the stairs and Eiko sees him.]

Eiko: "He looks pretty smart! Hey, you look like the bookish type!"

Tot: "Ha ha ha... What gives you that impression?"

Eiko: "You really want me to explain?"

Tot: "Oh, yes. I'm very curious."

Eiko: "Where should I start...? First, your beard! Second, your nerdy hat! Third, your thick eyeglasses! All signs of a nerdy philosopher!"

Tot: "Ha ha... You don't hold back, do you?"

Eiko: "Hey, are you a writer?"

Tot: "Well, yes. I did make my living as a writer for a while."

Eiko: "Will you help me write a letter?"

Tot: "A letter? Gladly, if you think I can be of assistance."

Eiko: "Okay, then. Follow me."

[Eiko walks away.]

Tot: "That girl has a horn... That horn... I had completely forgotten about it until now... I'd never been as surprised as I was that day. A ship drifted ashore after a storm... Inside the ship were a woman and a baby girl... The woman was dead, but the girl was still breathing... Imagine my surprise as I looked into the girl's face! Because the girl... ..looked exactly like Princess Garnet, who had just passed away. With one exception... She had a horn! A human with a horn... Where did she come from? The king ordered the girl's horn removed. The girl cried out in pain... He and his wife, Queen Brahne, decided to raise the girl as Princess Garnet... But that girl who spoke to me... Could she be related to Princess Garnet...?"

[Eiko comes back over.]

Eiko: "Hey, will you hurry up?"

Tot: "Oh, excuse me."

[Back in Garnet's room:]

Beatrix: "Princess, you look splendid."

[Garnet's in her royal gown, now.]

Dagger: "Thank you... By the way... There is something I must tell you, Beatrix."

Beatrix: "Yes, Princess?"

Dagger: "I am not my mother's... I mean, Queen Brahne is not my real mother."

Beatrix: "Princess Garnet... Doctor Tot has already informed us. However... My allegiance to you remains the same, if not stronger."

Dagger: "Beatrix... Thank you..."

[Inside the guardhouse:]

Eiko: "It's finished! Zidane will fall in love with me the instant he reads this letter! Thanks, Mister!"

Tot: "Ha ha... It was my pleasure, my lady."

Eiko: "Oh, I forgot to tell you. My name is Eiko! I'm from Madain Sari! I hope to see you again! Buh-Bye!"

[Eiko runs out with her letter.]

Tot: "From Madain Sari...? Madain Sari is the village of the summoners... But I thought it was only a legend. What could this mean...?"

[Eiko runs into the balcony screen.]

Eiko: "Oh, I can't wait to hand this letter to Zidane! Where did he go, anyway?"

[Eiko starts running along a balcony side, but Baku inadvertantly belly-bumps her off.]

Eiko: "Aaaah!"

[She gets stuck on a jutting piece of architecture and dangles.]

Eiko: "AHHH!!! HELP!!!"

Baku: "Hey, are you okay?"

Eiko: "C-C-Can't breathe...!!!"

Baku: "Sorry! I didn't see ya jump out. But yer too high up! I can't getcha down! Gwahahaha!"

Eiko: "Stop laughing, you poop! Oh, shoot. My letter..."

[The letter she dropped flitters down to Baku.]

Eiko: "Hey, if you can't get me down... ..deliver that letter to Zidane! Alright!?"

Baku: "To Zidane? Yeah, no problem. Gwahahaha!"

[Baku walks off with the letter.]

Eiko: "What am I supposed to do now!?"

[Baku walks out to the castle gondola dock.]

Baku: "Hey, the boat ain't here!"

[Steiner and two Pluto Knights run by.]

Steiner: "Castle patrol, completed! Huh? Why, if it isn't Baku, the leader of Tantalus!"

Baku: "Who just called my name? Oh, it's you."

Laudo, Pluto Knight IV: "Should we capture him?"

Steiner: "No, he saved my life. You may go. I will handle this."

Laudo, Pluto Knight IV: "Yes, sir!"

Other Pluto Knight: "Yes, sir!"

[The knights run off.]

Baku: "Ain't such a knucklehead anymore, huh?"

Steiner: "Silence! This is no place for thieves! You must leave, now."

Baku: "So that's how it is, huh? Do I gotta remind you that one of my boys saved your kingdom? But I bet you ain't got no ears for listenin' to a lowlife like me."

Steiner: "Are you talking about Zidane? Yes, he did protect the princess and her kingdom... But that doesn't change the fact that you are all thieves! I cannot let your kind roam around the castle!"

Baku: "No appreciation whatsoever, eh? Well, I ain't got any reason to stay here, anyway. Hey, you know where Zidane might be?"

Steiner: "He hasn't visited the castle since we returned. Maybe he can teach you a thing or two about proper manners!"

Baku: "Okay, I get yer point! I've had enough of your self-righteousness!"

[Baku drops the letter in his momentary furor. The boat approaches.]

Baku: "Gwahahaha! Perfect timing! Take me into town!"

[Steiner clenches his fists and runs off. Beatrix walks into the screen and down to where Baku and Steiner were shouting.]

Beatrix: "Ah, so it was Steiner... I thought I heard him yelling. Sigh... Alexandria is at peace again... Yet my heart is full of sorrow. Why...? Hmm? Steiner must've dropped this. Let's see..."

[She reads the letter, which says: 'When the night sky wears the moon as its pendant, I shall await you at the dock.']

Beatrix: "Wh-What is this letter!? Did Steiner... ..write me a love letter? Steiner..."

[The scene shifts to Zidane, still moping around the Morning Star Bar.]

Zidane: "Dagger... Are you all cozy on your throne already!? No! No, no, no! I can't start my day without Dagger! Her smile! Her voice! Her voice is like a beautiful song... And her song makes me soar high into the sky! But now..."

Voice: "You can still fly high, darlin'!"

[Ruby and the Tantalus brothers run in.]

Ruby: "Zidane, you can do it!"

Cinna: "She's right!"

Blank: "Why are you still moping? This isn't like you at all!"

Marcus: "Yeah!"

Zidane: "Stop it! You don't understand how I feel! Whoa!"

[As Zidane headed for the exit, Baku belly-bumped in him back in.]

Baku: "Long time no see, Zidane! What happened? You look pathetic."

Zidane: "Boss! Let me join Tantalus again! We can steal treasure together, just like old times!"

Baku: "Treasure, eh? There ain't much treasure lyin' around this world, boy. Besides... A Tantalus always gets what he sets his eyes on! That's our number one rule, remember!? Now, you don't. You got no right to join us. You understand what I'm sayin'? If you can't even capture a canary, you ain't got what it takes to join Tantalus!"

Zidane: "Boss..."

[Vivi walks in.]

Vivi: "Hey, Zidane, can we go see Dagger?"

Baku: "Gwahahaha! Why can't you be more honest, like this little guy?"

[Baku, Ruby, and the Tantalus boys all walk out.]

Vivi: "Can we? Can we? Please?"

Zidane: "Alright. Let's cheer her on before she becomes a queen!"

Vivi: "Yeah!"

[Zidane and Vivi head toward the town gondola dock. Freya is there, talking to herself.]

Freya: "That Zidane... Doesn't even stop by to say hello!"

[Amarant walks by and the two start at each other in passing.]

Freya: "What are you staring at?"

Amarant: "...Are you really that tough?"

[They get in battle stances.]

Freya: "Try me!"

Amarant: "I don't go looking for trouble, but I'll fight back if trouble finds me. Why don't you apologize, and maybe I'll forgive you."

Freya: "Ha!"

[The two guards at the dock see the fight starting to heat up.]

Alexandrian Guard: "!"

Alexandrian Guard: "!"

Alexandrian Guard: "Stop right now or I will charge both of you with disorderly conduct!"

[Zidane and Vivi finally arrive.]

Zidane: "Hey! What's going on here?"

Freya: "Zidane! I'd love to stop and talk, but I'm busy right now."

Amarant: "Is she...a friend of yours? Then tell her who I am. Tell her I'm the Flaming Amarant."

Zidane: "Sorry, Amarant. She's just a little worked up about something." [He goes over to the nearest guard.] "Sorry, babe. They're my friends." [He goes over to the nearest guard.] "Will you let them go for my sake?"

Alexandrian Soldier: "S-Sure... Princess Garnet asked us to give special treatment to you, Master Vivi, and Miss Freya."

Zidane: (Dagger...) "I-I see. Thanks! Hey, Freya... Stop being so mad, alright?"

Freya: "Do you know why I'm really mad? It's because of you! Where have you been!? Dagger is about to become queen, and you're off wandering about! Have you found out anything more about Kuja!? Well? Answer me!"

Zidane: "Um... Well, I tried to find more info, but..."

Freya: "Look, if Kuja was responsible for taking Dagger's eidolons... and killing Brahne, who was working with him... Don't you think he'd come after Dagger again!?"

Zidane: "I know... But what can I do? I couldn't even talk to her, remember? I don't even know if I can protect her... Besides, she's gonna be queen. She'll have all the guards she'll need."

She won't need me."

Vivi: "But Zidane... I think Dagger wants to see you. So... Let's go see her!"

Zidane: "Yeah... But we'll leave as soon as we're done."

Amarant: "Zidane... You're not gettin' away from me. You still owe me a rematch."

Zidane: "Suit yourself."

[The gondola arrives and they take it to the castle. As they arrive at the main hallway, Steiner walks out carrying Eiko by her angel-wing ornament.]

Eiko: "Aaahhh! Leggo!!!"

[He throws her on her bottom.]

Eiko: "Ouch! This is no way to treat a lady!?"

Steiner: "Quit screaming, or I'll throw you into the dungeon!"

Eiko: "GAAAHHH!"

Zidane: "What happened, Eiko?"

Eiko: "Zidane! Oh, it was horrible! He called me a liar and a loudmouth and a brat!!!"

Amarant: "...He's right."

Eiko: "What did you just say!? Do you want to repeat that!?"

Amarant: "Man, I hate kids..."

Freya: "Calm down a little. What's your name?"

Eiko: "Me? I'm Eiko! Eiko from Madain Sari!"

Freya: "Madain Sari? Why, I've never heard of it."

Eiko: "Don't you know anything? Madain Sari is a--"

Steiner: "Silence! What are you all doing here!? This is a royal castle! You do not belong here!"

Vivi: "Hello, Master Steiner."

Steiner: "Master Vivi! A pleasure to see you again."

Vivi: "We came here to see Dagger."

Steiner: "The princess? Hmm... If that is Master Vivi's wish, I shall arrange a meeting."

[He takes them up to the hallway near the guardhouse.]

Steiner: "You all wait right there! Princess, we are ready."

[A dressed-up Dagger comes out with Beatrix.]

Garnet: "Thank you for coming, everyone."

Eiko: "She looks beautiful..."

Vivi: "Wow... You look beautiful!"

Freya: "Splendid! Zidane? Have you nothing to say?"

Zidane: "...No.

Steiner: "Princess, we must go now."

Garnet: (Zidane...) "...Alright."

Eiko: "Dagger, wait!"

[She runs up the stairs.]

Eiko: "Dagger! Is this the last time we're ever gonna see each other?"

Garnet: "Oh, no. Of course not. I won't be able to wander around the world with you anymore... ...but I'll never forget our journey together."

Eiko: "Dagger... I wanted us to remain good rivals forever."

Garnet: "Rivals? Eiko, you say funny things sometimes. Oh, there are some things I wanted to give you. Let's trade the jewels as a symbol of our friendship. Two of my jewels..."

Eiko: "Two of my jewels..."

Garnet: "Goodbye, Eiko."

[Beatrix, Steiner, and Garnet leave.]

Vivi: "Why didn't you say anything to her, Zidane?"

Zidane: "I don't know... I tried..."

Freya: "And?"

Zidane: "I couldn't say anything! I had a whole speech ready for her. But it would have been a lie! How could I lie to her!? 'Good luck, Dagger! I'll be watching you from afar. Come find me if you need someone to talk to.' It's a big fat lie! That's not how I feel at all! That's not how I feel...at all."

[Later on, when night hits the castle, Eiko hangs around near the empty gondola dock.]

Eiko: "So, there's only room for Dagger in Zidane's heart... I wish I hadn't written that stupid letter. Zidane looked so sad... Isn't there anything I can do for him? Aaahhhhhh! Zidane!!! I hate you!!! You insensitive fool!!! You don't even know how I feel... I feel bad about ditching him, but I really don't feel like seeing him tonight. I gotta hide before he shows up! Shoot!

Someone's coming! Could it be Zidane!?"

[Eiko finds a hiding place; Blank and Marcus sneak around.]

Marcus: "There's no one here, Bro."

Blank: "I guess I'm early..."

Marcus: "...Maybe. I wonder who wrote you that love letter?"

Blank: "Well... Just read the letter. I bet she's beautiful!"

Marcus: "Really? Are you sure you didn't write it yourself? I mean, you caught the letter falling from the floor above you, right?"

Blank: "I'm telling you, she was too shy to hand me the letter herself! And if you don't think I'm a ladies' man, you're wrong. Chicks are intimidated by good-looking guys. That's why..."

Marcus: "Someone coming!"

Blank: "Marcus! Don't interrupt me while I'm talking!"

Marcus: "Let's hide, Bro!"

Blank: "Alright, alright..."

[The two run to hide and Blank drops the letter in the hustle. Steiner appears and looks around.]

Steiner: "I must tighten up security around the castle from now on! Dusk to dawn, rain to shine, I must patrol the castle! Right, clear! Left, clear! Huh? It's a piece of paper... This looks like a letter. Let's see..."

Letter: When the night sky wears the moon as its pendant, I shall await you at the dock.

Steiner: "M-M-My goodness! Th-This is a love letter! Who wrote it to whom!? Hmm... No address or addressee... Did someone drop it here, knowing that I would pass by? Who could it have been...?"

[Beatrix walks by.]

Beatrix: "Steiner..."

Steiner: "Beatrix... Was it you...?"

[Eiko watches from her hiding place.]

Eiko: <Thump thump...> (A-Are they in love?)

[Blank and Marcus watch, too.]

Marcus: "(B-Bro...)"

Blank: "(Shh! Quiet!)"

Beatrix: "Steiner..."

Steiner: "Beatrix..."

Eiko: (Ooo! What's gonna happen?)

Marcus: "(M-My nose is bleeding...)"

Blank: "(Then stick your thumb up it!)"

[The three hiding move to a better position to watch. Beatrix and Steiner move in for the kiss, but--]

Voice: "AAA-CHOO! AAA-CHOO!"

[Baku walks into view; Beatrix ducks out of sight.]

Blank: "Boss!?"

Eiko: "Oh, you totally ruined the scene!"

[Eiko walks off and the scene ends. The next day, the party hangs around the Morning Start Bar.]

Freya: "That Zidane... Where did he go?"

Amarant: "Who knows..."

Vivi: "I'll go look for him..."

[Eiko knocks him over as he runs out and she walks in.]

Eiko: "Ahh! Hey, watch it! I'm NOT in a good mood right now! Stay out of my way!"

[Tot walks in.]

Tot: "Excuse me. Have you seen a young lady named Eiko?"

Eiko: "Oh! It's the nerdy guy!"

Tot: "Ha ha ha... You're as energetic as ever."

Eiko: "Yup! I'm always energetic! (But I'm really hurting on the inside from being rejected by Zidane...)"

Tot: "Did you say something?"

Eiko: "No, I didn't! Didn't you come here to talk to me about something?"

Tot: "Oh, yes. I almost forgot... Your village... What was the name...?"

Eiko: "Madain Sari."

Tot: "Yes, I wanted to ask you a few questions about Madain Sari."

Eiko: "Sure, I'll tell you everything I know. You helped me out. But why don't we go to your place? We can relax there."

Tot: "To my home? My home is located in Treno. It's a bit far from here..."

Eiko: "Treno? Sounds like a cool place! I'm really interested in sightseeing! I wanna go there."

Voice: "I'm coming with you!"

[Zidane walks in.]

Zidane: "There's a card game tournament going on in Treno right now. I wanna participate."

Vivi: "A card game tournament? That sounds fun. I wanna go, too..."

Freya: "I'd like to go, as well."

Amarant: "Treno, huh...?"

Tot: "Ha ha ha... Quite a party this is becoming. It would be my pleasure. We shall all go to Treno."

[They all go down to the Alexandria gargant station.]

Zidane: "There's still Mist here..."

Eiko: "Kinds looks like the Iifa Tree before we got rid of the Mist."

Vivi: "I don't think the Mist is as dense as it was before."

Tot: "Yes, I heard that you all stopped the Mist... The Mist permeated through the roots. That is probably why it still lingers here."

[The gargant comes around.]

Freya: "...This is a gargant?"

Tot: "Yes. Shall we?"

[The ATE 'Clowns on a Dark Night' plays. When it finishes, the party has already arrived in Tot's abode.]

=====
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=====

Amarant: "I never know about this secret passage..."

Tot: "I apologize for the lack of space."

Amarant: "It's fine..."

Zidane: "Hey, Amarant, have you been here before?"

Amarant: "...What about you?"

Zidane: "Me? I've been to every place where there are beautiful women!"

Amarant: "....."

Eiko: "Can we talk about Madain Sari later? I wanna go sightseeing."

Tot: "Oh, of course. There's no hurry."

Eiko: "What are you staring at? Let's go!"

Vivi: "Wh-Who? Me?"

Eiko: "Yes, you! This is my first time in Treno. Show me around."

[The two go off.]

Freya: "Then I shall go, as well. I'll take this chance to relax."

[She leaves.]

Zidane: "What about you, Amarant?"

Amarant: "....."

[He walks off.]

Zidane: "...I don't understand him."

Tot: "You know, today is the last day for the card game tournament registration."

Zidane: "Well, then I better go register."

Tot: "I'm a skilled card player. Let me know if you need assistance."

Zidane: "Hey, I'm not so out of practice that I'd need your help."

Tot: "I see. Good luck."

[Zidane goes down to the stadium.]

Card Seller: "Registration for the card tournament is still open. You must win two games before you can challenge the champion. Fantastic prizes await the contestant who defeats the champion."

Zidane: "What's the champion like?"

Card Seller: "Lo and behold...!"

Zidane: "Is he that amazing?"

Card Seller: "Oh, yes, very much so..."

Zidane: "Just tell me what he's like!"

Card Seller: "Well..." <Whisper whisper...>

Zidane: "Wh-What!? She's a cutie in a sailor's uniform!? Wow, I'd love to challenge her!"

Card Seller: "See? Now, go ahead and register!"

Zidane: "Sure, I'll register. Anything to meet this girl!"

Card Seller: "You're registered now. Please enter through the gate. The game will begin automatically."

[Zidane goes in to play. The contestants are announced in this format:]

Card Game Tournament

_____ Round

Opponent: _____

[Zidane can play:]

R1 - Attic Man Wake

R2 - Cardona Bishop

R3 - Sailor Erin

[After entering to play the last round, Erin (the girl Zidane can talk to in Lindblum Castle) and Regent Cid come alone.]

Erin: "This way, Regent!"

Regent Cid: "Yes, I know... But remember my condition..."

Erin: "Please, Regent! You must behave like a champion! Let's register!"

Boy: "It's the champion!"

Father: "Yeah, here she comes..."

Erin: "I'm the champion, Erin! I'd like to enter the tournament, please!"

Card Seller: "Ah, we've been waiting for you! Please go inside."

Erin: "Thanks. Hey..."

Boy: "Ewww, Dad, it's an oglop!"

Father: "Shoo! Shoo! Go away you filthy oglop!"

Regent Cid: "....."

Erin: "Um... I'm sorry, but this oglop is my..."

Boy: "It's the champion's pet?"

Father: "I-I'm sorry!"

Erin: "It's okay..."

[The two start walking inside the arena.]

Regent Cid: "Since when am I your pet!? <Gwok!>"

Erin: "Well, you ARE an oglop right now, after all..."

Regent Cid: "Silence! <Gwok!> I'm the champion! <Gwok-gwok...> No one understands..."

[They enter.]

Father: "I heard the champion is a master of winning games with oglop cards... Her name is... 'Erin the Oglop Master'..."

[After the game:]

Card Game Usher: "Congratulations, you're the winner!"

Zidane: "Wow, I didn't know you were the champ, Erin."

Erin: "Long time no see, Mr. Zidane!"

Regent Cid: "Don't be ridiculous! I'm the champion!"

Zidane: "Hey, Regent Cid. Still an oglop, I see."

Regent Cid: "And you still haven't learn any manners..."

Zidane: "Cut me some slack, will ya? What are you doing here, anyway?"

Regent Cid: "Mainly participating in the tournament, but there was something I wanted to test."

Zidane: "What are you testing?"

Erin: "Our new airship, Hilda Garde 2!"

Zidane: "The one that can fly without Mist?"

Regent Cid: "Correct. We can't go very fast yet, but we made it to Treno."

Zidane: "Why now?"

Regent Cid: "I have a funny feeling there'll be more trouble on the horizon."

Zidane: "Don't you worry. I'm sure our almighty Queen Garnet will take care of everything."

[Eiko and Mog run over.]

Eiko: "Oh no! This is horrible!!!"

Zidane: "What's up, Eiko?"

Eiko: "Oh, it's horrible! A moogle from Treno just told me--"

Regent Cid: "What's wrong? <Gwok!>"

Eiko: "It's Alexandria! Something horrible is happening!"

=====
35. Alexandria Castle & The Town (AC05)
=====

[A scene happens in the vacant entrance plaza to Alexandria. Someone stands behind a statue and speaks.]

Voice: "Peace is but a shadow of death
Desperate to forget its painful past...
Though we hope for promising years
After shedding a thousand tears,
Yesterday's sorrow constantly nears.

An while the moon still shines blue,
By dawn, it will turn to scarlet hue."

[Kuja walks out from behind the statue.]

Kuja: "What an auspicious day for Alexandria. Garnet's ascension to the throne has brought hope and peace to this kingdom. The people are overjoyed; they believe a wonderful future is ahead of them. ...But the celebration isn't over yet. It's time to really light things up! Your former master is here, Bahamut. Play a requiem for her and all of Alexandria!"

[FMV. Bahamut rips through the clouds and starts blowing fireballs at the houses nearby. Garnet sees the destruction happening and Bahamut floats in the fire. Afterwards, a boy runs by the Morning Star Bar.]

Boy: "This way! Hurry!"

Girl: "I don't wanna die!"

[The local villagers all start heading towards the town entrance. Up at the throne room, Beatrix runs to Dagger.]

Beatrix: "Your Highness!"

Dagger: "That's Bahamut, isn't it...? Beatrix, please gather the soldiers."

Beatrix: "Yes, Your Highness! Our soldiers have already assembled and await your orders."

[At the main stairway, Steiner yells at his ramshackle crew.]

Steiner: "HURRY UP, YOU FOOLS! This is an emergency! Get your act together before the princess arrives! Line up!!!"

[Dagger and Beatrix walks to the balcony.]

Beatrix: "Your Highness, as you can see, we are ready to act at any time. Please give your orders."

Narrative: Your orders?

R1 --> Gather information

R2 --> Protect the townspeople

R3 --> Contact Lindblum and request reinforcements

R4 --> Begin preparations to fire the cannons

[Zidane picks one of the options, then pairs it with these groups of Pluto Knights:]

-Weimar & Haagen

-Breireicht & Laudo

-Blutzen & Kohel

-Dojebon & Mullenkedheim

[After they're picked and run off, Beatrix will say, from worst to best:]

Beatrix: "Trust your powers, Your Highness. I know you will succeed..."

Beatrix: "Well done, Your Highness."

Beatrix: "You were splendid, Your Highness."

[Receive: Hi-Potion , Elixir, or Angel Earrings, respectfully.]

Steiner: "Beatrix, let's go!"

[They run off to fight.]

Dagger: "...Everyone's gone. I don't know what to do... Mother...I need your help."

[A strange energy flows around her pendant(s) and she collapses. In the town, Beatrix and Steiner arrive to find Mistodons wreaking havoc in the square.]

Steiner: "This is it, Beatrix."

Beatrix: "I will give my all for Alexandria!"

Steiner: "Well said! Let us march on to victory!"

[They slay the nearest monster and run into the next screen.]

Steiner: "Beware, Beatrix! The enemy is close!"

[A mistodon jumps off a roof and attacks...and dies. They head to the bar front and find another.]

Steiner: "You wish to fight us!? You despicable beast!"

[Another attacks from behind in a pincer.]

Beatrix: "For Her Highness!"

Steiner: "For the princess!"

[They slay them both together, finding another one soon.]

Steiner: "Prepare to die!"

[They kill it.]

Steiner: "Beatrix, are you alright?"

Beatrix: "I'm fine. What about you? You're wounded!"

Steiner: "It's just a scratch."

[A monster attacks.]

Steiner: "Persistent bastards!"

[They kill it like the rest.]

Beatrix: "This is futile! Let us return to the castle!"

Steiner: "No! I cannot face the princess until we destroy all these beasts. On my honor, I vow to protect the princess, the citizens of Alexandria, and... Beatrix! I...I shall protect you!"

Beatrix: "Steiner..."

[A Mistodon nears.]

Steiner: "Watch out!"

[They make it go the way of the Mist.]

Steiner: "...This might be it for us!"

Beatrix: "I have no regrets!"

Steiner: "Beatrix...there is something I must tell you!"

Beatrix: "What is it?"

Steiner: "I..."

Beatrix: "Save your valediction, Steiner. We'll live to see another day."

[They defeat the monsters, and the view switches to Garnet, who is just coming back into consciousness on the stair.]

Dagger: "...? I hear music... Where is it coming from...? Is it coming from upstairs...?"

[She runs upstairs to the castle roof. FMV. The castle builds itself up around the large sword in the center, and a stairway platform rises up for access. At the top:]

Dagger: "What is this place...? I can still hear the music. Where is it coming from...? ...What am I doing here...? Mother... Zidane... No... I can't depend on them anymore! As the queen of Alexandria, I must protect my kingdom."

[Up in the sky, the party heads to Alexandria on the Hilda Garde 2.]

Freya: "The ship is rocking pretty bad."

Regent Cid: "It can't be helped. I designed this ship as an oglop, after all. So, I have no <gwok> idea what could happen."

Zidane: "Sounds like it might crash at any minute."

Regent Cid: "Perhaps... But I think we can at least make it to Alexandria."

Zidane: "Oh, man... I guess we'd better cross our fingers."

Vivi: "Zidane... ..I'm starting to feel sick..."

Amarant: "It's probably from the flight. Go inside and get some rest. Try to stay in the middle of the ship. You'll feel less movement."

Regent Cid: "Go on, Vivi."

Vivi: "Okay... Thanks..."

[Vivi sees Eiko's pendant start to gather energy.]

Vivi: "Eiko?"

Eiko: "What?"

Vivi: "I saw something sparkle."

Eiko: "Huh?"

[The burst of energy from the pendant knocks most everybody down.]

Eiko: "Dagger...?"

Zidane: "Dagger!? Eiko, what's going on?"

Eiko: "I thought I just heard Dagger's voice."

[The ship rocks furiously again.]

Zidane: "What? Geez, something's wrong with this ship..."

Eiko: "This light... Maybe it's the holy judgment!"

Zidane: "Holy judgment? Hey, what are you doing!?"

[Eiko stands on the ship's jutting bow.]

Eiko: "The summoner is being called... Alexander's judgment has come!"

[She jumps off the ship's bow. FMV. Eiko flies through the air and heads straight for Dagger. Both pendants glow and Eiko lands safely as a bright light comes from the palace.]

Dagger: "Eiko! How--why are you here!?"

Eiko: "I heard your voice on the airship."

Dagger: "No wonder... I felt your presence, too, and all of a sudden, I was covered in light. It's happening again!"

[Both pendants start to gather energy again.]

Eiko: "Dagger, this is the light of destiny."

Dagger: "The light of destiny?"

Eiko: "A summoner's light of destiny, brought on by the hidden powers of the 4 jewels. This light appears when a holy eidolon calls for its summoner. Come on, Dagger! As summoners, we have to fulfill our destiny!"

Dagger: "But... I don't know what to do."

Eiko: "It's okay. I'll show you. First, we have to put our hands together."

Dagger: "Like this?"

Eiko: "Uh-huh. Now pray in your heart."

Narrative?: O holy guardian, hear our prayers. Darkness overshadows us once again. O holy guardian, hear our prayers. Deliver us out of darkness into light."

[The girls start to glow. FMV. A bright pillar of light shines on the castle as two large angel's wings wrap around the castle entire. The dragon king shoots fireballs at it, but Alexander shrugs them off with ease. He then sends streams of light after Bahamut, which entangles and disappears him(!?). Kuja stands in the square, watching.]

Kuja: "It's so beautiful... Alexander...the legendary eidolon... So, you wish to defend the castle with your brilliant wings...? How admirable... Your powers even transcend Bahamut's... Alexander, I've been waiting for you. I've called a magic carriage for you. I'm sure you'll like it. Invincible, come forth! You're mine, Alexander!"

[FMV. The giant eye in the sky opens up above Alexander. In the pilot seat, an unfamiliar man stands back turned.]

Man: "You have gone too far, Kuja. I granted you the freedom to do as you wish in Gaia for one purpose alone. Now that you have lost sight of your mission, I will no longer tolerate your actions. You have not the slightest idea whom you are defying. I will show you soon enough. You too, Zidane..."

[The man gathers energy and the eye starts to glow. Below, Kuja stares up, mystified.]

Kuja: "!!!? What happened to the Invincible!? Enslave Alexander, as you enslaved Bahamut! !!! Could it be...Garland!? Impossible! Why would he come to Gaia!? If it is indeed Garland, he must know my plan! But why has he assumed control of the Invincible...? !!!? No! He can't be..."

[In the castle, the party finally arrives.]

Regent Cid: "Phew... That was quite a trip..."

Amarant: "You little bug. We could've been killed."

Freya: "Amarant's right. It was a mistake to come here on that airship."

Regent Cid: "Well, we had to get here somehow."

Zidane: "Come on, guys. We made it here in one piece. That's all that matters."

Regent Cid: "<Gwok-gwok!> That's right!"

Vivi: "I'm never gonna ride on an airship again... Never ever..."

Regent Cid: "Sorry, Vivi."

[A Pluto Knight runs in.]

Haagen, Pluto Knight VIII: "Captain!!! Where is Her Highness!?"

Zidane: "I don't know. We're looking for her, too."

Haagen, Pluto Knight VIII: "Shoot! I must find the captain!"

[Haagen runs off.]

Zidane: "Alright, let's go find Dagger."

Vivi: "We have to find Eiko, too."

Zidane: "They're probably together."

[They go up the same way Dagger took, to the roof.]

Vivi: "Gee... What is this?"

Regent Cid: "<Gwok!> So, this is the secret of Alexandria Castle..."

Freya: "Are Dagger and Eiko up there?"

Regent Cid: "Maybe. Let's go see."

[Zidane runs up.]

Regent Cid: "<GWOK!> What are you doing!?"

Zidane: "There's no point in us all going. I'll take it from here."

Vivi: "Wh-Why? I wanna go with you. I wanna help Dagger and Eiko, too."

Zidane: "Kuja might destroy this castle at any minute. Get out of here while you can. Go on, Vivi. Don't worry about me. Someday, you'll probably do the same thing for someone who's really important to you. Dagger is more important to me than anything else."

Amarant: "Man, you make me sick. I'm outta here. Next time you wanna play hero, don't even bother calling me. Later..."

[Amarant bails.]

Freya: "I guess here's no way to stop you. But remember, this is not just your war, so don't even think about fighting Kuja now. As soon as you find Dagger, leave."

Zidane: "Alright."

Freya: "Come on, Vivi. Let's go."

Vivi: "Freya. Wait."

Regent Cid: "Let him go, Vivi. He'll be alright."

[Freya and Regent Cid leave.]

Zidane: "Sorry I can't take you with me. But I have to go with my instincts on this one. I don't know what else to say..."

Vivi: "Okay, Zidane... Good luck."

[Vivi leaves; Zidane heads up. The castle shakes as he runs, though.]

Zidane: "Whooooo! What the heck was that!? GEEZ!"

[It starts shaking again. FMV. The Invincible's "eye" shoots a large beam down at Alexander, disintegrating it. A piece of the castle falls and Dagger almost becomes squashed tomatoes...but Zidane jumps with a banner cord in hand and rescues her, earning a warm hug from his trouble. Eiko scowls, naturally. Back up where it's safe:]

Zidane: "Dagger... I'm sorry... I don't know why I wasn't honest with you..."

Eiko: "Zidane... We really made a big mess, didn't we?"

[A tremor shakes the castle again.]

Zidane: "We'll talk later! Let's get out of here!"

[FMV. The Invincible fires a beam and the castle starts to explode, with a devastating shockwave ripping through all sections of the town... Up in the Invincible, Garland watches.]

Garland: "More souls have returned... In microscopic proportions, the process still continues after thousands of years. Eventually, these circulating souls will no longer belong to Gaia. They must never be circulated back... Kuja did well. If only he had lasted longer... I never imagined he would choose to end his remaining days on Gaia... Perhaps, this was his fate, set in ages past. I, too, cannot escape my fate; someday, I must face your counterpart..."

[He walks away. When the screen comes back into view, it's Lindblum.]

=====
36. Lindblum (LB03)
=====

[Artania and the Regent walk through the Business District.]

Minister Artania: "As you can see, the reconstruction is moving right along."

Regent Cid: "Good. We've started building airship No. 3. It's going well, too <gwok>. Many engineers from the Industrial District have volunteered. Our people are so strong. I never realized it until now..."

Minister Artania: "They have faith in you, Regent. That is why they can be strong. They are proud to be citizens of Lindblum."

Regent Cid: "....."

Voice: "AAH...ACHOOO!!!"

Regent Cid: "Baku?"

[Baku and Blank walk over.]

Baku: "Hey, Regent. What's goin' on?"

Regent Cid: "I'm tired from working day and night on a new airship...
Hey, why don't you come by the research center and give us
a hand sometime?"

Baku: "....."

Blank: "....."

Baku: "You talkin' to both of us?"

Regent Cid: "Heh, heh, heh. I'm just kidding. We already have enough
people <gwok> working on it."

Baku: "Oh... Do you know how Zidane's doing?"

Regent Cid: "He's fine. In fact, he's probably awake now."

Baku: "Blank, go to the castle and see how he's doing."

Regent Cid: "Oh, and tell him to come to my room."

[Blank shrugs and walks off. In the castle guest room, Zidane wakes.]

Zidane: "Dagger... Eiko... ...How did I get here?"

Blank: "Zidane."

Zidane: "!?"

[Blank runs in.]

Blank: "So, how are you feelin'?"

Zidane: "Okay, I guess... By the way..."

R1 --> Where's Dagger?

R2 --> How did I get here?

R1: "Do you know where Dagger is?"

Blank: "No, I haven't seen her. Maybe she's upstairs by
the telescope."

Zidane: "Oh yeah!"

Blank: "Man, isn't there anything on his mind besides
girls...?"

R2: "So what happened after that? How did I get here?"

Blank: "Slow down. Geez... Things were so chaotic; it took
forever to find you guys. No one really got hurt
except you. I heard you pulled some crazy stunt."

Zidane: "Yeah... Eiko and Dagger were in trouble, so..."

Blank: "Always showing off. You got hurt pretty bad
because of that. After we found you guys, we stole
a ship by the port and escaped."

Zidane: "Wow. I don't remember any of that."

Blank: "I didn't think so. You know, you slept three days straight..."

Zidane: "Really!?"

Blank: "By the way, Cid said he wanted to talk to you in the royal chamber."

Zidane: "Oh. Okay. I wonder what he wants..."

[Zidane runs off. If you asked where Garnet was, you can go up and see Garnet near the rooftop telescope:]

Zidane: "Well, look who's here. Man, we went through some crazy stuff, huh? I honestly didn't think I was gonna make it this time. But as you can see, I'm alright now."

Dagger: "....."

Zidane: "Dagger... Is something wrong?"

[Dagger shakes her head.]

Dagger: "....."

Zidane: "Ohhh, okay. You're so happy to see me, you don't know what to say. I didn't know you loved me so much." (Did I do something wrong...?) "Alright, what did I do wrong?"

Dagger: "....."

Zidane: (...Maybe she's just tired. A lot has happened since Brahne's death... ..I'd better cheer her up.) "Hey, remember that promise we made before the festival? You still owe me a date. Come on. Let's go."

Dagger: "....."

Zidane: (...I think she's starting to get annoyed. Maybe I should leave her alone.) "I guess you have a lot on your mind right now. Sorry to bother you. I'll see you later."

[Zidane runs off.]

Dagger: (Zidane... You're so sweet. Thank you.)

[If you asked Blank where Garnet was and saw her up at the telescope, you can see the ATE 'My Bad' and Blank will be in the elevator hall, and will say when you come back down:]

Blank: "About time. Yo!"

Zidane: "What, are you following me or something?"

Blank: "Hey, I don't have time to play around, like you. I forgot to tell you something earlier."

Zidane: "Yeah, what?"

Blank: "Sheez... What's with you?"

Zidane: "?"

Blank: "Ohhh... You had a fight with her, huh?"

Zidane: "Shut up! None of your damn business!"

Blank: "Heh-heh-heh. Take it easy. Cid said he wants to see you. He's
in the royal chamber."

Zidane: "What does he want?"

Blank: "I don't know."

[He leaves. Zidane heads for the royal chamber.]

Regent Cid: "<Gwok!> At last, the hero has awakened."

Zidane: "I heard you wanted to see me. What's up?"

Regent Cid: "After reviewing the attack on Alexandria, we discovered
some interesting facts... ...facts, I think, you all
should know <gwok>."

Minister Artania: "The others are waiting in the conference room. We
can begin the meeting at any time."

Regent Cid: "Alright, let's begin."

Minister Artania: "Please, follow me."

[The two walk into the downstairs dining room; the throne plummets
on mechanic arms down, too.]

Freya: "!!!"

Steiner: "!!!"

Vivi: "!!!"

Eiko: "!!!"

Regent Cid: "Is that everyone?"

Steiner: "We are still missing the princess."

Zidane: "...She's probably upstairs, by the telescope."

Eiko: "I'll go get her."

Zidane: "Wait! ...Oh well."

Regent Cid: "Let's begin. Where should I start...?"

[The ATE 'Self-reproach' plays. Afterwards...]

Steiner: "...The town is now in shambles. Many innocent lives were
lost."

Regent Cid: "<Gwok> ...I can imagine."

Minister Artania: "Her Highness is probably beyond despair."

Steiner: "I have never witnessed such tragedy. There was nothing we could do. We fought with everything we had, but to no avail. Beatrix and I were prepared to give our lives. ...I don't know what happened to her."

Minister Artania: "We have spent much time and effort rebuilding Lindblum. But I believe it will take much longer for our people to overcome their losses. Those who survived have a long, tough road ahead of them."

Freya: "Burmecia, Cleyra, Lindblum and now Alexandria... Kuja has vanquished all four nations. What is he trying to accomplish?"

Zidane: "Who knows!? Let's just go get him!"

Amarant: "It's not that easy. Kuja's powers are beyond ours. How do you plan to fight him?"

Zidane: "....."

Regent Cid: "Kuja is a man of many mysteries, indeed. I still can't believe what I saw when we were evacuating from Alexandria."

Zidane: "What!? What did you see?"

Regent Cid: "I saw him escape on my stolen airship, Hilda Garde 1 <gwok>. There were black mages onboard, too."

Vivi: "!!!"

Zidane: "!!!"

Regent Cid: "They weren't any old black mages! They were talking normally!"

Vivi: "NO!"

Zidane: "No way... Are you sure about this?"

Regent Cid: "There's no doubt."

Vivi: "WHY!? Why are they with Kuja...?"

[The ATE 'Deep Anger' plays. Afterwards...]

Zidane: "...So basically, your wife got mad at you and used her magic to turn you into an oglop."

Regent Cid: "Sad sotry, isn't it? My lecherous character has led to my undoing."

Steiner: "But how did Kuja get a hold of Lady Hilda's airship?"

Regent Cid: "<Gwok!> That's what I'd like to know. He probably commandeered it to further his mad schemes, whatever they may be. In any case, I must get Hilda and her airship back somehow <gwok>!"

Freya: "What a shame, for a ruler to end up like this... But we can't ignore this situation. Kuja must be stopped!"

Steiner: "Indeed! We must deal with him before it is too late!"

Zidane: "It's easier said than done. We don't know where he is. We don't even have an airship to look for him."

Regent Cid: "He's right. No. 2 is still <gwok> out of commission. And I doubt I can oversee the construction of a new airship in my current form. If only I were <gwok> a man again... Artania, is there anything that can be done?"

Minister Artania: "I have spoken to Doctor Tot regarding this matter and asked him to join us. He should be here any minute."

Steiner: "That's wonderful! I'm certain Doctor Tot will be most helpful!"

[Tot walks in.]

Tot: "I'm sorry I'm late."

Minister Artania: "Please forgive me for calling you on such short notice, Doctor. Thank you very much for giving up your precious time to come here."

Tot: "Please, Minister. You need not be so formal. I heard what happened in Alexandria. I am so relieved to see you all again. Hmm? Where is the princess? Eiko is missing, too. !!!? Are they alright!?"

Zidane: "Don't worry, Doc. They're alright. Eiko's out looking for Dagger right now."

Tot: "Oh, I see. Well, that's a relief."

Regent Cid: "So, Doctor Tot, I was wondering--"

[Eiko runs in.]

Eiko: "HEY, GUYS!"

Zidane: "Geez, what's up?"

Tot: "Ho-ho-ho. I see you are as energetic as ever."

Eiko: "It's Dagger. She's..."

Zidane: "What!? What's wrong!?"

Eiko: "...I think she's lost her voice. She can't talk anymore."

Tot: "!!!?"

Vivi: "!!!"

Zidane: "What!?"

Steiner: "WHAT!!!?"

Eiko: "Just come with me! She's in the guest room."

Zidane: "Wait! Hold on!"

[Eiko runs off.]

Zidane: "I'll be back in a minute! Come on, Doc!"

Steiner: "I'm coming, too!"

Regent Cid: "Let's postpone this meeting."

Minister Artania: "I agree, sire... We will resume this meeting later."

Regent Cid: "Zidane, report back to me after you find out more about her condition."

[They go to the guest room.]

Tot: "Please wait! <Huff-Huff-Heave-Heave.>"

Eiko: "She's sitting on her bed."

Zidane: "...Dagger?"

Dagger: "....."

Tot: "Princess?"

Dagger: "....."

Steiner: "Princess, what is the matter...?"

Dagger: "....."

Zidane: "This is a bad joke. Doctor, isn't there anything you can do?"

Tot: "What tragedy... The princess has indeed lost her voice. After all that she has gone through--the death of her mother, the destruction of her beloved kingdom... She has suffered so much pain."

Steiner: "P-Princess..."

Eiko: "Dagger..."

Zidane: "So that's it!? There's no hope!?"

Tot: "I believe this is only temporary. But it may be months, even years before she can speak again... ..until she can overcome her grief."

Zidane: "So, all we can do is wait."

Tot: "I'm afraid so... This is no ordinary illness. We must keep her heart at peace. That is all I can think of."

Zidane: "....."

Steiner: "Princess, please forgive me!!!"

Zidane: "...Eiko, can you look after her for awhile?"

Eiko: "...Sure. What are you gonna do?"

Zidane: "Find Kuja and beat the crap out of him! Doc, I need an airship

to find Kuja. Tell me how to turn Cid back into a human! That's the only way!"

Tot: "Now, now. Calm down... Let's go see the regent."

Zidane: "Come on, Rusty. Get up."

Steiner: "Princess, <sniffle-sniffle!> Please... Say something!
<sniffle-sniffle!>"

Zidane: "You're gonna have to baby-sit him, too..."

[Zidane goes up to the royal chamber, where Tot inspects the regent.]

Tot: "....."

Regent Cid: "So... <gwok> is there any hope for me?"

Tot: "...I'm sorry, sire. We must find the person who cast the spell to reverse the effect."

Zidane: "Dammit..."

Tot: "...Actually, there may be another way. Long ago, I read a book on metamorphosis that discussed methods to reverse the effect."

Regent Cid: "Is this true!?"

Tot: "Yes. However, I don't know if it is a reliable source. The book had a rather comical tone."

Regent Cid: "Is there a chance that I could die from it?"

Tot: "I doubt it would be lethal, sire. We will simply mix three ingredients and apply the formula to your body."

Zidane: "Let's just try it."

Regent Cid: "<Gwok!> That's easy for you to say."

Zidane: "What are the three ingredients?"

Tot: "Unusual Potion, Beautiful Potion, and Strange Potion. They must be mixed in a 5:2:3 ratio."

Minister Artania: "Oh... Magicians of early times often used those potions. They were all fairly common in the old times."

Tot: "Yes. I expected the ingredients to such a powerful cure to be more exotic, too. But as you mentioned, they are no longer popular, so I do not know if we can find them."

Zidane: "...I think Cinna has the Unusual Potion. I'll take care of this. I'm gonna go downtown and look for the ingredients."

Regent Cid: "I'm counting on you <gwok>."

[Zidane wanders around and finds the Beautiful Potion in the Business District and the Strange Potion in an artist's studio. He wanders down

to the hideout to find Cinna.]

Zidane: "I thought you'd all be here."

Marcus: "Zidane! Are you alright!?"

Cinna: "I heard you got injured pretty bad!"

Zenero: "You can walk. That's a good sign."

Zidane: "Yeah, looks like I'll live."

Marcus: "Have you talked to Blank?"

Zidane: "Yeah, I saw him at the castle."

Cinna: "So what are you doing here? Just stopping by to say hi?"

Zidane: "Actually, I came here for a favor. Do you happen to have the Unusual Potion?"

Cinna: "Yeah."

Zidane: "Nice! Can I borrow it?"

Cinna: "Yeah, sure. Hold on."

[Cinna goes inside.]

Marcus: "So, Zidane, are you ever going to rejoin us?"

Zidane: "I don't know... I'm gonna think about it after things settle down."

Zenero: "It's boring without you."

[Cinna returns.]

Cinna: "Here you go." [Receive: Unusual Potion]

[If that's the last potion he has to find:]

Zidane: (That's all of 'em. Finally, I can get back to the castle and see Cid.)

Cinna: "What are you gonna use it for?"

Zidane: "To turn Cid back into a human."

Marcus: "???"

Cinna: "???"

Zenero: "???"

Zidane: "Thanks a lot!"

[Zidane runs back to the royal chamber.]

Zidane: "Hey, I got 'em! I mixed the 3 potions in this bottle, like you told me to."

Tot: "Excellent. Let's test it right away. Sire, are you ready?"

Regent: "...Oh, what the hell. Go ahead."

Zidane: "This better work."

Tot: "Alright. Here we go."

[Tot pours the potion on the regent and he begins to change into many different forms.]

Zidane: "Whoa!"

Regent Cid: "Did it work!? ...Hmmm? Something's wrong <ribbit>."

Zidane: "...Ribbit?"

Tot: "..... It didn't work."

Minister Artania: "Good gracious! The regent has become a frog!"

Zidane: "Oh, man... Now we'll never get a new airship."

Regent Cid: "That's it <ribbit>!!! No more potions, no more medicine!
We're gonna go find Hilda! Gather everyone in the conference
room! <Ribbit!>"

Zidane: "Geez. This sucks..."

[Everyone is soon gathered in the meeting room.]

Minister Artania: "Thank you for coming. The regent has an important
announcement."

Steiner: "!!!? Now he's a frog!"

Regent Cid: "I wanted to <ribbit> become a man again, but this is all
I got. We all know that Kuja holds the key to our fate
<ribbit>. We must find him at any cost!"

Steiner: "But we don't have an airship!"

Regent Cid: "We can use that <ribbit> ship we stole in Alexandria.
Artania, order Zebolt to service that ship immediately."

Minister Artania: "Yes, sire."

Zidane: "So, where exactly are we going?"

[Artania leaves.]

Regent Cid: "<Ribbit>... I'm still working on that."

Vivi: "...Um, you said earlier that there were black mages on Kuja's
airship. So if we go to the Black Mage Village, maybe we can
learn something."

Regent Cid: "Hmmm..."

Vivi: "...I still can't believe it. Why were they on Kuja's ship!? WHY!?"

Zidane: "Well, I'm with Vivi. I think we should go to the Black Mage Village."

Steiner: "Yes. Brilliant idea, Master Vivi. Princess...will you be going as well?"

Dagger: "....."

Eiko: "Of course she will!"

Zidane: "I don't know if that's a good idea."

Dagger: "....."

Eiko: "Don't worry. I'll take care of her."

Regent Cid: "Alright then! <Ribbit!> Let's go to the Black Mage Village! We'll all meet onboard the ship at the harbor in the Base Level."

[Zidane gets on the ship docked at Serpent's Gate.]

Zidane: "Man... I hope this thing can get us there."

Voice: "Finally, I found you!"

Zidane: "?"

[Quina's on the ship.]

Zidane: "Quina! What are you doing here?"

Quina: "Where you go, Zidane!? I travel everywhere, look all over for you!"

Blank: "Who's this? Your new girlfriend? Heh-heh-heh."

Quina: "I so tired. From Madain Sari, I climb mountains, cross ocean, fight monsters..."

Zidane: "Wow. You've been through one hell of a trip. So, Blank, you're coming, too?"

Blank: "Yeah, I was asked to."

Zidane: "By whom?"

Blank: "The boss, of course. But it wasn't his idea."

Regent Cid: "It was mine <ribbit>."

Quina: "!?"

Regent Cid: "We need at least one person to look after the ship when we reach our destination."

Blank: "Plus, I still owe you guys one, so I volunteered."

Quina: "F-Frog..."

Zidane: "...You don't owe us anything."

Regent Cid: "Okay, anchors aweigh!"

Quina: "Is talking..."

Zidane: "Hey. Quina loves frogs, so you'd better watch out."

Quina: "Maybe I eat it...?"

Regent Cid: "I'm not worried. I've had more enemies as an oglop.

<Ribbit!> Oh, by the way, if you ever want to change your party members, talk to me."

Blank: "Okay, where are we off to?"

Zidane: "We're going to the Black Mage Village on the Outer Continent."

Blank: "Alright. Press [SELECT] whenever you wanna verify your location!"

[On the world map, the controls are presented:]

-Blue Narciss Controls-

(><) :Forward
(/\) :Return to the deck
([]) :Reverse
(O) :Disembark
[SELECT] :Switch navigation map
[L1][R1] :Camera control
[L2] :Align camera
[R2] :Switch perspective

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37. Black Mage Village (BM02)
=====

[The party runs in.]

Vivi: "...Looks like nobody's here."

Zidane: "Where did they go?"

Vivi: "I'm gonna go look around."

[Zidane finds Vivi talking to the last (?) black mage in the village, at the cemetery. It's Mr. 288, of course.]

Vivi: "Where is everyone!?"

Black Mage No. 288: "They went away with Kuja... Two other guys stayed behind. They're probably at the chocobo shack."

Vivi: "Why!? Why did they go with him!?"

Black Mage No. 288: "They learned about our lifespan... We can only live for a given amount of time. Kuja said he knew how to extend our life spans, so everyone followed him..."

Vivi: "He's lying! I bet he's lying! Look what he's done to us. He's been using us, treating us like puppets."

Black Mage No. 288: "...Maybe we are just puppets, created to serve

humans."

Vivi: "!"

Zidane: "Come on. That's nonsense."

Vivi: "...Where did they go?"

Black Mage No. 288: "...I can't tell you that. I can't betray them."

Vivi: "Then why didn't you go with them?"

Black Mage No. 288: "....."

Vivi: "You said the two other guys are in the chocobo shack, right?"

Black Mage No. 288: "....."

[Vivi runs off.]

Zidane: "Vivi!"

[Zidane finds him at the stable door.]

Vivi: "Hello. Is anyone there?"

Zidane: "Vivi..."

Vivi: "Please! Open the door!"

[A 'kweh' is heard.]

Zidane: "?"

[The door opens.]

Black Mage: "It's born!!!"

Vivi: "!?"

Black Mage: "Oh..."

Vivi: "Wait!"

[Inside, the mages look at a baby chocobo.]

Black Mage No. 111: "Finally..."

Black Mage No. 33: "Finally..."

Black Mage No. 111: "Hurray!!!"

Black Mage No. 33: "Hurray!!!"

Black Mage No. 111: "I still can't believe it..."

Black Mage No. 33: "Yeah..."

Vivi: "I don't understand. Why are you here?"

Black Mage No. 33: "We're here to look after the chocobo."

Black Mage No. 111: "At first, we were gonna go with everyone, but someone had to stay behind to look after the chocobo egg, so we stayed."

Black Mage No. 33; "We kept the egg nice and warm by ptuting a lot of hay over it."

Black Mage No. 111: "I can't wait to show him to everyone."

Black Mage No. 33: "They're gonna be so happy."

Black Mage No. 111: "We have to come up with a name."

Black Mage No. 33: "Hey... What's happening to me? I feel strange..."

Black Mage No. 111: "M-Me, too..."

Vivi: "....."

[Vivi walks outside and finds Mr. 288 standing at the gate.]

Vivi: "...You stayed behind because you were worried about the chocobo egg."

Black Mage No. 288: "...I don't know. I wanted to follow Kuja because I was so scared of dying. But I couldn't... I felt like I was leaving something important behind."

Vivi: "..... I wanna ask you something."

Black Mage No. 288: "What is it?"

Vivi: "A-Am I gonna stop pretty soon, too?"

Zidane: "!"

Black Mage No. 288: "I don't know... Kuja said the prototype built before us would last longer."

Vivi: "But...I am gonna stop eventually."

Black Mage No. 288: "....."

Vivi: "...I was really confused when my grandpa died. He told me, 'Vivi, no need be sad.' So I told myself, I can't be sad. That's why I felt confused again when I heard that everyone was stopping around him. I don't know what to do or what to feel... But when I saw Dagger crying when her mom died, I wasn't confused anymore. I was sad... If I were just a puppet, I never would have felt that way. Mr. 288...we aren't puppets. I know we aren't. ...I hate him. I hate Kuja!!! He's turning everyone into puppets just to kill people!!! If it weren't for him, I know everyone would understand someday. It's not fair..."

Zidane: "Vivi..."

Black Mage No. 288: "...Kuja's secret palace is on the eastern side of this continent."

Zidane: "!"

Black Mage No. 288: "It's buried under quicksand. You'll need a ship to get there."

Vivi: "Thanks..."

Black Mage No. 288: "I hope we can become strong like you someday..."

[He walks away. Dagger walks alone in town.]

Dagger: (Vivi has so much on his mind... Unlike me, he's fighting so hard... ...I thought I would change after I met Zidane. ...Once I acceded to the throne, I knew I had to change. But nothing has changed...! I'm so helpless...)

[Eiko walks by.]

Eiko: "Wow... Dagger, were you listening, too? That crybaby sure has come a long way, don't you think?"

Dagger: "....."

Eiko: "Dagger? Are you alright? ...Don't worry too much. Vivi has his own way of dealing with things, and you have yours. Come on, cheer up! We'll beat up Kuja, and you'll get your voice back in no time."

Dagger: "....."

[Zidane walks over.]

Eiko: "Zidane."

Zidane: "Is something wrong? Okay. Let's get going."

Vivi: "Mr. 288 said Kuja's palace is buried under quicksand, right?"

Zidane: "Yeah. We're taking the ship to the eastern side of the continent to get there."

[The party heads to the eastern desert and drops down into the northernmost quicksand pit, disappearing instantly...]

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38. Desert Palace (DP01)
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[On the blacked-out screen:]

Kuja: "Huhaha... I knew you'd come. Everything is going according to plan..."

[Zidane wakes up in a circular room with the regent.]

Regent Cid: "Zidane! <Ribbit>, wake up!"

Zidane: "U-Ungh... Cid... Where the heck are we?"

Regent Cid: "Good question <ribbit>! I wish I knew!"

Zidane: "After I fell into the quicksand, everything went dark...
That's all I can remember."

Regent Cid: "Me, too <ribbit>! When I woke up, <ribbit> I was in
this room."

Zidane: "Oh yeah! Where is everyone?"

Regent Cid: "I don't know <ribbit>. I hope they're alright."

[Kuja's voice rings out.]

Kuja: "So you're finally awake..."

Zidane: "That voice...it's Kuja!"

Kuja: "I'm so happy to see you again."

Zidane: "You rat bastard! Where're my friends?"

Kuja: "My, my... Aren't we feisty today? No need to worry about them.
They're in rooms not unlike yours. Oh, yes... I should probably
enlighten you as to your current situation."

[The floor spirals out a little, revealing a lava-pool bottom.]

Zidane: "Yikes!"

Kuja: "I'm sure that even your feeble mind can grasp what would happen
if you were to take that plunge. Ahahahahahahaha!"

Zidane: "Kuja! You're dead!!!"

Kuja: "Oh, dear. Was it something I said? Either way, now that you're
aware of your predicament, I'd like you to do a tiny little favor
for me. I'll let your friends live if you say yes."

Zidane: "Dammit..."

R1 --> I have no choice

R2 --> Never!

R2: "Never!"

Kuja: "You still don't get it, do you? Do you still refuse?"

[The floor spirals in a little more.]

Zidane: "Yikes! Dammit, I don't have a choice!"

Kuja: "Very good. You've chosen wisely. First, step outside."

[Zidane and the regent get the heck out of the lava room.]

Zidane: "Hey, Cid. I need you to look after the others."

Regent Cid: "Fine <ribbit>! I won't let you down! And you <ribbit>!
You come back safe!"

Zidane: "Yeah, I will. See ya."

[Zidane walks down the hall and sees the branching paths blocked by mages.]

Zidane: "Not these guys again..."

Black Mage: "....."

Black Mage: "....."

Kuja: "Stand between the two black mages."

[The black mages warp Zidane off. He appears in a room somewhere.]

Kuja: "Welcome to my humble abode."

Zidane: "Just cut to the chase and tell me what the hell you want!"

Kuja: "My, we're upset, aren't we? Well, this is your errand... I want you to go somewhere and bring something back for me."

Zidane: "So tell me what it is already, you demon!"

Kuja: "I'd watch my mouth if I were you. Surely, you haven't forgotten that I hold your friends' lives in my hands."

Zidane: "Grr!"

Kuja: "I'm going to send you to a place called Oeilvert."

Zidane: "Where's that?"

Kuja: "Oeilvert is south of the Seaways Canyon on the Forgotten Continent. It really isn't my kind of place."

Zidane: "What do you mean by that?"

Kuja: "You see, there's an anti-magic barrier around the place. And I want to send you because you're too stupid to use magic. Once there, I want you to retrieve the Gulug Stone for me. What do you say? Isn't it a simple task? I'll even send you on my luxury cruise ship, so you won't have to worry about transportation. Perhaps it's too much for you. I'd better send you with three of your friends just to be safe. Besides, nobody likes to fight against himself."

Zidane: "???"

Kuja: "Heheh, nevermind. Speak their names when you've chosen your partners."

[Zidane selects his party.]

Zidane: "I want _____, _____, and _____."

Kuja: "Fine. I shall summon them. _____... _____... and _____... Step through the door."

[The three chosen party members walk out.]

Kuja: "Proceed to the center of the platform."

Black Mage: "....."

Black Mage: "....."

[They teleport the party members to Kuja's room.]

Zidane: "!!!"

Kuja: "Spare me the emotional reunion scene, please. Now, go stand with your friends."

Zidane: "You'd better keep your promise, Kuja!"

Kuja: "Of course. You needn't worry one bit."

[The four teleport out.]

Kuja: "Khehehe... What a bunch of idiots."

[Zidane's party warps to the hangar shown in the "Deep Anger" ATE. He goes around the bend and sees the ship.]

Zidane: "Whoa! That must be the Hilda Garde 1!"

[Zidane's party gets on and it takes off on the world map, airborne faster than greased lightning. As it soars over the waves, Zidane makes his way to the cockpit to find some black mages.]

Zidane: "Hey, can we really trust Kuja?"

Black Mage: "....."

Zidane: "Hey, can we really trust Kuja?"

Black Mage 2: "....."

Zidane: "Hey! Say something!"

Black Mage 2: "....."

[Zorn walks into the screen.]

Zorn: "They will not answer to you."

[Thorn appears.]

Thorn: "Respond to our orders only, they do."

Zidane: "Why, y-you backstabbing bozos!"

Zorn: "Those are slanderous words!"

Thorn: "Worse lies, I have never heard."

Zorn: "You needn't concern yourself with such things."

Thorn: "Or an end to your friends' lives, we shall bring."

Zidane: "Dammit!"

Zorn: "The black mages were originally designed just to oppress."

Thorn: "But a strong sense of self, the Black Waltzes came to possess. Always obey us, these mages do, because a strong ego, they have not."

Zorn: "These mass-produced ones are to break once we're through with their lot."

Thorn: "Other purpose than war they have not!"

Zorn: "They have grown attached to life, yet they'll soon disappear!"

Thorn: "Hilarious! Nothing but toys are they here!"

Zidane: "I don't think you guys are any different."

Thorn: "What!?"

Zorn: "Rubbish!"

Zidane: "You say that the black mages have no souls, but you guys are pawns, just like them! Am I right, or what?"

Zorn: "You won't be talking so big once we're done with you!"

Thorn: "Regret those words, you will!"

Zidane: "Well, let's just take it easy until we arrive. Drive safe, alright?"

[On the world map, the majestic HG1 flies over the Shimmering Island and lands on the Forgotten Continent, where it lands. Zidane's crew is kicked out. Down the Seaways Canyon, the party stumbles upon their destination: Oeilvert.]

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39. Oeilvert (OV01)
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[The party walks up to the spooky place's gigantic locked gate.]

Zidane: "This must be the entrance. Mph! Open up! No way I can open a door this big!"

Party Member #1: "!!!"

Party Member #2: "!!!"

Party Member #3: "!!!"

[The door opens by itself.]

Zidane: "!!! I dunno what's going on, but I guess we gotta go inside. It's an honor to be here, hehe."

[The party walks in and Zidane touches some orb, making it light up. In the next room, a planet hologram surprises everyone.]

Zidane: "Is this...a planet?"

Steiner: "Was that writing that just appeared?"

Zidane: "...Mother...Terra...?"

Party Member #1: "!!!"

Party Member #2: "!!!"

Party Member #3: "!!!"

Zidane: "Aww...I can't make it out..."

Freya: "Zidane, can you really read it?"

Zidane: "It's not that I can read it... It's more like the words are talking to me. I don't even know why..."

[The party moves on and comes to a room with four pods. Zidane starts to figure out the order and gets the first to work.]

Zidane: "Aha, it worked! Ancient...ship... Oldest...in history... I knew you just had to do it in the right order!"

[Zidane goes to the next one.]

Zidane: "The ship...for war... Shipbuilding...technology...primitive..."

[He goes to the next and reads.]

Zidane: "Battleship...Invincible...prototype... Prototype...failure..."

[At the last one:]

Zidane: "The first...battleship...Invincible... Improved version... currently...in use..."

[Zidane goes back to the globe that didn't glow in the Grand Hall.]

Zidane: "Huh? It's gone. Whoa! Beginning...of the city... ...? Huh? Now it's gone again. Whoa! At first...the city...flourished... Soon...began to decline... At its peak...cities...all over... Terra... Then...the decline...began... So what the heck is all this?"

[Zidane heads back to the room with the planet and finds a door able to be opened. Inside is a room with many stone faces carved into wall 'sockets'.]

Zidane: "What is this place?"

Steiner: "Wh-What a disturbing room!"

[One of the faces lights up.]

Voice: "%/[]oo#+x..."

Freya: "Friend or foe!?"

Zidane: "Wait! It's saying something..."

Voice: "Visitors... Climb atop the stone..."

Quina: "I hear it say!"

Zidane: "Huh. I guess it's speaking directly into our minds. Well,
let's go!"

[They climb onto the stone and it rises up.]

Voice: "Visitors, listen well... This is the record of our civilization...
The seeds' decline was not our fault... All vegetation and...
vessels...died out... The decay of our Terra...triggered it all...
In order to stop the decay, many methods were considered...
Ultimately, the best minds of Terra's civilization gathered... Then,
a final resuscitation was attempted on the mother continent...
Unfortunately, it ended in failure... It was later discovered to have
been the catalyst... Subjects were selected... After four tremendous
sacrifices, eternal prosperity seemed within reach... Flora and fauna
were revived, but...is still in stasis. Final results...are still
pending... In order that our glorious history not die with us, we
were constructed..."

[The faces quit lighting up and the stone descends.]

Steiner: "Zidane, what could this possibly be!?"

Zidane: "I wanna know, too...but our friends are in danger! So let's
save them first!"

[Zidane runs into the room with the moogle (Stiltzkin is now gone) and
stops when a display starts to light up before him.]

Zidane: "? Hmm... It looks different than before. It looks like that
other planet."

[Another planet appears beside the other hologram.]

Zidane: "Wh-What's this? Another planet?"

[The two planets merge into one.]

Zidane: "What the heck could this mean?"

[In the next room, a plate takes them to the bottom of a long tunnel.
Zidane goes up to a tombstone and a stone drops down from above.]

Zidane: "!!! So this is what Kuja was harping about. Time to head back.
Whoa! ...? Something's coming!"

[The party squares off with Ark and defeats it, taking the Gulug
Stone.]

Zidane: "We gotta get back to the others!"

[The view switches back to Desert Palace again.]

=====
40. Desert Palace (DP02)
=====

Eiko: "Why am I trapped in here!? Hey! Someone lemme out! This is no
way to treat a lady! Aww... I hope Zidane and the others are

alright... I'm sure they'll come back for me."

[Kuja's voice rings.]

Kuja: "So, how do you like the special suites I reserved for each of you? By the way, Zidane is out running an errand for me in return for your safety. But I hate keeping promises... And I so love deceit. So, I thought I would give you a special death to remember me by. My palace is home to a magnificent hourglass. As its sands fall, the floors of your rooms slowly open. Well? Isn't it a fabulous idea? Your lives will be spared if the hourglass is reset. If Zidane comes back in time, that is. Oops, just ten more minutes. Better start praying. Farewell... My sweet, lovable morons. Ahahahahahahaha!"

Eiko: "What!? Somebody help me!"

[Outside, Cid listens to Kuja speak.]

Kuja: "Farewell... My sweet, lovable morons. Ahahahahahahaha!"

Regent Cid: "That bastard Kuja! That does it <ribbit>! If I don't save them, no one will!"

[Two black mages walk by.]

Black Mage No. 69: "Say... I reset the hourglass and locked it because I was ordered to. What we're doing is wrong, isn't it?"

Black Mage No. 12: "Wait. Isn't that better than to stop functioning?"

Black Mage No. 69: "....."

Black Mage No. 12: "C-Come on, let's go back."

Black Mage No. 69: "Turning off that trap again? I still don't understand how you do it."

Black Mage No. 12: "You basically have to turn them all on. You're just thinking too hard. Let's go."

[Regent Cid watches them walk off, then enters the room they left.]

Regent Cid: "That must be the key they were talking about <ribbit>!"

Narrative: Get the key! Press the (O) button to go forward.

[Cid gets the key and does the minigame (see DP03 for full details) and gets up to the hourglass.]

Regent Cid: "Just have to turn this upside-down <ribbit>! <Ribbit!> Now, everyone should be alright <ribbit>!"

[In the cells, the party that was left behind walks out.]

Eiko: "I thought I was a goner! Thank goodness we made it!"

Regent Cid: "Aha! You all made it <ribbit>!"

Eiko: "!? Huh? You saved us?"

Regent Cid: "And it wasn't easy, mind you... But we've no time to celebrate <ribbit>! I heard from two black mages that there's some kind of trap up ahead. They said you basically just have to turn them all on, whatever that means <ribbit>. Let's hurry!"

Eiko: "That's right! We can't just rely on Zidane! We have to work together until Zidane gets back! We can do it if we stick together!"

[The party runs through the palace corridors, lighting candles and removing bloodstones. At the last candle:]

Voice: Intruder alert. Defense system activated. Initializing automatic countermeasures. Transferring from observation to attack mode."

Eiko: "Huh? That's not Kuja's voice! Who's there!? Come out and show yourself!"

[A battle begins with Valia Pira, and ends with its destruction. The party lights the last candle, and hops on the new teleportation pad.]

Narrative: Meanwhile...

[Zidane is just arriving back in the place on the Hilda Garde 1.]

Zidane: "Finally made it back. Well, no rest for the wicked! I gotta get movin'!"

[The party gets on a teleport pad and ends up somewhere unfamiliar.]

Zidane: "What the... Where are we now? Did I take a wrong turn?"

[Kuja's voice rings out.]

Kuja: "Welcome back... I'm inside the room past the stairs. But I want you to come alone, Zidane. Alone."

Steiner: "It is surely a trap! Proceed with caution!"

Zidane: "Yeah, tell me about it. I'll be okay! You guys just wait here."

[The door opens for Zidane in the next screen.]

Kuja: "Come inside..."

[Kuja's there.]

Kuja: "I'm so happy to see you again, Zidane."

Zidane: "My friends better be alright!"

Kuja: "Oh my! Blunt as always, I see... Take a look in there."

[In the hole in the floor, four "party members" lie unconscious.]

Zidane: "!!!"

Kuja: "No need to worry. They just needed some rest, that's all. Now, give me the Gulug Stone..."

[Outside, in the teleportation room, the three party members pace the halls.]

Steiner: "..... I wonder how the others are doing... Why, if something happened to the princess, I don't know what I would do!"

Freya: "!!!"

Steiner: "!!!"

[The rest of the party members come in on a teleportation device.]

Eiko: "Huh? Where's Zidane?"

Steiner: "He went alone to Kuja's chamber. But how did you escape?"

Regent Cid: "Actually..."

Eiko: "There's no time! We gotta go stop Zidane!"

[Everyone races into the room, with Eiko bringing up the tail-end. The door closes as she tries to enter, though, and she runs into it.]

Eiko: "Aaa! What the heck!?"

[Zorn and Thorn sneak up behind her... Inside Kuja's Room:]

Kuja: "Now, give me the Gulug Stone..."

Zidane: "You bastard! You're the worst scum alive!"

Kuja: "<Yawn> I grow weary of your tantrums. Well, will you hand it over or not?"

Vivi: "Don't give it to him, Zidane!"

[The party runs in.]

Zidane: "Huh!? So, who's inside this cage?"

Kuja: "Oh dear, I wasn't expecting this. That's right, the ones inside are fake! But don't think you've won yet."

Zidane: "What do you mean by that?"

Kuja: "Hehehe..."

[Eiko yells from the hall.]

Eiko: "Aaa! Leave me alone!"

Zidane: "Eiko!"

[Regent Cid yells, too.]

Regent Cid: "<Rrrrrribbit!> I'll protect you!"

[One of the jesters says:]

Jester: "What a freak! This frog can speak!"

Jester 2: "Frog that goes squish, you'll make a fine dish!"

Regent Cid: "...Ungph!... ..<R-Ribbit>..."

Zidane: "Aw, man... Hey!!"

[Kuja uses his magicks to take the Gulug Stone from across the room.]

Kuja: "I wanted to finish you off after getting the Gulug Stone and killing all your friends... Instead, I'll just take the girl. I hope we meet again."

[Kuja teleports out of the room.]

Zidane: "Arrg! It won't respond."

Freya: "He plans to flee in the Hilda Garde!"

Zidane: "Let's get him!"

[Zidane selects his party and runs after Kuja, finding the hangar empty. He runs to the path previously blocked by a black mage.]

Zidane: "Dammit! He got away!"

Regent Cid: "We can still follow him in the Blue Narciss!"

Zidane: "Great minds think alike! Let's go, people!"

[The Hilda Garde cruises to the Lost Continent, with the Blue Narciss hanging out of sight in its wake. Onboard:]

Blank: "He headed toward some weird-looking structure."

Freya: "Is there anything beyond there?"

Zidane: "What the hell is Kuja up to...? Why did he take Eiko?"

Regent Cid: "His motives are unclear <ribbit>... That girl can summon eidolons, too <ribbit>?"

Zidane: "Yeah. That's it! He's probably after her for the same reason he was after Dagger!"

Dagger: "....."

Zidane: "Don't worry, Dagger... We're not gonna let him have his way. Kuja's got a lot to answer for."

=====
41. Mount Gulug (MG01)
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[The party runs into Esto Gaza, which is at the foot of the mountain. The town, which was fairly full before, is now deserted for the most part.]

Bishop: "What do you beggars want? You are in a holy place. Keep the noise down. Hmph! Just like all the other pointy-hats! No manners at all."

Zidane: "Hey, mister, what did you just say? Have you seen some guys that look like my friend here?"

Bishop: "How dare you address me so! I am the priest of Esto Gaza, the holy place in which you stand. Mind your tongue, child. Are you in league with that brazen crew?"

Zidane: "Tell me where they went! Was there a little girl with them? My friend's life is in danger! Tell me what you know, now!"

Bishop: "All life is equal. The living will return to the stars. Through the Path of Souls of the Shimmering Island."

Zidane: "What are you talking about? Didn't the black mages have a girl with them?"

Steiner: "How dare a man of the cloth turn a blind eye to evil!"

Bishop: "I just watched them. Besides, they didn't do anything wrong. They barged in, hundreds of them! So, that was the dreaded black mage army... They headed straight for Mount Gulug without even looking at me."

Zidane: "Mount Gulug?"

Bishop: "An enormous volcano that went extinct in the days of old. Legend has it that a race of great moles once lived within the caverns. But that was a very long time ago. No mortal has entered those depths ever since the entrance was mysteriously sealed. They passed through here and went straight for Mount Gulug."

Zidane: "And? What about the girl?"

=====
41. Mount Gulug (MG01)
=====

[The party descends into the depths, and eventually finds a path that overlooks a would-be extraction ceremony about to take place.]

Vivi: "Zidane, it's Eiko! Kuja and the black mages are there, too!"

Zidane: "Eiko! That must be the extraction spell!"

[Down below, Zorn and Thorn start up their chant.]

Zorn: "Eidolon of eternal life!"

Thorn: "Eidolon of infinite powers!"

Zorn: "Arise from thy eternal slumber!"

Thorn: "Depart after thy endless wait!"

Zorn: "Let there be light!"

Thorn: "Let there be life!"

Zorn: "The time has come!"

Thorn: "The time is now!"

[Up above, Dagger runs in and sees the scene.]

Dagger: "!!! ..."

Zidane: "Wait, Dagger!"

Dagger: "!!!"

Zidane: "We all know how you feel, Dagger, so leave this to us...
Okay?"

Dagger: "..."

Zidane "C'mon, let's do it!"

[The party runs off and Dagger just watches. Back below, Zorn and Thorn look at Eiko.]

Zorn: "That was odd."

Thorn: "Odd, that was."

Zorn: "We failed again!"

Thorn: "Again we have failed!"

Zorn: "Did you make some mistake?"

Thorn: "Make mistake, I did not! Yours, the mistake must be!"

Zorn: "I made no mistake at all!"

Thorn: "The truth, do you speak?"

Zorn: "Of course, I speak the truth!"

Kuja: "Will you two just shut up!?"

Zorn: "I-It's his fault!"

Thorn: "H-His fault, it is!"

Zorn: "The one who messed up is you!"

Thorn: "You're the one who messed up!"

Kuja: "I said shut up! I don't want to hear excuses! I sense power
from within her. Continue the extraction!"

Zorn: "Continuing further will endanger the subject's life!"

Thorn: "Only at the age of sixteen can eidolons be extracted!"

Kuja: "You two just don't get it! I need an eidolon more powerful than Alexander! An eidolon with the power to bury Garland! His powers are so incredible; I cannot even come close. I must destroy him before Terra's plan is activated, or my soul will no longer be my own! Who cares if she lives? I want that eidolon!"

[Zorn and Thorn watch Kuja walk away, then approach Eiko. Mog hops out and knocks 'em back.]

Mog: "Kupo!"

Zorn: "Where did that come from?"

Thorn: "You, get out of our way!"

[The moogles persist.]

Zorn: "Master!"

Thorn: "Master!"

Mog: "Kupo...!"

Kuja: "Well!?"

Zorn: "Her pet moogles are interfering with the extraction process!"

Thorn: "Certain are we that it caused the failure!"

Kuja: "Kill the runt! We're running out of time!"

Mog: "Kupo...!"

Eiko: "Mog... No, Mog. Hide behind me... Mog? What is it?"

[Mog starts to float.]

Mog: "Eiko, thank you for everything."

Eiko: "Mog, what are you saying?"

Mog: "Don't worry, kupo. I will always be with you, kupo."

[A bright light ensues. From the passageway, Zidane hears Eiko yelling.]

Eiko: "Mog!"

Zidane: "This way!? Whoa!"

[The light stops Zidane from entering. Eiko watches Mog start to glow.]

Eiko: "Mog!"

Zorn: "We will put you to death!"

Thorn: "Put you to death, we will!"

[Zorn and Thorn attack Eiko and the Trance (!?) Mog.]

Mog: "Eiko! Use Terra Homing, kupo!"

Eiko: "Okay!"

[Eiko blows Zorn and Thorn away with her most powerful (and new) summon.]

Mog: "I wanted to be by your side, Eiko...so I became Mog. Don't worry.
I'll always watch over you, kupo."

[Mog disappears and Zidane runs over to Zorn and Thorn's silent bodies.]

Zidane: "!!! Eiko, are you okay?"

Eiko: "I'm alright. Mog saved me... I never knew that Mog was an eidolon. She always looked after me...disguised as a moogle. Even though... even though she was weak... She fought her best to protect me."

Zidane: "So that's what happened..."

[Eiko looks up and catches Mog's ribbon.]

Eiko: "Mog's ribbon... Mog..." [Receive: Ribbon]

Zidane: "It's alright, Eiko. Mog'll always watch over you."

Eiko: "You're right..."

[Kuja walks into the screen.]

Kuja: "How can that--That moogle went into a Trance!?"

Zidane: "Kuja!"

Kuja: "So...an eruption of anger against one's surroundings induces a complete Trance! It's not the will to live, nor is it the desire to protect another!"

Zidane: "Man, you're really goin' off! Hello!?"

Kuja: "That means...I simply need a powerful soul, even if that soul is not my own! No, wait... And it can be found there! Hahahaha!!"

Zidane: "Kuja! What are you plotting?"

Kuja: "I am done with you!"

Vivi: "W-Wait a minute!"

Zidane: "Vivi! Look out!"

Kuja: "Don't worry, I hear these twins put on quite a good show. Of course, they're really not twins at all..."

[Kuja leaves.]

Vivi: "Wait! What about the black mages?"

[Vivi runs off.]

Zidane: "No, Vivi! It's too dangerous!"

[Zidane attempts to run after, but Zorn and Thorn's lifeless bodies thump the ground and startle him.]

Zidane: "Whoa!"

Eiko: "Zidane, something's wrong."

Zidane: "I thought we defeated them!"

[The two rise up and mesh, becoming Meltigemini; the party defeats

them anyway. Vivi walks over with some mages afterwards.]

Zidane: "Vivi, where's Kuja? Did he get away!? Vivi?"

Vivi: "Everyone knew he was lying...but they still followed him. He said that our life spans can't be extended, and that we were fools for believing him."

Zidane: "What!? Kuja said that?"

Black Mage No. 78: "I-I'm so sorry...for all I've done..."

Zidane: "You guys don't have to apologize. Where are the others?"

Vivi: "They were so shocked to hear it, they're all sitting down over there. Zidane! What am I supposed to tell them!?"

Zidane: "Vivi... Hey, Vivi, where're you going?"

Vivi: "All I can do...is just sit with them."

[Vivi leaves with the mages.]

Zidane: "That bastard! When I get my hands on him--"

Woman: "Pardon me, but is someone there?"

[Zidane runs into a room where a woman is.]

Woman: "Who might you be? Where has that...Kuja gone?"

Zidane: "Oh, him. He split, lady."

Woman: "What? You chased him away? I know not who you are, but you have my sincere gratitude."

Dagger: "..."

Woman: "Could this be...Princess Garnet? Why is it! It is you!"

Dagger: "..."

Woman: "Oh, how long has it been! I haven't seen Your Highness for ages! Why, look how you've grown... So, whatever brought you to this dreadful place?"

Zidane: "Who is this lady? What's a friend of yours doing here, anyway?"

[The frog regent runs in.]

Regent Cid: "Oh! My darling <ribbit> Hilda! I finally found you <ribbit>!"

Hilda: "I do not remember ever marrying a toad."

Regent Cid: "I-It's me <ribbit>! Cid!"

Hilda: "Of course, that mustache... It really is you!"

Regent Cid: "Hilda, come back to the castle <ribbit> and return me to

my former self <ribbit>!"

Hilda: "Dreadfully sorry, my sugar cup, but I surrendered your favorite airship to a man named Kuja."

Regent Cid: "Forget about it <ribbit>! As long as you're alright <ribbit>!"

Hilda: "Oh, my sweet froggy-woggy!"

Eiko: "So, uhh... You know Kuja? I'm gonna make him pay! Please tell me all about him!"

Hilda: "Very well, my dear. I shall tell you everything once we reach Lindblum."

=====
42. Lindblum (LB04)
=====

[The party goes back to Lindblum, and the regent and Hilda talk in private in the royal chamber.]

Regent Cid: "<Ribbit!> Kuja didn't touch you, did he?"

Hilda: "His soul was filled with hate, but he was polite to me. He just talked an awful lot."

Regent Cid: "What about? <Ribbit!>"

Hilda: "Well, he divulged his master plan to me. I didn't even have to ask. It was tiresome. But what he spoke of... It was truly a scene from a nightmare."

Regent Cid: "What did he say?"

Hilda: "That he was not of this world. He said his aim was to use this world to acquire an even more destructive power... The taking of Hilda Garde 1 was a part of this process."

Regent Cid: "We must tell Zidane about this! <Ribbit!> You have valuable information!"

Hilda: "Which lead me to believe that my abduction wasn't a part of his plan. He was a hopeless narcissist, but... But at least he wasn't a skirt-chaser, like you."

Regent Cid: "...Ugh! You just hit me where it hurts most. <Ribbit!> I'm sorry about that! That's why I risked my life to rescue you!"

Hilda: "Oh, really? Are you sure you weren't there to take back Hilda Garde 1?"

Regent Cid: "I'm not lying! <Ribbit!> I apologize! So please turn me back! <Ribbit!> I'm sick of being an oglop or a frog! I'll never cheat on you again! <Ribbit!> I promise!"

Hilda: "...Can your words be trusted?"

Regent Cid: "I don't lie! <Ribbit!> I swear on my father's name!"

Hilda: "Alright. I'll turn you back. But it's going to be much worse if you ever cheat on me again!"

Regent Cid: "I...I understand. Now turn me back!"

Hilda: "Maybe I'll turn you into a hedgehog pie."

Regent Cid: "Erk... P-Please, no! <Ribbit!> Now turn me back!"

Hilda: "Alright, alright."

[She gives him a kiss and the Regent is back to his old mustache'd self.]

Regent Cid: "Finally... Ribbit! I'm human again! Gwok! Now I can concentrate on building Hilda Garde 3!"

Hilda: "....."

Regent Cid: "...D-Darn it! I must stop that."

Hilda: "Dear..."

Regent Cid: "I'm sorry about everything, Hilda."

[Cue the embrace!]

Dagger: "Zidane..."

Zidane: "Hmm...? Dagger?"

Voice: Mr. Zidane...

[A guard wakes Zidane up from a Dagger dream.]

Zidane: "Why are you calling me 'Mister' Zidane...?"

Soldier: "Mr. Zidane! Please get up!"

Zidane: "! Oh, it was just a dream... What's up?"

Soldier: "Lady Hilda is calling a meeting. Please go to the conference room."

Zidane: "Okay. I just wish I could've dreamt a bit longer..."

Soldier: "Huh?"

Zidane: "Oh, it's nothing. Don't worry about it."

[Zidane walks to the conference room upstairs. Everyone is there except Dagger. Zidane looks at the mustached man on the throne.]

Zidane: "Who's that guy?"

Freya: "...It's Regent Cid."

Zidane: "WHAAAT!?"

Regent Cid: "...Still hasn't got any manners. Ribb-- Ahem!"

Still haven't learned your manners!"

Zidane: "You can stop the frog-talk now."

Regent Cid: "S-Silence! Ribbit!"

Zidane: "...Oh well."

Regent Cid: "Ugh... I didn't gather you all to talk about that."

Hilda: "I called for this meeting to tell you about what I learned while in Kuja's captivity."

Regent Cid: "It may provide a hint about where he may be. Listen carefully."

Steiner: "...I don't see the princess. I shall look for her."

[Steiner retreats.]

Regent Cid: "I will begin constructing Hilda Garde 3. The Blue Narciss will be used for its construction. Now, Hilda will tell you the rest. Hilda?"

Zidane: "So? What did Kuja discuss with you?"

[Cid leaves.]

Hilda: "Some parts of the story may be hard to believe, but please hear me out. ...Kuja plans to use this world as a means of acquiring an even greater power."

Zidane: "Greater power? What would he do with it?"

Hilda: "I don't know... He indicated that he wasn't of this world."

Quina: "!!!"

Vivi: "!!!"

Eiko: "!!!"

Freya: "!!!"

Amarant: "!!!"

Zidane: "What?"

Hilda: "We call our world Gaia. But he called his birthplace Terra."

Freya: "Terra, huh...?"

[The ATE 'Team' plays.]

Hilda: "This Terra seems to be connected with a place called the Shimmering Island."

Zidane: "I don't know where Kuja went, but maybe we can find him if we go there..."

Hilda: "...Unfortunately, you can't get directly to Terra from the Shimmering Island."

Amarant: "Of course you can't. Everyone would've discovered this

'other world' by now if it were that easy."

Zidane: "So, what do we do?"

Hilda: "...I'll tell you. The gateway that connects the two worlds is sealed, but Kuja said there is a place where the seal can be broken."

Zidane: "Where's that?"

Hilda: "He said it's an old castle located in the northern area of the Forgotten Continent. An explorer left a record of his trip to this particular castle on the Forgotten Continent. If I remember correctly, he wrote that the cliffs were too steep to explore. Other than that, very little is known about the Forgotten Continent... Well, since this castle doesn't have a name, let's call it Ipsen's Castle."

Zidane: "Ipsen's Castle, huh...? Yeah, we don't know anything about the world beyond our continent."

[The ATE 'Recovery' plays.]

Hilda: "...That's all I heard. You may find a clue if you go to Ipsen's Castle."

Eiko: "Did you ask Kuja about all of this?"

Hilda: "These are things he discussed voluntarily. He became very impassioned as he spoke... And he volunteered information without even my asking. He probably thought telling me his plans wouldn't affect his grand scheme."

Amarant: "He's right. His power is great, but we're at a disadvantage."

Vivi: "But I can't forgive Kuja! He toyed with my friends' lives!"

Zidane: "Now we know where we need to go. The problem is getting there. I guess we'll have to wait until Cid finishes building Hilda Garde 3..."

[Steiner runs in.]

Steiner: "Zidane! I bring troubling news!"

Zidane: "What? What now?"

Steiner: "I cannot find the princess! I've looked all over Lindblum! The members of Tantalus aided me in my search, but..."

Zidane: "She's not in Lindblum? ...Then there's only one place."

Steiner: "Do you know where she is?"

Zidane: "I think so... You guys wait here in Lindblum. I'll be right back."

[Zidane runs off to...Alexandria!? Members of Tantalus are also there, running around the streets.]

Cinna: "Ahhh! Where are you guys going!?"

Zenero: "We're gonna look for Dagger!"

Benero: "Is there anyone else we need to look for?"

Cinna: "No! But we looked there already! Go someplace where we haven't already looked!"

[Cinna runs off.]

Zenero: "Cinna's so demanding..."

Benero: "True, true..."

[They follow him. By the mini-theater, Blank and Marcus see Ruby.]

Blank: "Hey, Ruby!"

Ruby: "Blank! Marcus! How y'all doin'?"

Blank: "We're doing alright. How's show business, Ruby?"

Ruby: "Well, the money ain't no good, but I'm havin' fun. I like it."

Blank: "That's great! Our hideout in Lindblum got completely destroyed. It's gonna take a miracle to fix the place."

Marcus: "Bro, we better..."

Blank: "Oh! Sorry! We came to Alexandria for a reason. Have you seen Dagger?"

Ruby: "Dagger...? Naw, I ain't seen her. What about her? You fixin' to kidnap her again?"

Marcus: "No, we're just looking for her this time."

Ruby: "I was only kiddin', Marcus. I'll ask the patrons to be on the lookout."

Blank: "Thanks, Ruby!"

[They run off.]

Ruby: "I wonder if Zidane is here with these good ol' boys...?"

[At the castle, Zidane sits by the empty gondola dock.]

Zidane: "This is strange... I was sure that she'd be back in Alexandria... Where else can I look?"

[Baku appears.]

Baku: "Hey, Zidane! I've been lookin' for ya!"

Zidane: "Boss! Have you found Dagger?"

Baku: "Nah... Can't find her anywhere! I didn't find Dagger, but... I think I saw that chick..."

Zidane: "That chick?"

Baku: "Yeah, you know, that chick! I'm gonna check again."

Zidane: "Hey, wait! Who is she? What are you talking about!?"

[Zidane follows Baku down to the harbor.]

Zidane: "Where are you going, Boss? Is she here?"

Baku: "She was standin' over there just a second ago..."

Zidane: "Over there...? !"

[Beatrix walks into sight on a pier below.]

Zidane: "Is that who I think it is?"

[Zidane runs down there, but Beatrix isn't there anymore.]

Zidane: "Hey!"

[He runs to a different place and sees her back in the same spot.]

Zidane: "Ah, over there!"

[He runs down there and she's gone...]

Zidane: "Where did she go...?"

[Beatrix walks up by Baku.]

Baku: "Still alive, eh?"

Beatrix: "You are...Baku?"

Baku: "Yup, I'm the man who abducted yer princess!"

Beatrix: "Let us forget about that. It happened a long time ago..."

Baku: "You got a big heart, unlike that knucklehead, Steiner. No wonder the women are runnin' the show here. Gwahahaha!"

[Zidane runs up.]

Zidane: "Boss! You must've seen Beatrix! Hey!"

[They all talk by the gondola dock later.]

Beatrix: "As you can see, Alexandria was completely destroyed...
Steiner and I did our best to protect Alexandria... ..but
our efforts were in vain."

Zidane: "Steiner was worried about you. Why haven't you contacted him?
Dagger's still in shock. She's been mute ever since the attack."

Beatrix: "She is...? Then it is better for her not to return to this
city for a while... It won't do her any good to see Alexandria
like this..."

Zidane: "Well, here's the thing... We can't find her. I thought she'd be back here, but I can't find her anywhere."

Alexandria: "She is back in Alexandria? But she's nowhere to be found...? Have you looked in the resting place?"

Zidane: "'Resting place'?"

Beatrix: "Yes, if she is back in Alexandria, I am certain that she will be there. ...There are a couple of favors I'd like to ask you... If you see Princess Garnet, please tell her not to worry about Alexandria... She must take care of herself first."

Zidane: "Sure. What else?"

Beatrix: "I'd like you to give something to her." [Receive: Garnet]
"Maybe it will help the princess get through this time of uncertainty..."

[Zidane walks up the stairs to the resting place later on, and finds Dagger standing in front of her mother's memorial.]

Zidane: "I've been looking for you, Dagger."

Dagger: "Zidane!"

Zidane: "You can talk again!?"

Dagger: "I... I've been thinking since...the disaster. I've been thinking that I have to become a queen and bring back peace to Alexandria. That's why I came back here, but... Can I stay with you guys for a while longer?"

Zidane: "Can I ask why?"

Dagger: "When my mother was still alive... My primary concern was how to talk and look like a princess. Those were the only things on my mind... That didn't change when my mother died and I was about to become a queen... I only thought about how to look and act like a queen. I don't think the people will accept me as their queen the way I am right now."

Zidane: "I don't know about that."

Dagger: "I have no right to rule over this country..."

Zidane: "Hmm... Oh, I almost forgot! Beatrix wanted me to give this to you."

[He tosses it to Dagger.]

Dagger: "Is this...a garnet?"

Zidane: "That's right... Isn't it pretty?"

Dagger: "It's beautiful..."

Zidane: "That gem used to be just another ordinary stone... The stone made a wish... 'I want to shine!' The stone traveled from person

to person, in keeping with its wish... And now, it's shining in your hand, Dagger. If you're willing to make an effort... You'll shine, too, someday! The day will come when Alexandria needs you! There's no rush. The important thing is to have the desire."

Dagger: "Thanks... I have to apologize for using you guys as an excuse to run away from my responsibilities..."

Zidane: "Hey, what's important is that you honestly want to stay with us..."

Dagger: "Zidane...? Can I borrow that knife again...?"

Zidane: "Which one?"

Dagger: "The one that helped me make my last big decision..."

[She snatches it from him and tosses up in the air like pro.]

Dagger: "I'm borrowing this! Zidane... Remember the way I was...for me."

[Dagger runs down the steps, leaving Zidane behind. FMV. Dagger uses the knife to cut her hair short, kinda like a right of passage into womanhood. In Lindblum, the Hilda Garde 3 lifts off from the dock and flies out into the sky successfully. Dagger and Zidane get onboard eventually.]

Eiko: "Wh-Wh-Wh-What happened!? What happened to your hair!?"

Steiner: "P-P-Princess!!! What have you done!?"

Eiko: "I know! Zidane broke your heart, didn't he!? How dare he--"

Steiner: "I-I-Is that true!?"

Zidane: "Whoa, hold on. Don't jump to conclusions!"

Dagger: "Zidane's right, Eiko."

Steiner: "!?"

Eiko: "Dagger! You can talk again?"

Dagger: "Yes... I'm sorry I made you all worry."

Eiko: "It's okay, but your hair... It was so beautiful."

Dagger: "Short hair doesn't suit me?"

Eiko: "Oh, no. You look great!"

Dagger: "Thanks, Eiko."

Zidane: "It's still too early to celebrate... Erin! You know our destination."

Erin: "Yes, Ipsen's Castle on the Forgotten Continent!"

Zidane: "That's right. We'll go there to find out how to enter Terra through the 'Shimmering Island.'"

Dagger: "I'm sure we'll find out more about what's going on once we reach Terra."

Zidane: "Yeah... And hopefully, we'll learn about what Kuja wants to achieve..."

Erin: "The location of Ipsen's Castle has been marked on a map based on Lady Hilda's information. Please check by pressing [SELECT] after we depart! You can also press (><) on the bright spots on the map, and the ship will take you to those locations automatically. You can check how to maneuver the hship automatically by pressing (/\\) while the large map is open!"

[A sailor walks up.]

Crew Member: "Excuse me! Please let me know if you'd like to switch out your party members! I shall assist you in any way that I can during your journey."

Zidane: "You don't have to be so formal. Let's just relax and enjoy our flight."

[On the world map, the navigation screen opens:]

-Airship Navigation-

(><) : Forward
(/\\) : To the deck
([]) : Reverse
(O) : Disembark
[SELECT] : Switch navigation map
[L1][R1] : Camera control
[L2] : Align camera

[The party heads to the castle in question, on the continent far away.]

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43. Ipsen's Castle (IC01)
=====

[The party walks to the old castle which, strangely, is built like a mirror image of itself across a horizontal axis -- in other words, the bottom looks like the top...]

Zidane: "Is this the old castle Hilda told us about? What a strange-looking place... Like it's upside-down or something... Alright, I'll take 3 of you with me. The rest of you secure this spot."

Amarant: "...Hey, Zidane."

Zidane: "...? What's up, Amarant?"

Amarant: "I work alone. Always have, always will. I don't know why you bother carryin' dead weight all the time."

Zidane: "What's your point?"

Amarant: "I'm sayin' working alone beats working in a team any day, and I'm gonna prove it. Hilda said there's some key here to

break the seal, am I right?"

Zidane: "Yeah."

Amarant: "Let's see who finds it first. I'll be going by myself, of course."

Steiner: "Amarant! You selfish, ignorant fool!"

Zidane: "Calm down, Rusty."

Steiner: "B-But...!"

Zidane: (What should I do?)

R1 --> Let him go

R2 --> Don't let him go

R1: "...Okay. I don't know what you're thinking, but if that's what you want, it's okay by me."

Amarant: "Well, aren't you an agreeable fellow?"

R2: "...Sorry, I can't let you do that."

Amarant: "That's too bad. I'm going anyway."

Zidane: "....."

Amarant: "Well, see you later."

[Amarant leaves.]

Freya: "...Are you sure about this, Zidane?"

Zidane: "What can I do? I can't change the way he thinks. Let's get going, everyone! We'll beat Amarant at his own game!"

[Zidane forms his party and sets inside. They finally get to the mural room, but Amarant has beat them to the punch.]

Zidane: "!"

Amarant: "You're late, Zidane, and I'm the winner. See how much you lose by working with others?"

Zidane: "...Have you figured out how to break the seal?"

Amarant: "Take a look at that wall. Maybe you can figure it out. But it's no longer my concern."

Zidane: "What do you mean?"

Amarant: "I proved myself right. I don't need to follow you around anymore. We may be enemies next time we meet... See ya."

[Amarant walks out.]

Eiko: "Ugh! Who does he think he is!?"

Zidane: "...It's his way. We can't change him."

[Zidane goes up to the mural and finds four mirrors on it.]

Zidane: "Let's see... ...? There's something written on it. 'My power is protected underwater, surrounded by the earth.'" [Receive: Water Mirror]

[Zidane goes to the next one.]

Zidane: "Let's see... ...This one, too. 'My power is protected high atop a fiery mountain.'" [Receive: Fire Mirror]

[Zidane goes to the next one.]

Zidane: "Let's see... And this one... 'My power is protected behind a tornado.'" [Receive: Wind Mirror]

[Zidane goes to the next one.]

Zidane: "Let's see... That means... This one, too. 'My power is protected under the shaking ground.'" [Receive: Earth Mirror]

[Zidane runs back to his party.]

Zidane: "Well, looks like we got what we came for. Let's go."

Freya: "Were those writings in a language only you can read?"

Zidane: "Yeah, they were the same as the ones I saw at Oeilvert... Like Hilda said, those things on the wall must have something to do with the seal. Let's think about that later. We need to get out."

Voice: "M-Mirror... Return...to me..."

Zidane: "Who's there?"

[A large clawed monster appears.]

Monster: "Energy flow...interrupted... Energy to...Terra... You dare get in the way of Terra's master plan...?"

Zidane: "Wh-What is this!?"

Monster: "My name...is Taharka. Return...my mirrors..."

Zidane: "You should say please when you ask for things."

Taharka: "Fool! You'll regret this..."

[Taharka attacks but, for a guardian, is repelled like an insect.]

Taharka: "One is all, all is one... You'll never break the seal..."

[Taharka's dying body disappears. The party heads back to the court with the moogle. Eiko almost steps in a trapdoor.]

Eiko: "Ahhh!"

Zidane: "Hey! Are you okay?"

Eiko: "O-Of course I'm okay!"

Freya: "How clever. We must have activated a trap when we reached the top."

Zidane: "Well, I'm glad you're okay. Let's go. They're waiting for us outside."

[They run back to the outside screen.]

Zidane: "Hey, sorry to keep you all waiting."

Dagger: "You win, Zidane. You came out first!"

Zidane: "What? What happened to Amarant? He was waiting for us at the top and left as soon as we got there! I thought he took off! Is he still inside...? You guys wait here. I'm gonna go look for him."

[Zidane heads inside and soon hears a--]

Voice: "Uh..."

Zidane: "Who's there!?"

Voice: "Uh..."

Zidane: "Who's there?"

[Amarant is lying on his back near a drop-off.]

Amarant: "Zidane...? Why did you come back...?"

Zidane: "Amarant? What happened to you?"

Amarant: "Answer my question... I told you we might be enemies next time we met... Or did you come back to mock me?"

Zidane: "You say some strange things. The guys outside told me that you hadn't come out yet. That's why I came here looking for you."

Amarant: "We don't have anything to do with each other anymore... You don't have anything to gain from this. Or do you? I don't understand you. I don't understand the way you think..."

Zidane: "Who cares about what I have to gain? You need help right now."

Amarant: "You don't care...? You're willing to put yourself at risk to save me?"

Zidane: "Come on. We've helped each other many times since we joined forces. You're a part of the team. That's all that matters. I don't know why I'm doing this, but I can't just walk away. It goes against my nature."

Amarant: "And that's what being part of the team means...?"

Zidane: "Isn't it? Come on, that's enough talk. Let's get outta here!"

[They head back to the entrance.]

Zidane: "Listen up, everyone. Let's sort out what we found in the castle. On top of this castle is a mural, a map of the world. There were 4 mirrors on the mural. The writing on the mirrors was in the language only I can read. 'My power is protected under the shaking ground.' 'My power is protected behind a tornado.' 'My power is protected high atop a fiery mountain.' 'My power is protected underwater, surrounded by the earth.' I'm sure the mirrors are pointing us to the locations that help us break the seal. What the monster said before he perished was a clue about the seal... 'One is all. All is one.' Meaning, there is a connection between these 4 seals..."

[The party gets back on the Hilda Garde.]

Dagger: "So, what do we do? Are we going to take each location one by one?"

Zidane: "'One is all, all are one'... We're going to conquer all 4 locations at once."

Eiko: "We're not going together like we always do?"

Zidane: "No. I'm going to drop off two of us in each location."

Eiko: "I see... Hey, I'll go with Dagger!"

Zidane: "What? Why...?"

Eiko: "It's called 'ladies first,' Zidane! And we girls have things to talk about!"

Zidane: "Uh-huh. Is that okay with you, Dagger?"

Dagger: "Sure, but... Where are we going first?"

Zidane: "Well... The nearest location would be..."

Crew Member: "One of the locations you mentioned is just south of us!"

Zidane: "Oh, you were listening to us?"

Crew Member: "I've been a sailor for a long time! I'm confident in my sense of direction. 'My power is protected underwater, surrounded by the earth.' The location must have something to do with water; why not go there first?"

Zidane: "Alright... Thanks for your help."

Crew Member: "Please don't hesitate to ask me if you forget your destination! And please remember to equip yourselves properly while we are onboard!"

Zidane: "You can relax, buddy. You're beginning to sound like someone I know."

Steiner: "?"

Zidane: "Alright, Erin! Let's go!"

Erin: "Yes, sir! Now departing!"

[The party flies south to the nearest shrine, that of water.]

=====
44. The Four Shrines
=====

[Zidane, Eiko, and Dagger drop down onto the temple in the whirlpool.]

Zidane: "Are you gonna be okay by yourselves?"

Dagger: "You're the one who suggested we split up."

Eiko: "What? Don't you trust me and Dagger?"

Zidane: "It's not that I don't trust you..."

Eiko: "Hmph! You just wanted to pair up with Dagger!"

Dagger: "You better get going. We need to take all points simultaneously."

Zidane: "You're right..."

Dagger: "Where are you going next, and who are you going to drop off?"

Zidane: "'My power is protected atop a fiery mountain.' I think I'll ask Freya and Amarant to take that location."

Eiko: "Alright, now, get going! Don't make us ladies wait!"

Zidane: "I'll be back to get you guys soon!"

[Zidane leaves.]

Eiko: "Well, now that the men are gone, we can do all the girl talk we want!"

Dagger: "...Girl talk?"

[Zidane's team flies to the volcano on the Lost Continent, and the two to depart meet with Zidane in the engine room.]

Crew Member: "We're going to overheat!"

Zidane: "Just a little closer!"

Freya: "Zidane! The heat is going to kill the engine if we get any closer!"

Zidane: "Okay... When we get closer to the volcano, you two head to the shrine's entrance."

Amarant: "...Why do I have to go with her?"

Zidane: "Oh, sorry. Did you want to go with Eiko?"

Amarant: "....."

Zidane: "Good luck!"

[The two depart.]

Zidane: "Alright, the next destination is...'protected behind a tornado.'
Pairing up Steiner and Quina seems like a bad idea... I think I'll
ask Vivi to babysit Steiner."

[The party flies to the Wind Shrine on the Forgotten Continent.]

Vivi: "W-Wow, the wind is strong..."

Zidane: "It's the wind shrine, so it's protected by strong gusts...
Be careful not to get blown away!"

Steiner: "There is no need to worry! Master Vivi, just follow me."

Vivi: "O-Okay..."

[Vivi stands behind the armor-heavy Steiner.]

Steiner: "See? There is nothing to fear!"

Vivi: "Really?"

[Vivi steps out from behind the lee side of Steiner and almost blows
off of the ship. Steiner runs to him.]

Steiner: "Master Vivi!"

Zidane: "You're okay because you're wearing armor."

Steiner: "Let us move forward, Master Vivi!"

[They leave.]

Zidane: "Are they gonna be okay...? But I'm with Quina. I should worry
more about myself. We should check our equipment and see what
blue magic Quina can use... 'My power is protected under the
shaking ground,' huh...?"

[Zidane and Quina go down to the Earth Shrine, near the Kiera Desert.]

Zidane: "Let's get going..."

Quina: "Ah, Zidane. You want go with me!"

Zidane: "Well... I sort of got stuck with the leftovers..."

Quina: "You no have to explain! I so happy."

Zidane: "Huh?"

Quina: "There old saying in my tribe... 'Leftovers good!'"

Zidane: "...Let's hope we find good things in this cave."

Quina: "Is probably full of good food!"

[They walk in a ways.]

Quina: "Is no one here... Is empty."

Zidane: "Yeah... Huh?"

Quina: "What wrong?"

Zidane: "Did the ground just shake...?"

[The floor panels start moving up to trap the party, but they jump over them. The view switches to Eiko and Dagger.]

Eiko: "This place is creepy..."

Dagger: "It's too quiet..."

Eiko: "They probably got scared of us and ran away!"

Dagger: "I hope so..."

Eiko: "Aaargh! I hate it when you fret like that! That's why I always worry about you!"

Dagger: "Wh-What are you talking about?"

Eiko: "Oh, nothing. I just have a lot of things on my mind..."

Dagger: "..... !? Look out!"

[Dagger dive-tackles Eiko so she doesn't get crushed by a large chunk of ice. The view switches back to Zidane and the Qu.]

Quina: "Aiyaaa! We almost flat like pancake!"

Zidane: "I hope there aren't too many more of those. Dagger... Please be safe..."

[View switch to Eiko/Dagger, again.]

Eiko: "W-What the--"

Dagger: "It's a trap! Be careful..."

Eiko: "Aaah!"

[She dodges another one.]

Dagger: "Let's go, Eiko!"

[The view changes back to the Earth Shrine party.]

Quina: "Aha! Is place to put mirror."

[Zidane approaches the indentation.]

Zidane: "I'll place the mirror right here..."

Voice: "I've been waiting for you..."

Zidane: "!?"

[The view switches to the Fire Shrine party.]

Freya: "That was too easy... It must have been disappointing for you."

Amarant: "....."

Freya: "Now, I'll place the mirror here..."

Amarant: "!? Freya, stand back!"

[A large monster pops up where she was just standing.]

Freya: "!?"

Fire Guard: "It's just as Kuja said... He said I should expect intruders."

[At the Earth Shrine party, a large skull-faced monster descends.]

Zidane: "Are you under Kuja's command!?"

Quina: "He not good person! Why you work for him?"

Earth Guard: "No... We are the guardians of Terra..."

Zidane: "Guardians of Terra...?"

[At the fire shrine:]

Fire Guard: "Yes, we are the guardians of Terra. Filled with the power of Terra itself..."

Freya: "What is Terra!?"

Fire Guard: "We did not become guardians to chat with mortals... We derive pleasure from ending your worthless lives..."

Amarant: "Just to prove how powerful you are..."

Fire Guard: "So you understand. But will that knowledge help you?"

Amarant: "Foolish."

Fire Guard: "What?"

Amarant: "Picking fights with strangers in a place like this... I used to know someone like that. He was a loser... He refused to find beneficial ways to use his power. Instead, he'd seek out people to fight..."

Freya: "Amarant..."

Fire Guard: "What...are you talking about?"

Freya: "We'll show you what he means!"

Fire Guard: "Interesting...but you'll regret this!"

[In the Wind Shrine, Vivi and Steiner are fleeing from a dragon boss.]

Vivi: "Ahhh!!!"

Steiner: "Grahhh!!!"

Wind Guard: "Finished already? Such weaklings."

Steiner: "You...!"

Vivi: "He's too fast! I can't target him with my magic. We can't take him on with just the two of us..."

Steiner: "Master Vivi! A true man never gives up in a fight!"

Vivi: "But..."

Steiner: "We can defeat this monster if we work together!"

Wind Guard: "So? Which one of you will perish first?"

Steiner: "Silence! I shall vanquish you!"

Vivi: "What!?"

Steiner: "...Master Vivi, I shall attempt to hold him down. You attack him with your magic while I hold him down!"

Vivi: "But...what if I miss the target...?"

Steiner: "I trust you, Vivi."

Vivi: "...Okay."

Steiner: "AAAAAAAAAARGH!!!"

[The two lunge into the fray; meanwhile, Zidane and Quina speak to the skull-faced freak.]

Earth Guard: "Kuja told us there'd be eight rats..."

Zidane: "Sorry, it's just the two of us. Did you have a feast prepared?"

Quina: "You no worry! We eat everything."

Earth Guard: "Ah, so you're attempting to conquer all 4 shrines at once... How futile."

Zidane: "We'll see about that!"

Quina: "Must try eating before we give up!"

Earth Guard: "What will you lower life-forms do on Terra?"

Zidane: "We won't know until we get there!"

Quina: "Must eat to find out what taste good! Is my lesson from traveling around world."

Earth Guard: "Good... I shall show you the true meaning of fear!"

[The party kills the Earth Guard. Zidane places the mirror.]

Zidane: "All done!"

Quina: "I wonder if everything okay?"

Zidane: "Yeah, I'm pretty sure they're waiting for us by now."

Quina: "Right! We go back to airship now."

[They leave the shrine. The view switches to Eiko and Garnet.]

Eiko: "Fresh air! Finally! Zidane is unbelievable... Asking us ladies to fight a monster like that... Oh my gosh!!!"

Dagger: "What's wrong, Eiko?"

Eiko: "Oh, I completely forgot! And we're all alone, too!"

Dagger: "Wh-What is it?"

Eiko: "There's a question I need to ask you! I've been waiting for a chance to ask you for longest time! Give me an honest answer, okay?"

Dagger: "Well, you have to ask the question before I can answer..."

Eiko: "...Do you love...Zidane...?"

Dagger: "Wh-What? Why...?"

Eiko: "You have to answer me! Do you love him or not? Hey, it's the airship! Zidane's back!"

Dagger: "....."

Eiko: "Did you just say something, Dagger?"

Dagger: "Let's go, Eiko!"

Eiko: "H-Hey, wait! That's not fair!"

[Everyone is on the airship now.]

Zidane: "Well, now that we've got everyone, we can head to Shimmering Island... Hey, Amarant. I didn't know you were here."

Amarant: "So we'll go to Shimmering Island, then to Terra?"

Zidane: "Yeah. It's near Esto Gaza. It won't take long."

Amarant: "..... Tell me something... What motivates you to do this?"

Zidane: "What motivates me...?"

R1 --> I do everything for Dagger

R2 --> To find out what Kuja is after

R3 --> I don't know

R1: "I do everything for Dagger! Why would I be doing this if not for her?"

Amarant: "...Too embarrassed to answer the question seriously?"

Zidane: "But I AM serious! It's true, man. What's the deal?"

Why so serious all of a sudden?"

Amarant: "I don't understand you..."

Zidane: "There's no fun in figuring things out right away!"

R2: "I want to find out what Kuja is after. I also want to know more about the planet Terra..."

Amarant: "Can't resist the urge to step into an unknown world, huh...?"

Zidane: "What, you think I'm going there just to satisfy my curiosity?"

Amarant: "Am I wrong?"

Zidane: "No, I guess you're right."

R3: "I really don't know."

Amarant: "You don't even know why you do the things you do?"

Zidane: "I didn't say that. Maybe I do it because I don't know what motivates me. To understand something is interesting, but what's already understood is boring. I'm sure we'll understand something when we go to Shimmering Island and go to Terra."

[Zidane leaves.]

Amarant: "I'm beginning to understand why he won and I lost... I lost against his way of thinking..."

[The party heads to the Shimmering Island.]

=====
45. Shimmering Island (SI01)
=====

[The party rides the Hilda Garde above the island.]

Crew Member: "Master Zidane! I'm showing abnormal readings!"

Erin: "It feels like the ship's getting sucked in!"

Steiner: "Zidane! It might be dangerous to keep going!"

Eiko: "Are we gonna bust in on the airship!?"

Zidane: "All we know is that this is the entrance..."

Dagger: "I heard the people of Esto Gaza call it the 'Spirit Road'..."

Zidane: "The path that leads the souls to Terra..."

Dagger: "Maybe it's a teleportation gate, like the one in Kuja's hideout..."

Erin: "Mister Zidane! We're going to get sucked in! What shall I do!?"

Eiko: "What now, Zidane? We may not be able to turn back!"

Zidane: "Alright, then..."

R1 --> Keep moving forward!

R2 --> Let's pull back for now!

R1: "Keep moving forward! We're going out on the deck!"

Eiko: "What do you mean?"

Zidane: "If Dagger is right, we can jump into the teleporter!"

Dagger: "From this height!?"

Zidane: "We'll be fine! Considering all that we've been through, this is nothing!"

R2: "Let's pull back! We need to get equipped before we go."

[After seeing R1, an FMV plays. The Hilda Garde rides into the soul's gate and the party floats off the deck into the gate. It's kinda reminiscent of some 2001: A Space Odyssey scenes, actually... After that, they end up in a strange place...]

Zidane: "Could this be...Terra? What's this light? Could it be... !?"

[The man in black last scene on the Invincible (Garland) appears near where Zidane stands.]

Old Man: "So you finally came. The time has come at last... The one who folds time is here."

Zidane: "Who the heck are you!?"

Old Man: "Ask my name, will you? Then let us ask... What is your name?"

Zidane: "Me!? My name is--"

Old Man: "What is your name?"

Zidane: "Hey, what's your problem!? I'm trying to tell you my name."

Old Man: "So you believe a given name has meaning... Boy, you have been bewitched by the light of the blue moon."

Zidane: "What do you know? You must be from Terra."

Garland: "You know nothing, and that is all. Come and see for yourself... See what Terra is, and what you are..."

Zidane: "H-Hey, hang on!"

[Garland disappears.]

Zidane: "He's gone..."

Voice: "Zidane!"

[Dagger appears.]

Zidane: "Dagger! Are you alright?"

Dagger: "Yes. Everyone's fine. Come, let's hurry..."

[Zidane picks his party and sets down the road. He spies a girl.]

Zidane: "!? Hey...!"

[She flees; he follows. In the next screen he finds her...]

Zidane: "!? Hey, wait up!"

[...but she runs off again. In the next screen:]

Zidane: "...? What's your problem...?"

[He gives chase again.]

Zidane: "Where'd she go?"

[He finds her after climbing down some webs.]

Zidane: "Who are you?"

Mysterious Girl: "You don't remember anything, do you?"

Zidane: "!?"

Mysterious Girl: "Follow me, and you will understand us. ...and
maybe your own heritage as well."

[She runs off.]

Zidane: "Hey, wait! Hold on a sec!"

[Zidane runs ahead, and the girl beckons him to go on and see Terra
for himself. The party walks up some steps.]

Zidane: "What the heck...? What is this place?"

Dagger: "It looks so artificial. So different than before."

Zidane: "Yeah... But it doesn't seem very lively."

Mysterious Girl: "Welcome home."

Zidane: "!?"

Mysterious Girl: "This is where you belong. The place to which you
shall offer yourself... ...is here."

Zidane: "Hold on a second! What the heck are you talking about!?
Wh-What the--"

[FMV. The Invincible rises up near the two. Dagger stares up at the
hideous eye that destroyed Alexandria and Madain Sari and faints.]

Zidane: "Dagger! Wake up! Dagger! Dammit! What the heck is going on!?"

[On a blacked-out screen, the mysterious girl says:]

Mysterious Girl: "You are completely oblivious. Just like a newborn child. You don't know why you were given life, or for what purpose you exist... You simply shout to emphasize your life...your own existence. You are completely oblivious."

[The screen opens again and Zidane runs up the steps.]

Zidane: "We gotta find a place for her to rest!"

Steiner: "Zidane! Leave the princess to me. You must go reconnoiter at once!"

Zidane: "Yeah, you're right. There's gotta be some place around here... Watch over her, Steiner! I'll be right back!"

=====
46. Bran Bal (BB01)
=====

[Zidane runs into town and sees a lot of monkey-tailed people like him.]

Zidane "!? Wh-What's going on? Everyone has a tail...and their hair is just like mine!"

[Zidane goes into an inn nearby.]

Zidane: "This looks like a good place for Dagger to get some rest. But...what's up with everyone here? They're all so...stiff. I dunno why...but I have a bad feeling about this place. Well, first things first. I gotta bring Dagger back here!"

[Meanwhile, Eiko is running around town, talking to monkey-tails who are ignoring her.]

Eiko: "'Scuse me... Do you have any medicine...? ... Hello... Is there a place I can buy some medicine around here?"

Person: "..."

Eiko: "Hello!? I'm asking if you have any medicine! Ngaaa! How come this place is full of weirdos? Everyone has a tail like Zidane... Aww, if I could only find some Pimo-pimo herbs, I could make some wake-up powder for her... But is this my lucky day? No! Huh!?"

[Eiko looks at the girl who led Zidane into Terra.]

Eiko: "Found ya! You're that girl, right? It's your fault Dagger collapsed, you know... Oh, never mind. Say! Do you have any medicine at all?"

Girl: "She will soon awaken."

Eiko: "How do you know?"

Girl: "Where is your man?"

Eiko: "M-My man? MY man!? Are you talking about Zidane!? Even I never

called him that! But too bad for you! He and Dagger are super hot for each other! You don't have a chance with him."

Girl: "Tell him I am waiting in the underground laboratory."

[She walks away.]

Eiko: "Oh, the nerve! What makes you think I'd tell him that!? Hey, where do you think you're going!? What a bimbo! Uh-oh! I don't have time for this!"

[She runs into the inn. Meanwhile, the party's already inside, waiting on Dagger to wake up.]

Zidane: "Dagger..."

Steiner: "Princess... Why must you suffer more...?"

Zidane: "Dammit!"

Freya: "What is the matter, Zidane? You haven't been yourself at all."

Zidane: "What the heck do you mean, I haven't been myself...?"

Freya: "..."

Zidane: "I'm sorry... I don't even know what's wrong with me. I just...I just can't concentrate with this blue light..."

Dagger: "Ah... Uhhh..."

Steiner: "Princess! You have awoken!"

Freya: "What made you lose consciousness so suddenly?"

Dagger: "I remembered."

Zidane: "Remembered what?"

Dagger: "It wasn't a storm that destroyed Madain Sari. It was...it was the eye on that airship that destroyed Madain Sari. You remember, don't you? The eye was also there when Alexandria was leveled."

Freya: "Yes, there was a large eye in the sky above from which light emanated."

Zidane: "Now that you mention it... It was there when Bahamut went wild at the Iifa Tree."

Dagger: "Yes... It was there in the sky. It must be the same airship."

Steiner: "WHAT!? Then that must be the ship that slew Her Majesty..."

Zidane: "Rusty!"

Steiner: "Oh... I-I'm sorry, Princess!"

Dagger: "Don't worry about it! I've already come to terms with that. That ship took everything from me... It took away my parents,

my homeland, Alexandria...everything."

Freya: "How terrible..."

[Eiko runs in.]

Eiko: "Dagger! Are you alright?"

Dagger: "Yes, I'm fine..."

Eiko: "No, you're not! You're still pale! You gotta rest! Hmm? How come everyone looks so pale? What's wrong?"

Freya: "No need to be concerned. A strange place such as this is cause enough for exhaustion."

Eiko: "Oh... Hey! Where are you going, Zidane? Oh, that's right! That weird girl! The girl that led us here said something strange again! She said she was waiting for you in some underground laboratory! What a pervert!"

[Zidane walks off.]

Eiko: "Zidane?"

[Zidane goes down to the laboratory.]

Zidane "..."

[He sees people similar to him in test tube stasis.]

Zidane: "Oh, so that's what's going on... Geez, I should've guessed... So, that is what you wanted to show me?"

Girl: "Yes. I am glad you understand."

Zidane: "I don't wanna understand! Sorry, but I'm not like that. I mean all these guys with tails, who look just like me... They're a bunch of zombies."

Girl: "They are my peers. We are Genomes. We live in this village."

Zidane: "Genomes? Is that what they're called?"

Girl: "Not just them, but you and me, too. It is the name of the seed given to all of us. Its name is Genome."

Zidane: "Talk about a let-down. Who would've guessed that the home I've yearned for would be a dump like this. No wonder I never found it. It's not even on Gaia!"

Girl: "Why are you not happy? You have returned to the place of your birth."

Zidane: "Happy? You guys can process that emotion? Look at 'em! Look at all their blank faces!"

Girl: "What can we do? After all, we are made that way. And we are built to watch over each other and work together as soulless Genomes."

Zidane: "What's it all for!? Get to the point already! How come I grew up on Gaia if I was born here!? I'm alive! I have a soul! Why is everyone here so..."

Girl: "Because you are...special."

Zidane: "What!?"

Girl: "We are mere vessels. You have been given a greater purpose. The will of Garland is absolute..."

Zidane: "Garland? Who's that?"

[Zidane follows her up to the meeting room.]

Girl: "Garland watches over this planet. His mission is to restore the people of Terra."

Zidane: "R-Restore the people of Terra? You mean people besides these guys here?"

Girl: "They are merely vessels. So am I, and so are you. But the true people of Terra have been asleep for ages, waiting for their time to come. When the time is right, the light of this planet will change from blue to red, and Gaia will become Terra."

Zidane: "Wait a sec! So the people of Terra are out to take over Gaia!?"

Girl: "What else can there be? Terra has always absorbed new planets to survive. And when the time comes, the souls of the people of Terra will occupy the Genomes. Such is the restoration of the people of Terra."

Zidane: "Why do they have to be so tedious!? Why don't they just wipe us out with magic like they did Alexandria!?"

Girl: "Once, Garland tried to use a more forceful method, but failed."

Zidane: "Then he should just quit and leave Gaia alone!"

Girl: "Because of his failure, he was forced to wait a long time. ...To wait until Gaia's civilizations gained tremendous power: The power to use eidolons."

Zidane: "So that's why you attacked the summoner's village and destroyed Alexandria."

Girl: "Planets have a cycle of souls. Souls are born from the planet, and then return to it. Garland planned to gain control of that very cycle... ...and you were supposed to help him achieve that."

Zidane: "What!?"

Girl: "Garland is waiting for you. Come..."

[She walks off.]

Zidane: "What do you think you're doing!? I don't care about all this Terra and Gaia stuff!"

[The view changes to Eiko inside the inn.]

Eiko: "Zidane isn't back yet. And with Dagger not feeling well... I wonder where he is."

Dagger: "Eiko..."

Eiko: "No, Dagger! You can't get up yet!"

Dagger: "I'm alright. Listen, I want to ask you a favor."

Eiko: "Oh? Just tell me, and I'll get right on it!"

Dagger: "I want you to go find Zidane."

Eiko: "Huh? Oh, sure. Okay. Oh, I get it! You're getting jealous!"

Dagger: "No, I'm not... I just have a feeling something terrible is going to happen."

Eiko: "Alright! I'll go get him. So you just stay here and rest!"

[Eiko runs around town and goes to the hilltop past the green aura, finding the 'Girl' with Zidane.]

Eiko: "Now, you listen to me! Where did you take Zidane?"

Girl: "He went on his own to see Garland."

Eiko: "Garland!? Oooo, THAT's a sinister name! But Zidane wouldn't just leave us hanging!"

Girl: "He went... Yes, he went to find out the reason for his existence."

Eiko: "Liar! That's a terrible lie!"

Girl: "'I am an enemy of the people of Gaia,' he said as he walked through the gate to Pandemonium."

Eiko: "!! We-We gotta tell the others!"

[Eiko runs off.]

Girl: "Heaven grant the wandering souls eternal repose..."

[At the gate to Pandemonium, Zidane appears.]

Zidane: "So, this must be Garland's haunted mansion... Talk about bad taste in interior decorating. Alright... Time to teach this tyrant a thing or two..."

[Zidane enters the 'haunted mansion.']

Voice: "So, we meet again."

Zidane: "!?"

[Garland appears.]

Zidane: "Who are you!?"

Old Man: "Twelve years ago, I lost one of my most prized Genomes. I created him and sent him to Gaia to disrupt the cycle of souls there. You are that Genome... I am glad you have returned."

Zidane: "Shut up! Nobody tells me what to do! And I didn't come here to answer to you! Lemme guess... You must be Garland!"

Garland: "And what if I am?"

Zidane: "Then you're goin' down! But first, you're gonna tell me everything! Like, why did I grow up on Gaia, and why do you want to destroy it!?"

Garland: "I have no intention of destroying Gaia. I only wish to make Gaia into Terra."

Zidane: "What did you just say!?"

Garland: "Of course, not everything went as planned. You growing up on Gaia, for example. There is another one built as you were. He may be the one who threw a wrench into my gears."

Zidane: "He!? Who the heck are you talking about!?"

Garland: "Someone you know quite well. Follow me... The time when the aura of Gaia will turn to the crimson glow of Terra has not yet come. I may need your help anyway."

[Zidane follows him into the next screen.]

Zidane: "Stop! Now, tell me everything!"

Garland: "I constructed the Genomes to be vessels for the souls of the people of Terra when they awaken. But 24 years ago, I gave life to a Genome that was very much like you. His will was too strong to make him into a proper vessel, and I even considered discarding him. But then I thought that I should put his strength to use. I sent that Genome as my servant, to disrupt the cycle of souls on Gaia."

Zidane: "Yeah, so tell me who he is already."

Garland: "Do you not yet know? You and he are so very much alike."

Zidane: "Alike? I've never met anyone like me..."

Garland: "You judge only by appearances. I mean someone with a soul similar to yours. The one I sent to Gaia might also be called your brother... And his name is Kuja."

Zidane: "Kuja!? He's a Genome!? Impossible! He doesn't even have a tail..."

Garland: "He is only hiding it. He denies his own identity. He rejects the meaning of his own existence and tries to assert his own individuality. Don't you see the resemblance?"

Zidane: "Shut up! I'm not like him at all!"

Garland: "He said the same thing when speaking about the other Genomes:
'I'm not like these guys.'"

[In the next screen:]

Garland: "His ambition was unbecoming of a Genome, but it was perfect for the mission I gave him. To bring war and chaos to Gaia... That was what I sent him to do. To induce an unnaturally chaotic flow."

Zidane: "So then, why--"

Garland: "The disruption of the flow of souls is best brought about by war. And what he did for me far exceeded my greatest expectations."

Zidane: "What about me!? How did I end up on Gaia?"

Garland: "When you received the gift of life in Bran Bal, Kuja could not bear it. He could not bear to see a Genome with more power than his own; he felt threatened. Kuja discarded you. He dropped you onto Gaia, the world he would destroy."

Zidane: "So I was to be slave, just like Kuja, to start a war on Gaia?"

Garland: "That is correct. I did not expect Kuja to abandon you, but I believed it was his nature. And to him, bringing war to Gaia would prove his victory over you. Perhaps it is because of his desire to justify his existence that he let you live as well."

Zidane: "So, that is why the blood of thousands had to be spilled?"

Garland: "Are you referring to Kuja's ambition? Or to our plan to disrupt the cycle of souls?"

Zidane: "Both! And what exactly do you gain by disrupting that cycle of souls, or whatever..."

Garland: "We must sort the souls. I want to disrupt Gaia's cycle and drain its souls, filling the void with the souls of Terra. To speed the cycle of souls is to speed the work as a whole. Thus, war... And in time... Gaia's souls are gone, and Gaia becomes Terra."

Zidane: "But...how!?"

Garland: "You saw it with your own eyes. You saw the Iifa Tree and the Mist it emits. The role of the Iifa Tree is that of Soul Divider. The Mist you see comprises the stagnant souls of Gaia..."

Zidane: "Oh yeah? But we stopped the Mist! So much for that!"

Garland: "All you saw was the back of the tree... Even now, the Iifa Tree blocks the flow of Gaia's souls, while it lets those of Terra flow freely. Come and see for yourself. See the true form of this planet."

[In the next screen, Zidane sees a picture of Gaia starting to redden.]

Zidane: "What is this?"

Garland: "Think of it as an observatory. A place to measure the radiance of Gaia and Terra."

Zidane: "What are you talking about? And what is this weird light?"

Garland: "That is the center of the planet. The end and the beginning of the cycle of souls. The light remains Gaia's for now, but when the blue changes to crimson, all will belong to Terra, and its restoration will be complete. That is why I wrapped up the light in the Iifa Tree, to prevent the cycle of the judgment of souls on Gaia from inside the planet. Such is the Iifa Tree's true purpose, its true form. All you saw was its material form. The flow of Gaia's souls cannot be changed by stopping the disposal of the Mist."

Zidane: "So...Kuja is just an angel of death who sends souls to the Tree of Iifa."

Garland: "Yes, my angel of death. But only until you came of age."

Zidane: "What do you mean!?"

Garland: "His soul is not eternal... I was going to create you next, after all."

Zidane: "You mean you won't need Kuja's soul once I grow stronger than him?"

Garland: "Precisely... Soon, that time will come."

Zidane: "..."

Garland: "Well...now you should be fully aware of the meaning of your existence... !?"

[Zidane has jumped towards Garland's position, and is advancing to him by way of the stairs.]

Zidane: "Yeah, I'm aware of all the laughter, all the tears I've shared with the people I grew up with on Gaia."

Garland: "Forget all that. You are destined to live among the stars for all eternity. You have the power, the position, and the motive to do it."

Zidane: "I wouldn't want that kind of power...if I only had a place to call home... My brothers in Tantalus, Vivi, Freya, Amarant, Quina, Steiner, Eiko, and...Dagger... My home is with them in Gaia! If you say I have a motive, then it's to punish all of you who brought pain to my friends! I'll destroy Terra! That's reason enough for my birth here as a Genome!"

Garland: "Regrettable... I thought your soul would be perfect for a new angel of death..."

Zidane: "I AM the new angel of death! Yours!!!"

Garland: "Don't you know what it means to meet your maker?"

Zidane: "Shut up! I've heard enough of your crap! I'm taking you out, right here, right now!"

Garland: "Foolishness..."

[Garland speaks, but only in Zidane's head (?):]

Voice: The body becomes a vessel, which greets a new soul...

[Zidane holds his head.]

Zidane: "What's happening!?"

[He collapses.]

Garland: "He's too good to make into a regular Genome... But I have no choice."

[Elsewhere in Terra, Kuja walks by a cliff.]

Kuja: "Ungh... .. I can't believe I actually returned to this place, but... Soon... Soon, the power will be mine alone. Mhwahahah... Just you wait, Garland! And you too, Zidane! I'll exact sweet revenge upon you both for insulting me! I'll make the people of both Gaia and Terra know who rules over all of them! Ha-Haha... Ahahahahahaha..."

[Below, the Invincible starts to activate. Somewhere else, Zidane sits in a chair all alone in a dark room, in a subconscious identity fight. A blacked-out screen denotes the nature.]

Zidane: "Who am I? I don't know anything. I cannot think at all."

Voice: "Zidane!"

Zidane: "Yeah... I was called that once. Many people called me that."

Eiko: "You always have to show off, don't you?"

Zidane: "Yeah, maybe I do."

Steiner: "Why, you worthless mendicant!"

Zidane: "Yep... Sounds about right."

Freya: "How very becoming of you."

Zidane: "Becoming of me...?"

Vivi: "I really learned a lot by traveling with you, Zidane."

Zidane: "Yeah, right. I have nothing to teach..."

Quina: "You teach me many things more important than tasty munchies."

Zidane: "No! I don't know anything!"

Amarant: "You call that friendship?"

Zidane: "Friendship... Friendship...?"

Dagger: "Zidane!"

Zidane: "I don't know...who I am..."

Dagger: "You were always there for me, Zidane..."

Zidane: "I'm so... tired..."

Dagger: "How come you're always so...?"

Zidane: "I... I am...an...empty...vessel..."

Voice: "Zidane!"

Zidane: "Who?"

Voice: "Wake up, Zidane!"

Zidane: "Who...?"

Voice: "Come on, Zidane, wake up!"

[The blacked-out screen fades and Eiko and Vivi are by Zidane.]

Zidane: "Ow..."

Vivi: "Zidane!"

Zidane: "Vivi... Eiko..."

Eiko: "Thank goodness, you're alive! We thought you were dead!"

Zidane: "Oh... I..."

Vivi: "We were so worried! Why did you come here all by yourself?"

Zidane: "What...are you doing here?"

Vivi: "Huh? We came to save you, of course..."

Eiko: "And it wasn't easy! You went off all alone!"

[Zidane starts to walk past them.]

Zidane: "Leave me alone..."

Eiko: "Huh?"

Zidane: "This has nothing to do with you."

Vivi: "Oh, come on!"

Eiko: "There he goes, being the tough guy... Look, Zidane... It's not just about you."

Vivi: "Come on, Zidane... Don't be like that. Let's--"

Zidane: "Shut up! Just shut up, you stupid brat!"

[Zidane walks through the door, but a portcullis prevents the other two from following after.]

Vivi: "Zidane!?"

Eiko: "Zidane..."

Zidane: "..."

Eiko: "Zidane, wait up!"

Vivi: "You need rest, Zidane!"

Zidane: "Will you little twits just shut up! There are some things kids can't understand."

[Zidane is attacked by an Amdusias, but defeats it. Amarant and Freya arrive mid-battle.]

Freya: "How foolish of you to go alone."

Zidane: "..."

Amarant: "Damn hypocrite. Always talking about friendship, when you're nothing but a selfish loner."

Zidane: "I can take care of myself."

Freya: "Come back, Zidane!"

Amarant: "..."

[Zidane walks into the next room.]

Zidane: "!?"

[Steiner's blown back by something.]

Steiner: "Ngwah!"

[Quina is, too.]

Quina: "Aiya!"

Steiner: "I will not be defeated so easily!"

Quina: "Now I mad! I cook you good!"

Zidane: "Steiner...Quina... What are you doing..."

Steiner: "Have at thee!!!"

Quina: "Taste this!!!"

[The battle begins against an Abadon, which gets defeated, too. Zidane fights with them halfway through.]

Steiner: "Hmph! What an unworthy opponent!"

Quina: "Zidane, you no can leave us! I still want you take me place have lots good food!"

Steiner: "And I have not yet concluded whether or not you are the right man for Her Highness, mind you!"

Zidane: "Just...leave me alone. I don't want to trouble you anymore."

Quina: "..."

Steiner: "..."

[In the next room:]

Zidane: "You're all a bunch of babysitting bastards! But trust me, I know that I'm the worst bastard here."

[A Shell Dragon attacks, but is defeated with some help from Garnet.]

Zidane: "Dagger..."

Dagger: "You try to do everything yourself, don't you?"

Zidane: "Try to understand... I don't want to cause trouble to anyone."

Dagger: "Aren't we your friends!?"

Zidane: "I want to think so! That's why I always... Look, I'm not from Gaia! I was just a hairbreadth from becoming the destroyer of Alexandria! I can't accept your friendship so easily!"

Dagger: "You've always protected us. But you still don't understand that we looked out for you, too! We watched your back while you watched ours. And we believed in you the same way you believed in us! Just like you protected us... We want to protect you."

Zidane: "Dagger..."

[The party starts to come in.]

Quina: "You say it! My master tell me, somebody give you tasties, you give them tasties, too. Is good manners! I still not cook you succulent frog yet, Zidane."

Zidane: "Quina..."

Steiner: "Chivalry requires a knight to look after his comrades-in-arms. I will not abandon you! And I shall follow you to kingdom come if I must. You remember that!"

Zidane: "Steiner... Ha... What am I gonna do with you guys?"

Steiner: "The feeling is mutual!"

Dagger: "Alright, let's go! Wait... Where are the four others?"

Zidane: "You don't think...they've been trapped?"

Quina: "Is possible..."

Steiner: "You should not have left them!"

Dagger: "That's right! I mean, really..."

Zidane: "Aww... I'm sorry. Let's head back... Together, this time!"

[The party walks back to that first room.]

Freya: "!?"

Vivi: "Zidane!"

Eiko: "Zidane! Why did you leave us!?"

Zidane: "I'm sorry... You were right... I need everyone's help."

Vivi: "Don't leave us again, okay?"

Zidane: "Never..."

Freya: "So, you've had a change of heart."

Amarant: "What a busy guy, coming and going all the time..."

Zidane: "Yeah, but not anymore. We have to stop Garland..."

Eiko: "Oh yeah, that's right! A moogle followed me all the way from
Bran Bal!"

Moorock: "Just tell me if you need to rest, kupo!"

Zidane: "Alright! Now we can work our way out of this depressing castle!"

Vivi: "'Cause we're all together now!"

[The party regroups and sets off to the elevator. The ATE 'The Elevator'
may or may not play during this. Eventually, the party will be asked--]

Narrative: Go up one floor? {Y/N}

[The party soon passes by a moogle who yells at them when they try
to exit the area:]

Mozme: "Danger ahead, kupo! Do you still want to go on, kupo?" {Y/N}

[The party enters the next area and finds Garland.]

Garland: "There's the observatory... You told me you'd become my angel
of death... But think for a moment... Isn't life death itself?
It must kill other life-forms to survive... Sometimes it even
kills those with whom it shares blood... To live is to give
life meaning, yet one must take others' lives to survive... A
mature civilization becomes aware of this paradox... Terra's
souls will sleep until they forget such nonsense. They will
begin a new life in a new dimension. It's a world in which
life and death become one... That is the dimension in which
we are meant to live, as beings that transcend life and death!
Zidane... I'll ask you one more time. Who are you!?"

Zidane: "You're a sad man, Garland... We know more than you... We're not perfect, but we have friends who help us. That is reason enough for us to live!"

[The three other party members give their say:]

Eiko: "We live to protect the ones we love!"

Quina: "I exist to eat, but also exist to live!"

Amarant: "Blind pursuit of power is a meaningless vice."

Vivi: "It took us a long time, but we've all found our way."

Freya: "We live not to forget our past, but to learn from it!"

Steiner: "I may not know who I really am, but that is my question alone to answer!"

Dagger: "We may be weak, but that's what makes us work together and help one another!"

Garland: "...Then show me! Lecture me again when you are on the verge of death!"

[A Silver Dragon drops down and attacks, but gets smoked soon after.]

Zidane: "Garland, tell me... What is it that you want to accomplish?"

Garland: "The restoration of Terra! Isn't it obvious!?"

Zidane: "No! That's what the people of Terra want. Why aren't you asleep with the rest of them?"

Garland: "I was created to oversee Terra... I exist to wait for a time when this world is without life or death... I am the absolute controller of this planet!"

[Garland attacks, but is rebuffed.]

Garland: "You fight well..."

Zidane: "Give it up, Garland!"

[A weird red aura appears around Garland.]

Garland: "!?"

Zidane: "What the--"

[FMV. The Invincible flies overhead, its red eye above Garland. You can guess who's piloting the thing...]

Kuja: "Hahahahaha! This is too easy! The Invincible is mine! Now, I have the power to control all souls! Garland gave me everything without a fight. The old fool was too busy dealing with him. Now, only death awaits him. Poor Garland... Bitten by his own dog... This is no accident. Fate has chosen me to become the new ruler of Terra! Time for me to put on the finishing touches."

[Kuja comes down from the ship to where Garland and Zidane are.]

Kuja: "I must say... I truly love you all. You not only broke the seal to Terra, but did me the favor of defeating Garland! Zidane... You are truly an extraordinary Genome, deserving of my love!"

Zidane: "What are you doing here, Kuja!?"

Kuja: "That's not a very nice way to greet your brother."

Zidane: "Shut up! You're not brother of mine!"

Kuja: "Oh, such ferocity... Master Garland, he intends to fight Terra."

Garland: "Kuja... What are you scheming?"

Kuja: "Scheming? Me? Watch me as I defeat these enemies of Terra! Come on, now! You may sleep alongside the souls of Terra. For all eternity!"

[The party finally gets the chance to whoop up on Kuja...but...he goes into a Trance and knocks everyone out with a swift Ultima to the face.]

Kuja: "Yes! This is the power I've longed for!!! The mighty power of souls! They assault any threat that tries to destroy them!"

Zidane: "Wh-What do you mean...?"

Kuja: "It's Trance! You know how it works. But a normal Trance won't be enough to defeat you... You're all as resilient as oglops. Even tiny moogles possess the power of Trance... When I saw that in Gulug Volcano, I came up with a plan. It was easy. I just needed to borrow the power from wretched souls that can't die... Where did I acquire it? It was the Invincible, or should I say, that large eyeball in the sky? The ship sucked up the souls of Madain Sari, the Iifa Tree, Alexandria, to feed upon them... When it fought Bahamut at the Iifa Tree, the Invincible drew in a powerful spirit... Can you guess to whom it belonged?"

Zidane: "!?"

Kuja: "Queen Brahne's soul! The soul of your mother! The souls trapped inside the Invincible welcomed me with open arms. They were fed up with being your prisoners, Garland. So, Master Garland. You are no longer needed. And after you've worked so hard... I shall rule Terra and Gaia with my unconditional love from now on..."

Garland: "What will you do with such...power?"

Kuja: "Master Garland... You, of all people, should accept defeat gracefully."

[Kuja kicks him in the stomach.]

Garland: "Gragh!"

Kuja: "How sad... Any last words?"

Garland: "Your power is...meaningless."

Kuja: "..."

[Kuja kicks him off the platform, into the darkness below.]

Garland: "GRAAAHHHHHH!!!"

Kuja: "Now, it's your turn... Should I kill you quickly to show my appreciation for all you've done? Or should I kill you slowly and painfully to show you my love... Oh, I've got a great idea! How's this? I'll make you pillars for my castle! You'll all decorate my castle as a symbol of my eternal kingdom... How do you like that?"

Zidane: "No... Never!"

Voice: "You could never build an eternal kingdom..."

Kuja: "That voice... Garland!? Did you leave something behind?"

Voice: "Do you think a defect like you could last forever...?"

Kuja: "...What? What do you mean!?"

Voice: "I built you to last only until the worthy Genome, Zidane, grew. It was too dangerous to let you last any longer than that."

Kuja: "What are you saying...?"

Voice: "There's a limit to your life... You'll be dead soon... Even as I die, you'll have died without ever leaving your mark on the world..."

Kuja: "... H-Ha ha ha... What an interesting lie. You're telling me that my life will end soon? Ha ha ha... Nice try, Garland, but I won't fall for your silly tricks... Garland? ... Garland!? Answer me!"

Voice: "You were created to destroy. You are a mortal..."

Kuja: "A mortal...? ...I'm finished? I don't believe you! Why would I believe such a silly story! You're telling me that I'll die soon, now that I'm more powerful than anyone? I'm gonna...die!? Lose my soul...? Ha... HAHAAHAHAHA! What comedy! Zidane, isn't it hilarious!? I'll die just like the black mages I so despise! I single-handedly brought chaos unto Gaia, but in the end, I'm nothing but a worthless doll!"

Zidane: "Kuja... ..Kuja?"

Kuja: "...I won't let it happen. I won't... I won't let this world exist without me!"

[FMV. Kuja rises up into the air and starts firing his Ultima attack all over the place, destroying the landscape with ease. Zidane's party escapes in Kuja's madness.]

Zidane: "Kuja... I can't believe him...!"

Freya: "Zidane! We must escape before the tower collapses!"

Zidane: "But how...? We need to carry the injured out, too."

Freya: "We must seize that ship Kuja mentioned, the Invincible! It's docked at the bottom of the tower."

Zidane: "Oh yeah... But... Alright, you guys head for the ship!"

Freya: "!?"

Zidane: "I'm gonna rescue the Genomes! They're victims. I just can't abandon them!"

Dagger: "I'm coming with you!"

Zidane: "Dagger!?"

Dagger: "I don't want you to leave us again. So, I'll keep watch over you!"

Zidane: "...Okay. We should be able to go back through the warp gate on the other tower! Dagger and I will head back to Bran Bal. You guys come get us on the Invincible!"

[Zidane and Dagger head off, coming to a room.]

Dagger: "Looks like a teleporter leading to the upper levels... It might take us back to Bran Bal."

[An eyeball on the wall blinks at Zidane.]

Zidane: "Ahhh!"

Dagger: "What's wrong?"

Zidane: "B-Behind you..."

Dagger: "They're just eyes. It's okay. Let's go."

Zidane: "Just eyes...? How very bold of you... U-Um... Dagger?"

Dagger: "Yes?"

Zidane: "Um... About what happened earlier..."

Dagger: "What is it, Zidane?"

Zidane: "Oh, geez... I feel like I'm being watched."

Dagger: "Just say it! We need to hurry."

Zidane: "Um... You came to my rescue, right? And... Uh... What you said to me... It made me really happy..."

Dagger: "Zidane..."

Zidane: "How can I say this...? Um... Thanks..."

[The rest of the party exits via the elevator system.]

Eiko: "Hurry! Hurry! This dinky old tower is gonna collapse any minute!"

Quina: "...I no find good food on Terra. Maybe I eat eyeball over there..."

Freya: "Quina, hurry up, or you'll be left behind!"

Quina: "I happy we leave. No good food anywhere..."

[Meanwhile, Dagger and Zidane come through the green hilltop gate.]

Zidane: "I think we're still okay."

Dagger: "Let's evacuate the Genomes!"

[They run through the green gate into town.]

Dagger: "Zidane, let's split up!"

Zidane: "Yeah! I'll go this way! We'll split up when the Invincible arrives!"

[Dagger and Zidane start talking to the nearest Genomes. Simultaneously, the party has just entered inside the Invincible.]

Eiko: "My gosh... This ship is enormous!"

Steiner: "Judging from our current position, I believe the bridge is that way!"

Freya: "Hold it! Where is Quina!?"

Eiko: "Aaargh! Is s/he late again!?"

[Quina teleports up on some device.]

Quina: "Ho ho ho! I arrive! I warp inside from bottom of ship!"

Vivi: "Why were you underneath the ship in the first place...?"

Freya: "Save it for later! We must get the ship moving!"

[They all run to the bridge. Zidane goes down into the laboratory and finds the girl that had led him around before.]

Zidane: "What are you still doing here!? We need to evacuate."

Girl: "What's the point? They're only empty vessels..."

Zidane: "Stop talking like that! Do you really believe what you just said!?"

Girl: "...Unlike the rest of them, Garland gave me a soul, that I might replace you and Kuja. But Garland is dead. Terra will soon be destroyed. What's the point?"

Zidane: "I asked myself the same question..."

Girl: "Did you find an answer?"

Zidane: "No... But maybe the point is to just try. It's gonna be hard...but I've got my friends. It isn't so bad."

Girl: "..."

Zidane: "Hey, what's your name?"

Girl: "Huh?"

Zidane: "Garland gave you a name, didn't he?"

Girl: "My name is...Mikoto."

Zidane: "Mikoto, huh? That's a nice name... A lot of people are gonna call you that from now on. You have to find the answer yourself. It'll be hard, but you can do it. Let's go to the new world, Mikoto! There, you can find your answer..."

[Meanwhile, Freya and Dagger meet up.]

Freya: "Dagger! Where is Zidane!?"

Dagger: "He'll be here any minute! He's looking for the last Genome..."

Zidane: "Sorry to keep you guys waiting!"

Dagger: "Zidane!"

Zidane: "Sorry I'm late. But now we got everyone."

Freya: "Everyone on board, now! We must leave immediately!"

[They rush onboard. FMV: The Invincible rises up out of Terra amidst a downpour of flaming debris. The ship emerges out of the planet and back onto Gaia. Back on the ship:]

Zidane: "We made it..."

Freya: "Yes, we managed to escape from Terra, but..."

Zidane: "What's wrong, Freya?"

Freya: "Well, I was talking to Amarant about it earlier..."

Amarant: "You don't think this is the end, do you?"

Zidane: "...Are you talking about Kuja?"

Amarant: "Do you really think he perished with Terra?"

Freya: "Even with his power, it's hard to believe that he'd have escaped unscathed..."

Amarant: "What do you think, Zidane? What will Kuja do next?"

Zidane: "...He'll probably try to destroy Gaia..."

Freya: "But how?"

Zidane: "There was one thing Garland said... Something about a tree that serves as a gateway of souls between Gaia and Terra..."

Amarant: "That must be..."

Zidane: "Yeah... It's the Iifa Tree."

[Steiner emerges from the bridge.]

Steiner: "Everyone! You must come look! Come with me!"

Zidane: "What's up, Steiner? Can't you just tell us?"

Steiner: "It would be faster to come see it on the bridge!"

[Everyone runs to the bridge and sees a hazy view of...clouds?]

Zidane: "What's up? They're just clouds."

Dagger: "It's not a normal cloud..."

Zidane: "What...? Let's lower our altitude and see."

Steiner: "Don't you see? Our altitude is not very high. And this is all we can see!"

Zidane: "Then what could it be..."

Vivi: "It's Mist... It's what black mages are made out of, and what used to cover the Mist Continent..."

Dagger: "The Mist...has covered all of Gaia..."

Zidane: "Why...? How...? Kuja... What are you planning now!?"

[Fade to black.]

=====
47. Black Mage Village (BM03)
=====

[The disc opens at the cemetery. Vivi runs to Mr. 288.]

Vivi: "Thanks! They were uneasy at first, but I think they'll get along fine."

Black Mage No. 288: "There's no need to thank me. You've done us all a great service."

Vivi: "It wasn't a big deal... Well, anyway, everything's gonna be okay!"

[Vivi runs off just as Zidane walks in.]

Zidane: "Are you sure it's okay for them to stay here?"

Black Mage No. 288: "Of course it is. So, this was Vivi's idea?"

Zidane: "Yeah... He wanted the Genomes to start their new lives here."

Black Mage No. 288: "We're similar in many ways... Maybe we can understand them better, and they might open up to us."

Zidane: "Right... He also said... If you guys can get along with the Genomes, maybe humans and black mages can live alongside each other someday..."

Black Mage No. 288: "Like you and Vivi..."

Zidane: "I don't even know if I truly understood him until recently."

Black Mage No. 288: "We'll take good care of them. Your friends are our friends."

Zidane: "Thanks..."

[In the stable, Eiko and a genome look at the baby chocobo with its handler.]

Genome: "Is this a monster?"

Black Mage No. 33: "He's a chocobo, not a monster. He's called Bobby Corwen."

Eiko: "Oh, you gave him a name!"

Black Mage No. 33: "Yeah. Bobby Corwen. Isn't it a great name?"

Eiko: "Sounds great! Bobby Corwen, huh?"

[The chocobo moves towards the Genome.]

Genome: "!?"

Black Mage No. 33: "I think Bobby Corwen likes you, too."

Genome: "It won't bite?"

Eiko: "Oh, come on! He's just a little baby chocobo."

Genome: "!?"

[The chocobo chases the Genome off.]

Black Mage No. 33: "Bobby Corwen! No! Come back here! Wow. I think Bobby Corwen really likes our new friend."

Eiko: "Can't you just call him by his first name...?"

[Quina and a Genome look around the mages' item shop.]

Genome: "Why do you display these items?"

Black Mage No. 163: "Why...? For the customers, I think..."

Genome: "What are customers?"

Black Mage No. 163: "Well, they bring money, and they hand the money over to the shop, and then..."

Genome: "What is money?"

Black Mage No. 163: "Money is, uh..."

Quina: "Why you care about small things? World very simple place.
World only have two things: Things you can eat and things you
no can eat."

Black Mage No. 163: "....."

[Outside, Amarant listens to a mage and a Genome converse by the pond.]

Genome: "Does the water here ever stay still?"

Black Mage No. 87: "...? Water flows, doesn't it?"

Genome: "The water of Bran Bal was always still..."

Black Mage No. 87: "Hey, did you know that time flows, just like water?"

Genome: "So, water and time both flow in Gaia...?"

[Freya walks by.]

Amarant: "....."

Freya: "Looks like they're off to a good start."

Amarant: "Hmph... It's like watching kids play."

Freya: "It's not their fault... They've only just begun to live their
lives..."

Amarant: "...Can lost time be recovered?"

Freya: "I don't know... But there's only one thing we can do."

Amarant: "Of course."

Freya: "We must protect them from anyone who tries to take their time
away from them!"

[Dagger and Steiner stand by some villagers at the entrance.]

Steiner: "Princess, is this what you really wish?"

Dagger: "Hmm? What are you talking about?"

Steiner: "Kuja must have done something in the Iifa Tree to cover
the world in Mist... Do you not think it wise to consult
Regent Cid before the final battle?"

Dagger: "Kuja probably plans on destroying Gaia. If we go to Lindblum
now and tell the regent about it, it might cause a panic. I'm
sure everyone is apprehensive about the reappearance of the
Mist... I need Uncle Cid to protect Lindblum right now."

Steiner: "Indeed. We must defeat the enemy on our own..."

Dagger: "Even if we go back to Lindblum to get equipped, please don't tell Uncle Cid about our plans."

[Zidane walks over.]

Zidane: "Are we ready...?"

Dagger: "Yes. Let's go."

Voice: "You haven't got a chance."

[Mikoto walks over.]

Mikoto: "You saw Kuja's power. He destroyed a world by himself... You don't even have a million in one chance of defeating him... You'll all die."

Dagger: "....."

Black Mage No. 24: "Wow! This girl knows lots of difficult words!"

Zidane: "Doesn't she? She's a bit cynical, but take good care of her, will ya? Her name is Mikoto. She's kind of like my little sister."

Mikoto: "Wha--"

Zidane: "Mikoto! Listen to your big brother and make some friends!"

Mikoto: "H-How silly!"

Zidane: "We might be desperate insects to Kuja, but I'll show you how powerful we can be."

Steiner: "'Even a fly lives for a day'!"

Dagger: "I don't think that's what Zidane meant..."

Zidane: "Let's go to the Iifa Tree! We won't let Kuja have his way!"

[The party heads to the weird ball of light atop the Iifa Tree.]

=====
48. Memoria (MM01)
=====

[FMV. Leagues of silver dragons blow out of the ball atop the Tree...]

Zidane: "They're coming! !?"

[...but cannonfire from Lindblum's Viltgances and such start blowing them out of the sky like clay pigeons. Onboard the Hilda Garde 3:]

Regent Cid: "All ships, make a path for the Invincible!"

Baku: "Can't let you guys steal the show for yourselves!"

[On the Invincible:]

Zidane: "!"

Dagger: "Uncle Cid!? Why...? How did he know to show up here?"

Zidane: "Probably because of Baku... He loves big showdowns! Now, let's lose those dragons!"

[FMV. The Invincible heads through the dragons into the ball of light, with more dragons on its tail. The Red Rose divides the two, though, and the dragons start bashing into the frame, unable to stop in time.]

Kohel, Pluto Knight III: "General Beatrix! Our ship is going to burst!"

Beatrix: "Do not fret! Your captain is about to enter Valhalla! You are a Pluto Knight! Now, act like one!"

Blutzen, Pluto Knight II: "...We all know you came along because you were worried sick about Captain Steiner..."

Beatrix: "Did you say something!?"

[The Invincible crew watches the appearance of the Red Rose.]

Steiner: "Red Rose!? Could it be...Beatrix!?"

Zidane: "Quite a woman, you fell in love with!"

Steiner: "You're one to talk!"

Dagger: "Wait a minute, Steiner! What did you mean by that!?"

Zidane: "...Alright! Let's bust through!"

[FMV. The Invincible pierces the ball of light and a blinding light encases the area. The party fights a Nova Dragon and beats the living daylights out of it. In the ship's teleportation room:]

Zidane: "Are you sure this will work, Quina?"

Quina: "Is no problem! I warp in from outside before."

Zidane: "I guess this is the only exit, anyway..."

Quina: "We find same magic field outside when we come back. I warp in when I step into magic field outside."

Zidane: "Alright... I guess it's no use worrying."

[Everyone teleports out, landing on steps up to a castle.]

Zidane: "...What is this place? !?"

Vivi: "What's wrong, Zidane?"

Zidane: "Did someone just call my name?"

Dagger: "No."

Zidane: "That's weird..."

Freya: "Maybe you're just hearing things."

Zidane: "I don't think so. !!!? You hear that!?"

Steiner: "...I hear nothing."

Voice: "...Zidane, can you hear me?"

Zidane: "Garland!?"

Voice: "...I am speaking only to you."

Zidane: "Garland, what is this place?"

Voice: "Memoria... A place of memories."

Zidane: "Memories...?"

Voice: "Yes, your memories brought forth this place... Here, you shall witness the truth. You have no choice. Now, go..."

Zidane: "What are you talking about!? Damn...!"

Eiko: "...Zidane, what's going on?"

Zidane: "You all heard me talking, right? ...Looks like I was the only one who heard him. I was just talking to Garland. He told me that our memories created this place. I don't know what the hell he's talking about... I guess we'll just have to move forward."

[The party heads in and eventually is attacked by the snakish thing that guarded the Fire Shrine: Maliris.]

Maliris: "We meet again... I am one of the Chaos guardians. Kneel before my power!"

[The party wails on Maliris.]

Maliris: "It's over... Take this!"

[Maliris uses Raining Swords and then dies. The party continues on until they come to a view of a castle.]

Eiko: "Isn't this...Alexandria?"

Dagger: "What is Alexandria Castle doing here?"

Eiko: "!!!"

Dagger: "!!!"

Zidane: "!!!"

[Pictures of Bahamut, Alexander, and the Invincible's eye flash by, and the picture of the castle turns to the current ruined state.]

Eiko: "!!!"

Dagger: "!!!"

Zidane: "!!!"

Quina: "What!? What you talk about!? I not see anything!"

Zidane: "Of course you can't see anything. You weren't with us at the time, so it's not in your memory."

[Garland's voice talks.]

Garland: "In his bid to defy me, Kuja tried to acquire Alexander... An incident, 10 years ago, started everything..."

[The party continues on into a raining screen.]

Zidane: "A storm..."

[Zidane runs along a bridge and looks down at a girl in a boat.]

Zidane: "!? Hey! What are you doing!? You shouldn't go anywhere! There's a storm. Watch out! You're gonna get washed away! Dagger! I just saw a little girl in a ship, and-- Huh!? ...I guess it was my imagination. Yeah, it had to be. What I just saw definitely isn't one of my memories."

Dagger: (What's going on? That was my memory. Why was Zidane able to see it?) "Zidane."

Zidane: "Yeah, what's up?"

Dagger: "...You didn't imagine anything."

Zidane: "Wait, you saw it, too...!? That means that little girl was you. But...why was I able to see something from your memory?"

Dagger: "I don't know..."

Zidane: "Hey, Garland! What's going on!? Garland, can you hear me!?"

Voice: "I feared Gaia's eidolons more than anything... However, I decided to deal with them before they became a major problem."

[The party runs into the next screen, where steps lead up into the Invincible's eye...or, rather, an image of it.]

Zidane: "What is that thing...?"

Dagger: "That eye... It's the same eye I saw on the night of the storm at sea."

Voice: "...Zidane, can you hear me? ...Zidane. What you just saw was from your memory, and not Garnet's."

Zidane: "What!? I don't remember ever being in a storm at sea."

Voice: "You still don't understand... You will find out soon enough..."

Zidane: "What do you mean? Can other people's memories become a part of my own? Garland!!!"

Voice: "Once you accept everything, the answer will appear before you. A tremendous force was summoned to Gaia during the age of war... However, the Gaians were not ready to harness so great a power... They were terrified and broke the jewel into four pieces...and they prayed never to see it again."

[The party heads up the stairs and is attacked by Tiamat, which was the guardian at the Wind Shrine.]

Tiamat: "So you have defeated Maliris... For Tiamat, there is only victory!"

[Well...not really. Tiamat gets smoked. The party heads on again, coming to a winding path that shows two planets merging.]

Zidane: "What is this...? Two moons colliding...? No. They look more like planets. Why does this look so familiar...?"

Voice: "That is a picture of Gaia being assimilated by Terra. Five thousand years ago, Terra, already an old planet, sought to assimilate Gaia. Terra needed to merge with a younger planet to survive. However, there was already life on Gaia. And so, the story began..."

Zidane: "Oh yeah. I saw this in Oeilvert."

Voice: "Life on Terra was coming to an end... We had no choice but to proceed with the fusion, which tragically destroyed Terra's native civilizations. Terra was too old to assimilate everything. Thus, I created the Iifa Tree to regulate the flow of souls back to Terra."

[The party continues ahead, going into a marine-life screen. Quina swims around.]

Quina: "Wow! We in ocean now! Fish everywhere! Yum, yum!"

Zidane: "...What are you doing?"

Quina: "Swimming after fish. Zidane, you help catch fish, too. Ugh... What this? Hard to breathe now. UGH! CAN'T BREATHE!!!"

Zidane: "That's because you think we're inside an ocean. I can breathe fine."

Quina: "We not in ocean? You right! I breathe okay now! Fish all gone. I sad..."

[In the next screen:]

Zidane: "So, Gaia used to be just one big ocean..."

Eiko: "How do you know?"

Zidane: "...I don't know. For some reason, it's in my memory. I wasn't even born at the time. It doesn't make any sense... And I was born on Terra, not Gaia, so how can it be in my memory...?"

Vivi: "...It's in my memory, too. Gaia used to be covered with water."

Freya: "I'm getting a similar feeling as well."

Zidane: (...Maybe that means all existence can be traced back to a single source. I don't understand...)

[The party is attacked by Kraken soon after.]

Kraken: "I am the 'Water Chaos' Kraken... Your presence is forbidden!"

[The party fries Kraken and moves on, coming to a room with a large burning planet as the backdrop.]

Zidane: "Geez... That's one big fireball."

Steiner: "Could it be a moon...?"

Voice: "This is the birth of Gaia."

Zidane: "That's Gaia...?"

Voice: "Over 5,000 years ago..."

Zidane: "What's above that ladder?"

Voice: "See for yourself. Terra reached the peak of its prosperity at this time. The people believed that their future was secure. Ultimately, that very hubris led to Terra's demise. Thus, I was created to deal with our plights..."

[The party climbs the ladder and come into a room, where Lich attacks.]

Lich: "I, the 'Earth Chaos' Lich, commend your feat. But your life ends now."

[Zidane walks to the edge of the platform after killing Lich and almost falls off into space.]

Zidane: "WHOOOA! There's nothing... Is this it? Is there nothing else?"

Voice: "This is space."

Zidane: "Space?"

Voice: "Your journey is not yet over. Do not fear. Step forward, and you will be closer to the truth. Go, Zidane..."

Zidane: "That's easy for you to say..."

[Zidane walks off and ends up in a shining light.]

Voice: "You have entered a new realm. There are no more worlds. There is no more space... Follow your memory, your original memory, and march forth..."

Zidane: "Garland, what exactly is our memory!?"

Voice: "....."

Zidane: "Why can I remember other people's experiences and events that happened before my time?"

Voice: "....."

Zidane: "Garland, please! Tell me!"

Voice: "...Do not limit memory to just one individual's experiences from birth. That is only the surface. Every life born into this world, whether natural or artificial, requires a parent. And that parent also requires a parent. Life is connected, one to another... If you trace the root of all life, there exists one source. The same can be said for memory. All life constitutes an intelligence that holds memory beyond experience. Memory is not isolated within individuals. It is an accumulation of generations of memories that continues to evolve. You can say that memory and evolution go hand in hand. But most life-forms do not understand the true nature of memories... ..which explains why most memories never cross paths."

Zidane: "...So, what am I gonna find by tracing back our roots?"

Voice: "...A presence that presides over all life and memories. The crystal..."

Zidane: "Crystal..."

Voice: "You are on your own now. Zidane...take care of Kuja. ...and protect the crystal. Farewell..."

Zidane: "Garland, wait! Garland!!!"

Voice: "Even if I were created to serve one purpose alone, I do not regret being born to this world."

[Zidane ends up in a large crystal world in space.]

Zidane: "Is this the crystal that Garland was talking about...?
...It's time for us to find out the truth."

[The party navigates the world and finds Kuja standing by a crystal.]

Zidane: "!!! Kuja!"

Kuja: "Nice of you to come. I'm surprised you beat the 4 Chaoses that I created from the crystal's memory. But...you're too late. Take a good look. Isn't it beautiful? It's the original crystal... This is where it all began... The birthplace of all things... Once I destroy it, everything will be gone. Gaia, Terra, the universe, everything... Your lives and memories, too, of course. HA-HA-HA-HA-HA-HA-HA!"

Zidane: "Shut up!!! The only thing that's gonna be gone is you! I'll take you out right now!"

Kuja: "Hmph. You honestly think you can beat me? Even if you do, Gaia's already doomed. Its assimilation by Terra has begun, and the Iifa Tree will incite a cataclysmic destruction of Gaia. It's all over for you and your friends. See. I win, either way."

Zidane: "It doesn't matter! Even if Gaia is assimilated, the planet will remain, and we'll start over to make a new home. Kuja, you're nothing but a coward! If you're gonna die, leave us out of it!"

Kuja: "Why should the world exist without me? That wouldn't be fair."

If I die, we all die! Zidane, you will be my first sacrifice."

[A surprise attack by Deathguise occurs, but they kill that, too.]

Kuja: "How did they beat Deathguise...? Do you really think you can beat me?"

[The party runs to Kuja.]

Kuja: "I can't believe you beat Deathguise... Well...my time is almost up. Time to die, everyone!"

[The party beats Trance Kuja, too.]

Kuja: "Ugh... I'm gonna die anyway... I won't have to be afraid anymore... But I'm not gonna die alone. You're all coming with me!"

[Kuja uses his Ultima Trance and knocks everyone out. The party wakes up on some unfamiliar terrain.]

Zidane: "U-Ugh... What happened to the crystal...? ...Where is this?"

Voice: "You stand before the final dimension, and I am the darkness of eternity..."

Zidane: "Wh-Who are you!?"

Voice: "All life bears death from birth. Life fears death, but lives only to die. It starts with anxiety. Anxiety becomes fear. Fear leads to anger...anger leads to hate...hate leads to suffering... The only cure for this fear is total destruction. Kuja was a victim of his own fear. He concluded he could only save himself by destroying the origin of all things--the crystal."

Zidane: "What the heck are you talking about? Why are you telling me all this?"

Voice: "...Now, the theory is undeniable. Kuja's actions prove it. All things live to perish. At last, life has uncovered this truth. Now, it is time to end this world."

Zidane: "Wh-What do you mean by that?"

Voice: "I exist for one purpose... To return everything back to the zero world, where there is no life and no crystal to give life. In a world of nothing, fear does not exist. This is the world that all life desires."

Zidane: "Who the hell do you think you are!? You're not ending anything! Never, not as long as we have the will to live!"

Voice: "Foolish creature... Your fears have already deluded you. One day, you will choose destruction over existence, as Kuja did. When he sought to destroy the crystal, the purpose of life ended. Now, come... Enter the zero world that you desire."

Zidane: "No! We'll destroy you and prove you wrong! And through our memories, future generations will see that we can overcome any fear! ...We can't give up now. ...We have to fight together. Even if we lose, it doesn't matter... Our memories will live

on inside others. So, even if we are born to die, I'm not afraid. I'm gonna live!"

[The party is then chosen, and the remaining characters will say their goodbyes (even Zidane can be replaced):]

Amarant: "...Don't screw up."

Eiko: "Promise me you'll win!"

Dagger: "Please accept my powers..."

Freya: "I leave everything in your hands."

Steiner: "Though I am unworthy, accept my powers."

Vivi: "I'm sorry I couldn't do anything. Good luck."

Quina: "Come back after you kill bad guy. I prepare big meal for everyone."

Zidane: "We've come too far to lose. If we put our powers together, I know we can win."

[Once the unused party members disappear:]

Zidane: "We've come too far to lose now. Let's just wrap this up and go home...all of us."

Freya: "You don't stand a chance against us! We shall prevail!"

[They battle with the entity (Necron), and they lay a humanity-sized smackdown on it.]

Necron: "Why defy your fate?"

[The party members teleport out of the Hill of Despair.]

Necron: "Is the will to live that powerful...?"

[Necron starts to go kaboom, crumbling.]

Necron: "This is not the end. I am eternal... ..as long as there is life and death..."

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49. Memoria Aftermath (MM02)
=====

[FMV. Over the top of the Iifa Tree, Memoria disappears and the roots rise up and start to retract and shake. The party teleports to the entrance.]

Zidane: "Are you alright?"

Dagger: "Yeah...but look at what's happening."

Zidane: "So, what Kuja said was true... The Iifa Tree is beginning its violent reaction."

Dagger: "What's gonna happen?"

Zidane: "I don't know, but it doesn't look good..."

[Above, the crew of the Red Rose looks on.]

Beatrix: "...I doubt anyone could've survived that explosion..."

Haagen, Pluto Knight VIII: "Nooo..."

Pluto Knight: "Captain..."

Mikoto: "...They are still alive."

Beatrix: "What!? Where are they?"

Mikoto: "...Over there."

Beatrix: "The Hilda Garde is probably closer... You. The tall one."

Haagen, Pluto Knight VIII: "Sir! Haagen, Pluto Knight VIII, ma'am!"

Beatrix: "I didn't ask for your name. Contact the Hilda Garde right away."

Haagen, Pluto Knight VIII: "Yes, sir, ma'am, sir!"

[Haagen runs away. On the Hilda Garde, Cid watches the Iifa Tree, too.]

Regent Cid: "Please be alive..."

Erin: "Sire! We're receiving a transmission from the Red Rose!"

Regent Cid: "Punch it up on the main line!"

Voice: "This is the Red Rose."

Regent Cid: "You're not General Beatrix. Who are you?"

Voice: "My name is Mikoto. Everyone is alive. You are very close to them."

Regent Cid: "What!!!? How do you know?"

Mikoto: "I can hear him..."

Regent Cid: "Who? Prepare to land immediately!"

[FMV. The Hilda Garde goes down to pick everyone up.]

Zidane: "That's the Hilda Garde 3... Looks like Cid came to rescue us.
Cid!"

Regent Cid: "Thank heavens, you're all safe! Come quickly! We don't
have much time!"

[Everyone starts to leave, with Dagger and Zidane acting as the
caboose. Zidane stops when he hears someone talk--]

Voice: "...Farewell, Zidane..."

Zidane: "Ah, dammit..."

Dagger: "What's wrong?"

Zidane: "...Why don't you go on ahead? I'll catch up with you all later.
I have to take care of something..."

Dagger: "What...!?"

Zidane: "...He's still alive."

Dagger: "He can't be..."

[Steiner runs over.]

Steiner: "Zidane! What are you doing!?"

[Everyone runs back over, actually.]

Zidane: "Steiner... Take care of Dagger."

Steiner: "What!? Wh-What do you mean by that!?"

Zidane: "...Kuja's still alive. I can't just leave him."

Steiner: "This is ludicrous. Just because you two are from the same planet doesn't mean--"

Zidane: "No, that's not the reason."

Eiko: "Come on, Zidane! Why are you doing this!?"

Zidane: "Because... Because I might've done the same thing if I were in his shoes. I probably would've fought against you guys and wreaked havoc in Gaia like he did... I know it sounds crazy... ..but I know, deep down inside, I have to do this."

Quina: "You not crazy, Zidane. But you go help Kuja not good idea. Is too dangerous."

Zidane: "...I can't just leave him. There's no way I could live with myself. I'm going."

Steiner: "You're making a big mistake!"

Zidane: "Maybe... But we all have to make big decisions in life sometimes. For me, now's that time. I have to face up to it, just like Vivi did when he confronted his fears to find out about himself. That was a big decision for Vivi."

Vivi: "I don't know about that... I don't think it was really a big deal."

Zidane: "That's what you think, but I might not be doing this if it weren't for you. You've definitely taught me to take life more seriously."

Freya: "Well, you're obviously not going to change your mind, so I'm coming with you."

Steiner: "The principle of knighthood requires that one assist his comrade in times of need. I shall accompany you as well!"

Zidane: "Whoa, wait a minute. Like I said, it's my moment, so don't butt in. You guys'll have your own someday. Besides, you guys have more important things to worry about, like Burmecia and Alexandria."

Freya: "For once in your life, why can't you be honest!?"

Zidane: "Sorry, but I can't--"

Amarant: "'I can't just walk away. It goes against my nature.'"

Zidane: "!?"

Amarant: "You're a real simpleton. Forget it, guys. There's no stopping this fool."

Regent Cid: "What are you still doing out here!? Get onboard right now!"

Amarant: "Come on. Let's just leave him and get outta here."

[Amarant bolts.]

Zidane: "...That guy will never change. Alright, you heard the man! Get out of here before it's too late!"

Eiko: "Zidane, I love you! You'd better come back!!!"

[Eiko runs off, frustrated.]

Quina: "Zidane, I need eat more different food. I still hungry!!! You need come back, take me more places, show me more food!"

[Quina leaves.]

Freya: "I still can't believe you're doing this. You've changed, Zidane. 'Til we meet again."

[Freya follows after Quina.]

Vivi: "Zidane, you've taught me another big lesson in life. Thanks..."

[Vivi hurries off.]

Dagger: "Zidane..."

Steiner: "Princess... We must go."

Dagger: "....."

Zidane: "Dagger--I mean, Your Highness. The abduction is over. I can't take you any further. ...I'm sorry for being so selfish."

Dagger: "No... You're not being selfish. ...You've done so much for us. If it weren't for you, I probably would've led a meaningless life. With you, I was able to see so much of the world and meet so many people. We faced many hardships, too...but...I think I finally know what's important. I'm so fortunate to have met you. I'll never forget our trip together. Thank you, Zidane.
..... Promise me one thing... Please come back."

[FMV. The Hilda Garde carries everyone off but Zidane.]

Zidane: "Kuja! Can you hear me!? I'm coming to get you!"

Voice: "You still have time... Forget about me and go."

Zidane: "Just shut up, and stay where you are!"

Kuja: "...I don't understand you."

Zidane: "Okay, here goes nothing."

[FMV. Zidane runs across the Iifa's flailing roots and heads into the center of the tree. He rides one root all the way down and has to start dodging more roots. He falls into a hole and lands past Kuja... way past, falling down onto his stomach.]

Zidane: "U...Ugh... ...? Phew... Still alive... I guess that was pretty crazy."

[He runs up some roots to Kuja.]

Zidane: "Hey! Are you alright?"

Kuja: "Zidane...? What are you doing here? I thought I told you to go..."

Zidane: "Wouldn't you do the same for me if you knew I was dying?"

Kuja: "....."

Zidane: ".....Never mind."

Kuja: "Your comrades were able to escape?"

Zidane: "Yeah... I knew you had something to do with it."

Kuja: "...I'm glad they made it."

Zidane: "Yeah, well...it's our turn to get movin'."

Kuja: "..... I don't deserve to live after all that I've done. I'm useless to this world."

Zidane: "No one's useless... You helped us escape, remember?"

Kuja: "..... After you guys beat me, I had nothing left...nothing more to lose. Then, I finally realized what it means to live... I guess I was too late."

[Kuja's head rolls to the side.]

Zidane: "!!!? Hey! Don't you go dying on me, alright!? !!!?"

[FMV. Tree roots drop down from the ceiling and attack (!?) the spot where Zidane and Kuja are, with unknown results. Then, later, Mikoto is shown walking out of the tree, alone.]

Mikoto: "Kuja... What you did was wrong... But you gave us all one thing... Hope... We were all created for the wrong reason, but you alone defied our fate. We do not want to forget this. We want your memory to live on forever... ..to remind us that we were not created for the wrong reason--that our life has meaning."

Narrative: Some time later..."

NOTE:

I've received a few e-mails on the blacked-out parts that follow this announcement. Some seem to think that it's pure Vivi narrative, some think that it's Vivi's narrative with Mikoto in it. Personally, I believe that it's each character who's played a role giving a summary of what they learned from Zidane. The only thing I can see that would make me think differently is that Quina's quote is said correctly, and not in broken Qu speak. Vivi's disappearance from the scenes implies his death to some, but I never bought it. Sorry. This disclaimer is to tell you to believe what you want to believe, I guess.

#####

[The view is back in Alexandria, at the front of the Morning Star Bar.]

Vivi?: "So, this is Alexandria..."

[Puck runs by and runs into him.]

Puck: "Pick up the pace, will ya!? I don't believe it! Vivi!"

Vivi?: "Vivi? How do you know that name!?"

Puck: "What are you talking about? It's me, Puck! How could you forget me!?"

Vivi?: "Puck...?"

Puck: "You know, Puck!"

Vivi?: "Th-The Prince of Burmecia!?"

Puck: "Oh, come on! What's wrong with you? If you're not Vivi, then who are you!?"

Vivi?: "I'm...Vivi's son!"

[A whole bunch of more li'l Vivi's walk into the screen.]

Puck: "Yeeeeow! Look at all the Vivis!"

[On a blacked-out screen:]

Vivi: "I always talked about you, Zidane. How you were a special person to us, because you taught us all how important life is."

[In Burmecia, Sir Fratley and Freya stand in the fountain plaza. It's still destroyed, though.]

Sir Fratley: "Freya, you're leaving soon, are you not?"

Freya: "Yes. I can hardly wait to see everyone."

Sir Fratley: "Alexandria... I went there many years ago. How long will it take to rebuilt Burmecia...?"

Freya: "I don't care, as long as I am with you."

Sir Fratley: "...I love you, Freya."

Freya: (...Yet he still doesn't remember our past.) "I just want to cherish our time right now."

[On a blacked-out screen:]

Freya: "You taught me that life doesn't last forever. That's why we have to help each other and live life to the fullest."

[In Garnet's room in Alexandria, Beatrix walks in.]

Beatrix: "It's time to say goodbye to this room... Save the Queen, you have served me well... My duty is finished here. Farewell, Alexandria..."

[On a blacked-out screen, Beatrix (?) talks:]

Beatrix: "Even if you say goodbye, you'll always be in our hearts. So, I know we're not alone anymore."

[At South Gate, on a broken bridge to Treno, Amarant walks.]

Amarant: "...Hey."

[Lani is there, too.]

Lani: "Why are you going to Alexandria?"

Amarant: "You're not going?"

[He walks off.]

Lani: "I-I never said that! H-Hey, wait!"

[On a blacked-out screen:]

Amarant: "Why I was born... How I want to live... Thanks for giving me time to think."

[In Alexandria Castle's kitchen, Quina walks around.]

Quina: "Good food not only delicious! Good food made with heart! This very important when cooking for friends!"

[On a blacked-out screen, Quina's words (with conjunctions!?) appear:]

Quina: "To keep doing what you set your heart on... It's a very hard thing to do. We were all so courageous..."

[In the Lindblum Castle lift, Hilda, Cid, and Eiko are riding down.]

Eiko: "Hurry! Hurry! We gotta get there before the play begins!"

Regent Cid: "Ha ha... There's no need to hurry. The theater ship is no match for my new ship. My new Hilda Garde is the fastest ship ever!"

Eiko: "Do I have to remind you? You said the same thing about the theater ship! ...Ahem! That's what you said, Father!"

Regent Cid: "Eiko... What did you just call me?"

[The lift stops and Eiko runs out.]

Hilda: "Darling, she called you 'Father'..."

Eiko: "Father! Mother! Hurry!"

Regent Cid: "S-Say it again, Eiko!"

[On a blacked-out screen:]

Eiko: "What to do when I felt lonely... That was the only thing you couldn't teach me. But we need to figure out the answer for ourselves..."

[At Alexandria Castle, a sword-less Beatrix is leaving.]

Voice: "Beatrix!"

[Steiner is standing in the shadows, waiting for her.]

Steiner: "Where are you going?"

Beatrix: "Please don't ask. My mind is already set."

Steiner: "Wait! Listen to me! <Thump-Thump...Thump-Thump...> I, uh... I-I never wish to lose you again!!!"

Beatrix: "Steiner..."

Steiner: "Let us protect the queen together!"

[Beatrix runs to Steiner and the screen blacks out.]

Steiner: "I'm so happy I met everyone... I wish we could've gone on more adventures. But I guess we all have to say goodbye someday."

[In the theater ship meeting room, the Tantalus gang meets up.]

Baku: "Alright, you scumbags! We're almost there!"

Blank: "Been a long time since we saw Alexandria."

Marcus: "Let's give 'em a show they won't forget!"

Ruby: "Yeehaw!"

Cinna: "Break a leg, people!"

[On a blacked-out screen, someone (Zidane?) speaks:]

Zidane: "Everyone... Thank you... Farewell. My memories will be part of the sky..."

[At the throne, Queen Garnet sits. Steiner walks in...and so does Beatrix.]

Queen Garnet: "The theater ship will arrive any minute. It's been so long... I can't wait to see everyone. But... It'll never

be the same... I have to let go of the past... I have to move on, just like he taught me."

[The play begins. It's 'I Want to be Your Canary', of course.]

Baku: "Ladies and Gentlemen! Tonight's performance is a story that takes place long, long ago. Our heroine, Princess Cornelia, is torn from her lover, Marcus. She attempts to flee the castle, only to be captured by her father, King Leo. Tonight's story begins when Marcus and Cornelia decide to run away together. And now, Your Royal Majesty, Queen Garnet, Lord Steiner, Lady Beatrix... ..noble ladies and lords, and our rooftop viewers, Tantalus proudly presents 'I Want to Be Your Canary'!

[Baku leaves and Cornelia (Ruby) runs out, finding a hooded man at the bottom of the ship's stage stairway.]

Cornelia: "Marcus? Sweet Marcus, I fear I love thee more than I should!"

Marcus: "Princess... Wilt thou be happy, married to a lowly peasant such as I?"

Cornelia: "Prithee, call me 'princess' no more! Marcus, wilt thou truly cherish me, the king's only daughter? Or is such a desire too dear to wish for!? After our nuptials, shall I become no more than a puppet? A mindless puppet, never to laugh, never to cry? I wish to live my life under the sky. At times I shall laugh, at other times cry. For no life is more insincere than that lived as a masquerade."

Marcus: "So much consideration thou hast given it! But worry not! Cast away thy trappings of royalty, and I shall swaddle thee in a gown of pure love! Never again will I pare from thee! Pray, my love, make me thy canary to keep forever in the cage of thy bosom! Let us embark on the first ship tomorrow, before dawn can tell of our elopement!"

Cornelia: "All my fortunes at thy foot, I lay, and I shall follow thee throughout the world!"

Marcus: "No cloud, no squall shall hinder us!"

[Marcus leaves the stage.]

Cornelia: "O, love is the sweetest joy and the wildest woe. All I wish is to be by my sweet Marcus's side."

[Blank peeks at the scene (in-character) from behind a stairwell.]

Blank: "Fie! It shall be war again unless this marriage is stopped. Ne'er will I let their plan come to fruition." [He walks out from his hiding spot.] "Good day to ye, Highness."

Cornelia: "Good day..."

Blank: "Wist thee with Marcus?"

Cornelia: "Marcus!? What news dost thou bring?"

Blank: "This!"

[He punches her in the stomach...]

Cornelia: "Ugh!"

[...and picks her up. Later on in the act, King Leo emerges.]

King Leo: "Where is she!? Where has mine only daughter gone!?"

[Blank walks into view.]

King Leo: "Blank, good man! Hast thou seen Cornelia?"

Blank: "Worry not, Majesty. I shall make sure Cornelia marries Prince Schneider. Be thou at ease."

King Leo: "At ease, sayest thou? How can I rest, not knowing she is safe? Could it be...thou hast betrayed me?"

Blank: "Be my troth, sir. I betrayed none other than poor Marcus!"

King Leo: "Thou had the gall to betray thy dearest friend. Wouldst thou not betray me as swiftly?"

Blank: "Stay thy hand, I merely..."

[King Leo cuts Blank down.]

Blank: "I merely sought a lasting peace between the two kingdoms!"

[Benero and Zenero run out.]

Zenero: "The traitor is dead!"

Benero: "O, cruel fate!"

King Leo: "You two... Quickly, find Cornelia and bring her before me!"

Benero: "Yes, Your Majesty."

Zenero: "Yes, Your Majesty."

[They leave.]

King Leo: "Wretched daughter! How dare she disobey her father's wishes!"

[The next day (in the scene), Marcus stands alone.]

Marcus: "The time for our departure is long past. Where is Cornelia?"

[Cinna walks out.]

Cinna: "Marcus, the ship soon embarks! Board ye this boat alone, and peace could come to both kingdoms, as Blank so said. Speak, Marcus!"

Marcus: "She told me that she could not live without me."

[Dawn breaks in the background.]

Marcus: "So, the sun is our enemy, too. The eastern sky grows bright."

Will we not spread our wings, as yonder birds in joyous flight?"

Cinna: "Hark, Marcus! They cannot wait any longer! The ship departs!"

[Cinna leaves.]

Marcus: "Could she have betrayed me? Nay, ne'er would my love speak false. I must have faith! She shall appear if I only believe! As the sun lends me no ear, I pray instead to the twin moons! I beseech thee, wondrous moonlight, grant me my only wish!"

[Marcus casts off his cloak...and it's Zidane!]

Zidane: "Bring my beloved Dagger to me!"

[FMV. Dagger runs down the stairs to the stage. In the process, she drops her pendant. She looks at it, but doesn't pick it up. She runs to the stage and jumps into Zidane's arms. She starts punching him and then stops as they embrace. Everyone claps, including the little Vivis and Eiko, Freya, Fratley...Steiner and Beatrix raise the Save the Queen to the sky... On a blacked-out screen:]

Dagger: "How did you survive...?"

Zidane: "I didn't have a choice. I had to live. I wanted to come home to you. So... I sang your song. Our song."

[FMV. The screen pulls out of a rebuilt Alexandria...and all is well.]

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And that's all folks! ;)

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50. Mognet Letters (LT01)
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LOCATION	LETTER NAME	CTRL+F THIS:
Prima Vista	How Ya Doin'	PV15
Evil Forest	Prince on a White Horse	EF04
Evil Forest	Stiltzkin on Ice	EF04
Village of Dali	Trapped in Ice!	DL02
Lindblum	Stiltzkin Visited Me!	LB05
Lindblum	Opening a Mini-Theater	LB06
Lindblum	Shelter From the Rain	LB60
Gizamaluke's Grotto	It Was So Exciting!	GZ04
Burmecia	Map of the Entire World in his Bag?	BR07
Summit Station	Mary's Unrequited Love	SG07
Dark City Treno	Vube Desert	TR03
Cleyra Tree Trunk	No More Pointy Hats!	CL01
Cleyra Settlement	Tantalus	CL06
Cleyra Settlement	I Have a Bad Feeling	CL21
Red Rose Airship	In Danger	RR01

Alexandria Castle	Rumor About Princess Garnet	AC23
Pinnacle Rocks	Escaping Evil Forest	PR01
Pinnacle Rocks	This Might Be the End	PR01
Lindblum	Eidolon Odin's Power	LB63
Lindblum	Narcissus From Lindblum	LB63
Lindblum	Missing! Kupo!	LB73
Fossil Roo	Very Bored, Kupo!	FR03
Black Mage Village	To Conde Petie	BM08
Conde Petie Mt. Path	Rally-Kupo!	CM01
Iifa Tree	Sad Eyes	IT01
Iifa Tree	Blessing or Curse?	IT04
Alexandria	The Most Important Thing In Life	AL28
Alexandria	My Vagabond Life	AL36
Lindblum	Alexandria Destroyed	AL90
Oeilvert	Very Mad! Kupo!	OV02
Desert Palace	Stiltzkin, On the Move	DP05
Esto Gaza	Favor	EG04
Mount Gulug	Problem	MG01
Ipsen's Castle	Where Is Mognet Central?	IC01
Pandemonium	My First Mognet	TE19
Burmecia	Something Missing	BR08
Black Mage Village	That Special Something	BM35
Ipsen's Castle	Rare Item	IP04
Qu's Marsh #1	Where Is That Item!?	QU13
Daguerreo	It's That Thing	DG08
Alexandria	Superslick	AL48

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51. Points of Interest (PO01)
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PV01) M.S. Prima Vista, Theater Ship (plaque)
AL01) Heroine Statue (statue)
AL02) Morning Star Bar (sign)
AL03) Doug's Item Shop (sign)
AL04) The Three Heroic Knights of Pluto (statue)
AL05) Recruiting New Knights of Pluto Members (sign)
AL06) Coming soon: Mini-Theater (sign)
AL07) Rooftops for the Masses! (sign)
AC01) Knights of Pluto Register (sign)
AC02) Village of Dali, Alexandria (book in library)
AC03) Ice Cavern, Alexandria (book in library)
OM01) Instructions (sign in Morrid's shack)
DL01) Dali Inn's Breakfast Service! (menu)
DL02) *Menu* (pub menu)
DL03) *Menu* (pub menu)
DL04) Dali Inn Library (books)
DL05) - Useful Information - (Eq. shop sign)
LB01) Statue of Cid Fabool I
LB02) Sign at the aircab station's exit (sign)
LB03) The Blessing of Water (fountain)
LB04) =Comments/Suggestions= (B. District hotel sign)
LB05) =Bobo Bird Statue= (B. District hotel statue)
LB06) =Milla's Oil Shop= (B. District sign, near Grandma Pickle)
LB07) =Polom's Action Figures= (B. District sign)
LB08) =Ivan's Fish Shack= (sign in B. District)
LB09) =Card Collector No. 7= (In Card Freak Gon's house)
LB10) =Pepe's Milk Shop= (B. District sign)
LB11) =Moucha's Coffee= (B. District sign)

LB12) =Kupo Nut= (B. District sign)

LB13) =Relocation Notice= (Ind. District shop sign)

LB14) =Cid VIII= (Ind. District statue)

LB15) =Today's Special= (Ind. District sign)

LB16) =Airship Engineer Daily Report= (Doom pub sign)

LB17) =Air Cabs Servicing 4 Districts = (Thr. District sign)

LB18) =Lindblum Exhibit= (Thr. District sign.)

LB19) =Fuegert Memorial Theater= (lamppost?)

LB20) =Lucky Color & Co.=

LB21) =Provisional Air Cab Schedule= (Bus. District station sign)

LB22) =Attention All engineers= (Ind. District station sign)

LB23) =Fuegert Memorial Theater= (Thr. District plaque)

LB24) =SOLD OUT= (Thr. District sign)

LB25) =Favorite Shield of Cid V= (GC dining room plaque)

LB26) =Favorite Armor of Cid VI= (GC dining room plaque)

LB27) =Favorite Bow of Cid VII= (GC dining room plaque)

SG01) Item Shop VEGA (shop sign)

SG02) Sign on a forked path near Alex.-side of South Gate

SG03) Sign on a forked path near Alex.-side of South Gate

SG04) Large commemoration sign on Alex.-side of South Gate

DL06) - Hobby Info -

LB28) =Customer Opinion=

LB29) =Card Collector Vol. 8=

LB30) =New Air Cab Management=

FR01) Warning (Fossil Roo sign)

AL08) = Lindblum Fund =

DL07) - Hobby Info -

SG05) Item Shop VEGA & ALTAIR

LB31) = Important Notice =

LB32) = Comments/Suggestions =

LB33) = Card Collector No. 9 =

LB34) = Milla's Oil Shop =

LB35) = Alice's Item Shop =

LB36) = Air Cabs Servicing 4 Districts =

IC01) Sign in Ipsen's castle in first room

DL08) - Useful Information - (Dali shop sign)

DL09) Bunch of books (in Dali mayor's house)

PV01) Class: Luxury liner with theater
 Tonnage: 8235 tonnes
 Guest Capacity: 288
 Propulsion: Veil energy
 Shipwright: Zebolt Shipyards
 Port of Registry: Lindblum

AL01) This statue was built to commemorate General Madelene, who fought in the 9th Lindblum War, in 1389. At the tender age of 13, General Madelene fought against the Lindblum army with only 9 soldiers under her command. She died in 1401, well before her time.

AL02) Today's half-price special: Our original cocktail, Her <3 Majesty!

AL03) Potions, Antidotes, Phoenix Downs
 Doug's Item Shop has them all!

AL04) This statue was built to commemorate the three knights who fought bravely in the 15th Lindblum War, in 1601.

AL05) We are always looking for recruits for the Knights of Pluto in Alexandria Castle! Come, all you brave young men! Let us protect the queen, and our beautiful country, together!

Captain, Knights of Pluto

AL06) Under construction

AL07) No nobility? No ticket? No problem! Enjoy the show from the rooftops! Assemble here by the steeple at sundown! Together, the people will prevail!

Proletariat Patrons Movement

AC01) I. Captain Steiner
II. Blutzen
III. Kohel
IV. Laudo
V. Dojebon
VI. Breireicht
VII. Weimar
VIII. Haagen
IX. Mullenkedheim

AC02) A farming village near the Lindblum border.

AC03) A natural cavern overrun with everlasting ice.

OM01) Shipping is to occur once every two days. No shipment on the day of the sabbath. The ship will arrive in the morning if the Mist is light, and in the afternoon if the Mist is heavy.

IMPORTANT

In case of emergency, change the flag on the observatory to yellow.

DL01) A delicious breakfast for 20 Gil!
-Cold water, fresh from the well
-Fresh scrambled eggs
-Vegetables, fresh from the farm

* This is a sample menu. *

DL02) 1. Pickles: 8 Gil
2. Vegetable stir-fry: Out of stock
3. Pumpkin salad: Out of stock
4. Dried potatoes: 4 Gil
5. Kabobs: 10 Gil
6. Lindblum pickles: 8 Gil
Cash only
*We sell medicine

DL03) 1. Black ale: 5 Gil
2. White ale: 8 Gil
3. Red wine: 7 Gil
4. White wine: 9 Gil
5. Water: 1 Gil
6. Gysahl liqueur: 11 Gil
No underage drinking allowed!
Cash only

*We sell medicine

DL04) *For your reading pleasure*
How to Save One Million Gil
Earn Money the Easy Way
Makin' Crazy Money! Vol. 2

Zidane: "These books suck."

DL05) Think before equipping your new weapon and armor! Check to see if you are about to learn a new ability. It's up to you whether you equip the new item right away or wait until you've learned the abilities, but if you are short on money, please remember that we also buy items!

- Product Information -

Press [SELECT] to see detailed information on our products. For example, you'll see that our famous Mage Masher has an added silence attack. You need an 'Add Status' ability to use added status effects.

- Hobby Info -

Do you play cards? My theory is that the first number written on the card represents the card's attack power. The third and fourth numbers are probably defense power. I still don't know what the second character means. Please press ([]) to play a game with me.

by Eve Subboard

LB01) By Laurent, Court Artisan
To Commemorate the Birth of Cid I

LB02) For descending passengers only. Please do not board.

Air Cab Management

LB03) By Maulissio, Court Artisan
Celebrating 20 Years of Rule under Cid IX

Zidane: "Hmmm... Looks like there's no place to insert the medal."

LB04) The room was terrible. Also, that thing crying "Kupo-Kupo" kept me up all night. Throw him out ASAP, or I'm never coming back.

Lani

LB05) Bobo Birds are symbols of good fortune, according to an Olgan myth. The founder of this inn bought the statue, and it has been passed down for generations.

LB06) Now carrying oglop oil, one of the most popular medicines in the market. Mountain oglop oil also in stock.

LB07) Get your royal family action figures today! Brahne figures now in stock!

LB08) Fresh fish sold everyday.

LB09) Feature Article: Regarding Rare Cards
Rare cards are priceless! The cards you're
carrying could become rare cards...

Fabool Publications

LB10) Offering farm-fresh milk delivered from Lindblum Plateau.
Excellent in stews.

LB11) We serve top-grade coffee! 10% of our coffee beans are from
the coffee-rich heights of Nolrich!

LB12) Moogle's favorite food!
~SOLD OUT~

LB13) The store has moved to Falgar Plaza, in the Business District.

Shopkeeper Dragoos

LB14) Developed the first Mist-powered airship in 1762. Led the
airship armada in 1771 and brought peace to the continent.
Died 1780. In honor of my father. Cid IX

LB15) Dark Stew (one of our classics!)

The Doom Pub

LB16) Hilda Garde 2 construction postponed! The prototype steam engine
on board Hilda Garde 2 is inoperative. The engine problem stems
from errors during the manufacturing period.

LB17) Business District <> Theater District
Industrial District <> Lindblum Castle

Working to make your travels convenient!

Air Cab Management

LB18) The 50th Annual Lindblum Exhibit
This year's winner gets to
paint on the church walls.

LB19) Downstairs

LB20) We deliver lucky <3 to you everyday!

LB21) For the next 3 days, air cabs will operate on the Festival of
the Hunt schedule.

Air Cab Management

LB22) For the safety of the passengers, do not carry any equipment
into the air cab.

Air Cab Management

LB23) We proudly present 'Moogle Wannabe 2': performed by Zalwicks
Company, the company that gave a stellar rendition of 'I Wish
I Were a Chocobo.'

Lowell Bridges plays Ubobo

LB24) Lowell Bridges

'Moogle Wannabe 2' Sold Out!

LB25) Crafted by Fabrizzio, Court Blacksmith

LB26) Crafted by Gabriel, Court Blacksmith

LB27) Crafted by Andrea, Court Bowyer

SG01) Working hard to provide you with the best selection of items!

SG02) (up arrow) To Dali

Do not vandalize the farm!

SG03) To Treno -->

Use caution when traveling at night

SG04) No amount of hardship can tear our two countries apart.

11th Regent of Lindblum, Cid VIII

The Berkmea cable cars were built to commemorate the 20th anniversary of friendship between Lindblum and Alexandria.

DL06) - Hobby Info #1 -

Do you enjoy card games? I think I know what the second mark on the card means! If your card's mark is P, the battle will be:

Your card's [4]P01

vs.

the opponent's 3M[2]9

The green numbers go against each other.

- Hobby Info #2 -

If your card's second mark is the letter M, your battle will be:

Your own card's [2]M36

vs.

Opponent's card 1M0[5]

The green numbers go against each other. Press ([]) to play a game with me. By: Eve Subboard

LB28) I came here on vacation. I can't believe a war broke out! It's too dangerous to walk outside. What am I gonna do? Give me back my money! -Dylan

LB29) Exclusive: Selecting effective cards! Do you know how to pick out strong cards? Our own Regent Cid reveals the secret of selecting the strongest cards!

Fabool Publications

LB30) Staring tomorrow, Alexandria will be running the air cabs.

Those who wish to ride an air cab must pay 200 Gil per trip.

New Air Cab Management

FR01) You will be shut out once you flip this switch and go outside.

Treasure Hunters Association

AL08) We are collecting donations to rebuild Lindblum. Your 1 Gil donation helps the people of Lindblum return to their daily lives.

Lindblum Aid Association

DL07) There is a card game tournament in Treno!

This is how cards are labeled:

Strong EDCBA9876543210 Weak

Weak cards evolve into stronger cards by winning games.

Press ([]) to play a game with me.

by: Eve Subboard

SG05) Buy a souvenir to remember your ride on the cable car!

LB31) Service to the Industrial District has been suspended. We apologize for the residents of the Industrial District for the disturbances caused by the reconstruction work. Thank you for your cooperation.

Air Cab Management

LB32) I've already been here a few times, and I like this inn. The location is good, because it's right in front of the air cab station, and it's nice having a moogles around. I just wish it were cheaper.

Zidane

LB33) Feature Article: Conquer the Card Stadium

If you are a collector, you have to visit the Card Stadium in Treno...

Fabool Publications

LB34) We're Closed

LB35) Due to reconstruction, all of the store's items have been moved to Dragoos's weapon shop. Please make your purchase there.

LB36) Business District<>Theater District
Industrial District<>Lindblum Castle

Air cab service has been suspended due to the reconstruction of the Industrial District. We apologize for the inconvenience.

Working to make your travels convenient!

Air Cab Management

IC01) Do not be restricted by your knowledge and experience. This place turns logic upside down. What's big is small, what's strong is weak, and heaven is earth.

DL08) I'm going on a trip with my mother! Mary and Jeff will take care of your shopping needs in the meantime. Selected from below to

read past bulletins:
R1 --> 1st bulletin
R2 --> 2nd bulletin
R3 --> 3rd bulletin
R4 --> Cancel

R1 --> [See: DL05]
R2 --> [See: DL06]
R3 --> [See: DL07]
R4 --> [Reading cancelled.]

[After reading it:]

Please don't look for me and my mother while we're away! It's
a very private trip!

DL09) Positive Thinking
Learning Through Hardship
Makin' Crazy Money! Vol. 1

Zidane: "The mayor's books, huh? I wonder what he's up to these days."

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52. ATE Script Listing (AT01)
=====

Ctrl+F ATE name to find for easy referencing (I'll get around to numbering
them all once I make sure I've got all of them in the right order!)

ATE SCRIPT / LISTING

AVAILABLE HOW/WHEN:

01. The Forest Keeper	-->	Mandatory
02. Time to Escape	-->	After Zidane/Baku spat
03. Girl Who Was Left Behind	-->	After Zidane/Baku spat
04. My Little Baby	-->	View 'Time to Escape'
05. Orchestra in the Forest	-->	2 screens into E. Forest
06. Do As I Say, Not As I Do	-->	Mandatory
07. "Teach me, Mogster!" Lesson 1	-->	Mandatory
08. "Teach me, Mogster!" Lesson 2	-->	Thaw moogle in Ice Cavern
09. Vivi, Confused	-->	After Zidane wakes, Dali inn
10. Dagger Tries	-->	After Zidane wakes, Dali inn
11. Cat's Eye	-->	Leave Dali Inn in storyline
12. Dagger Tries Harder	-->	View ATE 10; walk out of t. square
13. Cat's Eye 2	-->	Speak with Vivi by windmill
14. Queen Brahne's Steiner	-->	Mandatory
15. "Teach me, Mogster!" (My first synthesis lesson)	-->	Mandatory
16. Small-Town Knight in a Big City	-->	After nap in BD hotel; main street
17. Vivi's Shopping	-->	Mandatory
18. Steam Engine	-->	First time in Theater District
19. What can I do?	-->	Mandatory
20. Baku and His Crew	-->	After visiting Tantalus hideout
21. Treno Tradition	-->	Available at Treno, 1st Time
22. Ambition	-->	Available at Treno, 1st Time
22. Pursuit	-->	Treno, walk lft, don't watch 21/22
23. Meeting Place	-->	I forget...^^
24. Unexpected Visitor	-->	Treno, walk into screen w/ drunk
25. Crime and Punishment	-->	Treno, Tot Tower as Garnet; before entering Gargan Roo, leave the tower
26. Don't Hate Me	-->	Cleyra 1st time, walk to pond

27. No Yummy-Yummies!	-->	Cleyra 1st time, walk to pond
28. I-I Haven't Hurt Anyone	-->	Cleyra 1st time, walk to obsrvtry
29. There A Mushroom!	-->	Cleyra 1st time, walk to obsrvtry
30. Friendship	-->	Mandatory
31. The Third Jewel	-->	Lindblum, head to marketplace area after Cid gives you 3000 Gil.
32. Brahne's Fleet Arrives	-->	Mandatory
33. <Gwok-gwok!> How Infuriating!	-->	Mandatory
34. Vivi and the Couple	-->	Conde Petie entrance, 1st time in
35. Quina Accused	-->	Conde Petie entrance, 1st time in
36. Quina Can't Communicate	-->	View ATE 33, then screen refresh
37. Dagger and William	-->	Conde Petie, visit upper shrine
38. Hungry Bryan	-->	Vivi in upper shrine = trigger
39. Life On the Run	-->	Enter B. Mage Village, 1st time
40. Gourmand's Nose	-->	Enter B. Mage Village, 1st time
41. Everyday Life	-->	Enter B. Mage Village, 1st time
42. Different Language	-->	Mandatory, if not viewed.
43. Visitor, Not Invader	-->	B.M. Village, head to stables
44. Life Cycle	-->	B.M. Village, head to stables
45. Nuptial Joy	-->	Zidane suggest Vivi/Quina marry after his marriage ceremony;
46. Vivi's Feelings	-->	Madain Sari, 1st time free mvmnt.
47. Dagger's Feelings	-->	Talk to Vivi, 1st time in M. Sari
48. Eiko's Feelings	-->	Mandatory
49. Eiko's Kitchen	-->	MS Square, follow Morrison 2 EWall
50. Eiko's Kitchen 2	-->	Leave Eidolon Wall for 1st time
51. It's So Big!	-->	D3 Alex., Vivi POV, walk thru twm
52. Long Time No See!	-->	D3 Alex., Vivi POV, walk twrds sq.
53. To Fly High	-->	D3 Alex., Vivi POV, Town square
54. Artemecion	-->	D3 Alex., Vivi POV, Town square
55. I Forgot!	-->	D3 Alex., Zid. POV, Leave the bar
56. Clowns on a Dark Night	-->	Mandatory
57. Eiko Talks Life	-->	D3 Treno, 1st control of Zidane
58. How He Ended Up Here	-->	D3 Treno, 1st time in Tot's Tower
59. Hippo's Prize	-->	D3 Treno, head out of Tot's Tower
60. Memories By The Water	-->	D3 Treno, head out of Tot's Tower
61. City People	-->	D3 Treno, head into stadium scrn.
62. Home Sweet Home	-->	Watch ATE 57 - Choose to go home.
63. Good Old Days	-->	D3 Treno, after 1st card tour. win
64. Lessons of Life	-->	Watch ATE 60, refresh screen
65. Hallucination	-->	Win round 2 of Treno card tourney
66. Premonition	-->	Win round 2 of Treno card tourney
67. Something Washed Ashore	-->	D3 Lindblum, leave guestroom
68. My Bad	-->	D3 Lindblum, ask Blank where Garnt is, go see her, and it plays after you're done.
69. Self-reproach	-->	Mandatory
70. Deep Anger	-->	Mandatory
71. My Hammer	-->	When you go to find 3 old potions
72. The Rally	-->	Mandatory, if u saved Burm. couple
73. No Free Lunch	-->	Find Quina in Lindblum marketplace
74. Give Me My Money	-->	Watch ATE #73; go there w/ >100gil
75. Team	-->	Mandatory
76. Recovery	-->	Mandatory
77. Place to Call Home	-->	1st Eiko POV in Bran Bal
78. Where the Heart Is	-->	1st Eiko POV in Bran Bal, exit inn
79. Came into this World	-->	1st Eiko POV in ", walk around
80. The Truth	-->	1st Eiko POV in ", meeting room
81. The Elevator	-->	Back and forth in Pand. elev. room

| The Forest Keeper \

[In Evil Forest somewhere, Vivi and Garnet are running.]

Vivi: "WHOOOA!"

[Vivi trips.]

Garnet: "Are you alright?"

Vivi: "I-Is it still coming? Watch out!"

[A shadow hangs over Garnet's head.]

| Time to Escape \

[In the room, Steiner stands around.]

Steiner: "Hmm... The structure is in poor condition. Perhaps I could break out by ramming into the wall.
FIRE! FIRE!!! LET ME OUT!!! UGH! <Huff-Huff.> I'm still not feeling well..."

[He sits on the stool, and finds he's sat on something. He reaches for whatever it is.]

Steiner: "What's this? What an ugly doll... 'Princess Garnet, age 15'!? H-How dare they write the princess's name on such a ragged doll!? Besides, the princess is not 15! She's 16! ...Princess..."

| My Little Baby \

[Outside, Cinna searches the salvaged crates and boxes.]

Cinna: "It should be here somewhere. Huh...? Damn! Where is it!? What happened to my Garnet doll!? Man. How am I supposed to sleep now...? Geez... Poor little doll... The fire probably caught it."

| Girl Who Was Left Behind \

[In Alexandria, at the Morning Star Bar, Ruby stands around, and it's probably just after the Prima Vista's passed out of town.]

Ruby: "Where'd everbuddy go? And whut am I supposed to do now?"

| Orchestra in the Forest \

[The orchestra is playing a rousing tune in the cargo room.]

Conductor: "Okay, let's really liven up this place!"

Violinist: "Yeah, let our music do the fighting against those

monsters!"

Cymbalist: "This oughta boost morale."

Drummer: "This is great!"

Trumpeter: "Brrum, brrrum, brrrruum!"

[Baku walks downstairs.]

Baku: "Hey, not bad! I'm gonna go take a look around. Stay on your toes. We'll be leaving soon."

Conductor: "Alright!"

Trumpeter: "Brrruuum!"

Cymbalist: "Okay, Boss!"

Violinist: "Okay, Boss!"

Drummer: "Okay, Boss!"

| Do As I Say, Not As I Do \ _____

[Baku and Blank are walking in the Prima Vista.]

Blank: "Are you sure about this?"

Baku: "Yeah, don't worry. We'll be outta here soon, too. Here, take this map. It's gonna be a long trip back to Lindblum..."

Blank: "Alright. I'll see you later."

Baku: "I'm countin' on you!"

| "Teach me, Mogster!" Lesson 1 \ _____

[In a swamp area somewhere, two moogles sit by the waterline.]

Moggy: "Hey, Bro. What are you gonna teach me today?"

Mogster: "Lots of neat stuff. You're gonna love this lecture. What do you want to go over?"

R1 --> Help Menu

R2 --> Battles

R3 --> Abilities

R4 --> Trance

R5 --> Icon that appears over the head

R6 --> Save Moogles

R7 --> Nothing

R1: "When you see (PF) in the menu, press [SELECT], and I'll come help you anytime. After you're done with my help, press [SELECT] so I can leave. I'm usually pretty busy, so try not to keep me too long."

R2: "First, I'll go over the battle controls."

- Basic Battle Controls 1 -

(><) Confirm.

(O) Cancel.

(&/\\) Cycle to the next ready character when the ATB

Gauge is full.

([]) Hold down to clear menu.

- Basic Battle Controls 2 -

[L1][R1] Select single/multiple targets.

[L2] Turn the target window on/off.

[START] Pause.

[SELECT] Turn on/off help.

"Next, I'll talk about ATB. ATB stands for Active Time Battle. Time during battle is managed by the ATB System. There are 2 ATB modes: Active and Wait. You can select them in the Config Menu."

- ATB Mode -

Active Always real-time
(time never stops during battle).

Wait Time stops when you are selecting magic
and items.

"If you're a beginner, I think you should choose Wait. Active is for more advanced players. Now, let's go over damage points. Numbers and details pop up during battle whenever your HP and MP change. Numbers appear in 2 different colors."

- Damage Points -

9999 HP change;
White numbers indicate damage.
Green numbers indicate HP recovery.

9999MP MP change;
White numbers indicate loss.
Green numbers indicate MP recovery.

- Damage Details -

Miss When the attack misses.

Critical When you deal greater damage than usual.

Death When you get KO'd.

Guard When status attacks and elemental attacks
have no effect.

"Finally, I'll give you some tips regarding Order. The Order option involves not only the lineup but also the battle position. There are 2 battle positions: front row and back row.

- Front Row and Back Row -

Front Row You can deal big damage with Attack, but
you can also receive big damage.

Back Row You can only deal small damage with Attack,
but you receive less damage from attacks.

"You can change this setting with the Order option. You can also switch between the front and back row during battle, by selecting Change. If you use magic or long-range weapons, you can deal just as much damage from the back row as you can from the front row. In tough battles, adjusting battle positions appropriately might save your life. Okay, I think I've covered enough battle stuff."

R3: "Abilities are special powers that characters possess. Using them wisely is the key to victory. There are tons of different abilities, but generally, they fall into 2 categories."

- Types of Abilities -

<A> Action Abilities:

Magic and special moves you can use in battle;
consume MP.

<S> Support Abilities:

Special abilities that support you in battle
(must equip magic stones to use them).

"You need MP to use magic and special moves. Maximum MP increases as you level up. Support abilities must be equipped with magic stones to be functional. Like MP, the maximum number of these stones increases as you level up. The Main Menu shows 2 numbers for magic stones: the remaining number and the maximum number."

- Magic Stones -

Rem. No. (Decreases as you Equip Support Abilities.)

v

v

() 99/99

^

^

Max. No. (Increases as you level up.)

"To set magic stones on support abilities, select Ability in the Main Menu and select Equip. There are round slots next to each support ability. The ability is equipped if a magic stone appears inside the slot. The menu shows which support abilities have been equipped.

- Ability Status -

< >s Ability Name; Not Equipped.

<.>s Ability Name; Equipped.

"Now I'll tell you how to learn abilities. In general, you have to equip items to learn abilities. Most items hold special powers that help draw out your inborn abilities. You could say the items work to free your latent abilities. Select Equip in the Main Menu to check which abilities you can learn from items. The abilities you cannot learn are grayed out.

-Which Abilities Can Be Learned? -

<.>a Ability Name; Ability that can be learned.

<.>s Ability Name; Ability that can be learned.

< >a Ability Name; Ability that cannot be learned.

< >s Ability Name; Ability that cannot be learned.

"Abilities can be used as soon as you equip the item. However, they cannot be used once you remove the item. To use abilities without equipping items, you must learn them by gaining enough AP for each ability. You can gain AP through battle."

- AP Gauge -

<.>a Ability Name [3stars]

<.>s Ability Name [3stars]

The character has gained enough AP to use the ability without equipping the item.

<.>a Ability Name [50/100]

<.>s Ability Name [50/100]

The character must equip the item to use the ability until more AP is gained.

"Press (><) in the Status Menu to view all the learned abilities. On a final note, each ability requires different amounts of AP to learn."

R4: "When Trance occurs, the character transforms. Your powers increase while you're under Trance. In addition to greater attack power, you receive new battle commands. It's really amazing how much you can change. Here are some facts about Trance:"

- About Trance -

1. The Trance Gauge increases as you take hits from the enemy.
2. The Trance Gauge does not increase if you get hit by other party members.
3. If you get afflicted by Zombie, the Trance Gauge goes down completely.
4. When the Trance Gauge fills completely, it's party time!

- Conditions that Stop/Prevent Trance -

1. End of a battle; Trance Gauge goes back down to zero.
2. During battle; Trance Gauge decreases to zero as you take actions during battle.

"You could say that the origin of Trance comes from hostility. The hostile energy of the enemy's attacks induces Trance. That's why being attacked by your allies can't cause Trance. Also, I heard that there is an ability that helps you achieve Trance faster. By the way, the Trance Gauge appears both in battle and in the Status Menu, which is under the Main Menu. Unfortunately, not everyone can achieve Trance. I guess it's only for the chosen ones. Or maybe it's just a myth. I've never seen anyone achieve it."

R5: "During your adventure, you'll run into a lot of suspicious-looking things. That's when a Field Icon might pop up over your head. Press (><) when you see the icon, and something will happen. Field Icons pop up a lot, so stay alert. Also, there are some areas where you might not be able to see where you are. Whenever that happens, pop out the HERE Icon. Press [SELECT] to call the HERE Icon. You can pop out the HERE Icon anytime by pressing [SELECT]. Also, you can turn on/off the icon in the Config Menu."

R6: "You can find our buddies everywhere in this world. Talk to them whenever you have any problems. Here are some of the things they can handle."

- Save Moogles's Functions -

Save Saves your game.
Tent Uses the Tent item to restore everyone's HP
 and MP; also removes some status effects.
Mognet Exchange letters with other people.

"That's about it. Unfortunately, you won't be able to Save or use a Tent in some places. If you press ([]) in the World Map, Moguo will come help you. Try not to overdo it. He might get mad if you call him too many times."

R7 (Moggy): "Gosh, Bro. You sure know a lot."

Mogster: "Yeah, I know..."

| "Teach me, Mogster!" Lesson 2 \ _____

[The two moogles from before make a repeat.]

Moggy: "Hey, Bro. What are you gonna teach me today?"

Mogster: "Lots of neat stuff. I'm gonna give another interesting lecture today!"

R1 --> Help Menu
R2 --> Battles
R3 --> Abilities
R4 --> Trance
R5 --> Icon that appears over the head
R6 --> Save Moogles
R7 --> Status Effects
R8 --> Elemental Properties
R9 --> Card Game
R10 --> Nothing

R1: [Explained in Lesson 1]
R2: [Explained in Lesson 1]
R3: [Explained in Lesson 1]
R4: [Explained in Lesson 1]
R5: [Explained in Lesson 1]
R5: [Explained in Lesson 1]

R7: "Status refers to a character's condition. There are good status effects and bad status effects, so pay attention! We'll go over the bad status effects first. The following status effects go away when the battle is over.

- Bad Status Effects 1 -

Confuse You lose control of your character.
Berserk Although strength increases, the
 character can only attack.
Stop The character cannot move.
Poison HP gradually decrease.
Sleep The character falls asleep and cannot move.
Slow The ATB Gauge fills up slowly.

- Bad Status Effects 2 -

Heat The terrible burns cause KO if the character takes any action.

Freeze The character becomes frozen and gets KO'd if physically attacked.

Mini The character shrinks, which reduces Battle Power and Defense.

"Now I'll discuss VERY bad status effects that won't go away after the battle is over. These effects are displayed in the Main Menu."

- Very Bad Status Effects 1 -

Petrify The character becomes petrified and cannot move.

Venom HP and MP gradually decrease, and the character cannot move.

Virus The character cannot gain EXP or AP after battle because growth is stunted.

Silence The character cannot use magic.

- Very Bad Status Effects 2 -

Darkness The character's vision is impaired, and physical attack accuracy decreases.

Trouble The damage one character receives transfers to other characters as well.

Zombie Healing items and magic cause damage to the character.

"Alright, enough of the bad stuff. Let's talk about the good status effects."

- Good Status Effects 1 -

Auto-Life The character revives from KO, automatically, once during battle.

Regen HP are gradually restored.

Haste ATB Gauge fills up faster.

Float The character floats and does not receive Earth damage.

- Good Status Effects 2 -

Shell The damage from magic attacks decreases.

Protect The damage from physical attacks decreases.

Vanish The character vanishes and cannot be hit by physical attacks; the character reappears if hit by magic.

Reflect Magic is reflected back at the caster. (Some magic cannot be reflected.)

"In addition to these, there are status effects known as Doom and Gradual Petrify. Remember this! If all your party members incur KO, Stop, Petrify, or Venom during battle, it's Game Over! Also, you won't receive EXP or AP if you're still under KO, Petrify,

Virus, or Zombie when the battle ends."

R8: "There are a total of 8 Elemental Properties: Fire, Ice, Thunder, Earth, Water, Wind, Holy, and Shadow. Applying these Elemental Properties to your attacks and defense makes battles a lot easier. But your enemies can take advantage of them as well, so watch out. To apply them, you have to understand their natures.

- Elemental Properties -

Fire	Effective against ice and undead monsters.
Ice	Effective against insects, large enemies, and fire and dragon-type monsters.
Thunder	Effective against enemies near water.
Earth	Ineffective against flying monsters.
Water	Effective against fire monsters.
Wind	Effective against flying monsters.
Holy	Effective against shadow monsters.
Shadow	Effective against holy monsters.

"There is also a Non-elemental Property, which is not affected by any elemental property. Did all that sink in? It's easy, once you get the hang of it.

R9: "The official name of the card game is Tetra Master. Many people all over the world play Tetra Master. The only way to find out who plays is by challenging them. Tetra Master players never back down from a challenge. To challenge people, walk up to them and press ([]). If you challenge a person who isn't a player, he or she will probably just talk to you. Okay, here are some basic rules.

- Tetra Master Rules 1 -

Select 5 cards in your possession to play.

- Tetra Master Rules 2 -

1. Put down a card by your opponent's card.
2. If the arrow on your card points to your opponent's card, you can win his/her card.

- Tetra Master Rules 3 -

If the arrow on your card faces the arrow on your opponent's card, a card battle begins.

"If your card wins the card battle, you win the opponent's card. If your card loses the card battle, the opponent wins your card."

- Tetra Master Rules 4 -

If you have to battle 2 or more cards, you can choose the opponent's card that you want to battle.

- Tetra Master Rules 5 -

The game ends once all the cards are played, and the person with the most cards is the winner.

- Tetra Master Rules 6 -

The winner gets to take the loser's card(s).

"Tetra Master has other rules, but I won't get into them now. Just give it a try and figure them out for yourself."

R10 (Moggy): "Gosh, Bro. You sure know a lot."

Mogster: "Yeah, I know..."

| Vivi, Confused \

[Vivi walks into the village and sees some little kids.]

Boy in Blue: "!"

[The boy in brown speaks.]

Snot-nosed Gudo: "Ouch...! What's going on? Hey, you're...!"

[They run away from him.]

Vivi: "....." (Are they...avoiding me?) "....."

| Dagger Tries \

[Dagger wanders the village and finds a pumpkin patch.]

Dagger: "I wonder... I wonder if the castle is okay? That was quite a ruckus... Mother went too far. She didn't have to fire at the ship, even if she did it to rescue me... I wonder how many people were hurt? I hope the damage wasn't too severe. Some people could've died... Like in Evil Forest..."

[An old woman walks into the patch.]

Old Lady: "You're in my way, kiddo."

Dagger: (Kiddo?) "Oh, my apologies... I mean, I'm sorry."

Old Lady: "Kids these days!"

[The old woman stoops by the plants.]

Dagger: "What are you doing?"

Old Lady: "Can't you see what I'm doing? I'm killing the bugs on the crops."

Dagger: "You're...killing the bugs?"

Old Lady: "Yeah, that's what I'm doing! Bugs are just like monsters! They destroy our crops if you leave them be!"

Dagger: (Crops?)

Old Lady: "There's one!"

[Dagger catches the oglop.]

Dagger: "Oh, an oglop! Oglops eat vegetables?"

Old Lady: "You're a strange one. Most girls hate oglops."

Dagger: "Is that so? It's just that I haven't seen too many of them..." (Wait. Zidane told me to try and blend in... Maybe I should act like I don't like oglops. 1, 2, 3.)
"Aaahhh!"

| Cat's Eye \ _____

[The cat on top of the fireplace jumps onto Hal's desk.]

Innkeeper Hal: "Oh, it's you... What should I do? I don't wanna give in to my brother, but everyone else's makin' money 'cept me... .. Hey, wasn't that customer traveling with...? I won't have to give in if I tell him about them!"

| Dagger Tries Harder \ _____

[Dagger goes to the equipment shop.]

Dagger: (I must speak with this girl and learn how common folk speak.)

Shopkeeper Eve: "Welcome!"

Dagger: "Um, yes, can we talk for a bit?"

Shopkeeper Eve: "Talk?"

Dagger: "What should I say...?"

R1 --> I'm from the country

R2 --> Show me what you're selling

R1: "Um..."

R2: "Um..."

[Pasty Yacha runs in.]

Pasty Yacha: "Eve!!!"

Shopkeeper Eve: "Yacha! Can't you see I'm with a customer?"

Pasty Yacha: "But I just heard something awesome!"

Dagger: (Awesome?)

Shopkeeper Eve: "Can't you see I'm working?"

Dagger: "Um, please... I mean, don't mind me." (Here's a chance to listen in on some conversation.)

Pasty Yacha: "Thanks, lady! I was gonna say..."

| Cat's Eye 2 \

Innkeeper Hal: "Hee hee hee...! Oh, the look on his face! He sent someone to pick it up right away! All I need to do now is keep quiet until the guests leave... Gotta pretend I'm asleep! Hee hee hee...!"

| Queen Brahne's Steiner \

[Steiner is in the back of the pub.]

Steiner: "Firewood stacking duties are complete! I await your command!"

Dutiful Daughter Slai: "It's my job to clean the bar. Why are you doing all this?"

Steiner: "S-Sorry. Well, now that you have time, would you introduce me to some adults, like your father?"

Dutiful Daughter Slai: "My father won't be back until nightfall. All the other men are also working. They don't come here during the day."

Steiner: "Pubs are supposed to be a prime source of information... Ahem! I need not ask an adult. Let me ask you a question! I need to know what transportation method people use in this village. I cannot tell you the reason, but there is someone I must escort to the castle."

Dutiful Daughter Slai: "Are you from Alexandria Castle?"

Steiner: "Indeed! I command the queen's Knights of Pluto! I am Adelbert Steiner, Captain of the Knights of Pluto!"

Dutiful Daughter Slai: "Knights of Pluto...? Oh. Well, if you're from the castle, I guess it's okay to tell you... Please go to the observatory on top of a mountain on the outskirts of the village. An old man named Morrid lives there. He takes care of the cargo ship."

Steiner: "Cargo ship!? So, that piece of junk flies to this village! Thank you!"

Dutiful Daughter Slai: "Wait!"

Steiner: "Yes?"

Dutiful Daughter Slai: "Thank you for cleaning."

Steiner: "Nay, it is I who should thank you for your assistance. I must make haste!"

| Teach me, Mogster! (My first synthesis lesson) _____

[The two moogles from before make a repeat.]

Moggy: "Hey, Bro. What are you gonna teach me today?"

Mogster: "Lots of neat stuff. Today, I'm gonna talk about the Synthesis Shop."

- R1 --> Help Menu
- R2 --> Battles
- R3 --> Abilities
- R4 --> Trance
- R5 --> Icon that appears over the head
- R6 --> Save Moogles
- R7 --> Status Effects
- R8 --> Elemental Properties
- R9 --> Card Game
- R10 --> Synthesis Shops
- R11 --> Nothing

- R1: [See the first Mogster lesson for transcript.]
- R2: [See the first Mogster lesson for transcript.]
- R3: [See the first Mogster lesson for transcript.]
- R4: [See the first Mogster lesson for transcript.]
- R5: [See the first Mogster lesson for transcript.]
- R6: [See the first Mogster lesson for transcript.]
- R7: [See the second Mogster lesson for transcript.]
- R8: [See the second Mogster lesson for transcript.]
- R9: [See the second Mogster lesson for transcript.]

R10: "In addition to regular shops where you can buy and sell items, there are synthesis shops, where you can synthesize items to create new items. All you need are 2 items to serve as the base and a few Gil to cover labor. The items you need and the amount of money you pay vary for each synthesized item. Here are some examples."

- Synthesis Example -

The Ogre

(Required Item 1) Mage Masher
(Required Item 2) Mage Masher
(Cost) 700 Gil

Desert Boots

(Required Item 1) Leather Hat
(Required Item 2) Leather Shirt
(Cost) 300 Gil

"If you haven't been to a synthesis shop yet, go check out the one in Lindblum. Oh, speaking of synthesis, I'll tell you a big secret. Long ago, I heard rumors there's a Legendary Synthesis who can create the best items. But I don't know where he lives or what he looks like..."

R11 (Moggy): "Gosh, Bro. You sure know a lot."

Mogster: "Yeah, I know..."

| Small-Town Knight in a Big City \ _____

[Steiner walks through the Business District.]

Steiner: "What a huge town! I'm completely lost."

[Steiner sees a red mage approaching.]

Steiner: "Pardon me..."

Female Red Mage: "Geez... You're dressed awful funny."

Steiner: "...I am Captain Adelbert Steiner of Alexandria, and I
humble request your assistance to get back to the castle."

Female Red Mage: "Ha-ha-ha! That's a new one! Nice try, but I
don't date bums. You should really scrape all
that rust off. It's disgusting."

[She leaves.]

Steiner: "Wha...?"

[He sees an old woman at a food cart staring at him.]

Steiner: "Huh?"

Grandma Pickle: "Do you always strike out that badly? I think you
need a new line. A little shine wouldn't hurt,
either."

Steiner: "What are these things?"

Grandma Pickle: "They're called gysahl pickles. They're one of
Lindblum's delicacies. Do you wanna try one?"

Steiner: "...It smells terrible!"

Grandma Pickle: "The worse the smell, the better they taste."

Steiner: "I guess I'll try one. !!! UGHUAAA!!! <HACK-HACK!>"

Grandma Pickle: "Oh, my. Even the locals don't eat them in one
bite."

Steiner: "Phew... But you're right. They are good."

| Vivi's Shopping \ _____

[Vivi heads into the item shop.]

Vivi: "Wow, this nut smells really good. I think I'll buy one...
This place has a lot of unusual things. Is this food? It
looks good. It looks like the sesame buns Grandpa used to
make."

[He looks at a sign.]

Sign: = Alice's Item Shop =
Festival of the Hunt Sale ends today!

Vivi: "Wow, there's gonna be a festival! Hi. I wanna buy this."

Alice: "Oh, are you friends with the moogles?"

Vivi: "Huh?"

Alice: "That item is called a Kupo Nut. Kupo Nuts are moogles' favorite food."

Vivi: "Oh. I didn't know that."

Alice: "I think that's the last one... Go ahead, honey. It's on me."

Vivi: "Really!? Thank you!" [He gets the Kupo Nut.] "Um, what is this Festival of the Hunt like?"

Alice: "Well, we let a bunch of animals loose and..."

Vivi: (Oh, there's gonna be a lot of animals.) "It sounds like fun! Thank you!"

[Vivi runs out.]

Alice: "What's so fun about fighting savage beasts...? Wait a minute! Did I say 'animals' again!?"

| Steam Engine \

[Steiner walks along a long pathway.]

Steiner: "I'm lost again... Where is the princess? The town is big, the castle is big, why does everything have to be so big!? Pardon me. Can you tell me where I am?"

Grandpa: "What, you're lost? Gee... You're a soldier, for cryin' out loud. This is the bridge that connects the castle and the airship docks. That big building in front of us houses the docks."

Steiner: "Wh-What is that large airship!?"

Grandpa: "Amazing, isn't it? It's the Hilda Garde 2. Since it is equipped with a steam engine, developed by the regent himself, it can fly without Mist."

Steiner: "Impossible. How can it fly without being powered by Mist?"

Grandpa: "What cave did you just crawl out of!? This is the age of steam power! The source of steam power is water. It's much safer than Mist. Heh-heh-heh! A bright future awaits us all!"

[The old man walks away, and Steiner stares dumbfounded upwards.]

| What can I do? \ _____

[Up in the Grand Castle's guest room:]

Dagger: "...A bell's ringing... A performance in the Theater District must've just ended."

Elite Guard: "Is there anything you need, Your Highness?"

Dagger: "No, thank you. I'm thinking of going outside and having a look around."

Elite Guard: "I'm sorry, Your Highness, but we cannot grant this request. Right now, there are many people coming to Lindblum for the Festival of the Hunt. Therefore, things are quite chaotic in town, making security rather difficult. Also, very few people know of your presence here. It's for your own safety. Please understand."

Dagger: "Okay, I understand..."

[The guard walks away.]

Dagger: "...I can't stand sitting around like this. I didn't come here to be protected. I just want to help Mother..."

| Baku and His Crew \ _____

[Baku, Cinna, and Marcus walk into a watery area with some ruins.]

Baku: "A-CHOO!"

[Cinna drinks from the spring.]

Cinna: "Phew, that tasted good! I can't believe we found a way out of Evil Forest before it got petrified!"

Marcus: "...It's all thanks to our bro, who pointed out the river before he took the map to Zidane. What do we do now, Boss? We gotta save our brother..."

Baku: "Yer right. But first, we'll let the guys outside drink some water from the lake. Cinna, bring them over. Hey, about Blank... I think it's better that Evil Forest stays petrified..."

[Cinna runs off.]

Marcus: "Are you serious!?"

Baku: "Don't get me wrong. I ain't sayin' this out of concern for our safety."

Marcus: "Then...why?"

Baku: "I'm sure he wouldn't wanna be saved if it it meant Evil Forest was gonna be restored, too..."

[Cinna returns, without any of the wounded.]

Marcus: "...You're right."

Baku: "We gotta start lookin'. There's gotta be another way to cure his petrification somehow. We ain't too late. We gotta do what we can."

Marcus: "I gotcha, Boss!" [He runs off.]

Baku: "..... Hey, Cinna... What are you doing over there?"

Cinna: "This springwater might make some good coffee! I'll get the fixin's!"

Baku: "Do I gotta remind you what happens to members who don't listen to their boss?"

Cinna: "N-NO! Please, not that! I'll bring everyone over right now!"

| Treno Tradition \

[Dagger walks alone. A policeman chasing someone passes by.]

Policeman: "Come back here!"

Dagger: "Was that a pickpocket? I should be careful."

[A man walks by Dagger and walks off. Dagger has a chance to catch him in the act of robbing her, though. If she messes up:]

Dagger: "Hey...! My money's gone!"

Narrative: Dagger lost 1000 Gil.

[If she catches him:]

Dagger: "Hey! Where's my money!? P-Pickpocket!" [She chases him.]

Narrative: Dagger lost 500 Gil.

| Ambition \

[In a screen, two little kids stand in the slums.]

Natalie: "Listen carefully, Mario. This city used to be called 'the City of Nobles.' It's a lie!"

Mario: "The nobles pushed us around, right, Sis!?"

Natalie: "That's right. They hogged all the waterfront property and forced us up into the hills."

Mario: "They exploited us to make their money, right, Sis!?"

[Marcus walks by, taking a moment to listen.]

Natalie: "Right. But we can't just sit here and complain, or we'll end up spending the rest of our lives in this miserable place."

Mario: "Power to the people! Right, Sis!?"

Natalie: "That's right! Power to the people! We'll never go hungry once we become nobles! Follow me, Mario!"

[Natalie and Mario strut off.]

Marcus: "..... What's this world coming to...?"

[Marcus walks into a building.]

| Pursuit \

[The four-armed man who robbed Dagger walks along happily.]

Four-armed Man: "Heh heh heh... That was too easy! Huh...!? Dang it!"

[He runs off when Dagger runs down the stairs after him.]

Dagger: "Which way did he go...? I can't believe I was pickpocketed!"

[Dagger runs off in the wrong direction.]

Four-armed Man: "Wow, I couldn't see her very well in the dark before. She's a real cutie. Good girls shouldn't be walking around alone at night. It's time for me to get ready and move on to a new city..."

| Confusion \

[Dagger walks along.]

Dagger: "This is not a very nice city... Better find Supersoft fast and get back to Alexandria."

Drunk: <Burp...>

Dagger: "....."

Drunk: <Burp...>

Dagger: "Ah... Um... Maybe not this way. Yeah, I won't find Supersoft over there."

Drunk: <Hiccup!>

[Dagger walks in the direction away from the drunk, seeing a man

standing near the waterfront.]

Dagger: "Oh... Excuse me, have you heard of a thing called Supersoft...?"

Old Man: "Huh? My wife? She died 3 years ago."

Dagger: "No, I'm looking for an item that cures all petrification..."

Old Man: "Oh, really? I'm doing fine, thanks for asking. I may be old, but I'm still healthy."

Dagger: "..... Um, thank you...very much."

Old Man: "You're still young! Don't give up! Good luck!"

[Dagger walks away.]

| Meeting Place \ _____

[Marcus walks into a building.]

Marcus: "Hey, there. Is everything okay?"

Barkeep: "What the heck are you talkin' about...? Hey, it's you! Where have you been, Marcus?"

Marcus: "You know, around."

Barkeep: "Heh heh heh... The man's waitin' for you."

[Marcus goes downstairs to find Baku.]

Baku: "ACHOO!!! Yer late."

Marcus: "A lot happened. I'm kinda tired."

Baku: "No excuses. You're ready to go."

Marcus: "You found it? You found the Supersoft?"

Baku: "Yeah, in a noble's mansion. You'll go by boat and break in tonight."

Marcus: "Leave it to me! I'm the one who'll save our bro!"

Baku: "Yeah, it's just that you've got two liabilities comin' along."

| Unexpected Visitor \ _____

[Dagger walks into the auctionhouse.]

Bidder: "800 Gil!"

Bidder 2: "1100 Gil!"

Dagger: "Oh... This must be the auction house."

Bidder 3: "1300 Gil!"

Dagger: "Maybe I can find the Supersoft here..."

Bidder 4: "1400 Gil!"

Bidder 1: "Hmm..."

Dagger: "Hmm?"

Bidder 3: "1600 Gil!"

[Dagger looks up to a balcony and sees a man watching the auction as well. She doesn't know it's Kuja, for obvious reasons.]

Bidder 2: "1800 Gil!"

| Crime and Punishment \ _____

[Cinna is reclining on a bench at the South Gate railway station]

Cinna: "..... I... I missed it again... How many times have I missed it? It's morning now... But it isn't my fault! It's the South Gate Bundt Cake! It's so delicious...I just can't stop! When will the next car to Lindblum arrive...?"

[A car pulls into the station with a steamy hiss.]

Cinna: That sound... That's a car coming back from Alexandria. I'm gonna wait right here this time!"

Voice: "What the heck are ya doin'!?"

Cinna: "I'm waiting for a cable car."

Voice: "So this is where you were wastin' time!!!"

Cinna: "I wasn't wasting time. I was eating South Gate Bundt Cake... Why are you talking to..."

[He sees it's his boss, Baku.]

Cinna: "ME!?"

Baku: "I knew somethin' was up, 'cause Marcus wouldn't give me a straight answer. So, this is where you were. Ignorin' your boss's orders and eatin' South Gate Bundt Cake..."

Cinna: "F-Forgive me! I didn't mean to slack off."

Baku: "It's punishment time!"

Cinna: "ME!?"

Baku: "Take my Super Tornado Tantalus Punch!!!"

Cinna: "P-Please, not that... Please... NOOOOOO!!!"

[He flees into the waiting area.]

Baku: "Take it like a man!"

[Cinna can be heard getting walloped off-screen.]

Cinna: "ME!? Graaaaaaagh!!! NOOOOOO!!!"

| Don't Hate Me \

[Vivi walks through Cleyra.]

Rat Child: "Look!"

Rat Child 2: "Pointy-headed devil!"

Burmecian Refugee Learie: "D-Don't come any closer!"

Burmecian Soldier Dan: "You demon! Leave my family alone!"

| No Yummy-Yummies! \

[Quina stands near the observatory.]

Quina: "This town... ..got NO yummy-yummies anywhere!"

[Two oracles walk by. Quina lumbers and corners them.]

Quina: "You no can make famous Alexandria dish, Queensmeal?"

Oracle: "Aaaa!"

Oracle: "Aaaa!"

Quina: "You no have famous South Gate Bundt Cake?"

Oracle: "Aaaa!"

Oracle: "Aaaa!"

| I-I Haven't Hurt Anyone \

[Dan chases Vivi into the inn.]

Burmecian Soldier Dan: "You bastard! You killed my father!"

Burmecian Refugee Learie: "Bastard!"

Burmecian Kid Jack: "Bastard!"

Burmecian Kid Adam: "Bastard!"

Night Oracle Donnegan: "Well, well. A bit touchy today, aren't we?"

Burmecian Soldier Dan: "He's one of the demons that sacked
Burmecia!"

Vivi: "I-I haven't hurt anyone."

| There A Mushroom! \

[Quina walks to the pond.]

Quina: "Mushroom!!! I never seen this kind mushroom before! I hope it edible."

[Quina looks around and starts eating.]

| Friendship \

[Marcus runs through Evil Forest to find Blank.]

Marcus: "Phew... I'm bushed from all that running... I can't stop. Hold on, Bro. I'm coming. !!! Come on. Get up."

| The Third Jewel \

[Soldiers come down from Cid's throne room, meeting another.]

Alexandrian Soldier: "We started loading the supplies."

Alexandrian Soldier: "It took long enough, didn't it?"

Alexandrian Soldier: "Yes, the Lindblum soldiers won't obey our orders..."

Alexandrian Soldier: "We must finish up before Queen Brahne becomes upset. Send all available personnel to the harbor to assist in supplying the fleet. Staying here is pointless now that we have the Falcon Claw."

Alexandrian Soldier: "Yes, ma'am!"

Alexandrian Soldier: "Yes, ma'am!"

| Brahne's Fleet Arrives \

[Lindblum soldiers stand on a ship's deck, near some barrels.]

Lindblum Soldier: "Why are they loading food instead of valuables onto the ship? I wonder if they're gonna take them all back to Alexandria?"

Lindblum Soldier: "...Maybe they're going on a very long trip."

Alexandrian Soldier: "Stop that chatter and keep loading the ship!"

Lindblum Soldier: "Damn them! They think they can walk all over us!"

Lindblum Soldier: "We gotta stall more. Let's keep working."

Lindblum Soldier: "Alexandria rules this continent now. Where else can they go and conquer? What do they really want?"

Lindblum Soldier: "I don't know... But you know how greedy Brahne is."

| <Gwok-gwok!> How Infuriating! \ _____

[At the Serpent's Gate station:]

Alexandrian Soldier: "My, my... They have an oglop for a regent and buffoons for soldiers. Why do they take so long to load supplies? Hmm...? You two, I did not give you permission to rest. I understand that things are moving slow, but... Keep in mind that the next mission is about to begin."

Alexandrian Soldier: "...The machine over there stopped, and the trolley stopped coming. Right?"

Alexandrian Soldier: "Yes, it made this strange 'gwok-gwok' sound..."

Alexandrian Soldier: "I wanted to go shopping before we left the harbor!"

Alexandrian Soldier: "Any word from the lookout?"

Alexandrian Soldier: "No, ma'am. Nothing..."

Alexandrian Soldier: "This must be Regent Cid's doing. He's hiding something..."

[The officer jumps to the track with two other recruits.]

Alexandrian Soldier: "Come with us, you two. Find the regent!"

Alexandrian Soldier: "Yes, ma'am!"

Alexandrian Soldier: "Yes, ma'am!"

[They all start running down the track.]

| Vivi and the Couple \ _____

Vivi: "Hmm... The people here sure are different."

[Two people run into the hallway.]

Woman: "Come hither, ya!"

Vivi: "Aaa! I'm sorr--"

Margaret Miller: "An' just where do ya think ye're goin'!? Ye're always loiterin' aroon'!"

Granin Miller: "Wheesht! Would ye stop hecklin' me fer once!"

Margaret Miller: "Away wi' ye!"

Vivi: "Um, pardon me, but..."

Margaret Miller: "Where would ye be wi'oot me!?"

Granin Miller: "Y-Ye dinnae have tae get sae angry..."

Margaret Miller: "If ye ddnae want tae hear ma complainin', ye'd get back tae work!"

Granin Miller: "Al-Alright, woman, alright..."

[Granin walks out.]

Margaret Miller: "Lazy, no-good husband o' mine... Hm? Mercy me! Are nae ye a wee one... Runnin' errands here, are ye?"

Vivi: "Um, pardon me, but..."

Margaret Miller: "Well, give ma regards tae the others!"

[Margaret leaves, too.]

Vivi: "Gee-whiz... The people here aren't afraid of me..."

| Quina Accused \

[Quina walks into the shop area.]

Clerk: "Rally-ho!"

Quina: "Rally-ho yourself. This village have tasty munchies?"

Wendy Grocer: "Aye, that we do! Conde Petie is hame tae the most delicious nuts an' berries in the world! Ah ken that's why folk're always stealin'oor food!"

Quina: "How rude! Thieves very bad people."

Wendy Grocer: "Aye! That's right!"

Quina: "Mmmm, lots of yummy-looking food here..."

Wendy Grocer: "Ah'll let ye have that pumpkin bomb there fer 1000 Gil!"

Quina: "Huh? Why you need Gil to eat food?"

Wendy Grocer: "If ye dinnae pay fer somethin', ye're stealin'! Och! So ye're the thief, are ye no!?"

Quina: "N-Not me! I only gourmand!"

Wendy Grocer: "Ye cannae fool me, thief!"

[Quina starts running away.]

Quina: "No, I not thief!"

| Quina Can't Communicate \ _____

[Quina walks out of the grocery and finds dwarves talking.]

Richard Watchman: "Ah dinnae ken what else we kin do, lads..."

Quina: "Oh, recipe exchange time, yes?"

Matthew Watchman: "Nay! That thief's been snitchin' oor food
again!"

Quina: "I...I not thief."

Richard Watchman: "Nobody said ye were a thief!"

Matthew Watchman: "Or are ye hidin' somethin'?"

Quina: "I-I no have nothing to hide. (These people so difficult.)

[Quina leaves.]

Richard Watchman: "Alright, lads! We have tae keep oor eyes open
if we're gonna catch oor thief!"

Matthew Watchman: "But we're always lookin' out fer thieves, are
we no?"

[Hiding near a desk, a head of purple hair and a moogles bobble
pokes up for the player to see before they start to move away.]

| Dagger and William \ _____

[Dagger walks into the inn near the four dwarves sitting together.]

Dagger: "Excuse me..."

Walter Teamaker: "Soon, Ah'm gonna have tae find a wife fer ma wee
William."

Barbara Gibgab: "No lassie wants yir William fer a man. Well,
what's wrong wi' this outsider lass right here?"

Dagger: "Um, hi. I was wondering--"

Walter Teamaker: "Hmmm... Aye, she's a bonnie lass, at that."

Dagger: "Have any of you seen--"

Helen Birdkeeper: "But she's awful small tae send tae the
Sanctuary, din ye ken?"

Jinkus Emptybottle: "Look at her! She's a mickle bigger'n ye, Ah
ken!"

Dagger: "I'm not marrying anybody! Hmm... Sanctuary..."

| Hungry Bryan \ _____

Bryan Rootrunner: "Sis! Ah'm hungert!"

Darcy Skywatcher: "But ye just ate a boiled owl, did ye no?"

Bryan Rootrunner: "Ah did, but it didnae satisfy me voracious
appetite! Ah have tae eat somethin' wi' more
punch, likesay... Eh?"

Darcy Skywatcher: "Rally-ho!"

Bryan Rootrunner: "It's Mister Pyntie-Het! Rally-ho! What have ye
tae sell today!?"

[A man in a large hat comes to visit, but the screen blacks out
before the player can get a good look at 'im.]

| Life on the Run \

[A mage runs towards his friends at breakneck speed.]

Black Mage: "The humans are here!"

Black Mage: "!"

Black Mage: "!"

[They all run off or lock themselves indoors. Vivi looks around
and runs off after one. Dagger appears.]

Dagger: "Vivi! What's going on...? !??"

| Gourmand's Nose \

[Quina approaches the stable front, and a black mage sees him/her.]

Black Mage: "!"

[The mage steels away inside.]

Quina: "Why you run away? I not do anything... What you hiding? !
Ooo!!! Is aroma... Is delicious aroma!"

[Quina barges inside.]

| Everyday Life \

[A mage in a shop is talking.]

Black Mage No. 163: "According to the book I picked up last
week... ..the customer says 'Give me the
usual' when he wants to buy something special.
What would I do if a customer asked for 'the
usual'...? Being a shopkeeper is really hard!"

[A mage outside yells: "The humans are here!"]

Black Mage No. 163: "What are humans...? I forgot... Are they a

type of food? Huh!? A human? Um... .. I forgot what to say..."

| Different Language \

[Vivi finds two black mages near a memorial.]

Black Mage: "!"

Black Mage No. 288: "Is he the one who came here with that group of humans? He's alright. Look into his eyes. He's aware, just like us."

Vivi: "Th-Thanks... Um... What are you all doing here?"

Black Mage No. 288: "We escaped together from Alexandria and the cargo ships."

Vivi: "This far!?"

Black Mage No. 288: "That's right. We wanted to live in a world where there were no humans. To do that, we had to cross the ocean."

Vivi: "I see... So... Um, what's this?"

Black Mage No. 56: "This is a...uh... What's the word...?"

Black Mage No. 288: "It's a cemetery."

Black Mage No. 56: "Right. A cemetery."

Vivi: "A cemetery...? So... Underneath the ground--"

Black Mage No. 288: "Yes, our friends are buried under there..."

Vivi: "But...why?"

Black Mage No. 288: "That's because..."

Black Mage No. 56: "I...I came here with Mr. 36. We escaped together. We had so many things to learn. It was really scary at first, but we helped each other. Then one day, Mr. 36 stopped moving. He just stopped... Wouldn't move or say anything. My friend who knows lots of things told me this was what 'death' was, and we had to bury him. Mr. 36 is buried under the ground now. But I don't understand why. He's going to come out again one day, right? When he does, I'm going to wash him off in the pond."

Vivi: "Wh-What's he talking about...?"

Black Mage No. 288: "....."

Vivi: "Was it a disease? Or was he hurt?"

Black Mage No. 288: "....."

Vivi: "Tell me! Why?"

Black Mage No. 288: "That's because..."

| Visitor, Not Invader \

[Dagger walks into a shop with two black mages.]

Black Mage: "!"

Black Mage: "!"

Dagger: "Um... Excuse me..."

Black Mage: "Why are you here!?"

Black Mage: "This is our village!"

Black Mage: "Yeah!"

Black Mage: "You forced the little guy to guide you here, didn't you!? That's all you humans ever think about: using us!"

Dagger: "You mean about Vivi? That's not true! It's just that I was surprised to see black mages other than Vivi who could talk, so... Besides, I'm here to stop the person who is sending you off to fight!"

Black Mage No. 32: "A-Are you telling the truth?"

Black Mage No. 192: "Lies! All humans are liars! You're lying!"

Dagger: "But it's true! I can't just sit here and watch while terrible things are happening!"

Black Mage No. 32: "....."

Black Mage No. 192: "....."

| Life Cycle \

[Quina runs into the stables.]

Quina: "A-ha! I know you hide food!"

Black Mage No. 111: "Get out!"

Black Mage No. 33: "This egg is ours!"

Quina: "Is chocobo egg! Chocobo egg super-delicious! We share and eat it!"

Black Mage No. 111: "We're not gonna eat it!"

Black Mage No. 33: "A chocobo mother left it for us before she stopped moving!"

Black Mage No. 111: "That's right! We're gonna raise it for her!"

Quina: "You crazy. You never raise animal before."

Black Mage No. 33: "Shut up! We can so do it!"

Quina: "I not believe you. You eat egg behind my back!"

Black Mage No. 33: "No way!"

Black Mage No. 111: "No way!"

| Nuptial Joy \

[Vvi and Quina stand on the Kirkboat in front of the priest.]

Vivi: "..."

David Heavenguard: "...Have the strength to cairry ye through the trials..."

Quina: "..."

David Heavenguard: "...An' the wisdom tae follow the path..."

Vivi: "..."

David Heavenguard: "May the blessin's o' heaven be upon this man an' woman!"

Quina: "... I...so happy..."

Vivi: "... M-Me, too..."

[Somewhere, a voice yells out:]

Voice: "Thief!"

| Vivi's Feelings \

[Vivi stands alone, looking out to sea.]

Vivi: "Mr. 288 told me that I understand what it means to live and to die... But it's only because I thought stopping was different from dying... I don't think I really understand what it means to live and to die. Where do we come from...? Do we go back there when we die...? If that's what it means to live... I wonder where I came from...? Where will I end up when I die...? Why am I shaking...? What is this that I'm feeling...?"

| Dagger's Feelings \

[Dagger walks alone by the village entrance.]

Dagger: "A village of summoners... I read about them in a book once... A tribe that possessed the power to call forth eidolons... Eidolons... Knowing that I had eidolons inside

me didn't bring me any joy. Mother imprisoned me...used the eidolons she stole from me as tools of war. I thought I would kill my eidolons if Kuja was going to use them for war... But now they're gone... I feel like I've lost a piece of myself... Why am I thinking all this now...? It must be the location. This place feels so familiar to me somehow..."

| Eiko's Feelings \

[Eiko runs into the kitchen.]

Eiko: "Thanks for cleaning! You guys did a great job! A clean house worthy of hosting my hero, Zidane! But here's where the real challenge begins! I don't think Zidane and Dagger are dating, yet. Dagger has been slow to catch on to Zidane's moves. That means there's plenty of time for me to get between them! I'm gonna cook lots of yummy food and show Zidane what a good homemaker I am!"

Mocha: "Kupo! It might work if you cooked good food."

Momatose: "But Eiko screws up a lot when she cooks. We don't have much food in stock right now..."

Eiko: "I know! That's why I can't screw up. You're all gonna help me."

Mocha: "NO!"

Chimomo: "Kupopo..."

Momatose: "Kupo... I'm sleepy!"

Eiko: "You're all gonna help! I'm gonna cook my specialty: rock-fisted potato stew!"

Momatose: "Kupo. Yeah, that's delicious."

Mocha: "But the last one you made tasted so bad, I thought my pompom would fall off..."

Chimomo: "Just stew?"

Eiko: "Yeah, I think I need another dish. What do you guys think?"

Chimomo: "Kupo. How about some fish? Fresh fish tastes great barbecued."

Eiko: "..... That sounds good! Okay, our menu is rock-fisted potato stew and barbecued fish! Let's see... Who should do the fishing? {Chimomo/Mocha/Momatose}

[Eiko makes her choice.]

Eiko: "Go, _____!"

Chosen Moogles: "Kupo!"

Eiko: "Who should dig up potatoes?" {Options = unchosen moogles}

[Eiko makes her choices.]

Eiko: "Go, _____!"

Chosen Moogle: "Kupo!"

Eiko: "_____, you help me in the kitchen."

Remaining Moogle: "Kupo!"

Eiko: "Did I make the right decisions?"

R1 --> Start cooking

R2 --> Start over

R1: "Let's start!"

R2: "Let's see..." [The process starts over, from when Eiko picks who'll go fishing, etc.]

[After picking R1, the moogles scatter to do their duties.]

Eiko: "Grandpa... I don't wanna be alone anymore. Help me do this right..."

| Eiko's Kitchen _____

[Eiko and her helper (I chose Chimomo) stand in the kitchen.]

Eiko: "How many people do I need to cook for? There's me and Zidane. There's that quiet boy, Vivi... I guess I should cook for Dagger, too. And all you guys: Mog, Moco, Mocha, Chimomo, Momatose, and Morrison! Will you put water on for all the people I listed? I'll get the ingredients."

Moogle: "Kupo!"

[The moogle goes to the waterfall near the kitchen.]

Moogle: "Um... How many people do I need to account for, kupo?"

[The player selects the number.]

Moogle: "___ people! Kupo!" {Pour Water / Think Again}

[If you put in too much water, the moogle with the kettle'll say:]

Moogle: "Water spilled over! Kupo?" [You'll have to try again.]

[When you're done:]

Eiko: "Potato, potato (note) Pumpkin bomb (note) Lots and lots of nuts (note) Should I put in that oglop I found on the Conde Petie Mountain Path?" {Yes/No}

[Eiko turns to her helper.]

Eiko: "Thanks! Let's start! Get the water goin' (note) A good shake o' salt (note) Potato, potato (note) Pumpkin bomb

(note) Another shake o' salt! (note) Lots and lots of nuts
(note) An oglop for seasoning (note)"

[The oglop line is left out if you didn't put it in. Anyway, the moogle fishing will yell, then (I chose Momatose):]

Moogle: "I caught one! Kupo! It's heavy... Kupo!"

Eiko: "Are you okay!?"

R1 --> Tell him to let it go

R2 --> Let (Moogle helping cook) cook, and lend a hand

R1: "_____! Let go of that one and catch another one!"

Moogle: "Kupo!"

R2: "Keep stirring, _____. Don't let it burn! ...This is big! We'll pull it together on 3, okay? 1! 2! 3!"

[The party pulls up Quina.]

Both: "AAAAAAHHH!!!"

[If you didn't pull up Quina, just then, Eiko will look at her food. If you put in not enough water, she'll say:]

Eiko: "That's strange. Smells like it's burning."

| Eiko's Kitchen 2 \ _____

[Quina, Eiko, and her three moogles stand in the kitchen.]

Quina: "Your bait not so good."

Eiko: "Pale... White hair... Strange clothes... Zidane told me about you! You're Kuja!"

Quina: "Zidane look for man named Kuja. I called Quina."

Eiko: "...OH! You chased Mog on the Conde Petie Mountain Path! I'm Eiko! (Mog, don't ever come out while s/he's around.)"

Mog: "(Kupo!)"

Quina: "Smell good."

Eiko: "Don't eat anything!"

Quina: "The heat too low."

Eiko: "You can cook!?"

Quina: "Is my destiny to pursue way of gourmand!"

Eiko: "Th-This must be a helper from above!"

R1 --> Ask Quina for advice

R2 --> Don't ask

R1 (Quina): "Hrm... I know how many people live in this

village. Is Zidane's group, the moogles, and me make 11 people. You make food for ___ people now. Is too much water... This heat only strong enough to make food for 9 people. Was not possible to make enough for everyone."

Eiko: "NOOOOOO!"

Quina: "I teach you very important lesson in cooking. 'Always make more than you need.' Maybe more people show up. Maybe your guests very hungry. You correct to make food for more than 10 people! This your own ingredient for stew?"

Eiko: "Mocha went to dig up some rock-fisted potatoes."

Quina: "Is problem now with heat. How we get more heat? Hmm... Ah! I know! I know black mage. I ask him to make fire."

R2 (Quina): "I know how many people live in this village. Is Zidane's group, the moogles, and me make 11 people. You make food for ___ people now. Is too much water... This heat only strong enough to make food for 9 people. Was not possible to make enough for everyone."

Eiko: "NOOOOOO!"

Quina: "We come up with another plan. We catch more fish!!! Kupo!?"

Eiko: "That's strange... It's usually boiling by now. I need to turn up the heat... But this stove isn't gonna get any hotter."

Moogles: "Kupopo..."

Eiko: "Let's keep cooking the stew. I hope we catch a lot of delicious fish..."

| It's So Big! \

[Eiko walks up to the entrance to the castle hall.]

Eiko: "Oh my! What a gigantic house! I gotta see the inside!"

[Some cooks walk by.]

Cook: "We cook good food!"

Eiko: "Hey!" <Sniff sniff...> "Something smells delicious!"

Eggmeister: "You hungry?"

[Eiko nods.]

Eggmeister: "You VERY hungry?"

[Eiko nods again.]

Dishmeister: "You UNBEARABLY hungry?"

All: "Too bad!"

[They run into the castle.]

| Long Time No See! \ _____

[In the weapon shop, Zenero and Benero greet their brother, Genero]

Benero: "Been a long time!"

Zenero: "Been a long time!"

Genero: "Been a while!"

Zenero: "Where have you been?"

Benero: "We were worried!"

Genero: "Sorry, I've been training!"

Benero: "Training!?"

Zenero: "Training!?"

Genero: "Yeah, training!"

Zenero: "Training for what?"

Benero: "Tell us!"

Genero: "I was..."

| To Fly High \ _____

[Marcus and Blank stand outside the mini-theater.]

Blank: "Zidane's done himself in this time."

Marcus: "Yeah..."

Blank: "But think about it... He's never been in a serious relationship before. He probably doesn't even know what to do with himself right now..."

Marcus: "Come on, he's in love with a queen. Did he think it'd work out?"

Blank: "I'm sure he thought about that a lot. That's why he's in turmoil."

Marcus: "He looked so depressed..."

Blank: "Yeah... But this is something he needs to deal with head-on. This is gonna make him stronger. You'll see."

| Artemecion \ _____

[A purple moogles jumps down the church tower and finds Stiltzkin and Kupo talking to themselves.]

Artemecion: "Sorry to keep you guys waiting! Hey, Stiltzkin! Long time no see!"

Stiltzkin: "Hey, Artemecion. Why does your coat look so shiny? Well, it's none of my business. Listen, have you been delivering mail properly?"

Artemecion: "O-Of course, I have!"

Stiltzkin: "Are you sure you delivered all my mail to my friends?"

Artemecion: "Of course I did! You sent out 6."

Stiltzkin: "That's right!"

| I Forgot! \ _____

[Baku stands around the mini-theater.]

Baku: "Darn, I forgot to give Zidane that letter! Huh? Huh? Huh? Gwahahaha! I lost it!"

| Clowns on a Dark Night \ _____

[As Alexandria hits dusk, Zorn & Thorn run into town.]

Zorn: "No one is here!"

Thorn: "Is no one here, really?"

Zorn: "Yes!"

Thorn: "Sure, you are about that?"

Zorn: "That is enough!"

Thorn: "Now, we do what?"

Zorn: "We are going to ask Princess Garnet if we can return to the castle."

Thorn: "Return to the castle? Can we really!?"

Zorn: "I will not know until--!!! We must hide!"

[Marcus and Blank appear; Zorn and Thorn hide behind a statue.]

Blank: "Looks like no one's here."

Marcus: "Yeah."

Blank: "I guess this is about the only thing we can do for Zidane... ...keep up the night watch and preserve

Alexandria's peace."

Marcus: "Yeah, I think so, too."

Blank: "What a peaceful night. It's almost scary... Okay, let's finish our rounds."

Marcus: "Alright."

[They run off.]

Zorn: "That was close."

Thorn: "Now what?"

Zorn: "We cannot stay as long as those meddlers are here! We must leave Alexandria!"

[The two clowns run out of town.]

| Eiko Talks Life \ _____

[Eiko and Vivi walk out of Tot's tower.]

Vivi: "Um... Why didn't you..."

Eiko: "Why didn't I invite Zidane?"

Vivi: "Y-Yeah."

Eiko: "Those two are thick like bricks. They don't realize how they feel about one another until they're apart."

Vivi: "...What do you mean?"

Eiko: "Aaargh! You big dope! Okay, listen carefully. Zidane really likes Dagger. But Zidane wants to act cool, so they misunderstand each other and end up fighting. Now do you understand?"

Vivi: "...Not really."

Eiko: "Zidane wouldn't stop acting cool in front of me, either. It's so hopeless... Hey, what's that? Is that the card stadium?"

[She runs off.]

Vivi: "H-Hey, wait...! ...She's gone."

Passerby: "Hey! You're..."

Vivi: "Huh...?"

| How He Ended Up Here \ _____

[Vivi and the 'Passerby' from the above ATE walk together.]

Marco: "I never expected to run into you again."

Vivi: "Um, thank you very much for your help to the airship."

Marco: "Hey, no worries. My master is a good man. Anyone else would've refused. You should thank my master. He's the one who agreed to take you to Alexandria for free."

Vivi: "Yeah..."

Marco: "So, how was the play? Did you like it?"

Vivi: "Y-Yeah."

Marco: "Wasn't there an accident during the show? Were you okay?"

Vivi: "Oh, um... Well, yeah, I was okay."

Marco: "Good! Well, I gotta get back to work. Hey, don't you live near Treno?"

Vivi: "Yes, I do..."

Marco: "Your family must be worried. Go home soon! See ya!"

[Marco leaves.]

Vivi: "...But Grandpa's gone. Hmm..."

R1 --> Stop by at home

R2 --> Stay in Treno

R1: "Well, since I'm so close to home, I might as well stop by." [He leaves.]

R2: "I wanna see more of Treno." [He stays.]

| Hippo's Prize \

[Natalie and Mario survey the east slums.]

Natalie: "Trapped in the slums... Living only to earn tomorrow's wages... The working class can't find meaning in life... If that's how they want to live their lives, so be it... But I'm not going to spend my life here in the slums! What I want is power! Power enough to rule the masses! Do you understand, Mario?"

[Mario's talking to a hippo kid.]

Natalie: "....."

Hippo: "Check it out! I got the Namingway Card the other day."

Mario: "That's awesome, Hippo! You can take anyone on with the Namingway Card!"

Hippo: "OH, but you're a much better player than me, Mario."

Natalie: "Mario! You can't become a ruler if you waste your time playing games!"

Mario: "But Sis, you said that the card game is a tool of the nobles to show off their economic power..."

Natalie: "That's right. Since it's a barometer of social status, it can also be a way to improve one's status. ! Yes! That's a great idea! Hippo! Is Mario a skilled card player!?"

Hippo: "Mario is the best player in our neighborhood."

Mario: "Tee hee."

Natalie: "Good! Now, I need to ask you a favor. If you agree, I'll make you our top servant when we become nobles!"

[Vivi walks by.]

Hippo: "U-Um... Okay, if it's for you, Natalie."

Natalie: "Listen carefully..."

Vivi: "... Wow, everybody's thinking hard about how to live his or her life... I gotta try harder..."

| Memories By The Water \

[Amarant walks to the waterfront near Queen Stella's house.]

Amarant: "Nothing's changed..."

[A four-armed man walks out of the mansion nearby.]

Four-armed Man: "Dammit! That bird lady didn't fall for it! Gotta find my next scam..."

[Amarant bumps into him as they pass.]

Four-armed Man: "Damn! Ain't you gonna apologize for that?"

Amarant: "....."

Four-armed Man: "Hey, I'm talkin' to you! Don't you know who I am!?"

Amarant: "...No."

Four-armed Man: "What!? I'm the infamous... Huh? I've seen you somewhere before... ! Y-You're...the Flaming Amarant!"

Bystander: "!"

Bystander: "!"

Four-armed Man: "I-I'm sorry!!!"

[He runs past Eiko, who's walking by.]

Eiko: "What happened, Amarant? That guy was totally frightened!"

Oh, I know! You were being a bully, weren't you?"

Amarant: "....."

Eiko: "My grandpa always told me that bullies are actually cowards."

Amarant: "Just leave me alone... .."

[The four-armed man watches from a distance.]

Four-armed Man: "Hee hee... So he's traveling with a kid... I never knew the Flaming Amarant had a soft spot for kids! Well now, excuse me!"

[Eiko sees him say the last sentence and watches him leave.]

Eiko: "...So weird. Amarant? Where are you going?"

[Amarant just walks off.]

Eiko: "...So weird."

| City People \

[The focus is the nobles in the lower part of the synth balcony.]

Nobleman: "I purchased a life-sized griffon statue the other day..."

Young Nobleman: "How wonderful! I bet it's gorgeous."

Nobleman: "Indeed, it is. I had to add a room to my mansion for it!"

Noblewoman: "Oh, my..."

Nobleman: "Everything costs so much!"

Young Nobleman: "I was also thinking about buying a behemoth statue for our mansion."

Nobleman: "Everything costs so much!"

Nobleman: "Ha ha ha..."

Noblewoman: "Tee hee hee..."

Young Nobleman: "Ha ha ha..."

[Eiko had been listening to their talk. The four-armed man stalks her and stays out of sight behind a pillar.]

Eiko: "Hmm... I guess city people have their problems, too. I thought they would be more carefree."

Mog: "Kupopo!"

Eiko: "?"

Four-armed Man: "!"

Mog: "Kupo!"

Eiko: "Hey... What are you doing?"

Four-armed Man: "H-Hello, little girl..."

Eiko: "Oh, you're the one who was being pushed around by Amarant."

Four-armed Man: "Ha ha ha... D-Don't be silly!"

Eiko: "So? What can I do for you, Mr. Wimpy?"

Four-armed Man: "...Alright. Hey, are you new here?"

Eiko: "Uh-huh. I'm sightseeing."

Four-armed Man: "Hey, why don't I show you around?"

Eiko: "No thanks. I'm fine by myself."

Four-armed Man: "W-Wait!" (Dammit, why do I gotta deal with this
brat? I just need to nab her and get even with
Amarant... That bounty on his head is mine for
the taking!)

Eiko: "I'm leaving."

Four-armed Man: "W-Wait! I'll take you out to dinner."

Eiko: "Dinner?"

Four-armed Man: "That's right! What would you like to eat? Treno
gelato, seaweed pasta... The choice is yours."

[Quina (!?) walks out of the synth shop just then.]

Quina: "You say you have delicious food?"

Four-armed Man: "Yeah, lots of delicious... Huh!?"

Eiko: "Hey, Quina."

Quina: "You say you have lots of delicious food?"

Four-armed Man: "Wha-- Who the heck are you!?"

Quina: "I want delicious food."

Four-armed Man: "Wh-Why do I gotta... A-Are you part of Amarant's
posse?" (Maybe Amarant hired...him? ...to protect
the girl...?) Ahhh! I'm sorry!!!"

[He sprints off; Quina follows in kind.]

Quina: "You give delicious food!!!"

Eiko: "...SO weird."

Mog: "Kupopo!"

Eiko: "Hey, he dropped something." [Receive: Chimera Armllet]

| Home Sweet Home \

[Vivi walks around the dusty Quan's Dwelling, into the dining room.]

Vivi: "This place hasn't changed... This is where I fell... I was starrng at something down there. Grandpa helped me... I haven't liked heights ever since. Wow... Dusty... I guess that's natural. It's been a long time since I left..."

[He looks at the utensils on the table.]

Vivi: "Grandpa didn't eat anything towards the end... His cooking tools are badly damaged now. Oh yeah, he said something like... 'Vivi! I learn art of fulfilment without eating food!' You know, Quina looks so much like my Grandpa."

| Good Old Days \

[Amarant stands at the auction front; Freya sees him as she exits.]

Freya: "Oh, it's you, Amarant. What are you doing? Looking at the lake?"

Amarant: "I thought you'd be the quiet type..."

Freya: "Sorry. Maybe I've changed. It's probably his influence."

Amarant: "Zidane, huh...? So... Did you find what you were looking for?"

Freya: "Well, I've been investigating Kuja... Some people seem to think that King, the owner of this mansion, is Kuja. True, I found people who witnessed Kuja on this property. But there is no proof that Kuja is Lord King."

Amarant: "Hmph."

Freya: "...What do you know?"

Amarant: "Nothing, really..."

Freya: "Maybe I can find out the truth from the mansion's auctioneer..."

Amarant: "Don't hold your breath."

Freya: "So, what's your story? You seem to know your way around. Are you also here for a reason?"

Amarant: "Who, me? I'm only an unemployed security guard."

Freya: "Security guard?"

Amarant: "It was painfully dull...until the day he showed up."

Freya: "?"

Amarant: "...I've said too much."

Freya: "Hey, wait!"

Amarant: "What, you're interested in hearing about my past?"

Freya: "Your past, huh...?"

R1 --> Of course I'm interested

R2 --> I won't force it out of you

R2: "No, I won't force it out of you."

Amarant: "....." [He leaves, ATE ends.]

R1: "Of course I'm interested."

Amarant: "....."

[The ATE ends.]

| Lessons of Life \

[Amarant and Freya stand by the auctionhouse, looking at the lake.]

Amarant: "This was where he and I met for the first time..."

Freya: "Who is 'he'?"

Amarant: "...Zidane."

Freya: "I thought the two of you just met!"

Amarant: "I don't think he remembers. I was working as a security guard at this mansion... I was looking for a fight... It didn't matter who, as long as he was strong..."

[Flashback time.]

Voice: "THIEF!!!"

[A young(er) Zidane runs out of a door.]

Zidane: "That was too easy! Wh-who are you?"

[...he says when Amarant blocks his exit.]

Amarant: "You look like a worthy opponent..."

Zidane: "Hmph. So you're the King family's infamous new security guard, huh?"

Amarant: "What if I am? Hasn't got me any action yet. Come on, fight me."

Zidane: "Hmph. So you're just a thug."

Amarant: "What did you call me!?"

Zidane: "My favorite kind! I'll knock you out in one minute, flat!"

Amarant: "Don't disappoint me."

Voice: "Where did that thief go!?"

[Two guards run out.]

Zidane: "Hee hee... Here they come."

Amarant: "I won't let them interfere... Come on!"

Zidane: "Don't be silly. The game's over!"

Amarant: "What!?"

[Zidane runs to the guards.]

Amarant: "!?"

Zidane: "H-Help! He came out of that door as I was passing by! I was staring at him 'cause I thought he might be a burglar, then he started pummeling me!"

Guard: "But he's a guard for this mansion..."

Zidane: "That's why he's suspicious! Just look at him!"

Guard 2: "W-We always had our suspicions, but..."

Zidane: "I'm gonna call the police! You guys hold him off until they get here!"

[Zidane starts to run away, but drops a piece of advice en route.]

Zidane: "(I'll tell you one thing... The truly mighty ones don't flaunt their power. How can I describe it to you? The sly eagle hides its claws.)"

Amarant: "Hmph..."

Zidane: "(I'm outta here! Buh-bye!)"

[Zidane bolts.]

Guard: "W-We've got you now!"

Amarant: "...Yeah, right."

Guard 2: "H-Hey!"

Guard: "Don't run away!"

[Amarant doesn't run; he strolls away. The flashback ends.]

Freya: "S-So, you..."

Amarant: "I became a wanted man..."

Freya: "Ha... Ha ha ha...!"

Amarant: "What's so funny?"

Freya: "Sorry. I just didn't expect you to fall for such a childish trick..."

Amarant: "...It's no concern of yours."

Freya: "I'm sorry. I see, so that's what happened."

Amarant: "Don't get me wrong. I don't hold a grudge against him. But I need to understand him... He doesn't flaunt his power. He only cares about being with his friends..."

Freya: "You were destined to meet each other again. 'Two men walking on the same path are destined to confront each other one day.' That's what a man told me some time ago... Honesty is a virtue. That's if you can manage to stay alive..."

[Freya walks away.]

| Hallucination \

[Quina walks near the waterfront.]

Quina: "H-Hungry... I try travel to eat many foods from different cities... But why you need Gil to eat anything!? I cannot eat without Gil... Ah, light on water look like food... Is just illusion... But maybe real! I go jump in! No... I drown if I jump... But...I hungry... HUNGRIYY!!!"

[Quina jumps in; an old man watches where s/he splashed.]

Old Man: "Suicide, eh? I've seen many people commit suicide because of gambling debts... What a shame... Rest in peace..."

| Premonition \

[Eiko runs up the stairs into Tot's tower.]

Eiko: "I'm back!"

Tot: "Welcome back! How did you like Treno?"

Eiko: "Hmm... It was okay."

Tot: "Do you prefer your own village?"

Eiko: "Yeah... But it's fun to meet different people. I've only had my moogles 'til now."

Tot: "Just the moogles...? What about the others?"

Eiko: "They're gone... I'm all alone now."

Tot: "I see... So you are the sole survivor of the summoner tribe..."

Eiko: "Why does everyone wanna know about my horn and the idolons?"

Tot: "Oh, I'm a researcher of sorts... I'm just curious."

Eiko: "I see... Oh yeah, you were Dagger's teacher, right?"

Tot: "Well, yes."

Eiko: "Teach me how to become a graceful princess like her!"

Tot: "Ha ha... The princess used to be a rambustious girl, just like you."

Eiko: "Do you think I can be like her when I grow up?"

Tot: "Oh, of course..."

Eiko: "I'm glad to hear that! You see, Dagger gave me her 'mark of the princess'!"

Tot: "The mark of the princess...?"

Eiko: "Yeah! Dagger gave me one of hers. Now she's got two and I've got two."

Tot: "Do you mean...the legendary crystals!?"

Eiko: "Yeah. That's what Dagger called them, too."

Tot: "I-I see... So the crystal was divided. One piece remained in Alexandria, while the others were sent to Cleyra, Lindblum and... The summoner tribe took the last piece to Madain Sari... But why did they have to split the crystal? What happened 500 years ago to prompt such an action...? Ah! Excuse me. I'm sorry. I get lost in my thoughts sometimes. Miss Eiko?"

Eiko: "...Mog is calling me... Mog wanted to talk to a moogleshe met in Treno, so I left her there, but something's wrong! I have a bad feeling about this... I've gotta go get Mog!"

[Eiko runs out.]

| Something Washed Ashore \ _____

[At Serpent's Gate, two guards look at something lying motionless.]

Soldier: "Man... He doesn't look good."

Idle Soldier: "Yeah... Whatever it is, I think it's dead."

Elite Guard: "Hey, you're supposed to be on duty."

Idle Soldier: "!!! C-Captain! I-I'm sorry, sir, but we found this weird thing by the shore."

Elite Guard: "Step aside. I used to be a sea dog, so I know a

thing or two about these things.It's dead.
Go find a doctor right away."

Soldier: "!!!"

Idle Soldier: "!!!"

[The thing rises up behind the Elite Guard. It's Quina. The two soldiers beat it out of there.]

Elite Guard: "I'll be damned. The got their butts movin' in a hurry. It's about time I started getting some respect around here. AAAAH!"

[The Elite Guard hightails it out of there when he sees Quina.]

Quina: "..... ..Where is this? Oh... I so hungry..."

| My Bad \

[Blank walks in the top-level hallway.]

Blank: "Damn... I forgot to tell him to go to Cid's room. He's still probably upstairs, yappin' away. Damn..."

| Self-reproach \

[Dagger stands by the telescope.]

Dagger: (..... Alexandria is gone... I still can't believe it... So many people were killed. The survivors are homeless and destitute. How could this have happened...? Maybe I shouldn't have listened to Eiko and summoned Alexander... No. It's not her fault. It's my fault! I never should have run away from home! I got everyone involved in this: Zidane, Vivi, Steiner...everyone... Had I stayed with Mother, maybe I could've stopped her. ...It's all my fault. I shouldn't have assumed the throne... I thought I could make amends, but... ..I've only brought misery to everyone. ...What am I going to do now?

| Deep Anger \

[Kuja walks off the Hilda Garde I in some indoor hangar.]

Kuja: "That blast almost destroyed our ship... For a second, I thought I was... ..Hahahahaha! What am I thinking! What can that old fool do to me!? He can't kill me! Nothing can! ...Besides, he's too late. The wheels are already in motion. I won't let him interfere."

[Kuja walks off with some mages; Zorn and Thorn run over to him.]

Zorn: "What happened?"

Thorn: "Terrible injuries, you have suffered."

Kuja: "Shut up! ...If I can't have Alexander, so be it. I'll find another eidolon soon enough. Hey, you!"

Black Mage: "I am Mr. 234."

Kuja: "Shut up! I didn't ask for your number! Are the preparations complete?"

Black Mage: "Yes."

Kuja: "It's about time. Hahaha... Zidane, your role in my play is far from over. I'm gonna go rest now. Get back to work."

| My Hammer \

[In the theater district, the Tantalus crew repairs the hideout.]

Benero: "It's gettin' hot. WHOAAAA!!! Damn. I hate heights."

Marcus: "Hey, I need a hammer."

Cinna: "Let's see... Hold on. I'm gonna have to go find one."

Marcus: "Just let me borrow yours."

Cinna: "What!? No way! Nobody uses my hammer but me!"

Marcus: "Oh, come on."

Cinna: "No! No one touches my hammer but me!"

Marcus: "Fine... But I still need something to drive in these nails."

Cinna: "Okay. I'll try to find something."

| The Rally \

[Freya finds two Burmecian soldiers in the castle sitting area.]

Burmecian Soldier Doyle: "Freya!"

Burmecian Soldier Gray: "I'm so happy to see you!"

Freya: "Likewise! I'm glad you all made it here."

Burmecian Soldier Doyle: "Yes, it was a long trip, but somehow, we found our way here."

Burmecian Soldier Gray: "I only wish Dan and the others were here, too... We've lost so many friends..."

Freya: "...Indeed."

Burmecian Soldier Gray: "We can't get down now. We have to go on, for their sake and ours."

Burmecian Soldier Doyle: "So, Freya, what are you going to do now?"

Freya: "I'm going after Kuja with Zidane and the rest of the party
And you?"

Burmecian Soldier Doyle: "We're going to regroup and embark on the
reconstruction of Burmecia. Many of our
comrades are still scattered all over the
continent."

Burmecian Soldier Gray: "Actually, we were hoping you would join
us."

Freya: "Oh... Then I will see you all, as soon as I complete my
objective. Please take care of things 'til then."

Burmecian Soldier Gray: "Will do."

Burmecian Soldier Doyle: "Good luck to you, too."

Freya: "Thank you." (I wish Sir Fratley were with us...)

| No Free Lunch \ _____

[Quina is in the Business District marketplace.]

Grandma Pickle: "Fresh gysahl pickles! They're delicious!"

Quina: "I lost already. This town too big. What all this
construction?"

Grandma Pickle: "Fresh gysahl pickles! They're delicious!"

Quina: "Delicious!? You have delicious food!?"

Grandma Pickle: "Yeah. These pickles taste great."

Quina: "What!? This is food!?"

Grandma Pickle: "You've never seen a pickle before?"

Quina: "No, first time. I still need eat many different food and
get much learning. My master tell me so."

Grandma Pickle: "In that case, you should try one. I think you'll
like it."

Quina: "Okay! I Eat!"

[S/he starts to munch on the pickles.]

| Give Me My Money \ _____

[Baku walks by Grandma Pickle's Business District stand.]

Baku: "AAH...ACHOOO!!!"

Grandma Pickle: "Well, if it isn't Baku."

Baku: "Grandma, good to see you're still alive."

Grandma Pickle: "Hey, I stand in front of these smelly pickles everyday. It'll take a lot more than that to end my life."

Baku: "Gwahaha! You'll live to be a hundred."

Grandma Pickle: "Oh yeah. I've been meaning to talk to you."

Baku: "What is it?"

Grandma Pickle: "One of your boys, Zidane, told me to collect the money he owes me from you. His friend ate one of my pickles without paying."

Baku: "WHAT!? Why do I gotta pay!?"

Grandma Pickle: "He said you'd take care of it. That'll be 100 Gil."

Baku: "I'm gonna wring his neck!"

[Baku goes on the warpath.]

| Team \

[Baku and his men gather 'round the hideout front.]

Baku: "How are the repairs comin'?"

Cinna: "They're going really slow."

Marcus: "We can't rush 'em, or everything will probably fall apart again."

Zenero: "We're not gettin' anywhere."

Benero: "I've been up here forever. I wanna switch places with someone."

Baku: "I guess the damage is a lot worse than we expected."

[Steiner rounds the bend.]

Baku: "Huh...?"

Steiner: "She's not here, either... Where could she be...?"

Baku: "Yo!"

Steiner: "!!!? Oh, it's only you. Why are you all gathered here? Are you scheming another abduction or something?"

Blank: "Hey, watch your mouth."

Cinna: "We were just discussing ways to restore this district."

Zenero: "Yeah."

Marcus: "Old timer, you've got us all wrong."

Benero: "Yeah."

Baku: "We're just tryin' to rebuild our home. That's all. What are you doin' here? From the looks on your face, it seems like you got problems. What's troublin' you? Maybe we can help."

Steiner: "Err... Can I really trust you?"

Baku: "Yeah..."

Steiner: "...The princess is missing. She is not in the castle, so I figured she would be in town."

Baku: "Why don't you go back to the castle before you get lost?"

Steiner: "What!?"

Baku: "We'll find her. This is like our backyard. Alright, you heard me. Get movin'!"

[The Tantalus boys run off.]

Steiner: "You...have my gratitude."

Baku: "Hey, no prob."

| Recovery \ _____

[The regent walks into the ship-manufacturing docks.]

Regent Cid: "How is the ship coming along?"

Engineer Zebolt: "Regent! You're human again!"

Regent Cid: "Yes. Now we can concentrate on building the ship."

Engineer: "Judging by our experience with Hilda 2, we are almost finished with the engine. We're having problems with the construction of the hull, though."

Regent Cid: "Yes... I'm thinking about sing parts of the Blue Narciss for the body."

Engineer: "How come?"

Regent Cid: "I realized that the Blue Narciss was a well-built ship when I rode in it. There are other reasons, but we must hurry. I already have a completed blueprint in my head. Do as I tell you and it will be completed in no time. Let's get ready!"

Engineer Zebolt: "Roger!"

| Place to Call Home \ _____

[Quina runs into the meeting room.]

Quina: "Aiya! What big stone! Why you all watch stone? Is stone edible? Or is for barbeque? No answer... I think I lick it. You no answer, so you no mind, right? Hmmm... Is very salty. Oh? Who that? What you doing here, Zidane?"

Zidane: "Huh? Oh... Hi, Quina."

Quina: "You stand here say nothing, then you just like other dummy-dummies. No can tell difference! They say someone always has double somewhere. There so many of you here! The world strange place, no?"

Zidane: "Yeah, I guess..."

Quina: "Zidane, what matter? You no seem yourself."

Zidane: "Hmm? Oh, it's nothing. I'm always myself. Besides, it's not just me. You look just like your master, too."

Quina: "Of course! Master Quale of Qu Clan! We same!"

Zidane: "Yeah? I guess everybody looks the same to someone from another race."

Quina: "Hmm... Maybe you right. What he say? Same...race?"

[Quina turns around, but Zidane's already walked off by himself.]

| Where the Heart Is \

[Vivi walks around town, trying to talk to the Genomes.]

Vivi: "Excuse me..."

Genome: "..."

Vivi: "So, umm... What do you guys do here?"

Genome: "..."

Vivi: "Hmm... Oh, yeah... This blue light sure is pretty, isn't it?"

Genome: "..."

[Zidane walks up behind Vivi.]

Vivi: "You like it, too, right? You're all looking at the blue light."

Genome: "The light is unpleasant to us..."

Vivi: "Oh...really..." (Huh? It's that girl...) "Hmm? Hey, Zidane... What are you up to?"

Zidane: "What do you mean? What are you doing, Vivi?"

Vivi: "I'm trying to talk with the natives. This boy here seems to

be my age and everything..."

Zidane: "You're wasting your time. They won't give you a decent answer."

Vivi: "Oh... But I think I can get through to them."

Zidane: "Huh. I'm surprised you feel that way."

Vivi: "I don't know why, but... I...I feel like we're similar."

Zidane: "Similar? What do you mean? I know they're similar like me, but..."

Vivi: "No, no... Not like that. They're a lot like the black mages we saw on the cargo ship, and in Cleyra. Of course, we don't look alike at all. But I can see one thing. Their minds aren't hollow. I think that their minds are just out to lunch for a little while..."

Zidane: "Hmm... Not hollow, huh?"

Vivi: "Hey... Where are you going, Zidane?"

[Zidane walks off.]

Vivi: "Zidane?"

| Came into this World \ _____

[Zidane walks with the mysterious girl to the town's gate.]

Girl: "This way..."

[She disappears into the green aura that blocked Zidane before.]

Voice: "Hey, Zidane!"

[Amarant walks by.]

Zidane: "What do you want?"

Amarant: "What? That's no way to say hello. What the hell is this place? I thought we'd find some mean mothers down here, but they're all a bunch of wimps."

Zidane: "No challenge, huh?"

Amarant: "Yeah, I guess not."

Zidane: "Hey, Amarant... Can I ask you something?"

Amarant: "No."

Zidane: "Do you...have any parents or family?"

Amarant: "What a stupid question."

Zidane: "Sorry. I was just curious."

Amarant: "I don't remember any loving parents. My first memory is of the face of a guy I had to fight. I only found meaning in life through combat."

Zidane: "Funny how you put that in past tense. All due to my wonderful influence."

Amarant: "Pshhh. What do you want me to do? Thank you?"

Zidane: "Please! You're gonna make me sick!"

Amarant: "How about you?"

Zidane: "What? You mean my parents? ...I don't have parents."

| The Truth _____

[Zidane walks with the girl on the path past the green aura-gate.]

Zidane: "Hey! Where are you taking me?"

Girl: "I told you. You are going to see Garland."

Zidane: "Yeah, of course. But this way is a dead end."

Girl: "There is a way. See? You may find him through the portal. He awaits where the souls sleep. The floating castle, where souls bide their time until their restoration... Pandemonium Will you not say farewell to your friends?"

Zidane: "I don't care what I am... I was born here, wasn't I? If so, then I am an enemy to the people of Gaia."

Girl: "You learn quickly."

Zidane: "Make no mistake. I won't join your side. I just... If we are actually relatives, then... Then I want to take care of this little family matter myself."

[He walks into the gate.]

| The Elevator _____

[No dialogue; the party just changes the elevator. This ATE is active only in the elevator room, but it doesn't go away after one use like the others.]

[After selecting the number the elevator turns:]

Narrative: Return control to Zidane? {Y/N}

=====
53. NPC Dialogue Index (NP01)
=====

Ctrl+F the four-digit number (i.e. AL01) for easy access.

AL01 -- Disc 1, Alexandria, Dialogue near the statue
AL02 -- Disc 1, Alexandria, Dialogue in the nearby house
AL03 -- Disc 1, Alexandria, the street where Vivi starts at
AL04 -- Disc 1, Alexandria, the street near the pub
AL05 -- Disc 1, Alexandria, the Morning Star Bar
AL06 -- Disc 1, Alexandria, screen with the two clocks
AL07 -- Disc 1, Alexandria, Doug's shop
AL08 -- Disc 1, Alexandria, main square
AL09 -- Disc 1, Alexandria, the main square hotel; convo
AL10 -- Disc 1, Alexandria, Synthesis Shop & Weapon Shop
AL11 -- Disc 1, Alexandria, Alleyway to left of square
AL12 -- Disc 1, Alexandria, Street near the Church
AL13 -- Disc 1, Alexandria, Ilia's house
AL14 -- Disc 1, Alexandria, Church

AC01 -- Disc 1, Alexandria Castle, Room with beaten-up guards
AC02 -- Disc 1, Alexandria Castle, Room near royal stairs
AC03 -- Disc 1, Alexandria Castle, Room with beaten-up guards; Stnr
AC04 -- Disc 1, Alexandria Castle, Room with royal stairs; Stnr POV
AC05 -- Disc 1, Alexandria Castle, Queen Brahne's seat
AC06 -- Disc 1, Alexandria Castle, Balcony near the large stairway
AC07 -- Disc 1, Alexandria Castle, Left dining room
AC08 -- Disc 1, Alexandria Castle, Kitchen
AC09 -- Disc 1, Alexandria Castle, Right dining room
AC10 -- Disc 1, Alexandria Castle, Left downstairs library
AC11 -- Disc 1, Alexandria Castle, Right downstairs library
AC12 -- Disc 1, Alexandria Castle, Courtyard
AC13 -- Disc 1, Alexandria Castle, Screen right of courtyard
AC14 -- Disc 1, Alexandria Castle, Screen left of courtyard
AC15 -- Disc 1, Alexandria Castle, Long stairway in the West Tower

PV01 -- Disc 1, Prima Vista, Orchestra's section
PV02 -- Disc 1, Prima Vista, The room Ruby's found in
PV03 -- Disc 1, Prima Vista, The Engine Room
PV04 -- Disc 1, Prima Vista, Second Steiner fight
PV05 -- Disc 1, Prima Vista, Outside ship

EF01 -- Disc 1, Evil Forest, First Prison Cage Fight
EF02 -- Disc 1, Evil Forest, Second Prison Cage Fight

PV06 -- Disc 1, Prima Vista, Cockpit
PV07 -- Disc 1, Prima Vista, Room outside where Vivi rests
PV08 -- Disc 1, Prima Vista, Hallway outside where Steiner's kept
PV09 -- Disc 1, Prima Vista, Main room where Zidane lit the candle
PV10 -- Disc 1, Prima Vista, Outside ship
PV11 -- Disc 1, Prima Vista, Vivi's Room, post-talk with Zidane
PV12 -- Disc 1, Prima Vista, Outside of Vivi's room
PV13 -- Disc 1, Prima Vista, Cargo room, post-talk with Baku
PV14 -- Disc 1, Prima Vista, Cargo room, after fighting Baku
PV15 -- Disc 1, Prima Vista, Outside ship
PV16 -- Disc 1, Prima Vista, Outside Vivi's room
PV17 -- Disc 1, Prima Vista, Cockpit
PV18 -- Disc 1, Prima Vista, Cargo room
PV19 -- Disc 1, Prima Vista, Room before Exit, after Blank's Med.
PV20 -- Disc 1, Prima Vista, Outside ship
PV21 -- Disc 1, Prima Vista, Cargo room, after viewing ATE #05
PV22 -- Disc 1, Prima Vista, Outside of Vivi's room, post-ATE #05

EF03 -- Disc 1, Evil Forest, Waterfall on a side-path
EF04 -- Disc 1, Evil Forest, Forest spring

EF05 -- Disc 1, Evil Forest, Plant Brain battle

NG01 -- Disc 1, North Gate, Melda Arch

IC01 -- Disc 1, Ice Cavern, Moogle Room

SG01 -- Disc 1, South Gate, Gate

OM01 -- Disc 1, Observatory Mountain, Morrid's Shack

DL01 -- Disc 1, Dali, The inn's rented room

DL02 -- Disc 1, Dali, The main room of the inn

DL03 -- Disc 1, Dali, Village square

DL04 -- Disc 1, Dali, Pumpkin patch

DL05 -- Disc 1, Dali, windmill interior

DL06 -- Disc 1, Dali, Mayor's House

DL07 -- Disc 1, Dali, Equipment shop

DL08 -- Disc 1, Dali, Village Square

DL09 -- Disc 1, Dali, the inn's rented room

DL10 -- Disc 1, Dali, Pumpkin patch

DL11 -- Disc 1, Dali, Inn main room

DL12 -- Disc 1, Dali, Village square

DL13 -- Disc 1, Dali, Mayor's house

DL14 -- Disc 1, Dali, Town square

DL15 -- Disc 1, Dali, Underground hut

DL16 -- Disc 1, Dali, Underground Storage area with the moogle

DL17 -- Disc 1, Dali, Room with the large 'egg' machine

DL18 -- Disc 1, Dali, Second half of the 'egg' machine

OM02 -- Disc 1, Observatory Mountain, when Steiner speaks to Morrid

DL19 -- Disc 1, Dali, Black Waltz No. 2 fight

CS01 -- Disc 1, Cargo Ship, Belowdeck

CS02 -- Disc 1, Cargo Ship, Top Deck

CS03 -- Disc 1, Cargo Ship, Cockpit, pre-Black Waltz fight

LB01 -- Disc 1, Lindblum Grand Castle, Airship Dock

LB02 -- Disc 1, Lindblum Grand Castle, Air Cab Station

LB03 -- Disc 1, Lindblum Grand Castle, Hallway w/ fountain

LB04 -- Disc 1, Lindblum Grand Castle, Upstairs hallway

LB05 -- Disc 1, Lindblum Grand Castle, Guest room upstairs

LB06 -- Disc 1, Lindblum Bus. District, Hotel room

LB07 -- Disc 1, Lindblum Bus. District, Hotel downstairs

LB08 -- Disc 1, Lindblum Bus. District, Main Street by hotel

LB09 -- Disc 1, Lindblum Bus. District, Main square

LB10 -- Disc 1, Lindblum Bus. District, Residence on main square

LB11 -- Disc 1, Lindblum Bus. District, Street near the church

LB12 -- Disc 1, Lindblum Bus. District, Church

LB13 -- Disc 1, Lindblum Bus. District, Fountain square

LB14 -- Disc 1, Lindblum Bus. District, Item shop

LB15 -- Disc 1, Lindblum Bus. District, Weapon shop

LB16 -- Disc 1, Lindblum Bus. District, Synthesis shop

LB17 -- Disc 1, Lindblum Bus. District, Air cab station

LB18 -- Disc 1, Lindblum Ind. District, Air cab station

LB19 -- Disc 1, Lindblum Ind. District, Statue square

LB20 -- Disc 1, Lindblum Ind. District, Pub front

LB21 -- Disc 1, Lindblum Ind. District, The Doom Pub

LB22 -- Disc 1, Lindblum Ind. District, Engineer's residence

LB23 -- Disc 1, Lindblum Grand Castle, Air cab station

LB24 -- Disc 1, Lindblum Grand Castle, Airship dock
LB25 -- Disc 1, Lindblum Grand Castle, Hallway with the fountain
LB26 -- Disc 1, Lindblum Grand Castle, Upstairs hallway
LB27 -- Disc 1, Lindblum Thr. District, Air cab station
LB28 -- Disc 1, Lindblum Thr. District, Street near the station
LB29 -- Disc 1, Lindblum Thr. District, Michael's house
LB30 -- Disc 1, Lindblum Thr. District, Tantalus hideout's street
LB31 -- Disc 1, Lindblum Thr. District, The memorial theater
LB32 -- Disc 1, Lindblum Grand Castle, Upstairs hallway
LB33 -- Disc 1, Lindblum Grand Castle, Guest room
LB34 -- Disc 1, Lindblum Grand Castle, Upstairs hallway
LB35 -- Disc 1, Lindblum Grand Castle, Hallway with a fountain
LB36 -- Disc 1, Lindblum Grand Castle, Upstairs hallway near 'vator
LB37 -- Disc 1, Lindblum Grand Castle, Machinery room
LB38 -- Disc 1, Lindblum Grand Castle, Lindblum castle rooftop
LB39 -- Disc 1, Lindblum Grand Castle, Upstairs hallway
LB40 -- Disc 1, Lindblum Grand Castle, Hallway with a fountain
LB41 -- Disc 1, Lindblum Grand Castle, Airship dock
LB42 -- Disc 1, Lindblum Grand Castle, Air cab station

FH01 -- Disc 1, Lindblum Thr. District, Air cab station
FH02 -- Disc 1, Lindblum Thr. District, Street near station
FH03 -- Disc 1, Lindblum Thr. District, Street near Tant. hideout
FH04 -- Disc 1, Lindblum Ind. District, Air cab station
FH05 -- Disc 1, Lindblum Ind. District, Street near Doom Pub
FH06 -- Disc 1, Lindblum Bus. District, Air cab station
FH07 -- Disc 1, Lindblum Bus. District, Hunter's Gate
FH08 -- Disc 1, Lindblum Bus. District, Church's street
FH09 -- Disc 1, Lindblum Bus. District, Fountain square

LB43 -- Disc 1, Lindblum Grand Castle, Dining room
LB44 -- Disc 1, Lindblum Grand Castle, Corridor outside banquet hall
LB45 -- Disc 1, Lindblum Grand Castle, Hall near elevator (top level)
LB46 -- Disc 1, Lindblum Grand Castle, Machine room
LB47 -- Disc 1, Lindblum Grand Castle, Castle rooftop
LB48 -- Disc 1, Lindblum Grand Castle, Hallway w/ fountain
LB49 -- Disc 1, Lindblum Grand Castle, Upstairs hallway
LB50 -- Disc 1, Lindblum Grand Castle, Airship Dock + Air Cab Station
LB51 -- Disc 1, Lindblum Ind. District, AC Station + Statue Plaza
LB52 -- Disc 1, Lindblum Ind. District, Pub Street/Doom Pub/Residence
LB53 -- Disc 1, Lindblum Thr. District, AC Station/Street/Residence
LB54 -- Disc 1, Lindblum Thr. District, Tantalus Street/Theater
LB55 -- Disc 1, Lindblum Bus. District, AC Station/Street/H. Gate
LB56 -- Disc 1, Lindblum Bus. District, Hotel/Main Square/Residence
LB57 -- Disc 1, Lindblum Bus. District, Church St./Church/Fntn. Plaza
LB58 -- Disc 1, Lindblum Bus. District, Item/Weapon/Synth shops
LB59 -- Disc 1, Lindblum Grand Castle, Serpent's Gate Station/Harbor
LB60 -- Disc 1, Lindblum Grand Castle, Dragon's Gate

QU01 -- Disc 1, Qu's Marsh, Second screen in by the plank
QU02 -- Disc 1, Qu's Marsh, The pond
QU03 -- Disc 1, Qu's Marsh, Quale's house

CF01 -- Disc 1, Chocobo's Forest

GZ01 -- Disc 1, Gizamaluke's Grotto, Entrance
GZ02 -- Disc 1, Gizamaluke's Grotto, First bell door
GZ03 -- Disc 1, Gizamaluke's Grotto, Large cavern
GZ04 -- Disc 1, Gizamaluke's Grotto, Moogles' room

SG02 -- Disc 1, Grand Citadel S. Gate, Entrance
SG03 -- Disc 1, Grand Citadel S. Gate, Bohden Gate
SG04 -- Disc 1, Grand Citadel S. Gate, Bohden Station
SG05 -- Disc 1, Grand Citadel S. Gate, Berkmea Cable Car

WM01 -- Disc 1, World Map, Whirling Sandstorm / Healing Shore Cgrph.

BR01 -- Disc 1, Burmecia, Street near the balconies
BR02 -- Disc 1, Burmecia, Residence w/ the balconies
BR03 -- Disc 1, Burmecia, Bedroom within the balconies
BR04 -- Disc 1, Burmecia, After the stairs where you meet Dan
BR05 -- Disc 1, Burmecia, Inside F1 of house after the stairs
BR06 -- Disc 1, Burmecia, Armory
BR07 -- Disc 1, Burmecia, Moogle shelter

SG06 -- Disc 2, South Gate Summit Station, Arriving platform area
SG07 -- Disc 2, South Gate Summit Station, Rest stop area
SG08 -- Disc 2, South Gate Summit Station, Arriving platform area
SG09 -- Disc 2, South Gate, Berkmea Cable Car #2
SG10 -- Disc 2, South Gate, Alexandria Station
SG11 -- Disc 2, South Gate, Gate to Village of Dali

OM03 -- Disc 2, Observatory Mountain, visiting as Garnet

IC02 -- Disc 2, Ice Cavern, Path to exit

DL20 -- Disc 2, Dali, Main street
DL21 -- Disc 2, Dali, The inn
DL22 -- Disc 2, Dali, Equipment shop
DL23 -- Disc 2, Dali, Windmill interior
DL24 -- Disc 2, Dali, Mayor's house
DL25 -- Disc 2, Dali, Pumpkin Patch
DL26 -- Disc 2, Dali, Village pub

QD01 -- Disc 2, Quan's Dwelling, Dining Room + Balcony (Dagger POV)

TR01 -- Disc 2, Treno, City gates
TR02 -- Disc 2, Treno, East Slums
TR03 -- Disc 2, Treno, Treno Pub
TR04 -- Disc 2, Treno, Waterline near equipment shop
TR05 -- Disc 2, Treno, Card stadium front
TR06 -- Disc 2, Treno, Cafe Carta
TR07 -- Disc 2, Treno, Synthesis shop hallway
TR08 -- Disc 2, Treno, Synthesis shop
TR09 -- Disc 2, Treno, Queen Stella's House, front
TR10 -- Disc 2, Treno, Queen Stella's House, interior
TR11 -- Disc 2, Treno, Pathway left of city gates
TR12 -- Disc 2, Treno, Equipment Shop
TR13 -- Disc 2, Treno, Auction House front
TR14 -- Disc 2, Treno, Auction House
TR15 -- Disc 2, Treno, Dock under the pub
TR16 -- Disc 2, Treno, Pathway left of city gates, after meeting Tot
TR17 -- Disc 2, Treno, Tot's House

GR01 -- Disc 2, Gargant Roo, Everywhere (it's a mini-dungeon)
GZ05 -- Disc 2, Gizamaluke's Grotto (all)
QM04 -- Disc 2, Qu's Marsh (all)
LB61 -- Disc 2, Lindblum Grand Castle, Dragon's Gate
CF02 -- Disc 2, Chocobo's Forest (all)

CL01 -- Disc 2, Cleyra's Trunk (all)
CL02 -- Disc 2, Cleyra Settlement, Kildea's tour
CL03 -- Disc 2, Cleyra Settlement, Town entrance
CL04 -- Disc 2, Cleyra Settlement, Water pond
CL05 -- Disc 2, Cleyra Settlement, Inn front
CL06 -- Disc 2, Cleyra Settlement, Cleyran Inn
CL07 -- Disc 2, Cleyra Settlement, Observatory outlook
CL08 -- Disc 2, Cleyra Settlement, Windmill area
CL09 -- Disc 2, Cleyra Settlement, Cathedral front
CL10 -- Disc 2, Cleyra Settlement, Sandpit
CL11 -- Disc 2, Cleyra Settlement, Cathedral lobby
CL12 -- Disc 2, Cleyra Settlement, Inn front
CL13 -- Disc 2, Cleyra Settlement, Cathedral lobby
CL14 -- Disc 2, Cleyra Settlement, Town entrance
CL15 -- Disc 2, Cleyra Settlement, Cathedral front, Freya POV
CL16 -- Disc 2, Cleyra Settlement, Cathedral lobby, Freya POV
CL17 -- Disc 2, Cleyra Settlement, Cathedral Harp Room, Freya POV
CL18 -- Disc 2, Cleyra Settlement, Windmill area, Freya POV
CL19 -- Disc 2, Cleyra Settlement, Water pond, Freya POV
CL20 -- Disc 2, Cleyra Settlement, Observatory outlook, Freya POV
CL21 -- Disc 2, Cleyra Settlement, Cleyran Inn, Freya POV
CL22 -- Disc 2, Cleyra Settlement, Sandpit
CL23 -- Disc 2, Cleyra Settlement, Cathedral lobby

RR01 -- Disc 2, Red Rose Airship, Hallway w/ moogle

AC16 -- Disc 2, Alexandria Castle, Locked dungeon entrance
AC17 -- Disc 2, Alexandria Castle, West Tower wing
AC18 -- Disc 2, Alexandria Castle, Right library
AC19 -- Disc 2, Alexandria Castle, Left library
AC20 -- Disc 2, Alexandria Castle, Kitchen
AC21 -- Disc 2, Alexandria Castle, Guardhouse
AC22 -- Disc 2, Alexandria Castle, Garnet's room
AC23 -- Disc 2, Alexandria Castle, Eidolon extraction room

PR01 -- Disc 2, Alexandria Castle, Pinnacle Rocks (all)

LB62 -- Disc 2, Lindblum Bus. District, Main street
LB63 -- Disc 2, Lindblum Bus. District, Main street inn
LB64 -- Disc 2, Lindblum Bus. District, Marketplace
LB65 -- Disc 2, Lindblum Bus. District, Air cab station
LB66 -- Disc 2, Lindblum Bus. District, Fountain plaza (after seeing Cid)
LB67 -- Disc 2, Lindblum Bus. District, Marketplace
LB68 -- Disc 2, Lindblum Bus. District, Main street
LB69 -- Disc 2, Lindblum Bus. District, Air cab station
LB70 -- Disc 2, Lindblum Thr. District, Air cab station
LB71 -- Disc 2, Lindblum Thr. District, Main street
LB72 -- Disc 2, Lindblum Thr. District, Tantalus' street
LB73 -- Disc 2, Lindblum Grand Castle, Dragon's Gate

GZ06 -- Disc 2, Gizamaluke's Grotto, Moogle's room

QM05 -- Disc 2, Qu's Marsh, Quale's house

FR01 -- Disc 2, Fossil Roo, The entrance
FR02 -- Disc 2, Fossil Roo, Speech in the fight w/ Lani
FR03 -- Disc 2, Fossil Roo, First excavation site
FR04 -- Disc 2, Fossil Roo, Second excavation site
FR05 -- Disc 2, Fossil Roo, Third excavation site

CP00 -- Disc 2, Conde Petie, Ramp to village
CP01 -- Disc 2, Conde Petie, The entrance
CP02 -- Disc 2, Conde Petie, Shop corridor
CP03 -- Disc 2, Conde Petie, Corridor near inn
CP04 -- Disc 2, Conde Petie, Inn
CP05 -- Disc 2, Conde Petie, Upper shrine
CP06 -- Disc 2, Conde Petie, Grocery
CP07 -- Disc 2, Conde Petie, Weapons shop
CP08 -- Disc 2, Conde Petie, Entrance (after meeting black mage)
CP09 -- Disc 2, Conde Petie, Upper shrine (after meeting black mage)

QU06 -- Disc 2, Qu's Marsh #2 (all)

BM01 -- Disc 2, Black Mage Village, Chocobo stable front
BM02 -- Disc 2, Black Mage Village, Chocobo stable
BM03 -- Disc 2, Black Mage Village, Weapons store
BM04 -- Disc 2, Black Mage Village, Item store
BM05 -- Disc 2, Black Mage Village, Hotel
BM06 -- Disc 2, Black Mage Village, Synthesis shop
BM07 -- Disc 2, Black Mage Village, Cemetery
BM08 -- Disc 2, Black Mage Village, Stable front
BM09 -- Disc 2, Black Mage Village, Chocobo stable
BM10 -- Disc 2, Black Mage Village, Town entrance
BM11 -- Disc 2, Black Mage Village, Weapon shop
BM12 -- Disc 2, Black Mage Village, Hotel
BM13 -- Disc 2, Black Mage Village, Item store
BM14 -- Disc 2, Black Mage Village, Pond between Synth/Item shops
BM15 -- Disc 2, Black Mage Village, Rooftop access via Synth shop
BM16 -- Disc 2, Black Mage Village, Cemetery

QU07 -- Disc 2, Qu's Marsh #2 (all)

CP10 -- Disc 2, Conde Petie, Entrance
CP11 -- Disc 2, Conde Petie, Upper Shrine
CP12 -- Disc 2, Conde Petie, Weapon store

CM01 -- Disc 2, Conde Petie Mt. Path (all)

MS01 -- Disc 2, Madain Sari (hodgepodge of quotations)
MS02 -- Disc 2, Madain Sari (quotations after Eiko's dinner)
MS03 -- Disc 2, Madain Sari (all), after leaving for Iifa Tree

QU08 -- Disc 2, Qu's Marsh (all)

IT01 -- Disc 2, Iifa Tree, Pathway on the roots
IT02 -- Disc 2, Iifa Tree, Elevator leaf inside tree
IT03 -- Disc 2, Iifa Tree, Bottom of the tree

MS04 -- Disc 2, Madain Sari (all)
MS05 -- Disc 2, Madain Sari, fight with Scarlet Hair
MS06 -- Disc 2, Madain Sari (all)
MS07 -- Disc 2, Madain Sari (all), after leaving for Iifa Tree

IT04 -- Disc 2, Iifa Tree, Pathway on the roots (near moogles)

AL15 -- Disc 3, Alexandria, Town entrance
AL16 -- Disc 3, Alexandria, Ilia's grandma's house
AL17 -- Disc 3, Alexandria, Street near Ilia's grandma's house
AL18 -- Disc 3, Alexandria, Bar front
AL19 -- Disc 3, Alexandria, Morning Star Bar

AL20 -- Disc 3, Alexandria, Road with two clocks near item shop
AL21 -- Disc 3, Alexandria, Doug's Item Shop
AL22 -- Disc 3, Alexandria, Town square
AL23 -- Disc 3, Alexandria, Square hotel
AL24 -- Disc 3, Alexandria, Equipment and Synthesis shops
AL25 -- Disc 3, Alexandria, Town gondola dock
AL26 -- Disc 3, Alexandria, Mini-theater's alley
AL27 -- Disc 3, Alexandria, Church street
AL28 -- Disc 3, Alexandria, Church inside
AL29 -- Disc 3, Alexandria, Ilia's house

AC24 -- Disc 3, Alexandria Castle, Guardhouse
AC25 -- Disc 3, Alexandria Castle, Hallway outside guardhouse

AL30 -- Disc 3, Alexandria, Morning Star Bar (Zidane POV)
AL31 -- Disc 3, Alexandria, Town Entrance (Zidane POV)
AL32 -- Disc 3, Alexandria, Weapons Shop
AL33 -- Disc 3, Alexandria, Town hotel
AL34 -- Disc 3, Alexandria, Left alley/mini-theater front
AL35 -- Disc 3, Alexandria, Mini-theater interior
AL36 -- Disc 3, Alexandria, Church
AL37 -- Disc 3, Alexandria, Ilia's House

TR18 -- Disc 3, Treno, Tot's Residence
TR19 -- Disc 3, Treno, Path by Tot's tower
TR20 -- Disc 3, Treno, Treno entrance
TR21 -- Disc 3, Treno, Eastern slums
TR22 -- Disc 3, Treno, Slum hotel
TR23 -- Disc 3, Treno, Cafe Carta
TR24 -- Disc 3, Treno, Synthesis building
TR25 -- Disc 3, Treno, Queen Stella's mansion (front)
TR26 -- Disc 3, Treno, Card Stadium front
TR27 -- Disc 3, Treno, Waterfront near Equip. shop
TR28 -- Disc 3, Treno, Auctionhouse Front

SG13 -- Disc 3, South Gate (Treno-side)
SG14 -- Disc 3, South Gate, Berkmea station (Alexandria-side)
SG15 -- Disc 3, South Gate, Guardhouse

OM04 -- Disc 3, Observatory Mountain (all)

DL27 -- Disc 3, Village of Dali, Main street
DL28 -- Disc 3, Village of Dali, Town pub
DL29 -- Disc 3, Village of Dali, Town inn
DL30 -- Disc 3, Village of Dali, Equipment shop
DL31 -- Disc 3, Village of Dali, Windmill
DL32 -- Disc 3, Village of Dali, Mayor's residence

QD02 -- Disc 3, Quan's Dwelling (all; if you had Vivi visit home)

AC30 -- Disc 3, Alexandria Castle, Main stairway to balconies

AL38 -- Disc 3, Alexandria, Fighting in town (Beatrix/Steiner POV)

AC31 -- Disc 3, Alexandria Castle (all), Dagger POV
AC32 -- Disc 3, Alexandria Castle, Right library
AC33 -- Disc 3, Alexandria Castle, Left library
AC34 -- Disc 3, Alexandria Castle, Kitchen
AC35 -- Disc 3, Alexandria Castle, Guardhouse

LB74 -- Disc 3, Lindblum Grand Castle, Guest room
LB75 -- Disc 3, Lindblum Grand Castle, Upper hallway
LB76 -- Disc 3, Lindblum Grand Castle, Hallway with fountain
LB77 -- Disc 3, Lindblum Grand Castle, Airship dock
LB78 -- Disc 3, Lindblum Grand Castle, Dragon's Gate
LB79 -- Disc 3, Lindblum Grand Castle, Serpent's Gate
LB80 -- Disc 3, Lindblum Grand Castle, Top-level elevator hallway
LB81 -- Disc 3, Lindblum Grand Castle, Mechanical room
LB82 -- Disc 3, Lindblum Grand Castle, Castle rooftops
LB83 -- Disc 3, Lindblum Grand Castle, Hallway 2 Royal Chamber
LB84 -- Disc 3, Lindblum Grand Castle, Meeting room
LB85 -- Disc 3, Lindblum Grand Castle, Air Cab Station
LB86 -- Disc 3, Lindblum Grand Castle, Bridge to factory
LB87 -- Disc 3, Lindblum Grand Castle, Airship-creation Hangar
LB88 -- Disc 3, Lindblum Bus. District, Air cab station
LB89 -- Disc 3, Lindblum Bus. District, Main street
LB90 -- Disc 3, Lindblum Bus. District, Main street inn
LB91 -- Disc 3, Lindblum Bus. District, Marketplace
LB92 -- Disc 3, Lindblum Bus. District, Fountain plaza
LB93 -- Disc 3, Lindblum Thr. District, Main street
LB94 -- Disc 3, Lindblum Thr. District, Tantalus' Path
LB95 -- Disc 3, Lindblum Thr. District, Main street (after using potions)
LB96 -- Disc 3, Lindblum Grand Castle, Serpent's Gate

WM02 -- Disc 3, World Map, Blue Narciss Interior

EG01 -- Disc 3, Esto Gaza, Stairway & Terrace
EG02 -- Disc 3, Esto Gaza, Lobby and Equipment Shop
EG03 -- Disc 3, Esto Gaza, Outdoors watching area

MS08 -- Disc 3, Madain Sari (all)
QU09 -- Disc 3, Qu's Marsh, Quale's house
CF03 -- Disc 3, Chocobo's Forest
GZ07 -- Disc 3, Gizamaluke's Grotto, Moogles room

AC36 -- Disc 3, Alexandria Castle, Harbor
AC37 -- Disc 3, Alexandria Castle, West tower hallway
AC38 -- Disc 3, Alexandria Castle, West tower entrance
AC39 -- Disc 3, Alexandria Castle, Castle gondola dock

AL39 -- Disc 3, Alexandria, Town gondola dock
AL40 -- Disc 3, Alexandria, Main square
AL41 -- Disc 3, Alexandria, Square hotel
AL42 -- Disc 3, Alexandria, Left alley + mini-theater
AL43 -- Disc 3, Alexandria, Church Street + The Church
AL44 -- Disc 3, Alexandria, Main Street south of square
AL45 -- Disc 3, Alexandria, Main Street more south from AL44

CL01 -- Disc 3, Chocobo's Lagoon (all)
WM03 -- Disc 3, World Map, Dawn Lagoon chocograph
SG16 -- Disc 3, South Gate, Treno Arch (inaccessible 'til Mtn Choco)
IC03 -- Disc 3, South Gate, Ice Cavern entrance (near Evil Forest)
DL33 -- Disc 3, Village of Dali, (all)
SG17 -- Disc 3, Bohden Gate/Station (all)
TR29 -- Disc 3, Treno (all), new dialogue
MC01 -- Disc 3, Mognet Central (all)
QD03 -- Disc 3, Quan's Dwelling, Chocobo-diving scene
QU10 -- Disc 3, Qu's Marsh #2

BM17 -- Disc 3, Black Mage Village (all)

WM04 -- Disc 3, World Map, Blue Narciss interior

DP01 -- Disc 3, Desert Palace, Right after 1st lava room
DP02 -- Disc 3, Desert Palace, Hangar before Zidane's party disembarks

WM05 -- Disc 3, World Map, "Talking" to the Hilda Garde 1
QU11 -- Disc 3, Qu's Marsh #3 (all)

OV01 -- Disc 3, Oeilvert, Outside path
OV02 -- Disc 3, Oeilvert, Star display room
OV03 -- Disc 3, Oeilvert, Grand Hall
OV04 -- Disc 3, Oeilvert, Room w/ four interactive pods

DP03 -- Disc 3, Desert Palace, The hourglass room (Cid POV)
DP04 -- Disc 3, Desert Palace, The hourglass room
DP05 -- Disc 3, Desert Palace (all)
DP06 -- Disc 3, Desert Palace, Valia Pira fight
DP07 -- Disc 3, Desert Palace, Teleportation room

GZ08 -- Disc 3, Gizamaluke's Grotto, Moogles' room
WM06 -- Disc 3, World Map, Blue Narciss interior

EG04 -- Disc 3, Esto Gaza (all)
MG01 -- Disc 3, Mount Gulug (all)
MG02 -- Disc 3, Mount Gulug, Meltigemini fight

LB97 -- Disc 3, Lindblum Grand Castle (all new dialogue)

WM07 -- Disc 3, World Map, Hilda Garde 3 Interior
QU12 -- Disc 3, Qu's Marsh #1,
GZ09 -- Disc 3, Gizamaluke's Grotto, Moogles' room

DG01 -- Disc 3, Daguerreo, Entrance hall
DG02 -- Disc 3, Daguerreo, Right library
DG03 -- Disc 3, Daguerreo, Left library
DG04 -- Disc 3, Daguerreo, Third floor
DG05 -- Disc 3, Daguerreo, Second floor
DG06 -- Disc 3, Daguerreo, Weapons shop

EG05 -- Disc 3, Esto Gaza (all; new dialogue)
AL45 -- Disc 3, Alexandria, Hotel
AL46 -- Disc 3, Alexandria, Church

BM18 -- Disc 3, Black Mage Village, Entrance
BM19 -- Disc 3, Black Mage Village, Weapon shop
BM20 -- Disc 3, Black Mage Village, Chocobo shack an' front
BM21 -- Disc 3, Black Mage Village, Village inn
BM22 -- Disc 3, Black Mage Village, Village item shop
BM23 -- Disc 3, Black Mage Village, Near the pond
BM24 -- Disc 3, Black Mage Village, Synthesis shop
BM25 -- Disc 3, Black Mage Village, Cemetary

IP01 -- Disc 3, Ipsen's Castle, Moogle court
IP02 -- Disc 3, Ipsen's Castle, Elevator room
IP03 -- Disc 3, Ipsen's Castle, Finding Amarant (stuff)

WM08 -- Disc 3, World Map, Hilda Garde 3 Interior
GZ10 -- Disc 3, Gizamaluke's Grotto, Moogles' room
ES01 -- Disc 3, Earth Shrine (all)

TE01 -- Disc 3, Terra, Bridge
TE02 -- Disc 3, Bran Bal, Town entrance
TE03 -- Disc 3, Bran Bal, Left of gate
TE04 -- Disc 3, Bran Bal, Right of gate
TE05 -- Disc 3, Bran Bal, Storage area
TE06 -- Disc 3, Bran Bal, Meeting area
TE07 -- Disc 3, Bran Bal, Underground laboratory
TE08 -- Disc 3, Bran Bal, Town inn
TE09 -- Disc 3, Bran Bal, Right of gate (Eiko POV)
TE10 -- Disc 3, Bran Bal, Meeting hall (Eiko POV)
TE11 -- Disc 3, Bran Bal, Town entrance (Eiko POV)
TE12 -- Disc 3, Pandemonium, Entrance (Zid POV)
TE13 -- Disc 3, Pandemonium, Amdusias mandatory battle
TE14 -- Disc 3, Pandemonium, Abadon mandatory battle
TE15 -- Disc 3, Pandemonium, Shell Dragon mandatory battle
TE16 -- Disc 3, Pandemonium, Moogle room
TE17 -- Disc 3, Pandemonium, Bridge dialogue
TE18 -- Disc 3, Pandemonium, Elevator room
TE19 -- Disc 3, Pandemonium, Upstairs maze (w/ moogle)
TE20 -- Disc 3, Pandemonium, Garland battle
TE21 -- Disc 3, Pandemonium, Kuja battle
TE22 -- Disc 3, Pandemonium, Escape

WM09 -- Disc 4, World Map, Invincible Interior
GZ11 -- Disc 4, Gizamaluke's Grotto, Moogle room

BM26 -- Disc 4, Black Mage Village, Town entrance
BM27 -- Disc 4, Black Mage Village, Weapon shop
BM28 -- Disc 4, Black Mage Village, Chocobo stable
BM29 -- Disc 4, Black Mage Village, Inn and inn front
BM30 -- Disc 4, Black Mage Village, Item shop
BM31 -- Disc 4, Black Mage Village, By the pond
BM32 -- Disc 4, Black Mage Village, Synthesis shop
BM33 -- Disc 4, Black Mage Village, Synth rooftops
BM34 -- Disc 4, Black Mage Village, Cemetary

MS09 -- Disc 4, Madain Sari, Village entire
MS10 -- Disc 4, Madain Sari, Eidolon Wall (notes)

DG07 -- Disc 4, Daguerreo, New Dialogue
AL47 -- Disc 4, Alexandria, New Dialogue
TR30 -- Disc 4, Treno, New dialogue
DL34 -- Disc 4, Village of Dali, New dialogue
LB98 -- Disc 4, Lindblum Grand Castle, New Dialogue
LB99 -- Disc 4, Lindblum Bus. District, New dialogue
LB100 -- Disc 4, Lindblum Thr. District, New dialogue

BR08 -- Disc 4, Burmecia, Moogle room (letter quest)
BM35 -- Disc 4, Black Mage Village, Chocobo stables (letter quest)
IP04 -- Disc 4, Ipsen's Castle, Moogle court (letter quest)
QU13 -- Disc 4, Qu's Marsh #1, Excavation site (letter quest)
DG08 -- Disc 4, Daguerreo, Moogle room (letter quest)
AL48 -- Disc 4, Alexandria, Church (letter quest)
MC01 -- Disc 4, Mognet Central, (letter quest)
QD04 -- Disc 4, Quan's Dwelling, Special Vivi/Quina scene
CF04 -- Disc 4, Chocobo's Lagoon (all)
WM10 -- Disc 4, World Map, Mist Ocean chocograph
CP01 -- Disc 4, Chocobo's Paradise, Entrance
CP02 -- Disc 4, Chocobo's Paradise, Upper platform

MM01 -- Disc 4, Memoria (all)
MM02 -- Disc 4, Crystal World (all)

/AL01 -- The Town Gate |

Alexandrian Soldier: "Kids shouldn't leave the city by themselves,
you know."

Alexandrian Soldier: "This gate leads outside."

Fish Man: "Commoners like us have to watch the play from the
rooftops, far away from the stage."

Nikolai: "Nobles always come to Alexandria to see the annual
performance."

Noble Lady: "Oh, these street urchins are simply dreadful!

Noble Lord: "Why, you're no city child... and you aren't a noble
child, either..."

Unnamed Boy: "I saw the nobles first!"

Unnamed Girl: "I saw the nobles first!"

/AL02 -- House #1 |

Old Woman: "Whew, I'm almost done..."

Old Man: "Darlin', I'm home!"

Old Woman: "I'm not done with Ilia's dress yet. Come back later."

Old Man: "Rahaha. Every year, it's always the same. You're
spoilin' them grandkids, I say!"

[Old Man leaves.]

Old Woman: "Is that you, Ilia? Your new dress is almost done..."

/AL03 -- Street #1||

Man: "Well, that's it for today. Time to get ready to see the
play."

Unnamed Boy: "Yay!"

Unnamed Boy: "Nobles are in the square!"

Unnamed Boy: "Wow! Nobles!"

Unnamed Girl: "Theodore, wait for me!"

/AL04 -- Bar Front|

Hippaul: "Wow... Nobles are so spiffy!"

Unnamed Boy: "The nobles're in the square!"

Unnamed Girl: "Wanna come with us to see the nobles?"

/AL05 -- Morning Star Bar|

Ashley: "We'll sure be busy tonight. But it'll also be the last time we'll be so busy."

Maggie: "I gotta get back to work!"

Maggie: "When I become manager, the first thing I'll do is fix these stairs."

Male Red Mage: "I don't know why I'm so depressed... I have a ticket to see a great show. I should be happy."

[After Dante quits working on his sign:]

Dante the Signmaker: "I got another job to do. Save it for later, kid!"

/AL06 -- Street #2|

Mick: "Wow... How'd you get a ticket for the show? You better head straight for the ticket booth in the square. You have to get your ticket stamped there before you can enter the castle."

Unnamed Boy: "Hurry up if ya wanna see the nobles!"

Unnamed Girl: "Theodore, wait!"

/AL07 -- Item Shop|

Doug: "Good afternoon!"

/AL08 -- Main Square|

Alexandrian Soldier: "Only noblemen and ticketholders may pass through this gate."

Alexandrian Soldier: "If you have a ticket, get it stamped at the ticket booth in the center of the square."

Florist: "Flowers for sale! A perfect gift for the one you love!"

Hippaul: "Gwahaha, I hid my three precious cards in a safe place."

Honorable Lady: "The blossoms in Alexandria are quite splendid, don't you think?"

Honorable Lord: "Do you like flowers, too?"

Unnamed Jump-roping Girl: "You wanna try?"

Unnamed Jump-roping Girl: "Come play with us again!"

Red Mage: "Whaddya mean, there's no vacancies!!!?"

Fish Man: "Yes, you see... Really quite sorry."

Red Mage: "What!? I don't believe this!!! I have a reservation,
dammit!!! Geeez!!!"

[The red mage leaves.]

Vivi: (Yikes! City people are so scary.)

Fish Man: "Sorry, no vacancies today."

Hippo Woman: "Busy busy busy! Pardon me, sir. Out of the way,
please."

Synthesist's Wife: "Married for 30 years, worked our rear ends
off, and finally we can afford a ticket to the
show. I'm so happy..."

Synthesist: "I'm taking my wife to the theater tonight, so we
shall close soon."

Shopkeeper: "I keep telling my son we'll go out of business, but
he never comes home."

Ryan: "Hmm... Which sword to buy... I wish I had a little more
money..."

Dante the Signmaker: "Can't you see I'm workin'!? Don't interrupt!"

[After Dante leaves during the storyline:]

Pointy-Hat Boy: "Umm... Excuse me, but is your name Alleyway Jack?"

Alleyway Jack: "Huh? How did you know my name? If you know who I
am, you probably wanna challenge me to a card game,
huh? What? You don't know how to play? And you want
me to teach you? Well... Why not? I finished one job
already. Follow me, kid!"

[They go to the Morning Star Bar.]

Alleyway Jack: "We'll start with the basics. You need 5 cards to
play the card game. To play a game, approach someone
and press ([]). Some people may not be interested;
in that case, move on to someone else. Do you
understand now?"

R1 --> How do you play the card game?

R2 --> How does the card game proceed?

R2a --> What's a card battle?

R2b --> What's a combo?

R2c --> What's a perfect?

R2d --> What's a collector's level?

R2e --> Can we try a game?

R3 --> I think I understand

R1: [He repeats what he first said in the bar.]

R2: "Let's talk about how to actually play the game. You take turns placing your cards on a 4x4 grid with your opponent. Sometimes your opponent's card flips. That's because of the yellow arrows on the corners and the sides of the cards. If your arrow is facing in the direction of your opponent's card, that card becomes yours. But if your opponent's card has an arrow facing yours, a card battle begins.

R2a: "When several arrows face each other, multiple card battles may occur. You can choose where to begin the card battle when that happens. Where you choose to begin the battle affects how the rest of the battles play out. Let's see... You can also use combos."

R2b: "Okay, I'll teach you the technical stuff now! You gotta be careful during a card battle. If your card wins against the opponent's card, all the cards facing that card's arrows are yours. That's called a combo. It's a double-edged sword, because the same thing happens to you if your card loses against your opponent's card! Try to play a perfect game!

R2c: "What is a perfect game, you ask? You get one of your opponent's cards when you win. If you flip over all of your opponent's cards and play a perfect game, you can take all of them! Reach for the highest collector's levels!"

R2d: "Let me tell you about collector's levels! Check your menu and go to the section entitled Card. You can check your collector's level there. You can level up as you collect more cards. Even I don't know what the highest collector's level is."

R2e: "Let's play!" [They play a game.]

R3: "This is the only town where I'm called Alleyway Jack. I go by other names elsewhere. They're also just aliases, of course. You wanna know my real name? I'll tell you when you get better."

Pointy-Hat Boy: "Thank you."

/AL12 -- Church Street |

Ilia: "Twy not to dwop your ticket, okay?"

Boatman: "Hey, kid, don't even think about trying to sneak into the castle by boat. I tried that last year. But them guards, they caught me lickety-split! Gwahaha!"

Retired Boatman: "Them new-fangled misht-powered shipsh float through the air, but true shipsh are shupposhed to float on water, right, shunny?"

Tom: "My kitten, Mittens, ran away... Tell me if you see him, okay?"

R1 --> Yes

R2 --> No

R1: "Thanks!"

R2: "Oh... You're mean."

/AL13 -- Ilia's House |

Ilia: "Oh, hello again!"

/AL14 -- Church |

[Before the moogle falls:]

Rat Kid: "Move it, slave!"

[After the moogle falls:]

Kupo: "Time to make a record already, kupo? Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R1: "Save, kupo?" {Save/Don't Save}

R2: "Rest inside a tent, kupo?" {Rest/Don't Rest}

R3: "Kupo! I'll tell you about Mognet! Mognet is a mail delivery system between moogles! We can send and receive letters to and from moogles in other locations! Kupo! But delivery has been very sporadic lately! So I want you to help us deliver mail! Kupo! Will you help us?"

R4 --> Sure

R5 --> No way

R6 --> Explain Mognet once again

R4: "I have a favor to ask, kupo! I want you to deliver a letter to Monty!"

R7 --> Okay

R8 --> No way

R5: "I'm begging you! Please help us! Kupo!" [He reiterates]

R6: [He repeats from "Mognet is a mail..."]

R7: "Thanks, kupo!" [He gives you the letter.]

R8: "I'm so sad, kupo..." [He doesn't give you the letter.]

/AC01 -- Guard Room |

Beaten-up Guard: "Muh-Mommy..."

Beaten-up Guard: "Ca-Captain..."

Blank: "Hurry!"

[If Zidane tries to go anywhere except up the stairs:]

Blank: "Look out! Someone's coming! Hide, Zidane!" [They hide.]

Alexandrian Soldier: "Anything to report?"

Alexandrian Soldier: "No, ma'am! Nothing to report!"

Alexandrian Soldier: "Very well. Continue your patrol."

Alexandrian Soldier: "Yes, ma'am! At once, ma'am!"

Blutzen, Pluto Knight II: "...So I guess they really did."

Kohel, Pluto Knight III: "Whoa, really? You always have the latest news!"

Steiner: "Hey! I thought I told you to look for the princess! What are you doing here!?"

Blutzen, Pluto Knight II: "Oh, Captain! It looks like Weimer got together with Barbara at the pub!"

Steiner: "Why do I have to hear this!? I told you nitwits to go search for the princess!"

Blutzen, Pluto Knight II: "Y-Yes, sir!"

Kohel, Pluto Knight II: "At once, sir!"

[If Steiner re-enters, a moogles will be in the room.]

Mosh: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "I want mail! Kupo!"

Alexandrian Soldier: "Captain Steiner, guarding the queen's chamber is Squad Beatrix's duty, hehehe."

Alexandrian Soldier: "I see the Knights of Pluto are as hopeless as ever."

Alexandrian Soldier: "We members of Squad Beatrix are charged with protecting Her Majesty."

Alexandrian Soldier: [Same as other soldier.]

Queen Brahne: "Here, take this... And go find my daughter!"

Queen Brahne: "Still no sign of Garnet?"

/AC06 -- Balcony near Stairs -- Stnr POV |

Alexandrian Soldier: "They report that someone wearing a white hood passed through this hall, sir."

Alexandrian Soldier: [Same as above.]

Dojebon, Pluto Knight V: "Yes, sir! I'm looking, sir!"

/AC07 -- Left Dining Room -- Stnr POV |

Dishmeister: "So many fine dishes."

/AC08 -- Kitchen -- Stnr POV |

Ovenmeister: "Heat upon heat!"

Eggmeister: "Fried to perfection!"

Onionmeister: "Whew! I'm gonna cry!"

Dishmeister: "So many fine dishes."

Head Chef: "Must hurry!!!" [Says this without any stimulus.]

Head Chef: "Now is the time you show skill, boys!"

/AC09 -- Right Dining Room -- Stnr POV |

Mullenkedheim, Pluto Knight IX: "Awww... I'm so hungry!"

Steiner: "Wimps like you are the reason nobody relies on men in Alexandria! Bite the bullet, you worthless grub!!!"

Mullenkedheim, Pluto Knight IX: "Whatever, Captain. I'm so hungry..."

/AC10 -- Left Library -- Stnr POV |

Scholar: "The princess? No, she hasn't visited today."

Scholar: "Oh, I do wonder how the princess's royal tutor, Doctor Tot, is doing."

Scholar: "You know, this globe of Gaia was presented by the late king in celebration of the birth of Princess Garnet."

Scholar: "Now, where is that script for 'I Want to Be Your Canary' that Princess Garnet asked for?"

Laudo, Pluto Knight IV: "You see, I never wanted to be in the military. I just wanted to write fantasy novels... Captain, please! Let me quit the Knights of Pluto!!!"
R1 --> You can leave
R2 --> You can't leave

R1 (Steiner): "I really want to let you
go... But now's not the
time!!! Go find Princess
Garnet!!!

Laudo: "Waaahhh!" [He runs out.]

R2 (Steiner): "Nitwit! You just joined us!
Now, go find the princess,
soldier!"

Laudo: "Waaahhh!" [He runs out.]

[Steiner can find Laudo hiding behind a bookshelf upon re-entry.]

Laudo, Pluto Knight IV: "Oh! You found me!" [He runs out.]

/AC11 -- Right Library -- Stnr POV |

Scholar: "We haven't seen the princess today."

Scholar: "Her Majesty ordered some texts about idolons, but we've
got a lot of books here, you know."

/AC12 -- Courtyard -- Stnr POV |

Alexandrian Soldier: "Are you Steiner of the Pluto Knights!? A-An
honor, sir! I am a new recruit here!"

Alexandrian Soldier: "No sign of the princess, but I spotted two
Pluto Knights run through here, sir!"

Haagen, Pluto Knight VIII: "Sitting here watching the water always
brings peace to my soul. Care to have a
seat, Captain?"

Steiner: "Now is not the time! By order of Her Majesty, we must go
search for Princess Garnet!"

Haagen, Pluto Knight VIII: "What!?!?!? This calls for immediate
action!!! Fair princess, be not
afraid!!! Haagen is on the trail! Feel
my fury!!!"

Haagen, Pluto Knight VIII: "For Alexandria, I will sacrifice
myself to rescue Her Royal Highness!!!"

/AC13 -- R. Courtyard -- Stnr POV |

Knight of Pluto: "Nobody has come this way either, sir!"

(P.S. -- This is Blank, which is he's no title given to him. ;)

/AC07 -- L. Courtyard -- Stnr POV |

Weimar, Pluto Knight VII: "Hey, let's go to Treno. Just the two of
us."

Alexandrian Soldier: "Hmmm... Let me think about it."

Steiner: "You there! Stop that immediately! Go search for Princess Garnet!"

Weimar, Pluto Knight VII: "Yes, sir! At once, sir!" [He runs off.]

Alexandrian Soldier: "The Pluto Knights always ask me out. I don't know what to do anymore."

/AC07 -- Long Stairway -- Stnr POV |

Breireicht, Pluto Knight VI: "I'm so tired. Oh! Captain Steiner, do you climb this tower for exercise, too?"

Steiner: "No! No! No! I'm searching for Princess Garnet! Is the princess at the top of this tower or not!?"

Breireicht, Pluto Knight VI: "I want to reach the top, but at my age, I get so short of breath."

Breireicht, Pluto Knight VI: "By the way, Captain, have we all received the order?"

Steiner: "Of course! All knights will obey!!! Hm? Was there an extra one...?"

Breireicht, Pluto Knight VI: "Ah! So you've given orders to the double super-sleuths, Blutzen and Kohel! And also... Ah! So you've given orders to our most inspirational writer, Laudo! And also... Ah! So you've given orders to the most famous artillerist in the realm, Dojebon! And also... Ah! So you've given orders to the only man who can name all the girls in town, Weimar! And also... Ah! So you've given orders to the knight with the knack for navigating the neighborhood Haagen! And also... Ah! So you've given orders to the winner of last year's cannonball race, Mullenkedheim! That's my captain!" [Get: Elixir]

/PV01 -- Orchestra's Section |

Cymbalist: "Don't interrupt!"

Conductor: "Hey, Zidane, what are you doing here?"

Trumpeter: "Well, I say! Wasn't she a pretty one!"

Violinist: "Do you have a request? Waltz, polka, anything?"

Drummer: "You can feel my drum reverberating in your gut, can't you?"

/PV02 -- Ruby's Room |

Ruby: "So who's that damsel, huh?"

/PV03 -- Engine Room |

[If Zidane turns the engine crank to the left:]

Cinna: "Hey! If you reduce the engine's power, you'll crash the ship! Turn the wheel back to the right!"

[If Zidane turns the engine crank to the right:]

Cinna: "Hey! If you rev it up to high, you'll ruin the engine! Turn the wheel back to the left!"

Garnet: "What should we do now?"

Garnet: "We should withdraw into this room here!"

Cinna: "Let's get the play over with and get the hell outta here!"

/PV04 -- Second Steiner Fight |

Weimar: "Captain! Let's get out of here!"

[When Haagen's defeated:]

Haagen: "My fury ends here..."

[When Weimar's defeated:]

Weimar: "I'm gonna be late for my date!"

[When the second knight runs away:]

Steiner: "H-Hey! Come back here!"

[If someone uses SFX on Steiner:]

Steiner: "Silly stage magic!"

Steiner: "I told you it wouldn't work!"

[Once Steiner's defeated:]

Steiner: "Bah! Only a flesh wound!"

/PV05 -- Outside |

Cymbalist: "Whew. I'm so glad my cymbals survived the crash."

Conductor: "Zzzz...Zzzz..."

Trumpeter: "Yo! Get off of me!"

Cinna: "This has gotta be the worst situation we've ever been in."

Zenero: "Garnet's missing. Blank's already searching inside. You search for her outside."

Mosco: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3 --> "I want mail, kupo!"

/EF01 -- First Prison Cage Fight |

[When the battle starts, Zidane glows red.]

Narrative: Trance!

Steiner: "Wh-What is that light!?"

Zidane: "I don't know. Somehow, it raises my power."

Steiner: "Could it really be Trance...!? I've heard of it before!
Trance is induced by a surge of emotion."

Zidane: "Alright, let's take him!"

[If you attack when Garnet's HP is low, Zidane'll say:]

Zidane: "Yo, this is no time to be attacking!"

/EF01 -- Second Prison Cage Fight |

Vivi: "Let me go! Help me!"

[Vivi casts Fire on its captor.]

Narrative: Magic seems effective.

[Vivi casts it again next turn.]

Narrative: Nice!

/PV06 -- Cockpit |

Baku: "I got nothin' else to say. If you don't agree with me,
you're free to leave the band anytime."

/PV07 -- Outside Vivi's Room |

Cymbalist: "Plants that attack people... I guess they don't call
it Evil Forest for nothin'."

Blank: "I gave that black mage some medicine. He'll be alright.
Why don't you go see him? I think he wants to thank you."

[Once you re-enter the screen, Blank will say:]

Blank: "What's wrong? Why are you so fidgety? Sit back and relax.
We ain't goin' anywhere for a while."

/PV08 -- Outside Steiner's Room |

Marcus: "We locked that old knight up in the instrument storage

room. He fusses a little from time to time, but he hasn't been all that bad."

/PV09 -- Cargo Room |

Drummer: "Am I gonna die here...?"

Violinist: "Did you hear that? Something's crying..."

/PV10 -- Outside |

Zenero: "Been quiet so far."

Benero: "Nothin's comin' in on our watch."

Cinna: "Look around you. At this point, we'll be lucky if we can even defend ourselves."

Mosco: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "I want mail! Kupo!"

/PV11 -- Vivi's Room |

Vivi: "....."

/PV12 -- Outside Vivi's Room |

Cymbalist: "Plants that attack people... I guess they don't call it Evil Forest for nothin'."

Blank: "Well, what are you waiting for? Go talk to the boss."

/PV13 -- Cargo Room |

Drummer: "I don't think you guys should be fighting."

Violinist: "Hey, what's going on here?"

/PV14 -- Cargo Room |

Blank: "Way to go, Zidane. I unlocked the door to storage, so you're free to go talk to that knight."

Violinist: "I can't believe you're leaving. You're crazy."

Drummer: "I'm surprised you beat him. You're a lot tougher than you look."

/PV15 -- Outside |

Zenero: "Come back whenever you need rest."

Benero: "You'll always be welcome."

Cinna: "Rules are rules, so I've gotta charge you since you're no longer in Tantalus. Sorry. What do you need?" [He sells stuff to Zidane.]

Mosco: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "There's a letter for Zidane!"

From Ruby to Zidane

Zidane! Are you alright? I'm doin' good! I met an interesting stranger in Alexandria today! I'll tell you more soon.

p.s. Tell the boys in Tantalus I said "Hi!"

Mosco: "Ruby sounds like a nice girl, kupo!"

/PV16 -- Outside Vivi's Room |

Cymbalist: "Getting out of this forest is gonna be tough, but getting back above the mist is gonna be even tougher... It's a long way to Lindblum..."

Marcus: "I heard you beat the boss. You sure are something. I don't know why the boss was laughing afterwards... Maybe you hit him too hard."

/PV17 -- Cockpit |

Baku: "Evil Forest ain't gonna be no walk in the park. Better keep yer eyes peeled. I'm countin' on you to find the princess!"

/PV18 -- Cargo Room |

Violinist: "I don't know if you're brave or just stupid."

Drummer: "I'm surprised you beat him. You're a lot tougher than you look."

/PV19 -- Prima Vista Exit |

Blank: "You chickened out already?"

/PV20 -- Outside |

Zenero: "Come back whenever you need rest."

Benero: "You'll always be welcome."

Cinna: "What do you need?" [He sells items.]

Mosco: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "What do you want to do? Kupo?"

R5 --> Read Mail

R6 --> Cancel

R5 --> "Which letter do you want to read?"

R6 --> How Ya Doin'?

R7 --> Cancel

R6 --> [Zidane reads Ruby's letter.]

R7 --> "I want mail! Kupo!"

/PV21 -- Cargo Room |

Drummer: "Sounds good, eh?"

Trumpeter: "Brrum, brrrum, brrrruum!"

Cymbalist: "Playing the cymbals isn't as easy as it looks."

Violinist: "I love playing marches! They're so enlivening!"

Conductor: [You can't speak with him for some reason.]

/PV22 -- Outside Vivi's Room |

Marcus: "Blank's with the boss."

/EF03 -- Riverbank |

[Zidane can find a waterfall in Evil Forest, on a side-path.]

Zidane: "I wonder where this river goes..."

/EF04 -- Forest Spring |

Monty: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "What do you want to do? Kupo?"

R5 --> Give Monty a letter

R6 --> Cancel

R5 --> "A letter from Kupo? Thanks for the delivery! Kupo!"

From Kupo to Monty

I think Queen Brahne is up to something... but I suspect Princess Garnet even more! Kupo! She might leave home soon... with a prince on a white horse... Maybe it's just my imagination.

Monty: "Hmm? Princess Garnet? Didn't she just...?
Oh, never mind. Kupo."

R6 --> "I want mail! Kupo!"

[If you talk to Monty again:]

Monty: "I just received a letter from Stiltzkin! Let's read it together! Kupo!"

From Stiltzkin to Monty

I'm in a very cold place right now. It's really strange. It wasn't like this last time I came here... But I guess this is why I travel: to encounter the unexpected. Anyway, I'm gonna get outta here before I get trapped in ice!"

Monty: "A cold place... Oh, I must know where he is! Kupo!
There must be something strange going on."

/EF04 -- Plant Brain Battle |

[Blank arrives mid-battle.]

Blank: "Whew, I made it just in time. Step aside. I'll take care of this."

/EF04 -- N. Gate - Melda Arch |

[Zidane inspects the door.]

Zidane: "....."

R1 --> Listen close

R2 --> Don't do anything

R1: (I can hear people...and something that sounds like metal grinding.) "Maybe I can..."

R3 --> Call out to someone inside

R4 --> Leave

R2: [Cancels actions.]

R3: "Anybody there?"

Woman's Voice: "...Y-Yes?"

Zidane: "Th-That voice...!" (It's a chick! What a sexy, husky voice!) "What are you doing in a place like this?"

Woman's Voice: "...I sell medicine."

Zidane: "Wow... It must be tough. If you'd like, I can help... (Wait a minute... I'm with Princess Garnet! ...That's too bad.)

R5 --> Buy some medicine from her

R6 --> Don't do anything

R4: [Cancels actions.]

R5: "Do you mind selling me some of your medicine?"

Woman's Voice: "...Sure." [She only sells potions.]

R6: [Cancels actions.]

/IC01 -- Moogle Room |

[A frozen moogle is in one of the rooms.]

Zidane: "Huh? What's this...?"

[Vivi melts it.]

Zidane: "Whoa!"

Moogle: "Hot! Hot! Hot! You bastards!!! Oh, I can move again.
Thanks, kupo!"

[The ATE "'Teach me, Mogster!' Lesson 2' cues. Afterwards, if Zidane talks to him (Mois) again:]

Mois: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "Hey, you gotta deliver a letter to Gumo for me!
Kupo!"

R5 --> Sure

R6 --> No Way

R5 --> "Thanks, kupo!" [He gives the letter.]

R6 --> "I'm so sad, kupo..." [He doesn't give the letter.]

/IC02 -- B. Waltz Fight |

[The battle starts and Black Waltz No. 1 chants:]

Black Waltz No. 1: "Ice Giant, Sealion... Come before me!"

[A giant monster forms out of ice.]

Black Waltz No. 1: "Go, Sealion!"

[Once Black Waltz No. 1 is killed:]

Black Waltz No. 1: "Ugh...! Sealion, kill him for me!"

/OM01 -- O. Mountain Shack |

Morrid: "Ah, my coffee smells delicious!"

[If Zidane inspects a ship model in the house:]

Zidane: "Didn't this model go on sale to commemorate the building of the fifth theater ship?"

Morrid: "I bought it at an auction in Treno. I have money to spend these days. What I really wanted was some rare coffee."

Zidane: "My friend used to have one, too, but I bet he lost it in the incident..."

Morrid: "I'll give it to you if you get me some rare coffee."

Zidane: "Really!?"

Morrid: "I don't lie. Let's see... I want to try Burman, Kirman, and Moccha coffee. If you find all of them, bring them back to me."

[If Zidane observes the model again.]

Zidane: "What a neat model. They only make stuff like this in Lindblum."

/DL01 -- Inn Room |

[Zidane inspects a sitting table.]

Zidane: "Hey, this must be 'color fortunes'! It was a big fad in Lindblum a few years back."

Narrative: Color Fortunes / 10 Gil per Divination

R1 --> Try

R2 --> Don't try

R1: "10 Gil, huh?"

[Zidane reads his fortune, and gets one of these:]

Good Omen

A nice day to relax and put your mind at ease.

Lost things will be returned to you, and you will eat foods that are gentle to your body.

A good day to spend indoors or out!

Good Omen

A good day filled with many of life's simple pleasures.

A nice breeze will greet you as you step out. You

will make new friends and replace a lost item with a new one.

Be yourself and let good fortune come to you.

Good Omen

Today will be a day filled with deja vu.

You will see familiar sights and eat foods that you tasted long ago. You may even find a long-lost friend.

Take a moment to recall good memories.

Your lucky color for today is "red"!

Very Good Omen

An auspicious day for you to go out and have fun!

You'll find lots of money and lost items. You'll also eat lots of yummy food, and meet interesting people.

Go out and share your luck with the ones you love!

Bad Omen

There are good days, and there are bad days.

You may be prone to injury or sickness today. Be careful of losing items and meeting strangers.

You are better off staying home today.

[After each fortune's read, this ad is said, too:]

Your lucky color for today is "_____".

Want to buy a gem in your lucky color? We have all colors! <3 <3 <3 <3 Come visit our store in Lindblum's Theater District! We're located near the air cab terminal. Look for the big clock!

Zidane: "Have I heard of this store before...?"

R2: [Dialogue cancelled.]

/DL02 -- Inn Main Room |

Innkeeper Hal: "Zzz..."

Gumo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "What do you want to do? Kupo?"

R5 --> Give Gumo a letter

R6 --> Cancel

R5: "A letter from Mois? Hmm... I don't like Mois, but I'll read it anyway. Kupo."

From Mois to Gumo

Yo! Man, I got totally iced up by some dude with wings on his back! Stiltzkin passed me by without doin' anything! Is he rude or what? Of course, I couldn't say

nothin', 'cause I was trapped inside the ice!

"He always sounds so gruff. But I'm glad to hear Stiltzkin is traveling. I can't wait to hear from him! Kupo!"

R6: "I want mail! Kupo!"

/DL03 -- Village Square |

Snot-nosed Gudo: "I wonder if he's one of them?"

Pasty Yacha: "He's definitely one of 'em."

[Zidane can look into an inn window by the well.]

Zidane: "I think I can see inside..."

R1 --> Look inside

R2 --> Don't do anything

R1: "No one's back yet..."

R2: [Doesn't look in.]

/DL03 -- Village Pub |

Bratty Marin: "I saw it moving for the first time..."

Dutiful Daughter Slai: "I'm sorry, we're not open yet. Or do you need medicine?"

R1 --> Yes

R2 --> No

R1: [She sells items.]

R2: [Dialogue cancelled.]

[Zidane can have a few mini-conversations by talking to Slai.]

Zidane: "Did you see a girl with long hair come in?"

Dutiful Daughter Slai: "Nope."

Zidane: "Can I ask you something? What are those strange patterns just outside the village?"

Dutiful Daughter Slai: "I'm sorry... I'm really busy right now."

Zidane: "Do you want me to help?"

Dutiful Daughter Slai: "Is that some sort of trend?"

Zidane: "Trend? What are you talking about?"

Dutiful Daugster Slai: "There's already a man helping me."

[If Zidane tries to go behind the counter:]

Dutiful Daughter Slai: "You can't come inside!"

/DL04 -- Pumpkin Patch |

Old Lady: "A girl? I saw her go back to the village."

/DL05 -- Windmill |

Yaff: "I don't think we need a guard... Oh, forget what I just said."

[Zidane inspects a locked door.]

Zidane: "I'm gonna need the key to open this up... It says Mayor's Key here."

[Zidane climbs up the windmill ladder and looks around.]

Zidane: "I can't get near the treasure box while the windmill is turning."

/DL06 -- Mayor's House |

Mayor Kapu: "I'm the mayor of this village. Who are you? I'm busy. Please leave."

/DL07 -- Equipment Shop |

Shopkeeper Eve: "Welcome!" [She sells items.]

/DL08 -- Village Square |

Bratty Marin: "I love chocobos! Here, listen carefully... Did you hear that?"

Pasty Yacha: "We don't have to work the farm because of them."

Snot-nosed Gudo: "I wonder if it can run and stuff."

/DL09 -- Inn Room |

[Once Garnet's sent back to the inn, Zidane can look in the window and see what she's doing. She's practicing her speech.]

Dagger: "And instead of 'I apologize,' it's just 'I'm sorry.' I appreciate... No, I should just say 'thanks.'"

[If Zidane talks to Garnet in the room before talking to Vivi:]

Dagger: "Vivi and Steiner aren't back yet."

Zidane: "I'll go get Vivi."

/DL10 -- Pumpkin Patch |

Old Lady: "Kids these days!"

/DL11 -- Inn Main Room |

Innkeeper Hal: "E-Excuse me! I was just daydreaming. Your friend is waiting."

[After the ATE 'Queen Brahne's Steiner':]

Innkeeper Hal: "E-Excuse me! I was just daydreaming. It's 100 Gil per night. Will you be staying?"

R1 --> Yes

R2 --> No

R1: [They stay and rest up.]

R2: [Hal goes back to sleep.]

Gumo: [Says same thing.]

/DL12 -- Village Square |

Zidane: "Did you see a little boy with a tall hat?"

[The kid he asked will reply (one-time-only):]

Snot-nosed Gudo: "A boy...? I didn't see him..."

Pasty Yacha: "A boy? I don't know what you're talking about!"

Bratty Marin: "A...boy? I didn't see any boy!"

Snot-nosed Gudo: "I wonder if it runs and stuff."

Pasty Yacha: "We don't have to work the farm because of them."

Bratty Marin: "The only boys I know are the ones running over there!"

/DL13 -- Mayor's House |

[Zidane and Garnet walk in.]

Garnet: "Ahh! Why did you stop, Zidane?"

Mayor Kapu: "I'm the mayor of this village. Who are you? I'm busy. Please leave."

Zidane: "(I don't wanna cause any trouble before we find Vivi. Let's go.)"

Dagger: "(Okay.)"

/DL14 -- Village Square |

[After inspecting a "?" by where Vivi stands:]

Vivi: <Sniff... Sniff...>

Zidane: (We'll get you out...)

Snot-nosed Gudo: "I wonder if it runs and stuff."

Pasty Yacha: "We don't have to work the farm because of them."

Bratty Marin: "I love chocobos! Here, listen carefully... Did you hear that?"

Bratty Marin: "Chocobo, choco choco chocobo(note)"

[Zidane can look in the well after talking to the hidden Vivi.]

Zidane: "A well would lead underground, but I can't fit through this thing... There's gotta be a way in somewhere!"

/DL15 -- Underground Hut |

[Zidane can inspect one of the barrels.]

Zidane: "What do they use this barrel for, anyway? It is kind of weird, now that I think about it..."

[Zidane can look at the chocobo pen.]

Zidane: "So, this is why I heard a chocobo up there..."

/DL16 -- Storage Area |

[Zidane can inspect a long box.]

Zidane: "What's this? It's shaped like a coffin."

Kumop: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a letter to Mogki!"

R5 --> Okay
R6 --> No way

R5: "Thanks, kupo!" [Letter is received.]

R6: "I'm so sad, kupo..." [Letter isn't received.]

/DL17 -- Machine Room |

[Zidane can inspect a box by the water.]

Zidane: "...It's empty."

[Zidane can watch the machine spit out balls of...something.]

Zidane: "Is that...an egg? Is this machine...making eggs? This isn't a Mist engine, but there's Mist coming out of it..."

[Zidane can inspect a door with stuff coming out from under it.]

Zidane: "Is this...smoke? No... This... This is Mist! Let's see..."

R1 --> Open

R2 --> Don't open

R1: [Zidane opens the door and is attacked by 2 Ghosts.]

Zidane: "...Mist monsters, huh?"

R2: [Zidane doesn't open the door.]

[In the room behind the door, Zidane can inspect a large machine that is sucking Mist into the other room's contraption.]

Zidane: "So many machines... What are they doing here? Looks like it's sending Mist to the machine outside... What are those eggs made of...?"

/DL18 -- Machine Room II |

[Zidane can watch a chocobo powering a conveyor belt.]

Zidane: "A chocobo and...gysahl greens? The chocobo is powering the conveyor belt... Why don't they just use a machine to do it...?"

[Zidane can watch the 'eggs' disappear into a dark tunnel.]

Zidane: "Here's another strange machine... It looks kinda like the Mist engine on the theater ship."

/OM02 -- Morrid's Hut |

Morrid: "I love coffee."

[Steiner can inspect the theater model.]

Steiner: "It's a model of a theater ship... Come to think of it, isn't Tantalus a popular theater troupe in Lindblum? They don't look like anything but common criminals."

/DL19 -- Black Waltz No. 2 Fight |

Black Waltz No. 2: "Princess, stay there while I kill the others!
I won't let you get in my way!"

[If Vivi uses Fire/Blizzard/Thunder on the boss, it will say...]

Black Waltz No. 2: "Kwahahaha! This is how you use _____!"

[...and use Fire, Thunder, or Blizzard on the entire party.]

[Sometimes the Black Waltz will say:]

Black Waltz No. 2: "My mission is to take back the princess!"

[When defeated:]

Black Waltz No. 2: "Wh-Why...!?"

/DL20 -- Windmill |

[Zidane can inspect the hatch to the underground.]

Zidane: "Let's leave it alone..."

/DL21 -- Inn Main Room |

Zidane: "He's out cold..."

Innkeeper Hal: "Oh, I'm sorr...y. ...Hmm?" (I thought they captured it already.)

Zidane: "Hey, I know she's cute, but it's rude of you to stare."

Innkeeper Hal: "Oh, no, I wasn't staring at the young lady...
Th-The room is through that door..." (...Stay calm!)

Zidane: "...?"

[They spend the night automatically. The next day:]

Kumop: [Same old.]

Innkeeper Hal: [Same old.]

/CS01 -- The Belowdeck |

Dagger: "Who is behind all of this...?"

Vivi: "....."

Black Mage Crewmember: "....."

[Zidane can inspect an engine.]

Zidane: "What an old engine... Lindblum is the only place that sells Mist engines. They must be using the same engine they bought years ago. That's the thing... Alexandria is not technologically advanced, but the stuff we saw in the Village of Dali was so..."

[Zidane can inspect a treasure chest.]

Zidane: "..... It looks like a treasure chest, but it's actually part of the ship."

[Zidane can look out a window.]

Zidane: "We'll be flying over Evil Forest soon... Did the boss and the others escape safely...? I'm sure the boss would tell me that it's none of my business!"

/CS02 -- The Top Deck |

Steiner: "I will not let you near the princess!"

[Zidane can look into the cockpit from the deck, at the driver.]

Zidane: "It's like he doesn't even see me..."

/CS03 -- The Cockpit |

Dagger: "I..."

/LB01 -- GC Air Dock |

Aviator: "Wow, check this baby out! She's a classic! They used this ship's engine as the basis for all other airships. Nothing compares to this baby. You can't call yourself a true airman until you've ridden a wooden barge like this one."

Soldier: "The last regent, Cid VIII, was a great ruler. He developed the Mist-powered engine and helped modernize Lindblum."

Soldier: "Behind me is the air cab station."

/LB02 -- GC Cab Station |

[A man runs down the station's stairs and talks to a guard.]

Engineer Zebolt: "Hey, where can I find the...you know..."

Attendant: "It's in the main dock, sir!"

Engineer Zebolt: "Oh, okay. Thanks."

[Zebolt runs by Zidane.]

Attendant: "Dr. Zebolt hardly ever leaves the Airship Research Center. That cargo ship must be carrying something mighty special."

/LB03 -- GC Hallway w/ Fountain |

Umaeda: "I'm takin' the day off. You look a bit tense. Why don't you relax a bit and listen to my story? Come on, you'll love it. This is your only chance to hear it. Okay, here it goes. When I was 27... .. zzzZZ...zzzzZ..."

Umaeda: "zzzzZ...zzzzZ..."

Soldier: "Welcome to Lindblum!"

Soldier: "Welcome to Lindblum!"

/LB04 -- GC Upstairs Hallway |

Soldier: "This is a restricted area."

[Zidane finds a girl standing near a ledge.]

Zidane: "You're an airman, right? Seems like a lot of girls are joining the crew these days."
Female Crew Member: "Oh, hello..."
Zidane: "So what are you doing here? Shouldn't you be at the airship docks or something?"
Female Crew Member: "...I passed the flight test for the new model. I was really looking forward to flying No. 1, but it's gone now... Who knows when they'll finish No. 2, with the regent's current condition..."
Zidane: "Don't worry. You'll get your chance someday, and you'll be the first pilot ever to fly the new model. By the way, what's your name?"
Female Crew Member: "Thank you! I feel much better now."
Zidane: "Good. I'm Zidane and you're..."
Female Crew Member: "My name is Erin."
Zidane: "Hey, that's a really nice name. Erin, I'm gonna go get something to eat now. Do you wanna--"
Female Crew Member: "I have to get back now. Goodbye."

[She runs off, to Zidane's dismay.]

/LB05 -- GC Guest Room |

Mogki: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "What do you want to do? Kupo?"

R5 --> Give Mogki a letter
R6 --> Cancel

R5: "It's a letter from Kumop, kupokupo! Thank you very much! Kupokupo!"

From Kumop to Mogki

Stiltzkin visited me! Kupo! He said he found a place that seemed interesting, and then he left. I wish he stayed longer, kupo. Were did he go, anyway? Let me know when you find out! Kupo!

"Stiltzkin! Stiltzkin! Stiltzkin! Kupokupo! I wonder if he stopped in Lindblum!"

R6: "I want mail! Kupo!"

[Talk to Mogki again and:]

Mogki: "I have a favor to ask, kupo! I want you to deliver a letter to Atla!"

R1 --> Okay
R2 --> No way

R1: "Thanks, kupo!" [Letter is received.]

R2: "I'm so sad, kupo..." [Letter isn't received.]

Moodon: "Can I help you, kupo?"

- R1 --> Save
- R2 --> Tent
- R3 --> Mognet
- R4 --> Cancel

R3: "There's a letter for Zidane!"

From Ruby to Zidane

Ain't y'all comin' back to Alexandria! I'm so lonely!
Just kiddin'. I'm openin' a li'l theater in an alley
here. (A bartender pal o' mine is quittin' the saloon
and gettin' into showbiz. He asked me to help.)

Moodon: "Your friend is starting a mini-theater?
Sounds like fun, kupo!"

R4: "I want mail! Kupo!"

Innkeeper: "Our rate is 100 Gil per night. Will you be staying
with us?"

- R1 --> Yes
- R2 --> No

R1: [Zidane stays.]
R2: [Zidane doesn't stay.]

Marsha: "Papa's airship fighter is so cool. When I grow up, I'm
gonna fly with Papa."

Elena: "Papa should be back soon."

Marsha: "I can't wait."

[If you re-enter, Marsha's Papa will be talking to them.]

Marsha: "Hey, Papa. Where did you fly today?"

Dolf: "Just over the border."

Elena: "Really? How was South Gate?"

Dolf: "It was bad. I think it'll take a while to repair it."

Dolf: "The great thing about the festival is you get to take time
off with your family.

Elena: "I made a traditional Festival of the Hunt dish. I don't
know if it's good, but I made plenty of it!"

Marsha: "Hey, don't you think my papa's cool? He rides in an
airship called the Viltgance."

Locke: "Air cabs are amazing. Back in the old days, we had to walk all the way to the Theater District. I don't think I could ever walk that far anymore. I'd probably croak if I did."

Soldier: "This year's festival is gonna be awesome."

Soldier: "Who do you think's gonna win? I'm puttin' my money on Ivan."

Soldier: "Yeah, he's good, but I heard a female dragon knight's participating this year."

Soldier: "I bet you two cheeseburgers Ivan's gonna win!"

Soldier: "Okay, you're on!"

[If you talk to the same two soldiers again:]

Soldier: "You're entering the festival? Man, you're so lucky. Soldiers aren't allowed to participate."

Soldier: "Are you ready for the festival? If you need to buy anything, you'd better take care of it now. All the shops are closed during the event."

Silly Old Man: "Go away! I'm trying to remember what I have to do!"

Silly Old Man: "Oh yeah! I have to go take a dump."

/LB08 -- BD Hunter's Gate |

Male Red Mage: "Guess how long it takes to walk from here to the exit? Thirty minutes! Man, I can't stand these walls! If only I had an airship..."

Young Lady: "Did you come to Lindblum to shop? There are so many more shops here than there are in my hometown."

Village Sculptor: "Wow... How did they carve stone like this?"

Soldier: "This is the Hunter's Gate. You can enter Lindblum by foot here or through the Dragon's Gate. Normally, we keep the Dragon's Gate closed because it's under the Mist, where a bunch of monsters lurk."

Soldier: "That guy always acts like such a know-it-all. I don't know why he became a soldier. He should've been a tour guide instead."

/LB09 -- BD Main Square |

Tiny Chef: "I'm the head chef at Lindblum Castle. I demand the finest ingredients for all of my dishes."

Grandma Pickle: "Darn. They're not selling at all. Gysahl pickles are good, but they smell really bad."

Female Red Mage: "I just came here to watch the festival, but I guess they'll expect some souvenirs. What a bummer. I hate buying gifts... I was thinking of buying some oglop oil, but it's so disgusting."

Wimpy Guy: "I'm getting sick. The air is so bad here <hack-hack>."

It smells like I'm in a big oil refinery.

/LB10 -- BD Residence |

Card Freak Gon: "The card game is deep."

/LB11 -- BD Church St. |

Tiffany: "I hate the Festival of the Hunt! My father gets injured every year.

Unnamed Dog: "ARF!"

Lady with an Apron: "This church has been here for a long time. It's been here since before the city was even built, when this entire area was a forest. I don't know why, but this church began the Festival of the Hunt tradition.

/LB12 -- BD Church |

Old Man with a Cane: "Are you participating in the festival? I heard this year's contestants are all tough, so I don't think you have much of a chance. Ivan or Belna will probably win again this year."

Unnamed Old Woman: "zzzZ...zzzZ..."

Yaup: "Wake up, Grandma! I swear! She sleeps everywhere."

Roch: "The founder of Lindblum, Cid I, was the winner of the first festival. Cid I built this church to pass on the tradition of the festival."

Priest Theodore: "The Festival of the Hunt is neither a joke nor a traditional pastime. It is a way of life. It draws on your deepest strength and redefines courage. Be aware."

Chet: "Originally, the people of Lindblum were hunters. The tradition of the festival began around that time."

/LB13 -- BD Fountain Square |

Priscilla: "Hey, did you hear? A theater ship blew up and crashed in Alexandria. There's been a lot of commotion in Alexandria lately."

Uzu: "I trained like crazy for this year's festival. I'm gonna win for sure."

Grandma Potpourri: "Would you like to buy a flower pot? You can use it as cookware, too. I'm carrying a lot of nice pots right now.

Alice: "I think you're gonna need some medicine if you're gonna participate in the festival." [She sells items.]

Hanna: "We don't have many items in stock today, because South Gate is under repair."

Dragoos: "If you wanna come out on top in the festival, you should definitely buy some weapons here." [He sells weapons.]

Heather: "Rio, I'm bored. Let's go to another store. Come on!"

Rio: "In a minute."

Heather: "Geez..."

Rio: "Man, looking at all this stuff makes me wanna become a gladiator."

[Zidane can inspect a suit of armor.]

Zidane: "What a cheesy suit of armor... Who would buy this crap?"

[Zidane can inspect a wall of swords.]

Zidane: "I remember a guy with spiky hair who carried something like this."

[Zidane walks in on a conversation when he first arrives.]

Torres: "The fire's too strong! How many times do I have to tell you? A few degrees can make the difference between a good weapon and a bad one. Use a lower flame!"

Wayne: "Stop nagging! We've got a customer!"

Torres: "When is he gonna get it through his head...?"

Torres: "He has potential, but he doesn't work hard enough."

Wayne: "My dad means well, but he gets on my nerves sometimes. I think the bottom line is he doesn't want me to take over the shop."

[If you talk to Wayne at the counter:]

Wayne: "How's it goin'? Do you want me to make you something for the festival?" [You can synth items, then.]

[Zidane can look in the furnace used for synthing.]

Narrative: This fire's so hot, it could probably melt steel instantly.

Old Margaret: "Transportation sure has come a long way. When I was young, we used to ride chocobos. They were much slower than these air cabs. It used to take at least an hour to get to the Theater District."

Attendant: "Good day."

[Zidane can inspect the air cab.]

-Lindblum Castle Air Cab/Business District-

- R1 --> Fly to the [Theater District]
- R2 --> Fly to the [Industrial District]
- R3 --> Fly to [Lindblum Castle]
- R4 --> Don't ride

NOTE: No dialogue is said for the self-explanatory options.

/LB18 -- ID Air Cab Station |

Attendant: "Good day."

Nimitz: "Making those air cabs required a lot of effort. I nearly lost my arm in the construction."

[Zidane can inspect the air cab.]

-Lindblum Castle Air Cab/Industrial District-

- R1 --> Fly to the [Business District]
- R2 --> Fly to the [Theater District]
- R3 --> Fly to [Lindblum Castle]
- R4 --> Don't ride

NOTE: No dialogue is said for the self-explanatory options.

/LB19 -- ID Statue Square |

Hunk: "The regent built this statue when Cid VIII passed away."

Gus: "This is amazing... You can't find architecture like this anymore. This regency is so advanced."

Jacob: "Most engineers are weird. Why is that?"

Marolo: "What do you think?"

- R1 --> In the front
- R2 --> In the back

R1: "NO! Putting it in the back is more effective! Putting the engine in the front provides more stability, but less power!"

R2: "That's right! You're a smart guy! Nobody believes what I say! Putting the engine in the back results in more power!"

/LB20 -- ID Restaurant Front |

Widget: "Cid VIII, who developed the first Mist-powered engine, had a pet cat. Since then, a lot of engineers went out to get cats. I have my own, too. Her name is Gypsy."

Barry: "UGH!!! What the heck was in that dish!?"

Rupta: "Guess what? When I grow up, I'm gonna be an airship engineer! I'm gonna build a really big airship, so I can go everywhere with all of my friends!"

/LB21 -- ID The Doom Pub |

Rosco: "Ahhh~, nothing like an icy cold root beer after a hard day's work."

Lillian: "Oh, I'm sorry. We're all out of dark stew."

Shig: "Grandma's been busy sellin' her pickles lately, and she hasn't given me any attention... Sometimes, I think she loves her pickles more than she loves me."

Cujo: "<BELCH!>"

Bobo: "Hey, Zidane. Good timing. I just came up with a new dish that I want you to try."

Zidane: "Uhhh, no thanks. I'm full right now."

Bobo: "Oh yeah? That's too bad."

/LB22 -- ID Residence |

Ludruff: "You know what this is? You're not gonna believe it. It's a steam engine. It's still a prototype. The house gets hot as hell while this baby's running. That's the only problem. I'm getting thin from sweating so much."

/LB23 -- GC Air Cab Station |

Attendant: "The upstairs platform is for disembarking only."

[Zidane can inspect the air cab.]

-Lindblum Castle Air Cab/Industrial District-

R1 --> Fly to the [Business District]

R2 --> Fly to the [Theater District]

R3 --> Fly to [Lindblum Castle]

R4 --> Don't ride

NOTE: No dialogue is said for the self-explanatory options.

/LB24 -- GC Air Dock |

Same as LB01 -- GC Air Dock.

/LB25 -- GC Hallway w/ Fountain |

Newbie Soldier: "Uhhh...the airship d-dock and...the air c-c-cab terminal beyond here are s-secure.....S-SIR!"

Soldier: "Did you hear about that airship? The one that came in from Alexandria?"

Soldier: "Yeah! I heard there was a really cute girl onboard."

[If Zidane tries to take the elevator:]

Soldier: "Sorry. Only authorized personnel can use the lift."

/LB26 -- GC Upstairs Hallway |

Elite Guard: "You are not permitted to enter the guest room."

Soldier: "This is a restricted area."

/LB27 -- TD Air Cab Station |

Marian: "Air cabs are convenient, but I wish they looked more stylish. It looks so mundane, just like everything else in this town."

Attendant: "Welcome to the Theater District! Just so you know, air cabs run nonstop, around the clock. Good day."

[Zidane can inspect the air cab.]

-Lindblum Castle Air Cab/Industrial District-

- R1 --> Fly to the [Business District]
- R2 --> Fly to the [Industrial District]
- R3 --> Fly to [Lindblum Castle]
- R4 --> Don't ride

NOTE: No dialogue is said for the self-explanatory options.

/LB28 -- TD Street near Station |

Thomas: "My wife is a crazy Lowell fan. I tell you, she acts like a child when she talks about him. Heh, heh, heh..."

Rita: "I'm just a big fan, that's all. But my husband gets so jealous." <Thump-Thump, Thump-Thump...>

Tim: "The card game is really popular right now, especially in the Theater District. Almost everyone here plays."

Pigeon Lover: "I like to come here and feed the pigeons."

[If Zidane goes to the fence near the pigeons:]

Narrative: Pigeon turd alert!

/LB29 -- TD Michael's House |

Aspiring Artist Michael: "I'm looking forward to the festival. I'm gonna use the festival as the theme for my next painting."

[After seeing the Lowell performance, Lowell will be there.]

Lowell: "You were at the theater! Oh, please! Don't tell anyone about this! Please! I'll give you this!" [He gives Zidane an Autograph key item.] "Thanks as always, Michael."

Aspiring Artist Michael: "Geez. I can't finish my painting with you bothering me everyday!"

Lowell: "Come on. Forget about the painting. Let's work together. You can express your artistic talents on stage, too."

Aspiring Artist Michael: "Don't ever compare your acting with my art! If you're done with your business, get out of here."

[If Zidane talks to 'em again:]

Lowell: "Fine... What a waste of talent..."

Aspiring Artist Michael: "I wouldn't get involved with him if I were you."

/LB30 -- TD Tantalus' Path |

Member No. 28: "She's late! What's Marissa doing!? Oh, hell! [She runs off down the street.]

Member No. 36: "You're gonna go see Lowell, too?"

R1 --> Yes

R2 --> No

R1: "You know, I'm not surprised. Even if I were a guy, I'd still be in his fan club. He's so great!"

R2: "Yeah, I don't think he'd wanna see you, either."

[After seeing the Lowell performance:]

Member No. 29: "We were supposed to meet here. Where is she...?"

Member No. 56: "A big moogles just walked by, heading towards the station. He looked kinda dizzy."

/LB31 -- TD Mmrl. Theater |

Fan Club Chairman: "Stop pushing! He, who are you!?"

Zidane: "Who am I!? I'm Sir Zidane of Tantalus, the greatest bandit in the world!"

Fan Club Chairman: "...Have you ever heard of him?"

Member No. 12: "No~!"

Member No. 44: "No~!"

Member No. 3: "No~!"

Fan Club Chairman: "Go away! Stop bothering us!"

Zidane: "Ouch..."

Fan Club Chairman: "Hurry up!"

Member No. 44: "Where's Lowell?"

Member No. 12: "How much longer do we have to wait!?"

Staff: "Please. He'll be here in a minute."

[Lowell appears, and the girls all start screaming things like:]

"LOWELL <3"

"LOWELL!"

Lowell: "Hi, everyone."

[The girls go wild again, saying things like:]

"Hold my hand!"

"LOWELL!"

"I LOVE YOU <3"

"Kiss me <3"

Zidane: "What's so special about him?"

Lowell: "Thanks. I love you guys. See you all again!"

[The girls start repeating their previous flurry of compliments and Lowell leaves; a guy in a moogle suit comes to greet the girls a moment later. Of course, it's Lowell dressed up.]

Moogle: (Ouch! Damn. I can't see a thing.) "Thank you for coming to see 'Moogle Wannabe 2'...k-kupo."

Fan Club Chairman: "We don't care about you and your stupid show!
We came to see Lowell!"

[The girls wait around for Lowell some more, and the dressed-up moogle passes through them to near where Zidane stands.]

Moogle: "Phew."

Zidane: "Hey...you're--"

Moogle Man: "NO, I'M NOT! YEOWWW!!!"

[The 'moogle man' runs off.]

Zidane: "Poor guy... It's tough being popular. I should know."

Member No. 3: "Oh, I'm sooo in love with him <3"

Member No. 44: "I still haven't given him my cookies..."

Member No. 12: "I'm dying to see him again <3"

Fan Club Chairman: "Do you think he'll come out again?"

Guard: "Zzzz...Zzzz..."

Soldier: "This is a restricted area."

/LB33 -- GC Guest Room |

Naked Soldier: "Please, let me out! I'm afraid of the dark!
Heeeelp!!!"

Zidane: "Shut up! I'll let you out soon. Don't worry."

/LB34 -- GC Upstairs Hallway |

Soldier: "Good day, sir!"

/LB35 -- GC Hallway w/ Fountain |

Soldier: "Good day, sir!"

Newbie Soldier: "S-SIR! Uhhh...a-all is well, sir!"

Soldier: "Good day, sir!"

Soldier: "Good day, sir!"

Soldier: "Good day, sir! The lift is running fine, as always."

[If Zidane tries to leave in the guard's uniform:]

Zidane: "What the heck am I thinking? Dagger's upstairs."

/LB36 -- GC Hallway near Elvtr. |

Soldier: "....."

[If Zidane tries to run past the guard into the other path, a
guard will yell at the other guard:]

Elite Guard: "You! What do you think you're doing!!!? Wake up! How
dare you sleep on duty!?"

Zidane: "Whew... That was close."

[If Zidane approaches:]

Zidane: "If I get any closer, they'll be able to see me."

/LB37 -- GC Machinery Room |

Worker: "What? A girl? Oh yeah. I saw her go upstairs just a while
ago."

_____/LB38 -- GC Castle Rooftop |

Soldier: "That song is very peculiar..."

_____/LB39 -- GC Upstairs Hallway |

Soldier: "I wish you good luck in the festival."

_____/LB40 -- GC Upstairs Hallway |

Soldier: "You'd better hurry if you're gonna participate in the festival. Go to your starting point."

Newbie Soldier: "Uhhh...the airship d-dock and...the air c-c-cab terminal beyond here are s-secure.....S-SIR! I wish I could watch the festival, too..."

_____/LB41 -- GC Airship Dock |

Soldier: "Behind me is the air cab station."

NOTE: The Aviator and other soldier are now gone from the area.

_____/LB42 -- GC Air Cab Station |

[When Zidane gets there, the attendant says automatically:]

Attendant: "The air cab bound for the Theater District is now departing!"

Attendant: "Please board immediately."

NOTE: There is no option to use the cab to go anywhere else, and no dialogue is said, either.

_____/FH01 -- TD Air Cab Station |

Attendant: "Good hunting!"

[If Vivi's in the lead:]

Attendant: "Vivi's leading right now. For such a little guy, he's one heckuva magic user. He looks a little scared out there, but he's steadily increasing his score. Good hunting!"

[If Freya's in the lead:]

Attendant: "Freya's leading right now. She's a dragon knight from Burmecia. Now, she can fight! Hell, I saw some monsters run away from her. Good hunting!"

[If Zidane's in the lead:]

Attendant: "Hey, you're in the lead right now! I think you're gonna win! Good hunting!"

[If Belna's in the lead:]

Attendant: "Belna's on top right now. He's Lindblum Castle's head chef. He's out there with his knife, chopping away. Good hunting!"

[If The Strange Gourmand is in the lead:]

Attendant: "The Strange Gourmand is on top right now. He's a self-styled gourmand who eats anything that moves. The judges can't keep track of his score because he's eating everything he catches. Good hunting!"

[If Genero's in the lead:]

Attendant: "Genero's in the lead right now. He's the youngest of three brothers. He's using scissors to fight the beasts. My, how original! Good hunting!"

[If Ivan's in the lead:]

Attendant: "Ivan's in the lead right now. He's a fisherman who works off the coast of Lindblum. He's hunting with a fishing rod. He claims that he can catch anything with it. Good hunting!"

[If Lani is in the lead:]

Attendant: "Lani's leading right now. She's a beauty, they call her the 'Hunter of Love.' I don't know what that means, but I'd sure like to be hunted by her. Good hunting!"

/FH02 -- TD Street near Station |

[A man cries out (repeatedly), being chased by a Mu.]

Pigeon Lover: "GREAT SCOTT!"

Pigeon Lover: "Heeelp!"

[After rescuing him:]

Pigeon Lover: "Where did these wild beasts come from!? I almost got devoured by one."

[If Zidane tries to get in Michael's house:]

Zidane: "It's locked."

/FH03 -- TD Tantalus' Street |

[If Zidane tries to enter the Tantalus hideout during the Hunt:]

Zidane: "This is no time to relax..."

_____/FH04 -- ID Air Cab Station |

Attendant: [See FH01 for players' mini-profiles.]

_____/FH05 -- ID Street near Pub |

[If Zidane tries to enter the Doom Pub:]

Zidane: "I've got better things to do than hang out at the pub. !"

[He's attacked by a Mu after trying to enter.]

_____/FH06 -- BD Air Cab Station

Attendant: [See FH01 for players' mini-profiles.]

_____/FH07 -- BD Hunter's Gate |

Judge: "You'll be disqualified if you leave during the
competition."

[If Zidane tries to leave Hunter's Gate:]

Zidane: "I can't get myself disqualified. Not with my dream date
with Dagger at stake."

_____/FH08 -- BD Church Street |

Tiffany: "Help!"

[Once she's rescued:]

Tiffany: "Thank you!"

_____/FH09 -- BD Fountain Square |

[If Zidane goes to the square before the Zagnol's there:]

Bunce: "Man, why can't I participate?"

Lucella: "Good luck, Zidane!"

[If Zidane tries to enter the weapon or synth shops:]

Zidane: "Forget it. This is no time to be shopping."

[If Zidane goes to fight the Zagnol in the last minutes:]

Bunce: "Zidane!"

Lucella: "HELP!"

Zidane: "Hey, big boy! Turn around! Damn, you're ugly!"

Freya: "Allow me to help."

Zidane: "Okay, but I get to finish him! I've got a date with
Dagger on the line!"

Freya: "...You're ridiculous. Fine. As you wish."

[They fight the Zagnol. Afterwards:]

Freya: "That monster might've been the clincher."

Lucella: "Gee! Your friend is strong, Zidane! She's so cool."

Bunce: "Man, I could've beaten that monster on my own! Just
kidding."

/LB43 -- GC Banquet Hall |

Regent Cid: "You can leave from the Dragon's Gate, located on the
Base Level <gwok>. Then head for Gizamaluke's Grotto,
as Freya said, to go to Burmecia."

/LB44 -- GC Adjacent Hallway |

Soldier: "The conference room is right down the hall."

Soldier: "The royal chamber is upstairs."

Elite Guard: "You are not permitted to enter the royal chamber."

Elite Guard: [Same as other E. Guard.]

/LB45 -- GC Elevator's Hall |

Soldier: "The royal chamber and the conference room are down the
hall."

/LB46 -- GC Machine Room |

Worker: "Hold on one sec. My job's pretty simple, but the lift
wouldn't operate without me. You've gotta take pride in
whatever you do, know what I'm sayin'?"

Worker: "Hold on one sec. Darn it. I can't find the screw."

/LB47 -- GC Castle Rooftop |

Soldier: "It might look like we're fooling around, but this is
still one of our posts."

/LB47 -- GC Hallway w/ Fountain |

Soldier: "Who are you? I'm surprised you're allowed to be in here."

Newbie Soldier: "Uhhh...the airship d-dock and...the air c-c-cab

terminal beyond here are s-secure.....S-SIR!"

Soldier: "Did you hear about that airship? The one that came in from Alexandria?"

Soldier: "Yeah! I heard there was a really cute girl onboard."

/LB48 -- GC Upstairs Hallway |

Soldier: "This is a restricted area."

/LB49 -- GC Upstairs Hallway |

Mogki: [Same old.]

/LB50 -- GC Airship Dock + AC Station |

Soldier: "The last regent, Cid VIII, was a great ruler. He developed the Mist-powered engine and helped modernize Lindblum."

Soldier: "Behind me is the air cab station."

[At the air cab station:]

Attendant: "The upstairs platform is for disembarking only."

Attendant: "Just so you know, air cabs run nonstop, around the clock."

/LB51 -- ID AC Station + Statue Plaza |

Attendant: "Good day."

Nimitz: [Same old.]

[At the plaza:]

Gus: "This is amazing... I've never seen anything like that. Monsters stampeding all over town... I can't wait to tell my kids back home."

Jacob: [Same old.]

Marolo: [Same old.]

/LB52 -- ID Pub Street + The Doom Pub + House |

Baraki: "A lot of stuff gets damaged during the festival, what with the monsters running around and all. It's such a pain repairing everything afterwards."

Rupta: [Same old.]

Widget: [Is no longer here.]

[Inside the Doom Pub:]

Rosco: "You were awesome! You kicked some major butt!"

Cujo: [Same old.]

Shig: [Same old.]

Bobo: [Same old.]

Lilian: [Same old.]

_____/LB53 -- TD AC Station + Station Street + Michael's House |

Marian: [Same old.]

Attendant: [Same old.]

[On the street:]

Tim: [Same old.]

Thomas: "This Festival of the Hunt is really interesting. I heard there are traditional Festival of the Hunt dishes. Do you know where they serve them?"

Rita: "Oh, there are so many brave, powerful men here for the Festival! <Thump-Thump, Thump-Thump...>"

Pigeon Lover: "It finally ended, eh? I never liked the festival. It's too violent."

[In Michael's House:]

Lowell: "Fine... What a waste of talent..."

Aspiring Artist Michael: "The festival was great, huh!? I was cheering so hard, I completely forgot about the painting."

_____/LB54 -- TD Tantalus St. + Theater |

Member No. 29: [Same old.]

Member No. 56: [Same old.]

[At the theater:]

Member No. 3: [Same old.]

Member No. 12: [Same old.]

Member No. 44: [Same old.]

Fan Club Chairman: [Same old.]

_____/LB55 -- BD AC Station + The Street + Hunter's Gate |

Attendant: "Good day."

Old Margaret: [Same old.]

[On the street:]

Locke: "I wish I were young again. I pulled some crazy stunts in my early days. My buddies and I used to go to this forest northeast of here all the time and catch wild chocobos. And we raced through the plains, like the wind, with the girls cheering us on. Those were the happiest days of my life. I wonder if there are chocobos still living in that forest..."

Marsha: "Papa's gone. I wonder when he'll be back..."

Elena: "He said it was some sort of emergency. I hope he'll be alright."

Silly Old Man: [Same old.]

[At Hunter's Gate:]

Soldier: [Same old.]

Soldier: [Same old.]

Village Sculptor: [Same old.]

Young Lady: [Same old.]

Male Red Mage: [Same old.]

_____/LB56 -- BD Hotel + Main Square + Residence |

Innkeeper: [Same old.]

Moodon: [Same old.]

[At the main square:]

Tiny Chef: "I didn't put in any sleeping medicine. It wasn't me."

Grandma Pickle: "I was counting on having more sales, what with all the people coming to the festival. I've only had one customer so far. Only one."

Female Red Mage: [Same old.]

Wimpy Guy: [Same old.]

[At the house in the square:]

Card Freak Gon: [Same old.]

_____/LB57 -- BD Church Street + Church + Fountain Plaza |

Tiffany: "His name is Koo. Isn't he adorable?"

Lady with an Apron: [Same old.]

[Inside the church:]

Old Man with a Cane: "Even Ivan and Belna couldn't beat Zagnol."

Priest Theodore: "Those who are awarded the 'Master Hunter' title must live up to the honor."

Yaup: [Same old.]

Roch: [Same old.]

Chet: [Same old.]

Unnamed Woman: [Same old.]

[At the fountain plaza:]

Uzu: "Master Hunter Zidane! Sir, if you need anything, please let me know. (Dannit!)"

Grandma Potpourri: "I don't make much selling pots, but I enjoy it. How about you? Are you enjoying what you're doing?"

Narrative: "....."

R1 --> Yeah, I'm havin' fun

R2 --> No, this game sucks

R1 (Grandma Potpourri): "That's what I thought."

R2 (Grandma Potpourri): "Maybe you should buy another game."

Pricilla: [Same old.]

/LB58 -- BD Item Shop + Weapon Shop + Synth Shop |

Hanna: [Same old.]

Alice: [No dialogue; right to buy/sell screen.]

[At the Weapons shop:]

Rio: [Same old.]

Heather: [Same old, including the conversation w/ Rio.]

Dragoos: [No dialogue; right to buy/sell screen.]

[At the synthesis shop:]

Soldier: "This synthesis shop is great! Get a load of this hammer! I had them make it out of a frying pan."

Wayne: [Same old, from behind the counter; from front of counter.]

Torres: [Isn't here any longer.]

/LB59 -- GC Serpent's Gate Station + Harbor |

Soldier: "The harbor is up ahead. It hasn't been used since the Mist appeared. It's not a good idea to go out. The Mist is bad for you."

[At the harbor:]

Soldier: "I heard the harbor used to be a pretty busy place. Since we have airships running on the Mist, I guess we don't need normal ships anymore."

Soldier: "<Hack-Hack!> I'm dying to get back to the castle! I think it's a waste of time to watch over this place."

/LB60 -- GC Dragon's Gate |

Soldier: "If you're going to Burmecia, go through Gizamaluke's Grotto in the northern mountains. The best way to get to the grotto is by following the roots popping out of the ground, which extend all the way to the grotto."

Merchant: "You're all gonna travel through the Mist? Care to buy anything before you set out?"

Zidane: "Do I need anything...?"

R1 --> Yes, I do

R2 --> Forget it

R1: [Buy sell screen opens.]

R2: [Dialogue cancelled.]

Moonte: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I got a letter from Stiltzkin! Do you know Stiltzkin, kupo?"

From Stiltzkin to Moonte

I left Lindblum and headed north. I walked through the Mist and Gizamaluke and reached Burmecia for the very first time. It's raining, as expected. I'm going to look for shelter now...

Moonte: "He went to Burmecia? It might be dangerous there! Kupo!"

/QU01 -- Plank's End |

Moggy: "Gosh, Bro. You sure know a lot."

Mogster: "You want to learn from me, too?"

R1 --> Yeah, teach me some stuff

R2 --> I just need directions

R3 --> No, I already know everything

R1: "What do you wanna go over?" [Mogster can go over the tutorial options again.]

R2: "Hey, if you wanna go to Burmecia, it's further north. Press [SELECT] on the world map, and use the map to confirm your direction. Remember, you have to go through Gizamaluke's Grotto at the base of the mountain to get to Burmecia."

R3: [Dialogue is cancelled.]

/QU02 -- The Pond |

[If you talk to Quina without catching a frog:]

Person: "Hungry..."

Person: "Frogs..."

[If you talked to Quale and didn't take Quina with, s/he'll be back at the pond.]

Quina: "Zidane, I hungry. I want different food. Okay if I follow you?"

Zidane: "You still want to come along?"

R1 --> Alright, let's go

R2 --> No, you'll just hog all our food

R1 (Quina): "Okay! We go!" [S/he joins up permanently.]

R2 (Quina): "I hoped Zidane help me. I very disappointed."

/QU03 -- Quale's House |

[If you talk to Quale before you catch a frog for Quina:]

Qu Clan Member: "We Qus big frog eaters. Frogs give much energy."

[After Quina joins up:]

Quale: "Quina... S/he still needs much learning. Please help him."

/CF01 -- Chocobo's Forest |

[After Choco leaves:]

Mene: "Find chocobo footprints near forest and use Gysahl Greens. Easy to find them from above."

Mene: "Did you know, kupo? Once chocobo chooses its master, it follows him forever."

Mene: "Choco ran away from his last master. That guy was mean. Choco didn't like him, kupo..."

Mene: "I helped Choco escape. Now, we're living together, kupo."

Mene: "Choco likes you, kupo. You call, and he'll come! Please train Choco! Make him strong!"

[After bringing Choco back.]

Choco: "Kweh!"

R1 --> Learn how to navigate on Choco

R2 --> Cancel

R1: - Chocobo Navigation -

(><) :Enter Chocobo's Forest
When you meet certain requirements...

(/\) :Open menu

([]) :Look for treasures

(O) :Dismount

[SELECT] :Switch navigation map

[L1][R1] :Camera control

[L2] :Lock/unlock camera rotation

[R2] :Switch perspective

R2: [Cancels 'conversation' with Choco.]

Mene: "What do you want, kupo?"

R1 --> What's the big secret?

R2 --> I want Gysahl Greens

R3 --> Nothing

R1: "Welcome back, kupo! I knew you'd get the hang with Choco! Kupo! Here's the thing, kupo. Choco has the ability to seek out treasures and items hidden underground. But I can't ride chocobos. Will you help me, kupo? 60 gil per game, and you keep all the items Choco digs up! Wanna pay me 60 gil?"

R4 --> Pay

R5 --> Don't pay

R2: [Zidane can buy Gysahl Greens, 80gil/per]

R3: [Cancels dialogue.]

R4: "Good call, kupo! I'll let you use Choco's ability for 60 gil per minute!"

R6 --> Try now

R7 --> Try later

R5: "Ask me again if you feel like trying later, kupo."

R6: "Okay! Let's give it a try, kupo!" [The game starts.]

R7: "Ask me again if you feel like trying later, kupo."

NOTE: After viewing the 'big secret' option and playing the game once R1 changes to 'Play Chocobo Hot & Cold,' which looks like this:

Mene: "It's 60 gil per game, kupo!" (Current Funds: _ _ _ _ _)

R1 --> Play

R2 --> Don't play

[If you play the game and dig up four treasures:]

Mene: "Kupo! That's amazing! I'll give you bonus time after 4 discoveries! I'll double the points from here! I'll give you 10 extra seconds! Good luck, kupo!"

[When you dig up a 'Stone With Patterns':]

Zidane: "What's this Stone with Patterns?"

Mene: "Can I see? Kupo? ...There's a picture of some location on the stone, kupo. This place must have tons of treasures... Why don't you go out of the forest and look for this place? Kupo? It's free of charge, of course. Go outside and press (/ \) while you're riding on Choco to choose which stone you want to find, kupo. You can dig with ([]). I've got an idea, kupo! Let's call this stone 'Chocograph' from now on."

Zidane: "...Chocograph?"

Mene: "I think Choco's been searching for something all his life. There must be tons of treasures, kupo! You might find some cards, so you should leave some room in your card inventory, kupo!"

NOTE: Finding a Chocograph lets Choco have a new option in-forest, where you can view the ones you have so far. Minor thing.

/GZ01 -- Broken Entrance

Dead Guard: "....."

Dead Guard: "....."

/GZ02 -- First Bell Door |

Burmecian Soldier: "....."

/GZ03 -- Four-door Room |

[If you open the rightmost door of the three clustered together,
you can talk to a soldier on the path.]

Burmecian Soldier: "Take this bell..."

Burmecian Soldier: "Please...protect Burmecia..."

/GZ04 -- Moogle's Room |

[After saying you like Kupo Nuts:]

Moguta: "I want more Kupo Nuts!"

Mogmi: "Thanks again! Now we can go on our honeymoon! Can I help
you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R3: "There's a letter from Moodon! It's probably a letter
of congratulations on our marriage! Let's read it!
Kupo!"

From Moodon to Mogmi

This year's Festival of the Hunt was sooo exciting!
Kupo! The highest score was _ _ _ points! A guy named
_____ won the title! Last year's winner, Belna, only
got 96 points! Oh, it was so much fun!!!

Mogmi: "It wasn't a congratulation letter, but it was
fun to read! Kupo!"

[If you start climbing up the vine in the room:]

Moguta: "It's dangerous outside! Kupo!"

/SG02 -- Entrance Gate |

[If Steiner tries to leave:]

Steiner: (I must act natural!)

Carpenter Hans: "Things are strange around here. There are rumors of ghosts... How did South Gate get destroyed, anyway?"

Carpenter Hans: "And is it true that the castle welcomed the old airship even after it caused that accident?"

Carpenter Hans: "I wonder what's really going on..."

Jobless Jeff: "Sigh... I declared bankruptcy and sold my shop. It was called Altair. We sold magic items. It's just a regular shop now."

Jobless Jeff: "I should've taken all my magic items with me when I gave it up."

Worker: "This gate breaks down a lot, 'cause the hinges don't fit very well. This road leads to the bottom of the Mist. No one uses it. There's no need to fix it, really. So, I just polish up the gate and make it look all nice. That takes care of it for a couple months. Hee hee."

Steiner: (You were the reason we couldn't come in through this gate!)

R1 --> Kill

R2 --> Don't kill

R1: [Garnet kicks Steiner through the bag.]

Steiner: (I almost lost control of myself!)

R2: (I must tolerate him for the sake of the princess!)

[After talking to the chief engineer:]

Chief Engineer: "I know I'm young and inexperienced, but I'm eager to learn!"

[After talking to the worker:]

Worker: "Rub-rub! Rubba-dub!"

[After the chief runs to the worker:]

Worker: "Scrubba-dub! Scrubba-dub-dub!"

[After getting Mary to talk to Jeff:]

Part-time Worker Mary: "...I really liked your store. It had a nice atmosphere, a lot of sunlight, and a nice sign. But what made the store really special for me was... The real reason I went to your store was..."

Jobless Jeff: "Who is this girl?"

Part-time Worker Mary: "This is my first time talking to him! I wish I'd done it sooner."

[If Steiner tries to climb a ladder with the bag:]

Steiner: "I cannot climb like this."

[If Steiner tries to exit the screen back to the guards' post:]

Steiner: (I must act natural!)

[If Steiner tries to enter the alley before removing the two:]

Steiner: (I must get rid of them before I go into the alley.)

[If you disobey the Short Guard when he calls for Steiner:]

Short Guard: "Come over here."

/SG04 -- Bohden Station |

Construction Worker: "South Gate is a big place. It's a mountain,
actually. You can check the board over there
to see where you are."

Construction Worker: "Berkmea... It's a work of art."

Item Seller: "Come get your goods!" [Repeats this phrase.]

Item Seller: "Welcome, welcome." [Buy/sell screen opens up.]

Grimo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R3: "I have a favor to ask, kupo! I want you to deliver a
letter to Nazna!"

R4 --> Yes

R5 --> No way

R4: "Thanks, kupo!" [He gives you the letter.]

R5: "I'm so sad, kupo..." [He doesn't give you the letter.]

Conductor: "Will you be boarding Berkmea?"

R1 --> Board

R2 --> Don't board

R1: "May I see your Gate Pass?"

Dagger: "Okay!"

Conductor: "Yup, that's the one. We can depart
right now if you want."

R3 --> Depart

R4 --> Not yet

R2: "We won't be departing for a bit. Take your time."

R3: "Alright, then. Please go inside. We'll be
departing shortly." [Garnet boards.]

R4: "We will be departing shortly. Please come back
soon."

[If Dagger tries to go back to the previous screens:]

Dagger: "I shouldn't go back..."

[If Dagger looks at the bulletin board nearby, Steiner explains the map of the area to her.]

Steiner: "...M-Miss Dagger. The gate we just crossed is called Bohden Gate. And we are here, at Bohden Station, still inside Lindblum. South Gate itself is inside Lindblum territory, but... ..the cable car will take us over the Aerbs Mountains into Alexandria. And this is Treno Gate, which is where we are heading. Treno, the City of Nobles, should not be too far from there."

[If Dagger looks at the board again:]

Narrative: Listen to the itinerary? {Yes/No}{Same as above}

No --> Current location: Bohden Station

/SG05 -- Berkmea Car #1 |

Conductor: "The car's empty as you can see. Sit wherever you want."

/WM01 -- World Map #1 |

[If you try to enter a place with a large sandstorm before going to Burmecia:]

Narrative: The sandstorm is too fierce!

[It's possible to go to the Chocobo's Dream World by finding the Healing Shore chocograph treasure near the sandstorm place:]

Fat Chocobo: "Those who come here seek companions and a home...
Choco... You seek a quiet life with other chocobos.
...Am I right?"

Choco: "Kweeeh!"

Fat Chocobo: "Wanderer... We await your return... Choco, you now have the ability to cross rivers! You can only get to the lagoon from a beach. The road is long, but you have taken the first step..."

/BR01 -- Street |

Dead Man: "....."

Dead Woman: "....."

/BR02 -- Residence |

Dead Man: "....."

Dead Woman: "....."

/BR03 -- Residence |

Burmecian Soldier: "Ugh... Get the bell...by the bed, and...go to the palace... Protect the king, please..."

Burmecian Soldier: "....."

/BR04 -- After the Stairs |

Dead Man: "....."

Dead Woman: "....."

/BR05 -- House near Castle |

[The party finds a winded soldier and a woman in the house's 1F.]

Wei: "Come on, dear! We have to go now!"

Kal: "I can't move anymore. Go on without me..."

Wei: "No! I can't do that! Remember that promise we made to each other in front of Master Gizamaluke?"

Kal: "How could I forget... But my only wish now is for you and our child to survive. Please bear a healthy child, darling. Raise him to be strong."

Wei: "Oh, Kal!"

Zidane: "It's too dangerous to stay here. You have to escape to Lindblum. I'm sure Regent Cid would protect you."

Wei: "But my husband... He was hurt by those black mages. He can't move. How can we possibly escape to Lindblum!?"

Zidane: "LOOK OUT!"

[Zidane moves Kal out from underneath a statue, before it falls.]

Zidane: "Whew, that was close!"

Kal: "Geez... Thanks."

Wei: "Thank you."

[A Burmecian soldier runs in.]

Gray: "Wei! Kal! Are you alright!?"

Kal: "Yeah, we survived, somehow. Can you give me a hand?"

Gray: "Sure."

Kal: "Thanks again, pal. Maybe I'll see you again in Lindblum. By then, my kids'll be born. You definitely have to come and see them."

Zidane: "Yeah, I'm looking forward to it. Take care."

[The three Burmecians flee.]

/BR06 -- Armory |

[The party walks into an armory.]

Freya: "Is there anything here we can use? This spear... It's pretty light and easy to use."

Zidane: "Alright, let's go beat up some black mages!"

[He looks at Vivi.]

Zidane: "Come on. You know I didn't mean you."

Vivi: "I know... But... Never mind..."

Zidane: "Vivi..."

/BR07 -- Moogle Shelter |

[When you walk in, Stiltzkin walks in soon after.]

Stiltzkin: "Well, look who we have here. Hey, buddy. Do you want to buy something?"

Stiltzkin: "Here's what I got: Soft, Hi-Potion, Ether. Do you wanna buy 'em for 333 gil?"

R1 --> Okay

R2 --> Forget it

R1: "Thanks. This'll keep me goin for another week or so."

R2: [Dialogue cancelled; he'll ask again next time...]

[After buying:]

Stiltzkin: "I can't stand all this rain."

Atla: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Mogshop

R5 --> Cancel

R3: "Thanks for delivering the letter from Mogki! Kupo!"

From Mogki to Atla

I heard that Stiltzkin is headed in your direction. Kupo! I've never met him. Tell me what he's like if you meet him. Kupo! Check and see if he travels with a map of the entire world and with rare items, like the rumor says! Kupo!

Atla: "Stiltzkin is my hero! I'll give this to you in exchange for the delivery!" [Receive: Kupo Nut] "I have a favor to ask, kupo! I want you deliver a letter to Monev!"

R6 --> Okay

R7 --> No way

R4: [Can buy/sell items and such from the moogle! =o]

R6: "Thanks, kupo!" [Letter is given.]

R7: "I'm so sad, kupo..." [Letter isn't given to Zidane.]

/SG06 -- Summit Station |

Conductor: "This car is going back to Lindblum territory."

Part-time Worker Mary: "I'm more comfortable out here. The rest area is full of rowdy men. I wanted to stay by his side, but I have to work, too."

Cable Car Enthusiast: "Welcome to Summit Station! Do you know how the cable cars work?"

R1 --> Yes

R2 --> No

R1: "Good! Why not go to the rest area?"

R2: "The Berkmea cable cars were built 8 years ago. They are a symbol of the friendship between Lindblum and Alexandria! They are powered by Mist engines, invented in Lindblum. The cars work by pulling on each other. When one car is at the bottom of the mountain, the other is at the top."

/SG07 -- Rest Stop Area |

Steiner: "I am mapping out a plan for the rest of our journey!"

Shopkeeper: "Get your supplies here before you cross the border."
[Buy/sell screen opens up.]

Worker: "South Gate serves as a gate to airships, as well as cable car travelers. But the gate's broken right now; the airships can't pass through."

Worker: "I can't believe I'm stuck here, working in the middle of nowhere."

Chef: "Hey there, welcome!"

R1 --> How's business?

R2 --> Do you sell anything special?

R1: "Business is good! It's always busy here."

R2: "Ah, yes! You gotta try our famous bundt cake! The perfect gift for the family! Take one home today for your loved ones! It's the world-famous South Gate Bundt Cake!"

Nazna: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "A letter from Grimo? Kupo! Thanks for the delivery!"

From Grimo to Nazna

I feel so sad when I see Mary, the part-time worker. Have you ever fallen in love? I've never fallen in love before, kupo. If watching someone else in love is so difficult, I wonder how difficult it is to actually fall

in love myself?

Nazna: "I'm never gonna fall in love! It's just not worth it..."

[Talk to Nazna again, and:]

Nazna: "I have a favor to ask, kupo! I want you to deliver a letter to Mochos!"

R5 --> Sure

R6 --> No Way

R5 --> "Thanks, kupo!" [He gives the letter.]

R6 --> "I'm so sad, kupo..." [He doesn't give the letter.]

Attendant: "The car to Alexandria will be arriving shortly."

Dagger: "What was that?"

Attendant: "The car to Lindblum just departed."

Voice: "I missed my ride!"

Dagger: "...? That voice sounds familiar."

[Dagger can look at a map on the wall.]

Narrative: Current Location: Summit Station

[After Marcus and Cinna arrive, Dagger can talk to them. Depending on which one she talks to first, the convo will be:]

Dagger: "You're Marcus, right? What are you doing here?"

Marcus: "Princess!? What are YOU doing here?"

Cinna: "Hey, check it out! It's the princess."

Marcus: "When we escaped from Evil Forest..."

Steiner: "Princess! You shouldn't waste your breath on criminals!"

Dagger: "You must be Cinna. What are you doing here?"

Cinna: "Hey, check it out! It's the princess."

Marcus: "Princess!? What are YOU doing here?"

Cinna: "When we escaped from Evil Forest..."

Steiner: "Princess! You shouldn't waste your breath on criminals!"

[If you talk to Marcus or Cinna (who says the same thing as Marcus) again, the last two lines repeat.]

[Once the cable car to Alexandria arrives:]

Attendant: "Cable car to Alexandria, now at Summit Station!"

/SG08 -- Summit Station |

[Once the car to Alexandria's arrived, and Dagger talks to Cinna:]

Dagger: "Say, why is Marcus heading to Treno?"

Cinna: "Are you going to Treno, too? Marcus's got a deal in Treno."

Dagger: "A deal...?"

Conductor: "We'll be departing for Alexandria shortly."

Cinna: "You'd better get on the car."

[On subsequent conversations, Cinna repeats his last line.]

Steiner: "Princess, let us go inside."

/SG09 -- Berkmea Car #2 |

Part-time Worker Mary: "I'm gonna work hard and help him open another shop."

Steiner: "I shall not meddle in your affairs!"

/SG10 -- Alexandria Station |

Conductor: "This car is returning to the summit. You can't go back."

Part-time Worker Mary: "Welcome!" [Buy/sell screen opens.]

[Dagger can look at a map.]

Narrative: Current Location: Alexandria Station

/SG11 -- Gate 2 Dali |

Guard: "The Village of Dali is beyond this gate. You gotta go to the other gate if you wanna get to Treno."

Guard: "What, you wanna pass through here?"

R1 --> Yes

R2 --> No

R1: "You got a Gate Pass? ...I guess you do. I'll open it now."

R2: [Dialogue cancelled.]

[After the guard opens the gate:]

Guard: "Will you get outta here? I wanna close the gate."

[If Dagger is coming into the gate from the other side:]

Guard: "Huh? What do you want?"

R1 --> I want to pass through

R2 --> I want to talk

R3 --> Nothing

R1: "You gotta have a Gate Pass to pass through here. You got a Gate Pass? ...I guess you do. I'll open it now."

R2: "The airship gate is still broken. But the construction workers are gathering, so it should be fixed soon."

R3: [Dialogue cancelled.]

/OM03 -- Shack & Mtntop |

Morrid: "I love coffee."

[If Dagger looks at the theater ship model:]

Dagger: "Uncle Cid hired Tantalus out of concern for my safety...
That means the Tantalus troupe is also a group of
bandits... I wonder if they're always stealing where they
perform?"

[If Dagger goes up the top of the mountain and inspects:]

Dagger: "Ah, now I know what they use this place for. They use it
as a beacon for the cargo ship."

Dagger: "I should've observed more carefully before..."

/IC02 -- Exit Path |

[If Dagger tries to re-enter the Ice Cavern:]

Dali Villager: "Don't go inside the cavern! The ice is melting
inside. It might come crashing down."

/DL20 -- Dali Main St. |

Pasty Yacha: "Tee hee! We're gonna be rich! Thanks, Queen Brahne!"

Bratty Marin: "Our chocobo works really hard! I wish they'd let
him out in the sun sometimes, though..."

Bratty Marin: "Do you know that chocobos remain loyal to one
master? I feel kind of sad for our chocobo..."

[When Dagger first arrives back in Dali:]

Dagger: "Feels like it's been forever since I last visited..."

/DL21 -- Dali Inn |

Gumo: [Same old.]

[In the inn's bedroom:]

Snot-nosed Gudo: "I'm sitting in for my dad. It's 100 Gil per
night!"

R1 --> Stay

R2 --> Don't stay

R1: [They stay; no dialogue spoken.]

R2: [Dialogue cancelled]

[If Dagger looks at the color fortunes machine:]

Dagger: "This must be... This must be 'color fortunes.' I've never
seen the real thing before."

[If Dagger looks at the books in the room:]

Dagger: "Crazy money? What does that mean?"

/DL22 -- Dali Shop |

Shopkeeper Eve: "Hey, thanks for coming back to visit me! I updated the 'Useful Info' bulletin board! Check it out! Welcome!" [Buy/sell screen opens up.]

[For updated Useful Info board, look up DL06.]

/DL23 -- Windmill |

Yaff: "! Hey, you're a cutie. Wanna go with me to an observatory nearby? The view is wonderful. That's what I want to say, but I can't leave my post. Somebody snuck in during my shift. The mayor was furious."

Dagger: (He sounds just like... I've changed... I used to feel so embarrassed when he would talk to me like that. I'm not embarrassed at all anymore...)

Yaff: "Everything beyond this point is off-limits."

/DL24 -- Mayor's House |

Mayor Kapu: "I'm the mayor of this village. Who are you? I'm busy. Get out."

Dagger: "Sorry."

[If Dagger enters again:]

Mayor Kapu: "Stop bothering me! I'm busy. Get out."

Dagger: "Sorry."

/DL25 -- Pumpkin Patch |

Old Lady: "Haven't you been here before...? You're a strange girl. There's nothing to see here. Wasn't so a year ago. It was a beautiful farm. Now the farm has been destroyed, and everyone's holed up underground. Don't you think Queen Brahne's policy changes are a bit drastic?"

R1 --> Yes

R2 --> No

R1 (Dagger): "Yes, I do, ma'am. I'll do my best to get you back your farm."

R2 (Dagger): "No... Well, I will get to the bottom of this, I promise you. I'll do my best to get you back your farm."

Old Lady: "...You really are very strange, you know that?"

[After talking:]

Old Lady: "I want to go back to the days when we all tended the farm..."

[If Dagger goes to corner of the crop field and uses the "?":]

Dagger: "It's only been a few days since I piloted the cargo ship
and crossed South Gate..."

/DL26 -- Dali Pub |

Dutiful Daughter Slai: "I'm sorry, we're not open during the day.
Or do you need medicine?" {Yes/No}

/SG12 -- Gate 2 Treno |

[Dagger arrives at the gate.]

Guard: "Hey, we gotta lower the gate first. Show me your Gate
Pass. Yup, this is it! Hey, will you lower the gate? Be
careful out there."

Guard: "Treno is only a short walk from this gate."

/QD01 -- Dining Room + Balcony |

[Dagger can inspect a wall:]

Dagger: "Hmm? There's writing on the wall. Someone measured height
here... Let's see... 'Six months since I adopted Vivi.
Still too small to eat'?"

[Out on the balcony:]

Dagger: "The clock has stopped... It must've stopped recently...
Oh, it stopped the week before I left Alexandria."

[Dagger can look over the balcony:]

Dagger: "There's something at the bottom of the ledge, in the
ocean... Looks like foam..."

/TR01 -- City Gates (Stnr POV) |

Guard: "....."

Guard: "....."

Thug: "Heh, what are you doing here, Sir Knight?"

Nobleman: "How do you like the scenery? Isn't it beautiful?"

Noblewoman: "It looks splendid... But isn't it dangerous around
here?"

Nobleman: "I-I'll protect you!"

Nobleman: "P-Please don't interrupt our date."

[If Steiner goes over to the fountain:]

Narrative: There is a 10 Gil coin in the water.
R1 --> Throw in 10 Gil

R2 --> Don't do anything

R1: You feel happier...

R2: [Steiner penny-pinches and doesn't contribute.]

[Once Steiner finds Garnet:]

Thug: "Heh heh heh... Girls shouldn't be walking alone at night."

/TR02 -- East Slums (Strn POV) |

Shopkeeper: "We've got a wide selection! Take your time and see!"

[Buy/sell screen opens up.]

Thug: "There's gotta be an easier way to make a quick buck...?"

Carpenter: "Our houses need repair constantly. Not like the nobles' houses."

Natalie: "Take a good look around, Mario. We're gonna get out of this slum someday and live in a mansion on the waterfront!"

Mario: "We're gonna become nobles! Right, Sis?"

Mario: "We're gonna become nobles someday!"

Natalie: "Mario! Don't tell strangers about our big plan!"

/TR03 -- Treno Pub (Strn POV) |

Barkeep: "It costs 100 Gil to rest here."

R1 --> Sure, let me rest

R2 --> Never mind

R1: "Use whichever bed you want." [Rest ensues.]

R2: "Then buzz off."

Thug: "This guy stole a ton of money from some noble's mansion in Treno. He's my hero. I wanna be famous like him."

Waitress: "A bearded man with glasses and some guy went down the staircase. But I can't let you through without my boss's permission. Sorry."

[Steiner can look at a wanted poster downstairs.]

Sign: WANTED!

10,000 Gil reward to whoever catches him!

/TR04 -- Waterline (Strn POV) |

Drunk: "Nobles are livin' a life of luxury by the sea...while I'm drunk, livin' on the streets... ..Life stinks!"

Old Man: "I used to gamble up a storm at the Card Stadium when I was young."

[Steiner can scare a moogle out of hiding in a doorway, with a dog chasing after him over and over:]

Moogle: "Kupo!"

Mogrich: "W-We're really good friends! Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "There's a letter from Stiltzkin! Let's ready it together! Kupo!"

From Stiltzkin to Mogrich

There's trouble in this rainy city. The guys I saw there were heading towards Vube Desert, west of Burmecia... They'll only find sandstorms. What could they possibly want? I'm gonna follow them and see..."

Mogrich: "Vube Desert is so far away! Stiltzkin is amazing! Kupo!"

/TR05 -- Card Arena (Strn POV) |

Card Seller: "Cards for sale! Buy some before you enter the stadium! It's 100 Gil per card."

R1 --> Goblin Card

R2 --> Flan Card

R3 --> Skeleton Card

R4 --> Fang Card

R5 --> I don't want any

NOTE: No dialogue on any of the above (^) options.

Father: "I'm gonna win today and get you a new card!"

Son: "Dad, don't. Mom doesn't like it when you gamble."

Card Game Usher: "This card game stadium is a gathering place for nobles! What do you need to know about the card game rules?"

R1 --> What do you need to play the card game?

R1a--> How do you play the card game?

R1b--> What is a combo?

R2 --> Cancel

R1: "You need 5 cards to play the card game! Approach someone and press ([)]! Some people may refuse, though! The Card Stadium is a special place! You can play against many different players once you enter the stadium!"

R1a: "You play on a 4x4 grid! You place cards, alternating with your opponent! Sometime's your opponent's card will flip over! Check the yellow arrows on the edge of the cards! When the arrow points to your opponent's card, and it flips over, that card is yours! Watch out, though: if your opponent's card

has an arrow pointing at your arrow, there will be a card battle! The number that appears on the card is the card's power! The number decreases during battle, and the card with the higher number remaining wins! When several arrows point at each other, multiple card battles occur! In that case, you can choose where to begin the chain of card battles! Plan carefully: how one battle ends will affect the subsequent battles! You can also utilize combo techniques!"

R1b:"What is a combo, you ask? When you flip an opponent's card, you can also flip over the cards where your opponent's arrows are pointing! But if your card loses the battle, your own cards can work against you to flip over more of your cards! That's the power of combos! Get a perfect score using combos!"

R1c:"When you win a card game, you'll receive one card from your opponent... ..but if you flip over all of your opponent's cards and score a perfect game, you receive all of your opponent's cards! Try to get the highest collector's level!"

R1d:"Open 'Card' from the menu to check your collector's level! Your level increases as you collect more cards! Your title also goes up as you gain levels! The name of the highest title is unknown, because no one has ever reached it!"

R1e:"It's a big secret! Figure it out for yourself!"

R2: [Cancels dialogue.]

/TR06 -- Cafe Carta (Stnr POV) |

Adventurer: "Treno shops sell items from all over. It's an excellent place to prepare for a journey. I hate to get my usual..."

Nobleman: "What do you want? I have nothing to say to the likes of you."

Young Nobleman: "How do you like it here? Isn't it nice?"

Noblewoman: "It's beautiful. I'll come back with someone else."

[Steiner can look at a sign on a vacant table:]

Sign: Cafe Carta
Members Only

/TR07 -- Synth Hlwy (Stnr POV) |

[After viewing Treno Tradition, the 4-armed guy is there.]

Four-armed Man: "What do you want?"

Steiner: "Have you seen a beautiful young princess... I mean, a girl around here?"

Four-armed Man: "Nah, I didn't see any cute girl with long hair..."

Steiner: "What!? What did you say!?"

Four-armed Man: "Nothing! I didn't say anything! I never said I stole any money from her..."

Steiner: "!"

Four-armed Man: "I-I bought a Power Belt with her money. I'll give it to you! Forgive me!"

Steiner: "Come back here!"

[The thief runs off.]

Steiner: "Coward..."

[Steiner can listen in to a conversation downstairs by the railing]

Nobleman: The main attraction of tonight's auction is Reflect Ring, supposedly."

Young Nobelman: "Interesting..."

Noblewoman: "But if that's true, there's no chance in the world I could ever afford to buy it."

Nobleman: "You never know. If other people spend money buying other items, it could be cheaper. The man who always sits in the front row is there to buy the main attraction. You can try recommending other items to him, maybe..."

/TR08 -- Synth Shop (Strn POV) |

Scholar: "Bishop, the master of this mansion, likes to fund scholastic research. He also runs a synthesis shop and rents out a nearby tower to a researcher. Rich people do strange things."

Clerk: "Welcome!" [Synth shop opens up.]

/TR09 -- Queen's House - Front (Strn POV) |

Female Adventurer: "You brought Stellazzio for Queen Stella? It better not be a fake. That bird lady can tell right away."

Criminal: "She didn't fall for my cheap imitation Stellazzio!"

/TR10 -- Queen Stella's House (Strn POV) |

Queen Stella: "I am collecting star-shaped coins called Stellazzio. Oh, you have the _____. Give it to me in return for a reward. Will you give me your Scorpio?"

R1 --> Yes

R2 --> No

R1: "Oh, you are most kind! Now give it to me!" [She gets the Stellazzio.] "<Quack! Quack! Quack!> You may take the reward from my servant!"

R2: "You're cheap."

[If you don't have any Stellazzio on you:]

Queen Stella: "I am only interested in collecting Stellazzio."

Servant: "Please bring the Stellazzio to the queen when you find them. The queen will reward you with a gift when you do."

Servant: "We have received ___ Stellazzio from you."

/TR11 -- Left Walkway (Stnr POV) |

Guard: "Where did he go...?"

Girl: "This tower is always closed. Something fishy's going on!"

[If Steiner tries to enter the door to the tower:]

Narrative: It's locked.

/TR12 -- Equipment Shop (Stnr POV) |

Old Woman: "What can I do for you?"

R1 --> Buy/Sell

R2 --> What's that monster down there?

R2a--> I want to fight that monster

R3 --> Nothing

R1: [Buy/sell screen opens up.]

R2: "The master of the Knight family, who owns this building, keeps that monster as a pet. He likes to see people challenge it and get beat up."

R2a:"Are you sure? I can't guarantee your safety. Go stand in the middle of the cage."

R3: [Dialogue cancelled.]

[If Steiner beats the monster:]

Old Woman: "Wow, I can't believe it... Here's your prize." [He gets a Tonberry Card.]

/TR13 -- Auction Front (Stnr POV) |

Noblewoman: "Why did you have to pay 5,000 Gil to buy a piece of junk like that!?"

Nobleman: "I-It's not junk!"

Nobleman: "Come on, don't be mad..."

Noblewoman: "I'm taking it out of your allowance!"

Guard: "This is the King family auction site!"

/TR14 -- Auction House |

[The format for the auction goes like this:]

Auctioneer: "Today's items are... A rare item, _____! A rare item, _____! A rare item, _____! The acclaimed _____! First... A rare item, _____! Starting at _____ Gil!"

[Bids are given in this format: "_____ Gil!" Then:]

Auctioneer: I just heard _____ Gil! _____ Gil! Anymore? Sold for _____ Gil! Our next item is... A rare item, _____! Starting at _____ Gil!"

[The same format happens until the last item, which goes like:]

Auctioneer: "Our next item is... The acclaimed _____! Starting at _____ Gil!"

[After the last item is sold:]

Auctioneer: "We will take a short break."

NOTE: Some of the adjectives like "rare" and "acclaimed" change depending on which item it is.

/TR15 -- Dock Under Pub |

[When Garnet goes to see Baku, she can talk to Steiner, who is chasing her down.]

Steiner: "Will you please hear my counsel and turn back?"

R1 --> No way

R2 --> Okay

R1: "Princess!" [He repeats his question.]

R2: "Oh, I'm so glad! Thank you, Princess! [The scene plays out again like she told Marcus she needed more time to get ready.]

/TR16 -- Right Walkway |

Guard: "There are so many criminals here nowadays."

Girl: "I saw him! I saw an old man wearing glasses walking out of this tower! This is big..."

/TR17 -- Tot's House |

Marcus: "Now I can save my bro!"

Steiner: "I can't believe I must travel with a lowly criminal!"

{If Dagger tries to leave:}

Dagger: "I want to talk with Doctor Tot some more."

/GR01 -- Gargan Roo

Mochos: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Thanks for delivering the letter from Nazna! Kupo!"

From Nazna to Mochos

Grimo, in South Gate's Bohden Station, sent me a letter saying he feels sad when he sees Mary in love... ..but I think he feels that way because Grimo himself is in love. Kupo... Am I right?

Mochos: "Hmm. I also know that Nazna is in love with Grimo..."

[Before you find the tunnel-connection sequence trigger:]

Tot: "Let's see... Where was that sequence trigger?"

[After you find the lever:]

Tot: "Please pull on that lever over there."

[After the Gargant is summoned:]

Tot: "Where was the lever?"

/GZ05 -- Gizamaluke's Grotto |

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Phoenix Pinion]

R2: "Sad, kupo..."

[After giving him the Kupo Nut you got in Burmecia:]

Moguta: "I want more Kupo Nuts!"

[In the large room:]

Burmecian Soldier: "Please...protect Burmecia..."

[In the room with the dead soldier:]

Narrative: R1 --> Check the soldier's body

R2 --> Offer a silent prayer

R1 (Zidane): (Sorry about that.) [Receive: Gizam. Bell]

R2: [Cancels action.]

[At the front gates (Lindblum-side):]

Guard: "....."

Guard: "....."

/QM04 -- Qu's Marsh |

Quale: "Quina...S/he still need much learning. Please help him."

Moggy: [Same thing.]

Mogster: "You want to learn from me, too?"

R1 --> Yeah, teach me some stuff

R2 --> I just need directions

R3 --> No, I already know everything

R2 --> "You wanna go to Cleyra? Well, what are you doin'
back here? Cleyra is west of Burmecia! Press
[SELECT] on the world map and check where you're
going."

/LB61 -- Dragon's Gate |

Soldier: "Lindblum is on high alert. We've stopped all trolleys
and closed off all entrances to the castle."

Merchant: [Same old.]

Moonte: [Same old.]

/CF02 -- Chocobo's Forest |

[If you've done the Healing Shore chocograph treasure already:]

Mene: "Who is that chocobo, kupo!? Where is Choco!?"

Zidane: "I'm not sure what happened, but he is definitely Choco."

Mene: "...You're right, kupo. But why...? Oh!!! Legend was true,
kupo! I'll tell you a secret. I'm looking for paradise on
earth! Only chosen chocobos can evolve and lead their
masters to that paradise, kupo! Let's evolve Choco so that
we can go to paradise! Kupo!"

[The rest of the stuff plays out the same. If you find 8 items:]

Mene: "Wow, that's amazing that you found so many, kupo! But you
need to stop! I'll go out of business if you keep going,
kupo! I'll give you a special bonus if you just quit now!"

[If you ask Mene about his "Exchange points" option, first time:]

Mene: "This is a service I offer, kupo! I'll give you a point for each item you find. Exchange points for items when you save up enough!"

[If Zidane digs up a Chocograph Piece:]

Zidane: "What's this Chocograph Piece?"

Mene: "Can I see, kupo? It's a fragment of a Chocograph, kupo. There's something carved on the back. It's faded, kupo... I'll put it in Key under your Item Menu. Take a look, kupo. I think you're supposed to collect the pieces until you complete one Chocograph! Kupo!"

[After you dig up a lot of chocographs:]

Mene: "Choco says he can't find any more Chocographs here for now."

/CL01 -- Cleyra's Trunk |

[At some interval, Zidane can put his hand into a hole:]

Zidane: "Now what?"

R1 --> Examine hole
R2 --> Put hand into hole
R3 --> Do nothing

R1: "So dark, I can't see a thing."
R2: "Uh-oh! Sand's coming!"
R3: [No actions taken.]

Monev: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "Thanks for delivering a letter from Atla!"

From Atla to Monev

Kupo! Strange people came into town and destroyed the entire place! What the heck is going on? Kupo! I don't wanna see any more pointy hats! Monev should be careful too! Mabe you should move somewhere..."

Monev: "Things are terrible in Burmecia! Kupo! Are we gonna be okay here? Kupo? I'll give you this in exchange for the delivery!" [Receive: Kupo Nut]

[If Zidane strays from the path in the tunnels, he can find a coiled lever:]

Zidane: "Now what?"

R1 --> Pull lever
R2 --> Do nothing

R1: [Sand stops flowing one way, and goes the other.]

R2: [No actions are taken.]

/CL02 -- Kildea's Tour |

[Forest Oracle Kildea takes the party on a Cleyra tour, showing them the waterwheel and a small pond first.]

Forest Oracle Kildea: "This is our source of water. I shall elaborate later on how we have water up so high here. Now for our next stop."

[She shows them an inn/square.]

Forest Oracle Kildea: "And this is the liveliest part of our town. But there's no market today, so the usual crowd is gone... Let's move on."

[She shows them the windmill 'complex' up further.]

Forest Oracle Kildea: "This windmill brings the blessings of water to our humble town. It uses the power of the sandstorm to pump water up from the ground. Come. Next, I shall show you the observatory."

[She shows them a lookout point.]

Forest Oracle Kildea: "The observatory is where the citizenry comes to relax. Here, we observe our protector, the sandstorm, and here, we pray to it. Next is the cathedral, the last stop on our tour."

[Up at the cathedral:]

Forest Oracle Kildea: "The High Priest, who brings peace to our souls, resides in the cathedral. The king of Burmecia and Lady Freya are meeting inside this building. It also houses a harp whose magic stonepowers the sandstorm. Let us make our way back."

[They walk back to the entrance.]

Forest Oracle Kildea: "And that concludes the tour."
Zidane: "Thanks a lot!"

/CL03 -- Town Entrance |

Forest Oracle Kildea: "I haven't been a guide in ages."

Forest Oracle Kildea: "Behind me lies the lair of antlion, a foul beast. It has been quite tame recently, but I do not recommend provoking it."

[By not taking the tour, Kildea will say before the antlion line:]

Forest Oracle Kildea: "I am sorry that I cannot be of service."

Vivi: "M-Maybe I should ask her to show me around again."

[If you don't take the tour, Quina will stand around, too.]

Quina: "I sense good tastes here in this tree-town!"

/CL04 -- Water Pond |

Burmecian Soldier Gidd: "Only a tiny fraction of us made it here
to Cleyra... Dammit!"

Burmecian Soldier Din: "I hope everyone who stayed in Burmecia is
doing okay..."

Moon Maiden Claire: "The sandstorm that protects our town is
powered by magic. To keep the storm in motion,
we perform a sacred dance to the melody of a
harp adorned with a magic stone."

/CL05 -- Inn Front |

Burmecian Soldier Dan: "Hey, I remember meeting you in Burmecia!
If there's anything I can do, just ask me!"
[Weapon buy/sell screen opens up.]

Burmecian Refugee Learie: "Will we ever seen Burmecia again...?"

Burmecian Kid Jack: "It's my first time away from home!"

Burmecian Kid Adam: "I can't stand the sandstorm! It's too loud!"

[After viewing the two Vivi ATEs:]

Burmecian Kid Adam: "I don't think that kid was one of the
pointy-hat demons anymore."

Burmecian Kid Jack: "I don't think that kid was a pointy-hat
demon."

Burmecian Soldier Dan: "Come to think of it, that Vivi kid didn't
mean us any harm! I guess we got carried
away..."

[Dan says after that:]

Burmecian Soldier Dan: "Hi. What can I get ya?" [Equip. shop opens]

/CL06 -- Cleyra Inn |

Night Oracle Donnegan: "We have rooms for 100 Gil. Would you like
to stay?" {Yes/No}

Mopli: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "There's a letter for Zidane!"

From Ruby to Zidane

I decided to start a small theater, but I ain't had any luck finding actors... Do you know any good actors who are looking for work? Man, how I wish y'all were here! Come to think of it, you Tantalus guys look like a bunch of outlaws! Just kidding.

Mopli: "Kupo! Is she looking for actors? I want to become an actor..."

[After viewing the ATE 'I-I Haven't Hurt Anyone':]

Vivi: "I've never done anything bad..."

/CL07 -- Observatory |

Flower Maiden Sharon: "Are you a friend of that strange, apron-clad individual?"

Water Maiden Shannon: "I wonder where s/he learned to speak so strangely..."

/CL08 -- Windmill Area |

Sand Oracle Safrea: "Cleyra has not seen visitors for hundreds of years."

Star Maiden Nina: "I have a few items, actually..." [Item buy/sell screen opens.]

/CL09 -- Cathedral Front |

Burmecian Soldier Gary: "Cleyran people are kinda stiff, but they're nice once you get to know 'em!"

Burmecian Refugee Lorena: "We're so happy the Cleyrans decided to take us in!"

Sun Oracle Florin: "In days of old, the folk of Cleyra and Burmecia lived under the same sky. But Cleyrans fled to this tree to avoid conflict with the Burmecians, who began to value the arts of war."

Wind Maiden Eileen: "Burmecian are like us Cleyrans, in that both societies value dance. Our tradition, however, is older. Thus, our dances evoke greater power than those of Burmecia."

/CL10 -- Cleyran Sandpit |

[After viewing the two Quina ATEs:]

Quina: "I so hungry now! Even spiral here start to look like ice cream..."

[Quina jumps in the sandpit.]

Zidane: "What are you doing, Quina!?"

Quina: "So dizzzzzzzzy!"

Zidane: "Sometimes you're so annoying!"

[Zidane jumps in after Quina, and they both fall down through the screen with the bridge that leads into the Cleyra tunnels.]

Quina: "Fall down far!"

[They land in a screen already landed in, near a treasure box.]

Quina: "Too scary! But good thing we exercise!"

Zidane: "Hey, a treasure chest! It's about time we got a lucky break!"

Quina: "But I bet there no yummy-yummies... Or they rotten anyway!"

[The treasure chest has a Silk Robe, and they have to walk all the way back up to Cleyra from there.]

Zidane: "What now?" {Jump Down/Stay here}

/CL11 -- Cathedral Lobby |

Tree Oracle Wylan: "I have a message for Master Zidane from Lady Freya. I was told to convey the following...
'Zidane! This may take some time, so please wait at the inn!'"

Sky Oracle Mylan: "I am afraid I cannot let you pass."

/CL12 -- Cleyra Inn Front |

[You can talk to the Night Oracle before he leaves the area:]

Night Oracle Donnegan: "I shall go inform the high priest."

/CL13 -- Cathedral Lobby |

Tree Oracle Wylan: "What!? The antlion has attacked!?"

Sky Oracle Mylan: "A child was mauled!?"

/CL14 -- Cleyra Entrance |

Burmecian Soldier Dan: "A kid's being attacked by an antlion!"

/CL15 -- Cathedral Front - Freya POV |

Sun Oracle Florin: "This could be the end of Cleyra."

Wind Maiden Eileen: "The disappearance of the sandstorm heralds
the coming of invaders."

/CL16 -- Cathedral Lobby - Freya POV |

Burmecian Refugee Lorena: "I wonder why they couldn't just restart
the sandstorm?"

Burmecian Soldier Gary: "I knew they would come!"

Tree Oracle Wylan: "Could a magical force powerful enough to break
the harp's strings be aimed at us?"

Sky Oracle Mylan: "This is the act of someone with unspeakable
power!"

/CL17 -- Cthdrl Harp Room - Freya POV |

Moon Maiden Claire: "The strings...breaking? How forboding!"

King to Burmecia: "Have you seen Puck?"

Cleyran High Priest: "This stone has protected Cleyra since the
days of old. I hereby bestow it upon you, in
hopes that you may learn to use it. [Freya
gets an Emerald.]

Cleyran High Priest: "I fear that an attack is coming."

/CL18 -- Windmill Area - Freya POV

Sand Oracle Safrea: "I regret this happening on your stay in
Cleyra..."

Star Maiden Nina: "I still have some merchandise..." [Buy/sell
screen opens]

/CL19 -- Water Pond - Freya POV |

Forest Oracle Kildea: "With the weakened winds, even this windmill
may come to a stop..."

Burmecian Soldier Gidd: "If it's war they want, then it's war
they'll get!"

Burmecian Soldier Din: "I have a bad feeling about this..."

/CL20 -- Observatory - Freya POV |

Flower Maiden Sharon: "The view has completely changed..."

Water Maiden Shannon: "A view devoid of sand... This troubles me."

/CL21 -- Cleyran Inn - Freya POV |

Night Oracle Donnegan: "You may rest here. You need pay me nothing." {Thanks!/No Thanks!}

Burmecian Refugee Learie: "No matter what happens, I must protect my children."

Burmecian Kid Adam: "At least it's a lot quieter..."

Burmecian Kid Jack: "I'm worried! I'm so worried!"

Burmecian Soldier Dan: "Just speak up if you need anything from me!" [Equipment shop opens up.]

Stiltzkin: "How about a three-piece combo of Hi-Potion, Ether, and Phoenix Pinion for 444 Gil?"

R1 --> Sure!

R2 --> No thanks

R1: "Thanks to you, kid, I can continue my journey!"

R2: [No dialogue spoken]

[After buying:]

Stiltzkin: "This place is so dirty, you know! I can't stand it!"

Mopli: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "There's a letter from Monev! Kupo! Let's read it together!"

From Monev to Mopli

People are climbing up to Cleyra since the sandstorm disappeared... Kupo. I have a bad feeling about this. What's going to happen!? Will Cleyra end up like Burmecia? Isn't there anyone who can help us? Kupo!"

Mopli: "That sounds awful! Kupo!! I'm gonna pack and leave with Stiltzkin!"

/CL21 -- Cleyran Sandpit |

Stiltzkin: "Wh-What the...? What just happened!?"

Mopli: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a letter to Serino!"

R5 --> Okay

R6 --> No way

R5: "Thanks, kupo!" [He gives the letter]

R6: "I'm so sad, kupo..." [He doesn't give the letter]

[Instead of saying, "I want mail, kupo!", Mopli will say:]

Mopli: "Oh, no..."

/CL22 -- Cathedral Lobby |

[Depending on who survives, they'll appear in the lobby.]

Burmecian Kid Jack: "Here, this is for you!" [Receive: Nymph Card]

Burmecian Kid Jack: "What's happening!?"

Tree Oracle Wylan: "I hope you find this useful..."[Receive:Ether]

Tree Oracle Wylan: "Who just ran by...?"

Sand Oracle Safrea: "I hope this is of use to you..."[+P. Pinion]

Sand Oracle Safrea: "Who just ran by...?"

Burmecian Kid Adam: "Here, this is for you!" [Receive: Zuu Card]

Burmecian Kid Adam: "What's happening!?"

Flower Maiden Sharon: "Please, take this." [Receive: Remedy]

Flower Maiden Sharon: "We're done for!"

Water Maiden Shannon: "I hope you can use this." [Receive: P. Down]

Water Maiden Shannon: "We're done for!"

Burmecian Refugee Learie: "Protect them with this." [+Elixir]

Burmecian Refugee Learie: "I just want to save the children..."

Mopli: [Same old + "Oh, no..." instead of "I want mail, kupo!"]

/RR01 -- Red Rose Walkway |

Serino: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "A letter from Mopli? How unusual! Kupo! Let's read it together!"

From Mopli to Serino

By the time this letter reaches Serino, Cleyra may be destroyed... Stiltzkin kept saying, "I've been through stuff like this before. We'll be fine" But what if we won't be okay this time!? Kupo!!!"

Serino: "Kupo! So, that's what the big sound was... I wonder if Mopli and Stitzkin are okay?"

[Talk to Serino again, and...]

Serino: "I have a favor to ask, kupo! I want you to deliver a letter to Moodon!"

R1 --> Okay

R2 --> No way

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/RR02 -- Pod Deck |

Freya: "It seems like Vivi has a plan."

/AC16 -- Dungeon Entrance |

Alexandrian Soldier: "Open this gate at once!"

Alexandrian Soldier: "You won't get away with this!"

/AC17 -- West Tower Entrance |

Briereicht, Pluto Knight VI: "The Red Rose? No, it hasn't arrived yet."

Weimar, Pluto Knight VII: "What!? The princess's life is in danger! Get out of here. You're kidding. I think Zorn and Thorn were arguing in the queen's chamber earlier."

/AC18 -- Castle Library - Right |

Scholar: "It may have something to do with the secret in the queen's chamber."

Scholar: "I found an old reference material that talked about a purple flame, but I don't know if it has any significance."

Kohel, Pluto Knight III: "What? The princess is back in Alexandria?"

Blutzen, Pluto Knight II: "You're looking for the princess? Maybe she's in her room, although she could be in the queen's chamber."

/AC19 -- Castle Library - Left |

Scholar: "The queen is trying to collect the jewels?"

Scholar: "The jewels you speak of are actually not a whole jewel, but shards of a single jewel."

Scholar: "It seems that the jewel was divided into several pieces.

Scholar: "Alexandria, Lindblum, and Cleyra each recieved a piece of the jewel for safekeeping."

Laudo, Pluto Knight IV: "I read an old book the other day. It said the purple flame in the queen's chamber holds some secret."

[Zidane can find a "?" and "talk" to it.]

Narrative: I hear someone talking.

R1 --> Try to listen

R2 --> Ignore it

R1: Challenge me, if you dare.

R3 --> Challenge

R4 --> Forget it

R2: [Actions are cancelled.]

R3: [The fight against Tantarion ensues.]

R4: Save your energy...

[If you beat Tantarion:]

Narrative: You are worthy...

/AC20 -- Kitchen |

Dishmeister: "The princess's favorite dish is peach pudding."

Ovenmeister: "The queen's favorite dish is deep-fried bat."

Onionmeister: "The queen's room is on the 3rd floor."

Eggmeister: "Look at how perfectly I fried this egg. Isn't it beautiful?"

/AC21 -- Guardhouse |

Dojebon, Pluto Knight V: "I'm changing right now!"

/AC22 -- Garnet's Room |

Mullenkedheim, Pluto Knight IX: "The queen's chamber? Go out of this room and turn right."

/AC23 -- Extraction Room |

Mosh: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Kupo! I just received a letter from Kupo! Let's read it together!"

From Kupo to Mosh

Kupo! What's goign on in Alexandria!? Soldiers are everywhere! I heard a rumor that Princess Garnet returned to Alexandria! Princess Garnet left the castle, I guess she still believes in Queen Brahne!"

Mosh: "What could Princess Garnet and Queen Brahne be thinking? Kupo! I don't understand how the royal family thinks..."

NOTE: The last sentence in Kupo's letter changes depending on if Garnet said she believed the queen or not. The one where she has faith is already listed; the one where she's skeptical will read:

"I guess Princess Garnet left the castle because she suspected Queen Brahne!"

[On your way back down (after Steiner leaves to assist Beatrix), you can check in on Mosh again.]

Mosh: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a letter to Monty!"

R5 --> Okay

R6 --> No way

R5: "Thanks, kupo!" [He gives you the letter.]

R6: "I'm so sad, kupo..." [You don't get the letter.]

/PR01 -- Pinnacle Rocks |

Monty: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Thanks for delivering this letter from Mosh! Kupo!"

From Mosh to Monty

Monty! Were you able to escape Evil Forest? Kupo! I think this continent is headed for some serious disaster! It might be too late by the time we realize it.

Monty: "Escaping the petrified Evil Forest was quite a

task! Kupo! I escaped by following some suspicious-looking people."

[You can find a Ramuh manifestation at the crash site:]

Ramuh: "Historian's explanation:

Although Joseph's death was not reported to his daughter, the manner of his death speaks for itself. This is the story of a true hero. That's 'Hero.' You have __ to go."

[You can find a manifestation in the screen with Monty, to the NW]

Ramuh: "Once upon a time, 33 small countries fought together

against an empire. One day, a rebel troop visited a man named Joseph, who lived with his daughter. Owing a debt to the troops, he gladly accepted their plea for help. They headed for a cavern in the snow field. That's 'Beginning.' You have __ to go."

[You can find a manifestation in the same screen as Monty, half-hidden in the water.]

Ramuh: "Historian's explanation:

The fact that they didn't report Joseph's death to his daughter is indicative of their guilt for failing to protect him. In the end, heroes are also human. That's 'Human.' You have __ to go."

[You can find a manifestation in a screen left of where Monty is.]

Ramuh: "With Joseph's help, the troop defeated the adamantoise in

the snow field cavern and acquired the Goddess Bell they needed to enter the empire's castle. That's 'Cooperation.' You have __ to go."

[You can find a manifestation behind the screen with 'Cooperation']

Ramuh: "On their way home, they fell into a trap set by a traitor.

Joseph gave his life to save the troop. The troop left without telling Joseph's daughter, Nelly, about the tragedy. That's 'Silence,' the last piece."

[If you go back to Monty after receiving the Peridot:]

Monty: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "Kupo! This letter is tattered... It's from...Stiltzkin, kupo. I'm scared. Read along with me?"

From Stiltzkin to Monty

This...

might be...

the end of me...

Monty: "What's wrong!? Kupo! What happened to
Stiltzkin!?"

/LB62 -- BD Main Street |

Alexandrian Soldier: "The people of this country still don't
understand. Regent Cid lost the war. Why
don't they face the truth?"

Marsha: "Mommy... Daddy... Where are you? Please don't leave me
here..."

Alexandrian Soldier: "Are you going to resist us?"

R1 --> Yes, to the death!

R2 --> No, wouldn't dream of it

R1: "Oh, really? I admire your courage. Armed
with the black mage army and the idolons,
Queen Brahne is invincible! Resistance
will only bring death."

R2: "That's good. Yes, leave everything to
Queen Brahne. Armed with a black mage
army and the idolons, Queen Brahne is
invincible! Resistance will only bring
death."

[Zidane can happen upon a conversation, where villagers stand over
a black mage that's wounded.]

Old Man: "Finish it off!"

Engineer: "Should I crush its head? How about its chest?"

Zidane: "Stop it! He's a living creature!"

Young Man: "What did you just say!?"

Zidane: "Brahne programmed them to kill, but they're just like
anybody else!"

Young Man: "Lies! They may look human, but that's where the
similarity ends! They destroy everything...like
wrecking balls destroy buildings. They don't even know
we're made of flesh and blood!"

[Afterwards:]

Old Man: "If it's human, make it understand the suffering it
caused! Make it understand that it killed my only son!
Otherwise... My son's death has no meaning!"

Young Man: "They didn't even flinch, even when one of their own
got killed. They made monsters seem docile!"

Engineer: "I don't care if it lives. My friend was burned alive by
it!"

/LB63 -- BD Inn |

Innkeeper: It's 100 Gil per night. Do you wanna stay here?"
{Yes/No}

[Upstairs:]

Moodon: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Ah, it's a letter from the flying moogle, Serino!
Thanks for delivering the letter, kupo!"

From Serino to Moodon

I rode an airship called the Red Rose, but I saw something horrible... Kupo. The eidolon Odin's power is terrifying. It destroyed Cleyra completely. There's not even a trace of the city left now..."

Moodon: "Brahne's Red Rose destroyed Cleyra!? Brahne is scary, kupo!"

[Talk to Moodon again, and...]

Moodon: "There's a letter for Zidane!"

From Ruby to Zidane

Oh, I'm havin' a terrible time finding actors! I'm willing to take anyone who can read at this point! What was his name? That narcissist from Lindblum? I'd even take him! Get him over to my mini-theater! We need to get some business!

Moodon: "Does she mean Lowell? He's a narcissist, alright, kupo!"

[Ask yet again and...]

Moodon: "I have a favor to ask, kupo! I want you to deliver a letter to Moonte!"

R1 --> Okay

R2 --> No way

R1: "Thanks, kupo!" [You get the letter.]

R2: "I'm so sad, kupo..." [You don't get the letter.]

/LB64 -- BD Marketplace |

Alexandrian Soldier: "Rejoice, for you are now a part of the Alexandrian Empire!"

Alexandrian Soldier: "I can't believe we wiped this place out in just one night... The black mage soldiers and eidolons are not of this earth. It's as if we opened Pandora's Box..."

Maron: "An airship fell out of the sky and almost hit me! Thank goodness it was only a small cargo ship!"

Old Margaret: "Hmm? Is someone there? Black mages blinded me. What

a terrible loss. I won't ever see my newborn
grandson's face again."

Alexandrian Soldier: "Do you know a rebel group called Vigilantes?"

Zidane: "Oh..."

R1 --> Yes

R2 --> No

R1: "If their leader is a man named Justin... Please tell
him this. Please tell him to stop what he is doing.
Tell him Nicole said so."

R2: "If you do, you must report it to me right away!"

[In the Card Freak's house:]

Card Freak Gon: "War is so primitive. Why couldn't they play a
card game to settle their differences?"

[By the overturned pickle cart:]

Narrative: There are pickles scattered everywhere. It smells awful
around here.

/LB65 -- BD Air Cab Station |

Attendant: "All the air cabs in service got shot down by the black
mages. It hurts me even to think about it. What did our
customers ever do to them?"

/LB66 -- BD Fountain Square |

Alice: "Sorry, my shop got destroyed, and I don't have much to
sell..." [Buy/sell screen opens up.]

[In the weapons shop:]

Alexandrian Soldier: "I was thinking about buying a new sword! But
everything is so expensive here. I wonder if
he'd give me a discount?"

Dragoos: "(I raised the price 'cause I don't wanna sell them
anything. But I'll give you a major discount!)" [Buy/sell
screen opens up.]

[In the synth shop, if you talk to Wayne behind the counter:]

Wayne: "A black mage was attacking my dad by the time I got
here... He escaped with his life, but he burned his hands
in the fire. He said he won't be able to do any more
synthesis work... ...so I asked my dad to train me. I'm
gonna become a great synthesis worker like him! I'll work
hard."

[Zidane can look in the furnace:]

Narrative: The flame looks so cold... It's as though it's weeping.

/LB67 -- BD Marketplace |

Seth: "Darn it, I lost everything in the attack. Where's the combat ship armada when you need it?"

Lindblum Officer: "It's a shame that we don't have enough power to fight Brahne. Cleyra resisted, and her eidolon destroyed it... I heard that you can't even enter Cleyra. The regent told us to live today and fight tomorrow. I'm going to heed him and wait for the day when we rise against Brahne."

Maron: [No longer in this screen.]

Card Freak Gon: [Same as in LB64.]

Alexandrian Soldier: [Same as in LB64.]

Alexandrian Soldier: [Same as in LB64.]

Alexandrian Soldier: [Same as in LB64.]

/LB68 -- BD Main Street |

Justin: "H-Hey! Don't talk to me! You'll blow my cover! I'm the leader of the Vigilantes! Is that so? That's what Nicole thinks... But this is my cause. I can't turn away from it. This is what I believe in, no matter how much pain it may bring. I won't stop... I'm gonna fight for my cause! Even if I have to fight Nicole!"

Engineer Gabin: "I can't believe the Industrial District got wiped out. That means I'll never taste the boss' awesome soup ever again..."

Old Man: "I wonder what the regent is going to do. Is he going to let them roam free forever?"

Alexandrian Soldier: [Same as in LB62.]

Alexandrian Soldier: [Same as in LB62.]

/LB69 -- BD AC Station |

Attendant: "The Industrial District was destroyed by the eidolons' attack."

/LB70 -- TD AC Station |

Alicia: "Please! My husband is there. Please take us to the Industrial District!"

Molly: "What's wrong with Mommy? Why is she crying?"

Attendant: "I'm sorry. We can't fly the air cab to the Industrial District."

/LB71 -- TD Main Street |

Devon: "KILL! KILL! KILL! Those voices are stuck in my head! Black

magicians killed my friends."

Alexandrian Soldier: "Owning an airship fleet no longer determines who wins a war. Black mage soldiers and eidolons are the ultimate weapons of mass destruction."

Alexandrian Soldier: "Queen Brahne plans on building an opera house in the Theater District."

Alexandrian Soldier: "Don't underestimate me because I'm a woman. Obey us."

Pigeon Lover: "Look at the sky. It's such a sad color. Lindblum's blue sky died with our freedom..."

[In Michael's house:]

Struggling Artist Michael: "Wh-What's she gonna do with my painting?"

Alexandrian Soldier: "Hmm... This is a nice painting. Such a sad picture, but it possesses strength."

Struggling Artist Michael: "Yeah? You think so?"

/LB72 -- TD Tantalus' Street |

Alexandrian Soldier: "There was no need to take things this far. I pledged my loyalty to Queen Brahne in order to protect Alexandria. Not to kill people."

Lindblum Officer: "This is where I witnessed the Industrial District disappear. I bet everyone's dead. The eidolon swallowed everything."

Alexandrian Soldier: "Oh, I can't believe I'm standing next to Mr. Lowell...! I'm so happy <3"

Lowell: "Even a big star like me can't make a living without a theater. Hey pal, do you know any other theaters I can work at?"

Zidane: "Yeah, this girl named Ruby runs a small theater in Alexandria."

Lowell: "Oh, buddy, is that right? I'm too big of a star for a sleepy town like Alexandria, but that's okay. I'll share my talent with those uncultured people."

[Lowell runs off, with the starstruck soldier chasing after him.]

Alexandrian Soldier: "Oh, don't go!"

Zidane: "Ruby and Lowell, huh? What a strange pairing of actors."

[Inside the Tantalus hideout:]

Lucella: "Ahh!"

Bunce: "Whoa!"

Bunce: "Oh, it's you, Zidane! I almost peed my pants! We've been protecting the Tantalus hideout while you were gone! You can leave us here. Go take care of the bad guys."

Lucella: "I thought you were one of them people with pointy hats!
Is Uncle Baku coming home soon? It wouldn't be so scary
if he was around..."

[Zidane can almost fall off where the theater steps used to be.]

Zidane: "Whoa! Wow, that was dangerous!"

/LB73 -- GC Dragon's Gate |

Moonte: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "A letter from Moodon? Thanks, kupo!"

From Moodon to Moonte

Oh, it's terrible! Kupo! Mogki, from the castle, is
missing! Did the Alexandrian soldiers kidnap him? Or
did the black mages eat him? Kupo! I'm so worried!!!

Moonte: "Wh-Wh-What's going on!? Kupo!?"

Merchant: "Huh? You're going to the excavation site? It's directly
north of here. You'll see a pond shaped like a gourd.
You might encounter some strange monsters. Hey, do you
wanna buy something?"

Zidane: "Yeah, maybe some items..." {Buy/Don't Buy}

/GZ06 -- Gizamaluke's Grotto |

Mogmi: [Same old.]

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes
R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Elixir]

R2: "Sad, kupo..."

/QM05 -- Qu's Marsh |

Mogster: "You want to learn from me, too?"

R1 --> Yeah, teach me some stuff
R2 --> I just need directions
R3 --> No, I already know everything

R2: "Wow! You're finally taking the big leap to the Outer
Continent, eh? The entrance to the passage that
connects to the Outer Continent is somewhere in this
swamp. Why don't you go talk to one of the Qu guys?
All they do is eat, but they might know something."

Moggy: [Same old.]

[Zidane can talk to Quale.]

Zidane: "Do you know any excavation sites in this area?"

Quale: "Excavation site? Hmm... Maybe I hear about it... Maybe not... Maybe."

Zidane: "What do you mean, 'Maybe'!?"

Quale: "I only hear about excavation site around this area. This marsh road covered in brush. Maybe there road to excavation site hidden somewhere. Quina might know."

Zidane: "Hidden in brush, huh? Well, thanks anyway."

/FR01 -- Fossil Roo

[Zidane can look behind a door near the entrance.]

Zidane: "? Is there something inside? It's too dark to see."

/FR02 -- Lani Fight |

[Lani will say the following lines during the fight:]

"Give me the pendant and surrender!"

"Had enough yet?"

"What do you think you're doing!?"

"Why aren't you giving up?"

[When you defeat her:]

Lani: "You're pretty good."

/FR03 -- Excavation Room #1 |

Mogki: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Mogshop

R5 --> Cancel

R3: "I got a letter from Kuppo! I don't even know who Kuppo is. Kupo. Let's read it together!"

From Kuppo to Mogki

I'm bored, kupo! I'm so bored, I'm going to hide away!
Try finding me in this cavern! Hint: I'm behind a wall...

Mogki: "What a carefree moogle! Kupo! I fled from Lindblum with my life..."

Stiltzkin: "That was some trouble I ran into in Cleyra... I was hurt so bad I couldn't even move, but now that I've recovered I'm back on track."

Stiltzkin: "You wanna buy a set of Phoenix Pinion, Remedy, and

Ether for 555 Gil?"

R1 --> Yes

R2 --> No

R1: "Thanks to you, I can continue my journey."

[After buying:]

Stiltzkin: "What the heck is this place!? It's like a maze!"

Treasure Hunter: "Are you here for the treasure, too?"

Zidane: "Treasure? What are you talking about?"

Treasure Hunter: "You don't know? This excavation site has tons of treasure and rare fossils. You're not here to steal them?"

Zidane: "No, we're not treasure hunting. Does this tunnel connect to the Outer Continent?"

Treasure Hunter: "The Outer Continent? You're trying to go outside? Huh... This tunnel's like a web. I don't even know how far it travels. You'll need to go that way, but it's quite a trip. The only way to go further is to hitch a ride on the gargant. But it'll lead you to a dead end if you let it go wherever it wants. So you navigate the gargant with that switch over there."

Zidane: "What's the relationship between the switch and the gargants?"

Treasure Hunter: "The switch changes which fountain the water comes from. Gargants hate water. You can block off the sections you don't want to go to by activating the fountain with that switch. That over there is the No. 2 switch. You'll need to trigger it to go over to the other side."

Zidane: "I see... How do I get there?"

Treasure Hunter: "Do I have to tell you everything...? You can get there on a gargant, but... ..you'll need to trigger the No. 1 switch to do it."

Zidane: "I see. Thanks for the info."

Treasure Hunter: "The northern side leads to a dead end. There's open road to the southwest. If you're going southwest, follow the numbers on the switching system. No. 1 is at the deep end of the north side. Oh, and the treasure here is all mine. You can't take it."

/FR04 -- Excavation Room #2 |

Treasure Hunter: "Hey, you made it this far already? You wanna buy something? [Buy/sell screen opens up]

[Afterwards:]

Treasure Hunter: "Come visit me again."

/FR05 -- Excavation Room #3 |

Treasure Hunter: "Wow, I can't believe you made it this far

without getting hurt. This is my territory. Go dig somewhere else. I'll let you excavate here in exchange for a potion."

Zidane: "For a potion, huh?"

R1 --> Sure!

R2 --> No way

R1: "Thanks, buddy!" [Zidane can excavate stuff.]

R2: "Hmph. Your loss."

[While excavating, Zidane can find a weird wall to hammer at.]

Voice: "Ku... Kupo... KUPO!" [The wall collapses and a moogles is [thrown out.]

Kuppo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Mogshop

R5 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a letter to Kupo!"

R6 --> Okay

R7 --> No way

R6: "Thanks, kupo!" [You get the letter.]

R7: "I'm so sad, kupo..." [You don't get the letter.]

Treasure Hunter: "Are you quitting already?"

Zidane: "Are you sure there's anything here?"

R1 --> I've had enough

R2 --> I'll dig a little more

R1: [You quit digging.]

R2: [You keep digging.]

/CP00 -- Entrance Ramp |

[Zidane can look at a large snake-like sign at the path's mouth.]

Zidane: "It sure is a funky shape. Like it's made of roots grown over the stone... Or stones pushed in between the roots... I wonder how they made the roof... Somebody really had to make an effort to try and live there."

/CP01 -- Village Entrance |

Harold Pathknower: "Ye have tae raise yir hand up an' open yir mooth wide when ye say Rally-Ho!"

Jenny Greeter: "Welcome tae oor toon!"

Zidane: "We came to this continent looking for someone..."

Jenny Greeter: "We dinnae get many outsiders here!"

Jenny Greeter: "We dinnae get many outsiders here!"

[There's a "?" behind Jenny. If you pick it...]

Jenny Greeter: "Aha! Don't think I didnae see that! Ah ken ye're checkin' me oot! It isnae ma fault Ah'm so comely, ye lech!"

/CP02 -- Corridor by Shop |

Darcy Skywatcher: "Oh, an outsider!"

Zidane: "How come you built your village on this spot?"

Darcy Skywatcher: "'Cause we feel the mountains, the woods, an' the sun here mair than anywhere else! See, Conde Petie is suroounded by the mountains, nearhaun the woods, an' blessed by the sun!"

Bryan Rootrunner: "Conde Petie is hame tae a heap o' good food! What's yir favorite?"
R1 --> Boiled owl
R2 --> Seasoned oglop
R3 --> Fried rootbeans

R1: "Hmm... Tha's no bad..."

R2: "Aye, that's great! But ye have tae go tae the Mountain Path fer that!"

R3: "Hmm... Tha's no bad..."

[After picking an option with Bryan:]

Bryan Rootrunner: "If Ah could spend ma life doin' nothin' but eatin', Ah'd die a happy man!"

/CP03 -- Corridor by Entrance |

Robert Dogherder: "Wh-What's an outsider doin' here!?"

Zidane: "Hi. Have you seen a strange-looking guy here? He goes by the name of Kuja..."

Robert Dogherder: "...Ye're strange-lookin'..."

Zidane: "No... You see, uh, he loks really sinister, and uh..."

Robert Dogherder: "...Ye're sinister-lookin'..."

Zidane: "..."

Robert Dogherder: "Someday, Ah want tae travel the warld together wi' ma duggy!"

/CP04 -- Conde Petie Inn |

Jinkus Emptybottle: "Good drink is precious, ken, so Ah always sip it slowly."

Barbara Gibgab: "Ah'm happy just tae be sittin' here, sippin' ma tea an' gabbin' the time away."

Walter Teamaker: "Soon, Ah'm gonna have tae find a wife fer ma wee William."

Helen Birdkeeper: "We owe oor thanks tae the blessin's o' the sun

and the heavens!"

Granin Miller: "Ye dinnae expect me tae work on such a fine day as this, do ye?"

Margaret Miller: "Ye kin stay the night fer 100 Gil!"

R1 --> Yes

R2 --> No

R1: "The bed may be small, but she'll do ye good enough." [The party sleeps.]

R2: "Ye're welcome back whenever ye like!" [She also says this after you've slept in the inn.]

[If you inspect the "?" in the right fountain in the inn:]

Helen Birdkeeper: "Ah hear tell there's a foontain in the sooth that kin restore yir body an' yir soul!"

Jinkus Emptybottle: "Water is precious, nae doubt. But we shouldnae put oor hopes in sich faerie tales."

Zidane: "..."

[If you inspect the left fountain in the same manner:]

Barbara Gibgab: "Ah heard there's a spring in the sooth where, if ye throw a coin in, it'll make ye happy forever!"

Walter Teamaker: "Well, nou... That's as nay be. But we wouldnae throw coin oor money so glibly now, would we?"

Zidane: "..."

/CP05 -- Upper Shrine |

Geoffrey Treefeller: "Someday, Ah wantae be joined tae Betsy oan top o' the Kirkboat. An' afterward we'll go tae the Sanctuary tae enscribe oor names together!"

Betsy Lightcatcher: "Here, a man an' a woman are joined by the blessin' o' the sun. O' course, we're a wee bit young taereceive the blessin' just yet."

Shanis Gatekeeper: "Ah cannae let ye pass, laddie!"

Derek Stonehammer: "So many wee bairns runnin' aboot the city."

Kelley Fingerwaver: "This is where we give thanks tae the sun an' the heavens!"

[Zidane can find Vivi near Derek and Kelley.]

Zidane: "What's the matter, Vivi?"

Vivi: "Um... These two people--"

Derek Stonehammer: "That hen ye cooked fer me was awful good, it was! What way did ye cook it? Did ye frizzle it wi' some o' yer mejick?"

Kelley Fingerwaver: "The berries ye traded me were astoondin', too! But likesay, what's a wee lad like ye doin' here the day?"

Zidane: "Hey, Vivi... Do you know these people?"
Vivi: "How could I? I've never been here before."
Zidane: "Yeah, I didn't think so."
Vivi: "I'll try talking to some other people."

[If Zidane inspects a podium near the Kirkboat:]

Zidane: "What's this? Some kind of roster or something..."
Sign: The current number of couples who, having received the blessings of the sun and the heavens through the authority of Father David, have visited the sanctuary.

99

NOTE: The number changes to 100 normally, but goes to 101 if you have Vivi and Quina tie the knot, too.

/CP06 -- Grocery |

Zidane: "Tell me something. How come there's no Mist here?"
John Fruitbringer: "What's that ye say? Mist? What's it taste like?"

John Fruitbringer: "Jenny's a bonnie lass, is she no?"

Jenny Grocer: "Rally-ho! What kin Ah do fer ye?"

Mogmatt: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you deliver a letter to Suzuna!"

R5 --> Okay
R6 --> No way

R5: "Thanks, kupo!" [He gives you the letter.]
R6: "I'm so sad, kupo..." [He doesn't give you the letter.]

/CP07 -- Weapon Shop |

Thomas Goldpiler: "Rally-ho! Ye'll be needin' a good weapon fer the road, will ye no?"

[After you stop by:]

Thomas Goldpiler: "Heist ye back! Ah kin sell ye what ye'l be needin'!"

Matthew Watchman: "Ah cannae let ye pass!"

Richard Watchman: "Ye're no allowed tae pass, laddie!"

/CP08 -- Entrance |

Harold Pathkowner: "The Sootheast Forest o' the Pyntie-Hets spae

far, but ye'll have tae go aroon' the cliff
first, an' thenhead tae the east! They live sae
deep in the forest, that even owls dinnae live
there!"

Jenny Greeter: "Welcome tae oor town!"

Zidane: "We came to this continent looking for someone..."

Jenny Greeter: "We dinnae get many outsiders here! Oh, except the
Pyntie-Hets. They come out from the Sootheast
Forest all the time!"

/CP09 -- Upper Shrine |

Geoffrey Treefeller: [Same as CP05.]

Betsy Lightcatcher: [Same as CP05.]

Shanis Gatekeeper: [Same as CP05.]

Kelley Fingerwaver: [Same as CP05.]

Derek Stonehammer: "That's the Kirkboat, the symbol o' Conde Petie!

Zidane: "What's a boat doing up there?"

Derek Stonehammer: "Boat? Ah dinnae ken what ye're talkin' about.
What's a boat?"

/QM06 -- Second Qu's Marsh |

Moggy: [Same old.]

Mogster: "You want to learn from me, too?"

R1 --> Yeah, teach me some stuff

R2 --> I just need directions

R3 --> No, I already know everything

R3: "You're looking for a forest with black mages? That's
gonna be a little tough to find. To the south of this
swamp, there's a huge forest surrounded by mountain
ranges. It's called Magdalene Forest. Once you get
there, open the menu to check if you're in the right
forest. If you go deep in the forest, you'll
eventually run into a place that you can go inside.
What was that again? 'A forest so thick that even
owls can't live there.' Sounds like you might get
lost. But those mages are pretty clumsy, so I'm sure
there'll be signposts or something you can follow."

/BM01 -- Stable Front |

Mogryyo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a
letter to Mocchi!"

R5 --> Okay

R6 --> No way

R5: "Thanks, kupo!" [He gives you the letter.]

R6: "I'm so sad, kupo..." [He doesn't give you the letter.]

/BM02 -- Chocobo Stable |

Black Mage No. 111: "Is s/he with you? Can you take him somewhere else?"

[After viewing the 'Life Cycle' ATE:]

Quina: "Zidane! You want eat, too? Chocobo egg very delicious!"

Black Mage No. 33: "We're never gonna give it to you!"

/BM03 -- Weapons Store

Black Mage No. 239: "Welcome... Huh? U-Um... C-Can I help you?"
[Weapons buy/sell reluctantly opens.]

/BM04 -- Item Store |

Black Mage No. 163: "Um, I guess shopkeepers say 'Welcome' when a customer approaches the counter."

[If you go to the counter:]

Black Mage No. 163: "Um, welcome! Can I help you?" {Buy/Sell / Nothing}

/BM05 -- BMV Hotel |

Black Mage: "....."

Black Mage No. 234: "Th-This is an inn, but we're not ready to check you in."

/BM06 -- Synthesis Shop |

Black Mage No. 192: "Welcome to the Black Cat Synthesis Shop!"
[Synth buy/sell screen opens.]

[If Zidane walks in after the 'Visitor, Not Invader' ATE:]

Dagger: "Oh, Zidane..."

Zidane: "What's up, Dagger?"

Dagger: "I was telling them why we're here."

Zidane: "Why are we here?"

Dagger: "Zidane!"

Zidane: "It's just a joke! Geez, don't get so mad."

Dagger: "Can't you see I'm trying to make them understand?"

Black Mage No. 32: "What's a 'joke'? Is it scary?"

Zidane: "It's something funny! Right, Dagger?"

Black Mage No. 192: "You don't seem so bad."

Black Mage No. 32: "'Cause you're here to fight the bad guys!"

Zidane: "That's right!"

Dagger: "You're unbelievable, you know that? Hey, where's Vivi?"

Zidane: "I don't know where he went..."

Dagger: "That worries me... I'm going to look for him!"

[Dagger leaves.]

Zidane: "H-Hey, Dagger! Not again..."

/BM07 -- Cemetery |

Black Mage No. 56: "I wonder what it's like down there? Is it warm or cold?"

Zidane: "Hey, how come you guys can all talk?"

Black Mage No. 288: "We became aware one day, each under different circumstances."

Zidane: "Became aware? How?"

Black Mage No. 288: "Do you remember being born?"

Zidane: "No, not really."

Black Mage No. 288: "It was the same with me. I just woke up one day... ..and there was a human body lying next to me. His body was covered in blood. It scared me... I didn't know what it meant. I ran as fast as I could. When I looked around, I was far away from the front line. There were many others like me, and we decided to escape together. We heard about this village after roaming around for a while. That's how I ended up here."

Zidane: "I see..."

Black Mage No. 288: "Many of our friends stopped moving recently. The ones that were produced earlier stopped first... Maybe our life span is limited..."

/BM08 -- Stable Front |

Black Mage No. 55: "We built this shack to accommodate our baby chocobo. Pretty nice, don't you think?"

Mogryyo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "It's a letter from Stiltzkin! Let's read it together! Kupo!"

From Stiltzkin to Mogryyo

I'm becoming familiar with the geography of the Outer Continent. My next destination is Conde Petie. They exchange a special greeting with each other before entering the village... What was it? I think it was "Rally-ho!"

Mogryyo: "It's actually "Rally-Kupo!" Kupo! Stiltzkin is so funny!"

Black Mage No. 33: "I wonder when it'll hatch? I keep it warm constantly."

Black Mage No. 111: "I'm thinking of a name for it..."

Black Mage No. 24: "I don't like the sun, because it makes me hot. But the light is pretty, isn't it? Especially through the leaves."

Black Mage No. 239: "U-Um... C-Can I help you?" [Buy/sell screen opens.]

Black Mage No. 78: "This is supposed to be a weapon shop. What's a weapon, anyway?"

Black Mage No. 123: "This thing plays 'music.' Is it true that music makes people happy and want to dance? Tell me, what is 'music'?"

Black Mage No. 234: "W-Will you be staying overnight?"

R1 --> Yes

R2 --> No

R1: "M-Make yourselves at home."

R2: "Please come visit us again."

[After staying:]

Black Mage No. 234: "B-Bye bye."

[If you inspect a "?" near the phonograph:]

Sign: "A Walk in a Forest" by Black Mage No. 234

Sign: "Our Village" by Black Mage No. 123

Black Mage No. 163: "Um, I guess shopkeepers say 'Welcome' when a customer approaches the counter."

[If you go to the counter:]

Black Mage No. 163: "Um, welcome! Can I help you?"

R1 --> Buy/Sell

R2 --> Give me the usual

R3 --> Nothing

R1: [Buy/sell screen opens up.]

R2: "Th-The usual? Um..." [He walks out from behind the counter and digs on a shelf.]
R3: [Actions cancelled.]

[After picking R2:]

Black Mage No 163: "Where did I put it...?"

NOTE: Zidane can get a Black Belt up the ladder behind the counter so take the time to get one!

/BM14 -- Town Pond |

Black Mage No. 44: "I've been gaining weight lately... I wonder if I'm overeating?"

Black Mage No. 199: "We've each been gaining distinctive personality traits since we arrived in this village. Mr. 44, for instance, got bigger. The others are also starting to look and act differently. Mr. 288 told us that this is called individuality. He's really smart."

[No. 199 can also say on the second go-'round:]

Black Mage No. 199: "But I think Mr. 44 is gaining weight because he likes to eat!"

/BM15 -- Rooftops |

[Zidane can find a "?" over top of two black mages near the pond.]

Zidane: "Huh? I can hear someone talking..."

Voice: "Why does Mr. 192 call his synthesis shop 'Black Cat'? His cat isn't black."

Voice: "Mr. 32 wanted to call it the 'Black Mage and Cat's Synthesis Shop,' but Mr. 192 thought the name was too long."

Voice: "Oh, I get it now! 'Black Cat Synthesis Shop' is much easier to say and remember! Wow, Mr. 192 is really smart!"

Zidane: "....."

/BM16 -- Cemetery |

Black Mage No. 56: [Same as BM07.]

Black Mage No. 288: [Same as BM07.]

[After talking with 288:]

Black Mage No. 288: "Please take good care of him. We'll be waiting to hear his stories."

/QM07 -- Second Qu's Marsh |

Moggy: [Same old.]

Mogster: "You want to learn from me, too?"

R1 --> Yeah, teach me some stuff

R2 --> I just need directions

R3 --> No, I already know everything

R2: "You're trying to get to the 'Sanctuary'? Well, that's what the dwarves call it. I know you get there by going through the Conde Petie Mountain Path, but... The dwarves know that place pretty well, so you might wanna ask one of them."

/CP10 -- Conde Petie Entrance |

Harold Pathknower: "Did ye meet the Pyntie-Hets?"

Jenny Greeter: "A long tyme ago, a man once tried tae head oot east o' here. But he hadnae undergone the ceremony, so he couldnae pass through."

/CP11 -- Upper Shrine |

[If Zidane talks to Shanis Gatekeeper before the watchmen:]

Zidane: "Say, I wanna get through here."

Shanis Gatekeeper: "Bletheration! Only those who've received the ceremony kin pass!"

Zidane: "What the heck is that ceremony?"

Shanis Gatekeeper: "Speak tae His Holiness!"

Zidane: "And where is 'His Holiness'?"

Shanis Gatekeeper: "Ah dinnae ken where he is!"

Shanis Gatekeeper: "Speak tae His Holiness! Ah dinnae ken where he is!"

/CP12 -- Weapon Shop |

[If Zidane talks to the watchmen before Shanis Gatekeeper:]

Zidane: "Say, I want to get through here."

Richard Watchman: "Never! Only those who've received the ceremony kin pass!"

Zidane: "What the heck is that ceremony?"

Matthew Watchman: "Speak tae His Holiness!"

Zidane: "And where is 'His Holiness'?"

Richard: "Ah dinnae ken where he is!"

Matthew Watchman: "Speak tae His Holiness!"

Richard Watchman: "Ah dinnae ken where he is!"

/CM01 -- Mountain Path |

Suzuna: "Can I help you, kupo?"

- R1 --> Save
- R2 --> Tent
- R3 --> Mognet
- R4 --> Cancel

R3: "Thanks for delivering mail from Mogmatt! Mogmatt just moved to a new village! I was worried about him! Kupo!"

From Mogmatt to Suzuna

It's been six months since I started living in Conde Petie... The food here is great, and the people are very nice. Kupo. But... But... The only thing I can't get used to is the "Rally-ho!" I keep saying "Rally-kupo!"

Suzuna: "Village life sounds hard. Kupo. I'll give you this in exchange for delivery! [Receive: Kupo Nut]"

Stiltzkin: "You wanna buy a set of Magic Tag, Tent, and Ether for 666 Gil?"

- R1 --> Yes
- R2 --> No

R1: "Thanks, buddy. With this money, I can continue my journey."

R2: [Dialogue cancelled]

[After buying:]

Stiltzkin: "Conde Petie sure is a beautiful place!"

[Around the Mountain Path, you can find stones set inside a few pedestals. They come in Red, Blue, Green, and Yellow.]

Narrative: _____ Stone is set on the stone.

- R1 --> Take it out
- R2 --> Leave it alone

R1: [You get the stone as a Key Item.]

R2: [You don't do anything.]

[You can find a receptacle for the stones near Suzuna.]

Narrative: There's a hole.

- R1 --> Put Red Stone in
- R2 --> Put Blue Stone in
- R3 --> Put Yellow Stone in
- R4 --> Put Green Stone in
- R5 --> Leave it alone

NOTE: R1 - R4 uses up Key Items; afterwards: 'Put in _____ Stone.' notification. R5 has no dialogue.

[After putting in all four stones:]

Zidane: "Hmm? Something came out from the back...: [Get: Moonstone]"

Dagger: "I'm a little tired."

[After talking to Vivi:]

Vivi: "I'm gonna stay here and think about it some more."

[If you try to enter the kitchen area:]

Morrison: "Kupo. Please wait. Lady Eiko says it'll be a while before she is done cooking. I will call you when it is done."

[After viewing ATE 'Eiko's Feelings':]

Dagger: "I feel so anxious..."

[If you try to go down the path to the right of the fountain:]

Moco: "This is a restricted area!"

Zidane: "Restricted? What's that, then?"

Moco: "Kupo!?"

[Quina walks on a high wall.]

Quina: "Zidane, this place only rocks and sand. I eat star sand once, but sand here not food. Water look clean."

[Quina jumps into the water stream.]

Moco: "Squee...!!!"

Zidane: "Hey, don't take it so hard. S/he is a special case."

[Afterwards:]

Moco: "Restricted...access, kupo."

[If Zidane walks back from the restricted area to the square:]

Zidane: "Geez... What a dump. It must've been like this for at least ten years. What can Eiko possibly feed us?" [The ATE 'Eiko's Feelings' plays.]

[After Morrison says he'll take you to the Eidolon Wall, you can try to enter the kitchen:]

Mog: "KUPOOO! Kupo kupo kupo!" [Last three kupos repeated on any further attempts to get in kitchen.]

[If you talk to Morrison after you say you'll go get Dagger:]

Morrison: "I'll be waiting."

[After Dagger is taken to the Eidolon Wall:]

Dagger: "I don't know most of these eidolons."

Morrison: "The summoner tribe honors nature. They named this world Gaia. They considered the eidolons guardians of this planet. They attempted to become one with nature through their summon night research. The tribe migrated to this location 500 years ago. But now..."

[After Eiko asks Zidane to clear the table:]

Dagger: "There are so many old books here. I think this one is Lord Avon's 'Wishing Upon a Star.' Can you believe this? This is a first edition! I've only ever seen one at the castle library! Why does she own books that are more than 500 years old...?"

Dagger: "I don't think there are any books on summoning."

[In the kitchen:]

Moogles: "This person keeps telling me to catch more fish... Kupo."

Quina: "Zidane, I make great discovery! These fish different from Mist Continent fish!"

Quina: "Catch another one!"

[After Eiko tells you the Iifa Tree is sealed:]

Zidane: "Eiko, will you break the seal for us?"

Eiko: "Wh-What!? No way!"

Zidane: "It's not like we're gonna do anything bad... Well, I'm sure we can handle it on our own."

Eiko: "No way! Are you crazy!?"

Zidane: "...You won't do it?"

Eiko: "...No."

[In the dining room, there is a "?:"]

Narrative: There's something written on the wall. Eiko, 3 years old. Mog, 3 years old. Same age!

/MS02 -- Madain Sari -- After Dinner |

Vivi: "I wonder how Eiko stays so energetic..."

Moco: "Eiko and her people protected the Eidolon Wall for generations. We moogles also help Eiko protect the wall. Don't mess it up!"

Zidane: "Where are all the other people of her tribe?"

Moco: "...I can't tell you."

Moco: "Don't mess it up!"

Morrison: "It's not much, but I found some goods for your journey. I hate to say it, but our village could use some capital. I'll have to charge you for this. Is that alright?"

R1 --> Trade

R2 --> Cancel

R1: "So..."

R2: [Dialogue cancelled]

[If you told Momatose you didn't want to rest yet:]

Momatose: "Why don't you get some rest? It'll be good for you. Kupo!" {Rest/Don't Rest}

Morrison: "It's not much, but I found some goods for your journey.
I hate to say it, but our village could use some capital.
I'll have to charge you for this. Is that alright?"

R1 --> Trade

R2 --> Cancel

R1: "So..." [Buy/sell screen opens up.]

R2: "I see. I'm sorry I can't help."

Moco: "Don't mess it up!"

Momatose: "Why don't you get some rest? It'll be good for you.
Kupo!" {Rest/Don't Rest}

Quina: "Catch another one!"

Moggy: [Same old.]

[If you ask Mogster for directions (Option 2):]

Mogster: "You can't become a great adventurer if you rely on
others too much. Whenever you get lost in the world,
press [SELECT], and you'll see a large navigation map.
The map will show the places you've visited and also
indicate your destination with a white dot."

Mocchi: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "A letter from Mogryyo? Thanks! Kupo!"

From Mogryyo to Mocchi

A kid named Vivi came to the Black Mage Village. His
eyes were so sad... Like he had the weight of the
world on his shoulders, kupo. I wanted to say "Good
luck!" to him, but I couldn't... Kupo. I'm on your
side, Vivi!

Mocchi: "Sad eyes? Weight of the world? Is that very
heavy? Kupo?"

Dagger: "I wonder what's the matter with Vivi..."

Eiko: "Is something wrong with Vivi?"

/IT03 -- Bottom of Tree |

Dagger: "What could this be? It could be a plant, but it also looks like a machine."

Zidane: "Machine? What do you mean, 'machine'?"

Dagger: "Well, it sure doesn't look like any normal tree."

Zidane: "Yeah. It's weird enough that the inside of a tree looks like this."

Dagger: "It looks like it's been here for ages. A hundred, two hundred years or more..."

Vivi: "You can see some sparkling water down below. It's really pretty. Maybe the Mist comes from that water down there? So, if the Iifa Tree is the source of the Mist..."

Vivi: "What could that sparkle be?"

Eiko: "Mog is a little scared. So, that sparkling water is a living thing? It's so pretty. Hey, Zidane! Come watch it with me."

R1 --> Alright

R2 --> No thanks

R1: "Really!? Okay, come here!"

Zidane: "But... I can see it fine from here."

Eiko: "No! It has to be romantic! Hehehe..."

Zidane: "Eiko, you're not watching the sparkle, are you?"

Eiko: "I was watching the sparkle reflected in your eyes, Zidane."

Zidane: (Is this what I've been putting Dagger through? Hmmmm... I'd better go easy on her from now on.)

R2: "Aww! I'm hurt."

[After the rumbling happens on the platform:]

Eiko: "What's coming!?"

Vivi: "Dagger!"

/MS04 -- Madain Sari Entire

[When all the moogles are gathered in the kitchen:]

Mog: "Kupo..."

Moco: "I can't believe it! I'm so angry with myself, kupo!"

Chimomo: "I was fishing all day, so I fell asleep..."

Morrison: "Oh...this is terrible... Someone stole the village's most precious stone."

Mocha: "I saw someone with a weapon shaped like a big axe, kupo!"

[After Eiko's kidnapped by Lani, and the moogles gather near the

Eidolon Wall:]

Momatose: "What should I do, kupo!? What should I do, kupo!? What should I do, kupo!?"

Moco: "Another hornless human... She better not be in league with you!"

Chimomo: "Save Eiko, kupo!"

/MS05 -- Scarlet Hair Fight |

[Scarlet Hair will say a few things during battle w/ Zidane:]

"Here I go!"

"You're too slow!"

"Ugh!"

"Can't you predict when I'll attack?"

/MS06 -- Madain Sari Entire |

Moco: "You're pretty good. Thanks for rescuing her."

Momatose: "Thanks for saving Eiko, kupo! Why don't you get some rest? It'll be good for you. Kupo!" {Rest/Don't Rest}

Chimomo: "Mog's trying to apologize to Eiko... But I guess she can't find the right words."

Mog: "Kupo..."

[After Eiko and Mog make up in the room 'neath the stairs:]

Vivi: "Do you think I need to stay here...?"

Eiko: "I'm thinking about something. We'll go pray at the Eidolon Wall later. And then we'll eat."

Chimomo: "They were born on the same day, but Eiko came out first. Maybe that's why Eiko has always been the big sister."

Chimomo: "Quina was fishing here. But all of a sudden, s/he said, 'They no here!' And then, 'They leave me!' S/he said 'I swim home!' and jumped in the ocean, kupo."

Momatose: [Same as above, sans the "Thanks..." part.]

Moco: "You're pretty good. Thanks for rescuing her."

Moco: "I wonder if Eiko is leaving..."

Morrison: "It's not much, but I found some goods for your journey. I hate to say it, but our village could use some capital. I'll have to charge you for this. Is that alright?"

R1 --> Trade

R2 --> Cancel

R1: "So..."

R2: [Dialogue cancelled]

Morrison: "Welcome."

R1 --> Trade

R2 --> Switch party members

R3 --> Cancel

R1: "So..." [Buy/sell screen opens up.]

R2: [Party switch-out screen opens up.]

R3: [Nothin' is done.]

Moco: "I-I knew you could protect Eiko! Kupo!"

Momatose: "Thanks for saving Eiko, kupo! Why don't you get some rest? It'll be good for you. Kupo!" {Rest/Don't Rest}

Chimomo: "They were born on the same day, but Eiko came out first. Maybe that's why Eiko has always been the big sister."

Chimomo: "Quina was fishing here. But all of a sudden, s/he said, 'They no here!' And then, 'They leave me!' S/he said 'I swim home!' and jumped in the ocean, kupo."

Mocchi: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "There's a letter from Stiltzkin, but I don't understand what he's saying."

From Stiltzkin to Mocchi

The Mist is gone. Is this a blessing? Or a curse?

Mocchi: "Kupo. I don't understand... Can't we all be happy now that the Mist is gone?"

Nikolai: "She's late... I wonder if she ditched me?"

Girl: "Do you think Princess Garnet is in love?"

Boy: "I wonder if the boy and girl standing over there are lovers?"

Michelle: "He said to meet me here, but he's late."

Alexandrian Soldier: "Walking out of town by yourself is dangerous

Alexandrian Soldier: "This gate leads outside."

Old Woman: "Ilia's dress isn't finished yet..."

Boy: "I wanted to become a soldier when I grew up, but if this is what I have to put up with..."

Boy: "This little queen is a bit demanding..."

Girl: "I'm the queen! My orders are absolute! Hey, what does absolute mean?"

Man: "Isn't the new queen a little young? Personally, I think General Beatrix would make a better queen."

Unnamed Running Boy: "Yeah!"

Hippolady: "My son plays too many card games. He needs to exercise
Do you mind racing against Hippaul?"

R1 --> I don't mind

R2 --> I'd rather not

R1: "Okay, let's start! When I say GO!, press ([]) and (O) alternately! On your mark! Get set! GO!"

[Vivi and Hippaul run to the girl with a balloon.]

Girl: "_____ wins!"

Hippolady: "Good job!"

R2: "I think you should exercise, too."

[After awhile:]

Hippolady: "My son's in better shape, too. Here, take this."
[Receive: a card]

[Hippaul's racing level increases as you pit Vivi against him:]

Hippaul (Level 1): "I don't like running..."

Hippaul (Level 5): "I don't like running..."

Hippaul (Level 10): "I don't like running..."

Hippaul (Level 15): "I don't like running..."

Hippaul (Level 20): "I think I'm getting better..."

Hippaul (Level 21): "I think I'm getting better..."

Hippaul (Level 25): "I think I'm getting better..."

Hippaul (Level 26): "I think I'm getting better..."

Hippaul (Level 27): "I think I'm getting better..."

Hippaul (Level 28): "I think I'm getting better..."

Hippaul (Level 29): "I think I'm getting better..."

Hippaul (Level 30): "I think I'm getting better..."

Hippaul (Level 31): "I think I'm getting better..."

Hippaul (Level 32): "I think I'm getting better..."

Hippaul (Level 33): "I think I'm getting better..."

Hippaul (Level 34): "I think I'm getting better..."

Hippaul (Level 35): "I think I'm getting better..."

Girl: "I'm gonna be a strong and beautiful woman like Princess Garnet when I grow up!"

Old Man: "Grandma said she would make a dress for Ilia, but it's taking her forever to finish it."

Ryan: "People don't think much of the Knights of Pluto, but I think they're a fine bunch of fighters! I wanna join them. I'm gonna work hard and gain the respect of the people."

Tour Guide: "I don't have any work when there isn't an event going on in town. Please tell me if someone is hiring. I play a mean trumpet!"

[Vivi can inspect a doorway.]

Narrative: There's a letter on the door. Read the letter? {Y/N}

Y: - Goodbye, Alexandria -

It's been three years since I moved from Treno. I started a new business here, filled with hope, but the people of this city didn't accept me... Why? Why can't I sell oglop goodies in Alexandria!?

Alexandria is still a hick town. Maybe my business is too hip for this place. I'm moving to Lindblum! In Lindblum, my dreams will become reality!

Maggie: "Welcome to my bar!"

Dante the Signmaker: "Last night's play was great! I'm so glad I pushed myself to make a great sign for it!"

Zidane: "....."

Unnamed Boy: "It's so fun to run around!"

Unnamed Girl: "Wait for me!"

Mick: "I've been looking to play against an experienced card player."

Doug: "Welcome!" [Buy/sell screen opens.]

Flower Girl: "A lot of things happened during Queen Brahne's reign, but overall, it was a good time for us. That's why I put together a wreath made of roses for her gravestone."

Tom's Mother: "Now where did he go? He's always playing with his cat..."

Honorable Lord: "Are you here to see the new queen, too?"

Honorable Lady: "Do you think Princess Garnet will be a good queen for Alexandria?"

R1 --> Yes, I think so

R2 --> I liked Queen Brahne better

R1: "I'm sure Princess Garnet will do a fine job!"

R2: "Maybe we'll reminisce about Queen Brahne's Alexandria someday..."

[Honorable Lady repeats the option Vivi picks after that.]

/AL23 -- The Town Hotel |

[The Dali mayor and some villagers are yelling at the concierge.]

Mayor Kapu: "What do you mean!? We reserved a room at 100 Gil for 3 nights!"

Fish Man: "U-Um, no, it's actually 100 Gil per night..."

Mayor Kapu: "But I chose this inn because I heard it was 100 Gil for 3 nights."

Mayor's Wife: "Dear, let's just pay 300 Gil and stay at this inn."

Fish Man: "Well, um, it's coronation week, so the rate is 120 Gil per night..."

Mayor Kapu: "Wh-Wh-What!? What kind of a business are you running here!?"

[The mayor's daughter (Marin...?) walks over to Vivi.]

Mayor's Daughter: "He's making such a scene... I'm so embarrassed right now."

Vivi: "Um..."

R1 --> No, it's not that bad

R2 --> Yeah, it is kind of embarrassing

R1 (Mayor's Daughter): "Thanks. You're very kind."

R2 (Mayor's Daughter): "You think so, too?"

Mayor's Son: "We can't back down now!"

Mayor's Daughter: [She repeats the option Vivi picked.]

Mayor's Wife: "Oh, what should we do..."

Mayor Kapu: "What is going on here!?"

/AL24 -- Equip./Item Shops |

Synthesist: "I'm open today." [Synth screen opens.]

Shopkeeper: "There are strange men hanging around my shop." [Buy/
/sell screen opens.]

Zenero: "I haven't seen my brother in ages!"

Genero: "We may look alike, but inside, we're very different."

Benero: "Family is precious!"

/AL25 -- Town Gondola Dock |

Alexandrian Soldier: "The boat to the castle is currently out of
service."

Alexandrian Soldier: [Same as above.]

/AL26 -- Mini-theater Front |

Blank: "Ruby's mad at me again. How can I calm her down...?"

Marcus: "You and Ruby really don't get along very well..."

[If Vivi tries to enter the downstairs mini-theater:]

Blank: "Yo, Vivi! Can you do me a favor?"

Vivi: "What is it?"

Blank: "I want you to see Ruby's play with us."

Vivi: "Hmm..."

R1 --> Sure, I like plays

R2 --> I wanna walk around some more

R1: "Cool! Go down the staircase behind us. That's where
Ruby's theater is."

Marcus: "Bro..."

R2: "That's too bad."

[After Vivi goes down into the mini-theater:]

Ruby: "Blank!!! Don't ya know I HATE it when yer late!? How many
times do I gotta tell ya!? Huh? Who are you? Strange,
kinda..."

Cinna: "Hey, Vivi!"

Ruby: "Is he a friend of yers, Cinna?"

Vivi: "Hello, Uncle Cinna!"

Cinna: "I'm not old enough to be your uncle! I'm younger than I
look!"

Ruby: "Hahaha... Yer a funny one! I like you! Wanna see my play,
little fella?"

Vivi: "U-Um, yeah."

Ruby: "Oh, what a sweetie! I like you even more! We'll get rollin'
in a minute. Sit wherever you want."

[Blank and Marcus enter after awhile.]

Marcus: "I think your plan worked."

Blank: "Ain't nothing to it."

[From across the room, with her back turned:]

Ruby: "Blank, we'll talk later!"

Marcus: "Busted..."

/AL27 -- Church Street |

Tom: "My kitten, Mittens, ran away..."

Boatman: "I've been a man of the sea up until now, but lately I've
been considering piloting airships. Regent Cid of
Lindblum invented an airship that can fly without the
Mist! Can you believe that? I wonder if they'll let me go
on that airship when I go to Lindblum..."

Onionmeister: "I don't know what to serve after the new queen's
coronation festivities. Oh, I wish the chef that
cooked for Princess Garnet's birthday party would
come back!"

Retired Boatman: "Do you know anything about Regent Shid'sh wife?"

R1 --> Yes

R2 --> No

R1: "Okay, then..."

R2: "Regent Shid'sh wife ish a very shtubborn
woman."

/AL28 -- Church Inside |

Stiltzkin: "I thought I'd sell you a set of Phoenix Pinion,
Hi-Potion, and Elixir but you already have them."

Artemecion: "I'm Artemecion, the Mognet Mailman. You're asking me
why I don't deliver the mail properly? I-I can't tell
you..."

Kupo: Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "My big brother sent me a letter! Kupo! Where has he
been!? I've been worried!"

From Kuppo to Kupo

Fossil Roo is very comfortable! I like it here. Kupo! We play hide-and-seek every day! The most important things in life are to work hard and play hard! Kupo!

Kupo: "I'm glad my big brother is doing well, kupo!"

[If you talk to Kupo again:]

Kupo: "Artemecion just delivered a letter to me from far away! Let's read it!"

From Mogrika to Kupo

Even moogles want to look beautiful! I use my special item very carefully. You don't across it very often. It's very special to me. Kupo!

Kupo: "Oh, it's a letter from Mogrika, the most beautiful moogle in the world! What a pleasant surprise! Kupo!"

[If you pull the bell rope:]

Narrative: There is a rope hanging from the ceiling.

R1 --> Pull the rope

R2 --> Go back down the ladder

R1: [You get Hippaul's Shiva and Ramuh cards.]

R2: [You go back down the ladder.]

/AL29 -- Ilia's House |

Ilia: "Hey! Have you been twaveling? I haven't seen you in a while."

/AC24 -- Guardhouse (Eiko POV) |

Tot: "What is going on here...?"

Mosh: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

/AC25 -- Hallway (Eiko POV) |

[If you try to go to the public seats:]

Eiko: "Where am I going? Zidane is in town!"

/AL30 -- Morning Star Bar (Zid POV) |

Maggie: "What a career change, huh?"

Dante the Signmaker: [Same as AL19.]

/AL31 -- Town Entrance (Zid POV) |

Old Lady: "I'm glad we're going to have a queen again. Alexandrian men are unreliable."

Fish Man: "I wonder if we'll have more tourists once Princess Garnet is made queen."

Boy: [Same as in AL15.]

Girl: [Same as in AL15.]

Nikolai: [Same as in AL15.]

Michelle: [Same as in AL15.]

Alexandrian Soldier: [Same as in AL15.]

Alexandrian Soldier: [Same as in AL15.]

/AL32 -- Weapon Shop (Zid POV) |

Shopkeeper: [Same as in AL24.]

[If you talk to Benero, Genero, or Zenero, they'll all say the same thing. I'll just list one of 'em.]

_____: "Hey, it's Zidane! Let's play our game! First, pay us 50 Gil."

R1 --> Pay

R2 --> Don't pay

R1: "Which one is _____?"

[Since they look alike, they mix themselves up to confuse Zidane.]

Brother: "Which one is _____?"

Zidane: "_____ is..."

{on the left / in the center / on the right}

R2: [Dialogue cancelled.]

[If you guess the brother right:]

_____: "Bingo! Pay us 150 Gil to continue playing."
[Pay/Don't Pay options are same as before.]

[After you win and choose to quit:]

_____: "Come challenge us again!"

/AL33 -- Town Hotel (Zid POV) |

Hippaul: "I'm training to take over the family business..."

Hippolady: "My husband can't run a business to save his life, so I'm training my son, Hippaul, early. It's 120 Gil per night." (Stay/Don't Stay)

/AL34 -- Left Alley (Zid POV) |

Ticketmaster: "There are so many things to prepare for Princess
Garnet's coronation!"

/AL35 -- Minitheatr (Zid POV) |

Ashley: "I'm Ashley. I run this mini-theater with Ruby. Nice to
meet you."

Marcus: "Is there anything we can do?"

Blank: "You should stay away from Ruby for a while."

Cinna: "Oh no, Ruby's Mad! It's gonna be a long wait!"

Ruby: "Don't get me wrong. It ain't like I'm mad or anything."

/AL36 -- Church (Zid POV) |

Kupo: Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Stiltzkin went on a journey again! He left a letter!
Kupo!"

From Stiltzkin to Kupo

Alexandria is a great place to be. It's comfortable and
fun. But... The travel bug stung me once again. So, I'm
going on another trip.

Kupo: "I hope he sends me another letter! Kupo!"

/AL37 -- Ilia's House (Zid POV) |

Ilia: "Hello!"

/AL38 -- Town Gondola Dock |

Alexandrian Soldier: "You can reach the castle on the boat."

Alexandrian Soldier: [Same as above.]

Soldier on Gondola: "Go to the castle?" {Yes/No}

/AC26 -- Castle Gondola Dock |

Soldier on Gondola: "Would you like to go into town?" {Yes/No}

_____/AC27-- Castle Neptune Room |

Alexandrian Soldier: "You can reach the harbor by riding the
Neptune Statue."

[When you want to get on the statue, she says:]

Alexandrian Soldier: "Would you like to go to the harbor?" {Y/N}

_____/AC28 -- Harbor Neptune Room |

Alexandrian Soldier: "You can reach the castle by riding the
Neptune Statue."

[When you want to get on the statue, she says:]

Alexandrian Soldier: "Would you like to go to the castle?" {Y/N}

_____/AC29 -- Harbor |

Alexandrian Soldier: "The Red Rose can't fly because there is no
Mist."

[If you try to go down the stairs:]

Alexandrian Soldier: "Restricted access."

_____/TR18 -- Tot's Tower |

Tot: "Why don't you play some people before the tournament begins
and collect some better cards? If you run low on cards, I
will give you some of mine."

[If you try to go back into Gargan Roo:]

Tot: "I don't think the gargant will be back anytime soon."

[If you have less than five cards, Tot will say:]

Tot: "You need at least 5 cards to enter the contest. Have some of
mine." [Receive: Cerberus, Save the Queen, Cactuar, Ochu,
Dragonfly cards.]

_____/TR19 -- Tower's Path |

Girl: "That girl with the ribbon in her hair and the boy with the
pointy hat looked suspicious..."

_____/TR20 -- Town Entrance |

Thug: "I can spot my kind a mile away. You're a thief, aren't ya?"

Guard: "....."

Guard: "....."

Nobleman: "Y-Y-You must be a thief! B-B-But I'm not scared of you!"

/TR21 -- East Slums |

Mario: "I bet the roof of a mansion doesn't leak when it rains."

Natalie: "Take a good look around, Mario. We're gonna get out of
this slum someday and live in a mansion on the waterfront!"

Mario: "We're gonna become nobles! Right, Sis?"

Thug: "Darn, it's empty."

Shopkeeper: "We've got a wide selection! Take your time and see!"
[Buy/sell screen opens up.]

Carpenter: "Sure, our houses are crappy, but at least they're
still standing."

/TR22 -- Slum Hotel |

Barkeep: [Same as in TR03]

Thug: "I think I just saw this guy walking around... That can't
be right, though. Why would a wanted man come back here?"

Waitress: "You must be a treasure hunter. I can tell by the look
on your face. Let's see, your treasure hunter rank is..."

[She says different things after the above, such as:]

"You're Rank H. Now, that's embarrassing."

/TR23 -- Cafe Carta |

Adventurer: "This city thrives on chaos. The black market is
fueled by uncertainty. I have to get my usual..."

Nobleman: "What do you want? I have nothing to say to the likes of
you."

Young Nobleman: "Oh, I'm so glad you joined me for tea again
tonight."

Noblewoman: "Oh, yes, I'm happy just to be with you."

/TR24 -- Synth Bldg |

[At the "?" by the balcony:]

Nobleman: The main attraction of tonight's auction is Dark Matter,
supposedly."

Young Nobelman: "Interesting..."

Noblewoman: "But if that's true, there's no chance in the world I
could ever afford to buy it."

Nobleman: "You never know. If other people spend money buying

other items, it could be cheaper. The man who always sits in the front row is there to buy the main attraction. You can try recommending other items to him, maybe..."

[In the synth shop:]

Scholar: "Many things come into Treno. This means you can always find something new."

Shopkeeper: "Welcome!" [Synth buy/sell opens.]

/TR25 -- Mansion Front |

Female Adventurer: "The writings on Stellazzio must mean something, don't you think?"

Bandit: "Who cares. I just want the reward."

/TR26 -- Stadium Front |

Father: "Today's the big game! A man must win his big game, son!"

Son: "You say that every day, dad..."

Card Game Usher: [Same as TR05]

[After winning a card game:]

Card Game Usher: "Congratulations! Advance to the second round when ready, or go inside and play right now!"

[After winning the second round:]

Card Game Usher: "Congratulations, you won twice! Advance to the final round when ready! A word of caution! You only have one chance to play in the final round! Be careful! Find a moogle and save now if you have any doubts!"

/TR27 -- Waterfront |

Drunk: "Treno's famous auction! Too much bidding, and the price goes high! But I ain't got no money to buy! ...And that's life!"

Old Man: "I used to buy out the entire auction in my younger days..."

Mogrich: "W-We're really good friends! Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Artemecion just delivered a letter to me, but he said, 'This might be the last time.' What did he mean

by that? Kupo?"

From Kupo to Mogrich

There's an amazing new champion sprinter in the town of Alexandria! The sprinter's name is "Hippaul." He's amazing! Remember his name! Kupo!"

Mogrich: "Wow! Kupo! But I still wanna know what Artemecion meant. Kupo!"

[Pick R3 again and cancel, and he'll say:]

Mogrich: "I haven't received any mail lately, kupo."

/TR28 -- Auction Front |

Nobleman: "Don't get mad... I'll tell you what: I'll sell off that thing I bought the other day."

Noblewoman: "Why did you buy it if you were going to sell it off so quickly!?"

Noblewoman: "THAT'S IT! I've had it with you!"

Nobleman: "But honey, we might use it someday!"

Guard: "This is King family's auction site!"

/SG13 -- Gate near Treno |

Guard: "The Mist disappeared, and the cable cars stopped working."

/SG14 -- Berkmea Station |

Conductor: "The Mist, which provided energy to the cable car engine, has disappeared. The cars aren't operational."

Part-time Worker Jeff: "Welcome... Oh, yeah... We're together now."

Part-time Worker Mary: "Welcome!" [Buy/sell screen opens.]

/SG15 -- Gate to Dali |

Guard: "The Village of Dali is beyond this gate. You gotta go to the other gate if you wanna get to Treno."

Guard: "What, you wanna pass through here?"

R1 --> Yes

R2 --> No

R1: "You got a Gate Pass? ...I guess you do. I'll open it now."

R2: [Dialogue cancelled.]

[After the guard opens the gate:]

Guard: "Will you get outta here? I wanna close the gate."

/OM04 -- Obsv. Mountain |

Dutiful Daughter Slai: "Are you here to see Morrid?"

R1 --> Yes

R2 --> No

R1: "Oh, so you ARE here to see him. Morrid is outside enjoying the sun. I'm worried about Morrid, because he seems so depressed once the cargo ship coming. [The first sentence is not included if you haven't picked "No" yet

R2: "I see..."

Morrid: "I didn't know they were being used for war. I volunteered to look after the cargo ship only because I like watching airships. I'm tired..."

Morrid: "I want to drink some good coffee..."

[If you have all three rare coffee types by now:]

Morrid: "Oh! Oh my! Those are the legendary coffee beans I've been looking for! Would you mind giving me those beans?"

R1 --> Sure

R2 --> No way

R1: "Oh, thank you! I can't imagine the trouble you must've went through to get them!"

R2: "Ah, I understand. They are quite precious, indeed. But if you ever change your mind, come and visit me."

[After R1, they go inside and Morrid gets his brew on.]

Morrid: "Oh... I'm so happy... I never imagined I'd get to drink all the rare coffees of the world... I've never felt so happy. I am ready to join my dearly departed wife now. I'll send you the model of the theater ship." [He repeats the last sentence when you talk to him again.]

Dutiful Daughter Slai: "Morrid seems very happy now!"

/DL27 -- Main Street |

Pasty Yacha: "The factory's gone, the farm is gone... What's gonna happen to us? I can still run around 'cause I don't have to help tend the farm!"

Crista: "Chocobo! Choco choco! Sigh... Chocobo hasn't got a care in the world. Mayor Kapu is our only hope now that the factory is gone."

Crista: "The mayor's brother? He became a useless drunk after the factory shut down. There's nothing to do..."

Bratty Marin: "Chocobo looks so happy under the sun!"

Bratty Marin: "Chocobo, choco choco chocobo (note)"

/DL28 -- Dali Pub |

Innkeeper Hal: "Hee-haw! Hail to the new queen!" <Hiccup!> "Why'd she have to shut down the factory as soon as I joined in? It's always like this! I missed out on a financial opportunity!" [He repeats the last two sentences if you talk to him again.]

Slai's Father: "We're not usually open during the day. He's a special case. Do you need medicine? {Y/N}

[If you try to come behind the counter:]

Slai's Father: "Hey, you can't come inside!"

/DL29 -- Dali Inn |

Snot-nosed Gudo: [Same as DL21]

Gumo: "Can I help you, kupo?"

- R1 --> Save
- R2 --> Tent
- R3 --> Mognet
- R4 --> Cancel

R3: "I haven't received any mail recently, kupo."

/DL30 -- Equip Shop |

Eisha: "Welcome! The factory closed down, but my daughter is ecstatic about us running the shop together again. I'd love to take my daughter on a trip with the money I saved, but... ..we have our store. We can't leave. Hey, would you look after the store for a week?"

- R1 --> Yes
- R2 --> No

R1: "Thank you. I'll remember your kindness."

R2: "Oh, I was only joking. I'm sorry."

Shopkeeper Eve: "Welcome!" [Buy/sell screen opens.]

/DL31 -- Windmill |

[If Zidane tries to get into the hatch to the factory:]

Zidane: "It's completely sealed..."

[If Zidane looks at the locked door:]

Zidane: "I'm gonna need the key to open this up... It says Mayor's

Key here." {Open/Don't Open}

[Zidane finds a chest near a chocobo with 30000 Gil. Afterwards:]

Zidane: "There's something under the treasure box..."

R1 --> Reach for it

R2 --> Don't reach for it

R1: [Zidane gets the key item Burman Coffee!]

R2: [Zidane takes no action.]

/DL32 -- Mayor's House |

[Zidane walks in and finds a sleeping kid.]

Zidane: "Looks like the mayor isn't here..."

R1 --> Check the room

R2 --> Go outside

R1: [See below.]

R2: [Zidane leaves quietly.]

[When Zidane chooses to look around:]

Zidane: "Where should I check?"

R3 --> Desk

R4 --> Ladder

R5 --> Heater

R6 --> Shelf

R7 --> Quit

R3 (Sleeping Kid): "Uhh..." [Zidane receives: Mini-Brahne]

R4 (Sleeping Kid): "Uhh..."

Narrative: ...There's nothing here.

R5 (Sleeping Kid): "Hmm..." [Zidane gets a Mayor's Key]

R6 (Sleeping Kid): "Hmm..."

Narrative: ...There's nothing here.

R7: [Zidane leaves]

[If Zidane checks the same place twice:]

Sleeping Kid: "Hmm..."

Narrative: ...There's nothing new.

[If Zidane checks the same place thrice:]

Sleeping Kid: "Zzz..."

Narrative: ...There's nothing here.

/QD02 -- Balcony |

[Zidane finds Vivi on the balcony if the player chose for Vivi to visit his old home.]

Zidane: "Vivi? What are you doing here?"

Vivi: "Zidane... How did you find me?"

Zidane: "What are you doing in a dump like this?"

Vivi: "I... I used to live here."

Zidane: "Really? You used to live near Treno?"

Vivi: "Yeah, with my grandpa."

Zidane: "So how did you end up living with your grandfather?"

Vivi: "Well..."

[Flashback. A weirdly-dressed Qu stands on the balcony, fishing.]

Qu: "...Hungry. Maybe is end of attempting to fish Mist from sky and eat it... Is no possible to prove theory of nourishment with no eating... Hmm? I catch something."

[Flashback ends.]

Zidane: "S-So, you were..."

Vivi: "My grandpa... He fished me out of the sky."

Zidane: "....."

Vivi: "Maybe I fell off a cargo ship..."

[Flashback again. Vivi is up on the balcony with Quan, now.]

Quan: "I not know I catch something from Mist ocean!"

Vivi: "....."

Quan: "You no need be so afraid..." (Maybe I eat him, but he still so small...)

[Flashback ends again.]

Vivi: "My grandpa was very kind to me. He used to worry that I wasn't growing properly."

Zidane: "I see..."

Vivi: "Let's go, Zidane. There's no reason to stay here."

Zidane: "Right..."

/AC30 -- Castle Stairs |

[If you correctly task the knights to their jobs, they'll say:]

Kohel, Pluto Knight III: "We'll gather all the information you'll need, Your Highness!"

Blutzen, Pluto Knight II: "We'll gather all the information you'll need, Your Highness!"

Haagen, Pluto Knight VIII: "Your Highness, on our lives, we'll

protect the citizens of Alexandria!"
Weimar, Pluto Knight VII: "Your Highness, on our lives, we'll
protect the citizens of Alexandria!"

Breireicht, Pluto Knight VI: "We'll contact Lindblum immediately,
Your Highness!"

Laudo, Pluto Knight IV: "We'll contact Lindblum immediately, Your
Highness!"

Mullenkedheim, Pluto Knight IX: "We'll shoot that monster down in
no time, Your Highness!"

Dojebon, Pluto Knight V: "We'll shoot that monster down in no
time, Your Highness!"

[If you make a poor allocation decision, the knights will say:]

"Uhhh... We'll try our best, Your Highness"

/AL38 -- Town Fighting |

[If you try to veer off from the path:]

Beatrix: "Steiner, where are you going?"

/AC31 -- Castle Entire |

[If Garnet tries to enter any "pitstops" on her way up, she'll be
repelled by a force and cannot enter:]

Dagger: "AAH...!"

[When Zidane's crew arrives, if he tries to leave the castle:]

Zidane: "Dagger's probably inside the castle."

/AC32 -- Right Library |

Scholar: "Has Her Highness evacuated the castle yet?"

Scholar: "There are enemies in town? Well, I guess we had better
escape."

/AC33 -- Left Library |

Scholar: "I see. I'm leaving right now."

Scholar: "Really? We're under attack?"

/AC34 -- Kitchen |

Onionmeister: "Yipe!"

Eggmeister: "Yipe!"

Ovenmeister: "Yipe!"

Dishmeister: "Yipe!"

/AC35 -- Guardhouse |

Mosh: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3 --> "I haven't received any mail lately, kupo."

/LB74 -- GC Guest Room |

Mogki: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I'm glad Lindblum got rebuilt! I don't like Fossil
Roo. Can I ask you a favor, kupo? I want you to deliver
a letter to Moodon!"

R5 --> Okay

R6 --> No way

R5: "Thanks, kupo!" [You get the letter.]

R6: "I'm so sad, kupo.." [You don't get the letter.]

[Talk to Mogki again (R3) and:]

Mogki: "I haven't received any mail lately, kupo."

[After talking to Blank:]

Blank: "Go see Cid. He's in the royal chamber."

/LB75 -- GC Upper Hallway |

Elite Guard: "This is the guest room."

Aviator: "I heard No. 2 has engine problems. Looks like we won't
be going anywhere for a while."

Aviator: "We now have the technology to fly without Mist, but we
don't have an airship. It's so sad."

Soldier: "The regent wishes to see you. Please go to the royal
chamber."

/LB76 -- GC Hallway w/ Fountain |

Soldier: "You can go to the airship docks from the hall upstairs."

Officer: "The guards here fool around sometimes, so I have to
watch over them closely."

Soldier: "You may use the lift, if you wish."

Elite Guard: "Go upstairs to get to the airship dock."

/LB77 -- GC Airship Dock |

Aviator: "I'm on an airship most of the time, so I often feel uneasy on land."

Aviator: "I wish that airship would get here already."

Officer: "I like to look at this statue while I wait for the airship to arrive."

Soldier: "The regent wishes to see you. Please go to the royal chamber."

/LB78 -- GC Dragon's Gate |

Gatekeeper: "By order of the regent, we may not open this gate."

Moonte: "Can I help you, kupo?"

- R1 --> Save
- R2 --> Tent
- R3 --> Mognet
- R4 --> Cancel

[If you talk to Moonte in R3:]

Moonte: "I haven't received any mail lately, kupo."

/LB79 -- GC Serpent's Gate |

Soldier: "It's such a nice day today. I don't feel like working."

/LB80 -- GC Elevator Hllwy |

Soldier: "The royal chambers and conference room are down the hall."

/LB81 -- GC Mechanical Room |

Worker: "Hold on one sec. My job's pretty simple, but the lift wouldn't operate without me. You've gotta take pride in whatever you do, know what I'm sayin'?"

/LB82 -- GC Castle Rooftop |

Soldier: "The view is great on a clear day."

[After you talk to Garnet:]

Zidane: (...I'd better leave her alone.)

/LB83 -- GC Hllwy 2 Chambr |

Soldier: "The conference room is just down the hall."

Soldier: "The royal chamber is upstairs."

Soldier: "Go right ahead. The regent is expecting you."

Soldier: [Same as soldier directly above.]

/LB84 -- GC Meeting Room |

[If you go in before talking to Cid as directed by Blank:]

Eiko: "Zidane!"

Zidane: "Heh, heh. Did you all miss me?"

Freya: "How are you feeling?"

Zidane: Okay, I guess."

Steiner: "Zidane, Regent Cid wishes to see you. Go to the royal chamber."

Zidane: "Oh. Okay. See you all later."

[Zidane leaves automatically; if he re-enters, though:]

Freya: "Did you talk to Cid yet?"

Amarant: "I thought you were dead... Shucks..."

Eiko: "I'm getting bored."

Vivi: "This castle has so many neat things."

Steiner: "This suit of armor is impeccable. I wish I could try it on."

/LB85 -- GC Air Cab Station |

[If you try to leave the area after learning Dagger's voiceless:]

Worker: "I'm sorry. It's currently out of service."

/LB86 -- GC Bridge 2 Factory |

Aviator: "An airman is useless without an airship."

Aviator: "I wanted to ride on No. 2 so bad..."

Aviator: "I heard the restoration of the town is going pretty well.

Aviator: "Why is the regent taking so long to build another airship?"

/LB87 -- GC Airship Hangar |

Engineer Zebolt: "The airship's constructoin is going well, but only the regent knows how to build its core

parts."

Veteran Engineer: "We can build the airship to a point, but we need the regent to build the key parts."

/LB88 -- BD AC Station |

[At the air cab station:]

Attendant: "Just so you know, air cabs run nonstop, around the clock. Good day."

[Zidane finds a long-snouted person sitting in a chair:]

Zidane: (Uhhh...)

R1 --> Ask about the potion

R2 --> Talk about something else

R1 (Industrial District Engineer): "With the Industrial District destroyed, we have a great opportunity to develop new technology. So who gives a damn about potions?"

R2 (Industrial District Engineer): "With the Industrial District destroyed, this is a great opportunity to develop new technology. Work with me!"

[The R1/R2 for a man who appears in the shop on a screen refresh:]

Stubborn Geezer: "How should I know!? I don't use potions!"

Stubborn Geezer: "According to the rumor, they're building an airship that doesn't run on Mist. I won't believe it until I see it!"

/LB89 -- BD Main Street |

[Zidane starts talking to people. The first option is "Ask about the potion"; the second is "Talk about something else". Keep that in mind when reading, 'cause this isn't normal dialogue.]

Young Lady: "My grandmother once told me that there was once a potion collector who used to live in a studio in the Theater District."

Young Lady: "I wonder if there's anything I can do to help...?"

Supervisor: "Dammit, Jim! I'm a doctor, not a miracle-worker! Ask somebody else."

Supervisor: "I can't believe our beautiful city has been so thoroughly destroyed... But we shall prevail! We're going to make our city even greater than before!"

Lazy Carpenter: "Ask someone else."

Lazy Carpenter: "My boss's been watchin' over me! I haven't been able to take a break for hours! Darn it!"

Craftsman: "I don't know much about potions."

Craftsman: "I'm on my break. So, I decided to take a walk."

Worker: "People still use that stuff? I know they used to use 'em
in the old days."

Worker: "The city's made a real comeback, don't you think?"

[At Hunter's Gate:]

Soldier: "No, no! You're not allowed to leave the castle at this
time!"

Soldier: "Sorry, but rules are rules."

/LB90 -- BD Main St Inn |

[Zidane can inspect a "?" near the suggestions box.]

Zidane: "I guess I'll write something." [See LB32 for his comment.]

Moodon: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "Oh, it's a letter, kupo! Yeah! It's been a while
since I received one."

From Mogki to Moodon

Alexandria is in a horrible state right now... I
wonder if Kupo and Mosh are okay? Let me know when you
have more info! I heard that Stiltzkin was also in
Alexandria! Kupo!

Moodon: "That wasn't a very happy letter... Kupo. I
wonder what's going to happen now?"

[R3 again:]

Moodon: "I haven't received any mail lately, kupo."

/LB91 -- BD Marketplace |

[Zidane starts talking to people. The first option is "Ask about
the potion"; the second is "Talk about something else". Keep that
in mind when reading, 'cause this isn't normal dialogue.]

Olivier: "Never heard of it. Maybe my sister knows."

Olivier: "Mmm, I love the smell of pickles!"

Joanna: "I don't know. Ask my brother."

Joanna: "Let's play, Olivier!" [...and Olivier replies:]

Olivier: "No way! You always cry so easily." [And then:]

Joanna: "<Sniff.> <Sniff, sniff.> Waaahhh!"

Old Pops: "Sounds familiar, but I don't know."

Old Pops: "The city is in ruins, but I feel better when I see
Grandma Pickle."

Grandma Pickle: "Potions? I don't know. I don't put any potions on my pickles."

Grandma Pickle: "The city's been destroyed, but I'm gonna keep selling my pickles! My pickles are the best!"

Supervisor: "Can't you see we're working!?"

Supervisor: "The other way! To the right!"

[After Joanna runs away, she'll come back after a bit:]

Joanna: "(note) Hmm (note)
(note) Hmm (note)"

[In the nearby residence:]

Card Freak Gon: "The birds have been driving me nuts lately. I can't concentrate at all. Maybe I should become a bird freak..."

/LB92 -- BD Fntn. Plaza |

[Zidane starts talking to people. The first option is "Ask about the potion"; the second is "Talk about something else". Keep that in mind when reading, 'cause this isn't normal dialogue.]

Bunce: "I'm not sure what you're talking about. Why don't you ask Sis?"

Bunce: "Zidane! I think Dragoos from the weapon shop is after my sister. I don't want my sister to marry a dud like him! Help me out!"

Carpenter's Apprentice 2: "I don't know. I'm sorry."

Carpenter's Apprentice 2: "I'm too busy to go home. I hope the boss will give me a vacation."

Carpenter's Apprentice: "I've never heard of this potion."

Carpenter's Apprentice: "Check out the foundation of this building. It's the work of a master. I wanna do a top-notch job like this someday"

Carpenter: "I never use potions or other medicine. I'm always in good health."

Carpenter: "Oh, I'm so hungry! I keep thinking about what I'm gonna have for lunch."

Alice: "Beautiful Potion? Yes, I have it. I know it's here somewhere. Here it is! You can have it. It's too old to sell anyway." [Receive: Beautiful Potion!]

Alice: "Dragoos also sells items in his weapon shop."

[Ask Alice about potions again and--]

Alice: "I'm sorry. I don't have the other stuff you mentioned."

/LB92 -- BD Synth/Weap Shops |

[Zidane starts talking to people. The first option is "Ask about the potion"; the second is "Talk about something else". Keep that

in mind when reading, 'cause this isn't normal dialogue.]

Female Customer: "I'm sorry. I don't know."

Female Customer: "Wow, there are so many different weapons. Maybe I'll buy one for my own protection."

Dragoos: "I don't know anything about potions. Did you ask Alice?"

Dragoos: "This is a weapon shop, but I also sell items now. Take a look." [Buy/sell screen opens up.]

[If Zidane inspects the armor he earlier deemed "cheesy":]

Zidane: "I thought it would still be here. I bet no one's gonna buy it."

[In the synth shop:]

Torres: "I don't know. I'm just a blacksmith, after all. Ask Wayne. He might know."

Torres: "I think Wayne is ready to take over this shop..."

Wayne: "I've never heard of it. Sorry."

Wayne: "I'll take your weapons and make 'em a thousand times better! [Synth creation screen opens up.]

/LB93 -- TD Main Street |

[An automatic sequence plays if Zidane saved the family in Burm.:]

Man: "Hey, isn't that...?"

Woman: "I think it is."

Kal: "Yo!"

Zidane: "?"

Kal: "How's it goin', buddy!?"

Zidane: "Hey, you're the couple from Burmecia!"

Wei: "Thank you again for your help in Burmecia."

Zidane: "Ah, it was nothing. I'm glad to see your husband's doing well."

Kal: "Yeah, my leg's all healed, thanks to you. It was a struggle, but luckily, we were able to get here."

Wei: "Some of our friends made it to Lindblum, too, but they said many people died on the way."

Zidane: "Geez..."

[An ATE ("The Rally") automatically plays.]

Kal: "...Yeah. Oh, I forgot! I wanna show you something."

Wei: "That's right, huh?"

Zidane: "?"

Kal: "Hey! Come here!"

Voice: "Okay." [Five little rat kids run over.]

Wei: "They're our children."

Kal: "I didn't think I could keep our promise."

Kid #1: "Who's this, Daddy?"

Kal: "He's my savior."

Kid #2: "Oh..."

Kid #3: "What's a savior?"

Wei: "A savior...is a really important friend."

Kid #4: "Oh..."

Kid #5: "I want a savior, too."

Kid #3: "He looks cool."

Zidane: "Heh, heh, heh. I like your kids."

Kal: "Someday, we're gonna return to Burmecia."

Wei: "Right now, we're trying to get everyone together."

Kal: "It's gonna take a lot of time and effort to rebuild our home

Kid #1: "Can we go play now?"

Wei: "Sure. We must rebuild Burmecia for our children..."

Kal: "Make sure you come visit us once we're finished."

Wei: "Yes. After all, you are our savior."

Zidane: "I'll definitely be there."

[Zidane can start asking about the potions again. The R1/R2 prompt system used in the other Lindblum sections I'll use again.]

Wei: "I don't know anything about potions. I'm so sorry."

Wei: "We have to rebuild Burmecia for those kids."

Kal: "I've never heard of anything like that. Sorry I couldn't be of any help."

Kal: "The city is still in ruins, but people are very energetic!"

Kid: "La-la-la-la-la." [They all say this.]

[In Michael's house:]

Self-proclaimed Artist Michael: "I've never heard of 'em. If you happen to find it in my studio, go ahead and take it." [It is in his studio; the Strange Potion]

Self-proclaimed Artist Michael: "You want to talk to me?"

/LB93 -- TD Tantalus Hideout |

Marcus: "My back's starting to ache."

Cinna: "This is gonna be really tough to fix."

Zenero: "This is taking forever..."

/LB94 -- TD Main Street |

Card Freak: "Do you like card games, too?"

Card Boy: "Why are you so good at card games? I wanna get better, too!"

Card Freak: "You need to keep using rare cards to get better at the card game."

Card Boy: "Please! Take me under your wing!"

Card Freak: "An apprentice, eh? Alright. Always trust your instincts! That's your first lesson!"

Card Boy: "Hey, I'm his first apprentice! You're gonna have to wait your turn."

[In Michael's house:]

Self-proclaimed Artist Michael: "I'm on a roll! I'm on a roll! Let's finish this painting!"

[You can inspect a "?" eliciting a--]

Self-proclaimed Artist Michael: "Hey, those are my tools."

/LB95 -- BD Marketplace |

Grandma Pickle: "Now that the Mist is gone, why not go to the beach? My pickles are the best!"

Supervisor: "The other way! To the left!"

Worker: (...He kept telling me to go right before.)

Joanna: [Not in screen any longer.]

Olivier: [Not in screen any longer.]

Card Freak Gon: [Same as LB91]

/LB96 -- GC Serpent's Gate |

Soldier: "You're leaving? Have a safe trip."

Engineer Zebolt: "Don't worry. The ship's all ready to go."

Engineer Zebolt: "The regent was a bit unreasonable this time. I had to work on really short notice. It's a good thing No. 2's repairs were postponed. Otherwise, I wouldn't have had the time."

Minister Artania: "The regent is waiting onboard. Please use the ladder to board the ship."

[At the ship's ladder:]

Narrative: Board the Blue Narciss? {Yes/No}

/WM02 -- Blue Narciss Int. |

Amarant: "I'm not lookin' forward to seeing that sick narcissist again."

Steiner: "Maybe this trip will be good for the princess..."

Eiko: "We're going back to my home on the Outer Continent, right?"

Vivi: "Don't worry about me. I'm okay..."

Dagger: "....."

Freya: "Traveling by ship is uncomfortable, but it cannot be helped. We must find him by any means necessary."

Quina: "Why we not fish? Lots of yummy fish swim out there."

Regent Cid: "Do you want to change your party?" {Yes/No}

Blank: "Do you know where you're going?"

R1 --> Yes

R2 --> No

R1: [Blue Narciss disembarks.]

R2: [No actions are taken.]

/EG01 -- Stairs 2 Entrance |

Man: "Once in a while, there's a ship that flies around the Shimmering Island. I wonder where it comes from."

Youth: "I've never seen you here before."

Old Woman: "Oh, so you're here to see the Shimmering Island, too, eh?"

Girl: "This star lives like we do. The Shimmering Island is proof of the Path of Souls."

Boy: "The pigeon flew away."

Old Man: "It's so cold."

Boy: "I saw it! I saw the big ship fly!"

/EG02 -- Lobby and Shop |

Old Man: "Ever since I started coming here, my back's been as good as new. See? Ooof! I'm still as strong as them young'uns!"

Youth: "This is only our second time here, but Grandpa's been here twenty times!"

Boy: "They say this place is holy!"

Bishop: "Welcome to Esto Gaza. The stars are the source of all life. We receive life from the stars and live our lives with them. This is the one place holy enough to worship the Path of Souls; the way of the Shimmering Island. Would you care to rest here for 100 Gil?" {Yes/No}

Girl: "He's the seventh in a long line of bishops."

Old Woman: "The Shimmering Island is the Path of Souls, you know."

Boy: "Gatz says we're here to see the Path of Souls, but I don't see it anywhere."

Youth: "Sometimes we meet here secretly."

[The two people then say:]

Girl: "Hi. Did you come to see the Shimmering Island, too?"

Gatz: "What do you want with Lisa?"

Zidane: "Uh, I came here..."

R1 --> To see you!

R2 --> By chance

R1 (Gatz): "Hey, beat it."

(Lisa): "Oh, you're just saying that. My name's Lisa, and I come here to see Gatz sometimes."

Zidane: "Hey, Lisa. How about you and me go see the Shimmering Island?"

Gatz: "I hope you get kicked by a horse."

Lisa: "Umm...okay."

Gatz: "Will you just get the heck away from us!?"

Lisa: "Don't let him get to you. I'll see you around."

R2 (Lisa): "Oh..."

Gatz: "Will you just get the heck away from us!?"

Lisa: "(Sorry! We'll talk later!)"

Old Man: "If the glow of the Shimmering Island stops, it means the Path of Souls is closed."

Man: "The bishop sometimes hears voices from the Path of Souls."

Girl: "Once in a while I see a strange ship fly overhead."

Boy: "The bishop'll get angry if ya talk too loud."

Old Woman: "Young man, don't you think the bishop is a right fine man?"

Old Woman: "I feel a little younger whenever I visit."

Man: "I wonder what sort of place the Shimmering Island is. Someday I want to visit there!"

Shopkeeper: "How can I help you?" [Buy/sell screen opens up.]

Shopkeeper: "Thanks, come again!" [Said when you leave.]

/EG03 -- Watching Area |

Youth: "Books from long ago mention the Path of Souls."

Mogrika: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I haven't received any mail lately, kupo."

/MS08 -- Madain Sari Entire |

Chimomo: "We rescued Lani because she was dying outside. She's with us now, kupo."

Momatose: [Same as MS07]

Morrison: [Same as MS07]

Moco: [Same as MS07]

/QU09 -- Quale's House |

Quale: "Quina, you should go on trip to master art of eating."

Mogster: [Same as QU08]

Moggy: [Same as QU08]

/CF03 -- Chocobo's Forest |

Zidane: "Where's Mene...?"

[Mene flies in.]

Mene: "Kupo! You're here. I've been away. I finally found it, kupo!
There's place called Salvage Archipelago across the ocean
southwest from here. There's island called Palmnell, and you
can enter the lagoon from there. Check on the map, kupo.
There's holy light in lagoon. It's very much like this
forest! I'm sure we can find Chocographs there, kupo!"

[Mene then repeats stuff from CF02.]

/GZ07 -- Moogles' Room |

Mogmi: [Same as GZ06 + "I haven't received any mail lately, kupo."]

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Extension]

R2: "Sad, kupo..."

Moguta: "I want more Kupo Nuts!" [Said after giving him K. Nut.]

/AC36 -- Harbor

Alexandrian Soldier: "Please go down the staircase to board the
Blue Narciss."

/AC37 -- West Tower Hallway |

Blutzen, Pluto Knight II: "I have no idea how to even begin..."

Kohel, Pluto Knight III: "This is gonna be one heck of a clean-up
job..."

/AC38 -- West Tower Entrance |

Laudo, Pluto Knight IV: "I'm going to write a book about the
rebuilding of Alexandria!"

Breireicht, Pluto Knight VI: "I want to get the tower fixed as
soon as possible. I get my daily
exercise there."

Alexandrian Soldier: "The Knights of Pluto did a great job

evacuating the citizens. We managed to come out of this with very few casualties."

/AC39 -- Castle Gondola Dock |

Mullenkedheim, Pluto Knight IX: "I'd like to start by rebuilding the kitchen!"

Dojebon, Pluto Knight V: "Yes, I'm working, I'm working."

Soldier on Gondola: "Go into town?" {Yes/No}

/AL39 -- Town Gondola Dock |

Soldier on Gondola: "Go to the castle?" {Yes/No}

/AL40 -- Town Square |

Tom's Mother: "I wonder if Princess Garnet will return to Alexandria?"

Boy: "Card games are hard. Are you good at playing them?"

Girl: "I found a card from the rubble. You can have it!" [Receive: Alexandria Card]

Alexandrian Soldier: "I know that we can rebuild the city if we work together."

Ryan: "I'd endure any hardship to join the Knights of Pluto!"

Man: "I don't have a lot to do, but too much work is also problematic..."

Shopkeeper: "I stocked up the shop the best I could."

[If you talk to the Tour Guide:]

Tour Guide: "Everybody gather 'round! It's time for the reconstruction committee meeting! We will decide what to put on the reconstruction petition! A majority vote will determine the policy to be submitted!"

Man: "Rebuild the bar!"

Shopkeeper: "No, the roads!"

Girl: "A school!"

Tom's Mother: "I want a large market!"

Boy: "A playground!"

Ryan: "I wanna join the Knights of Pluto."

Tour Guide: "Boy... We're full of ideas, aren't we? Let us take a vote tomorrow!"

/AL41 -- Town Hotel |

[Zidane walks in on a(nother) conversation yelling at the clerk:]

Red Mage: "What!? What do you mean, there's no room!?"

Fish Man: "Y-Yes, I'm sorry..."

Red Mage: "Oh, and that makes everything better!? We made a reservation!"

[Hippaul runs in.]

Hippaul: "Please wait. How many nights will you be staying?"

Red Mage: "Well, let's see... We were going to stay three nights."

Hippaul: "I understand. Please wait one moment."

[He runs upstairs for a moment and then returns.]

Hippaul: "Thank you for waiting. A room will be available later this evening. How is that?"

Red Mage: "Later tonight, huh...?"

Hippaul: "Of course, we'll be offering a 20% discount for your inconvenience."

Red Mage: "Okay! Agreed!"

Hippaul: "Thank you. Would you please sign in here?"

Zidane: "Wow... The kid is a great businessman."

Hippaul: "Boy, that made me nervous!"

Red Mage: "I can't wait to see that boy grow up and become the master of this inn!"

Red Mage: "I thought she might get mad again..."

Fish Man: "Sorry, we don't have any vacancies..."

/AL42 -- Left Alley |

Synthesist: "Alexandria Castle's sword was the symbol of this city, but now... Would you like to synthesize something?" {Yes/No}

[In the mini-theater, if you talked to Lowell and sent him there:]

Ruby: "I do declare, that Lowell's too big for his britches. What in tarnation are we supposed to do?"

Ashley: "We need more actors to stage a show."

Lowell: "What is this tiny theater!? This place is unworthy of my talent!"

[Later on (after talking to him?), Ashley walks the alley.]

Ashley: "I'm sure the town will rave about our mini-theater once everything is back to normal."

/AL43 -- Church St. |

Old Lady: "I can't sleep at night. The attack was so terrifying..."

Flower Girl: "He's handsome, but he's not exactly Mr.
Personality..."

Weimar, Pluto Knight VII: "To have the chance to meet a pretty
flower like you in a destroyed city...
Oh, I'm the luckiest guy in the world!"

Retired Boatman: "The water ish quite dirty right now. I can't
even shee any fish shwimming in there... Feeding
the fish was my favorite pashtime."

Boatman: "The city was completely destroyed by the time I came
back... They must've known I was away!"

Tom: "Can someone tell me how to keep track of my kitty, Mittens?"

[In the church:]

Kupo: [Same as AL36 + "I haven't received any mail lately, kupo."]

/AL44 -- Main Street |

Ovenmeister: "I can hammer nails with my frying pan!"

Doug: "You idiot! And you call yourself a chef!? Treat the tools
of your trade with more respect!"

Ovenmeister: "But the city needs to be rebuilt."

Doug: "We all have our place in life, buddy! Yours is to cook
delicious food for the people of this city!"

Ovenmeister: "Hmm, he has a point!"

Nikolai: "I can't believe the city got destroyed right before our
honeymoon..."

Michelle: "He always has bad timing."

/AL45 -- Main St. II |

Immigrant From Lindblum: "Such bad luck... I just moved here from
Lindblum. This is awful."

Unnamed Boy: "Our shower is broken. I feel so yucky!"

Unnamed Girl: "Wait for me!"

Old Man: "Maybe Grandma would've finished Ilia's new dress if I
didn't demand food all the time..."

Ilia: "Who cares if I don't have new cwothes, as wong as my famiwy
is still awive!"

Old Woman: "I was almost finished with Ilia's clothes..."

/CL01 -- Chocobo's Lagoon |

[Zidane walks in on a reef-level chocobo.]

Zidane: "Mene, what are you doing here?"

Mene: "I'm Choco's buddy, kupo! He knows what we need to do! Let's dig around some more, kupo! It's tougher to dig in bottom of lagoon than it is in forest."

Zidane: "We can only dig the shallow parts. Choco doesn't like to go deep in water."

Mene: "So the area is limited, kupo... Okay, so I'll make it half time, half price."

Mene: "What do you want, kupo?"

- R1 --> Play Chocobo Hot & Cold
- R2 --> I want Gysahl Greens
- R3 --> Check current points (____)
- R4 --> Nothing

R1: "It's 30 Gil per game, kupo!" (Current funds: _____)
{Play/Don't Play}

R2 (Choco): "Kweh!" Beak LV: _____

- R5 --> Take a look at Chocograph
- R6 --> Open menu
- R7 --> Learn how to navigate on Choco
- R8 --> Cancel

[After digging up so many chocographs:]

Mene: "Choco says he can't find any more Chocographs here for now. Kupo...why don't you go to the forest or use Chocograph and do some treasure hunting?"

[If you come back after Choco's got the mountain ability:]

Mene: "You're flaming red now, kupo!"

[If you dig up a Dead Pepper (in the forest, that is):]

Zidane: "What's this Dead Pepper?"

Mene: "Can I see, kupo? ...This is super-spicy pepper, kupo. It was precious seasoning long, long ago. The Mist wiped out plant that grows these peppers, though... You should keep it, kupo. It might come in handy."

[If you get the Ocean Ability:]

Mene: "...You look kind of dirty, kupo."

Choco: "Kwehhh..."

Mene: "Did I hurt your feelings? I'm sorry, kupo. Well, it doesn't matter what color you are, kupo. You're still my Choco!"

/WM03 -- Chcgrph Smoke |

[Choco goes back to the Dream World once the Dawn Lagoon's dug up.]

Fat Chocobo: "Wanderer... We await your return... Choco, now you have the ability to climb mountains! You are heading towards your homeland... Hurry home."

[After you find the Green Plains chocograph:]

Fat Chocobo: Wanderer... We await your return... Choco, now you have the ability to cross oceans! You are getting close to your homeland..."

/SG16 -- Treno Arch |

Mosco: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "I haven't received any mail lately, kupo."

/IC03 -- Cav. Entrance |

Mois: "The ice inside is melting! It's dangerous! I'm telling you, don't go inside. Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "I haven't received any mail lately, kupo."

/DL33 -- Village (all) |

Crista: "The mayor came back safely from the devastation in Alexandria. He's so brave! I'm running short on money. I hope he has a new business plan."

Bratty Marin: "Watching chocobos makes me feel better. When I look at him, I forget about all the horrible things going on."

Bratty Marin: "Chocobo, choco choco chocobo (note)"

Pasty Yacha: [Same as DL27]

[In the bar:]

Innkeeper Hal: "I'm fed up! Everything I do is a failure. Everyone else gets in the way of my success! <Hiccup!>"

Innkeeper Hal: "I'm so unlucky! I'm an unlucky man!"

Slai's Father: "We're not usually open during the day. He's a special case. The world's a dangerous place these days. How about some medicine?" {Buy medicine/Don't buy}

[At the pumpkin patch:]

Zidane: "They made those patterns on the ground to mark an airship landing site."

Old Lady: "I can't believe the castle was destroyed. What a cruel, cruel world... My son was there. He escaped in one piece, thank heavens. You'd think a near-death experience would change his outlook, but he's still as greedy as ever. I'm so tired." [She repeats the last line on subsequent talks.]

[In the mayor's house, when Zidane barges in like old times:]

Mayor Kapu: "What will be our next business? There must be another way to make easy money... You... I must concentrate. Get out!"

[Elsewhere:]

Gumo: [Same as DL29]

Snot-nosed Gudo: [Same as DL21]

Shopkeeper Eve: [Same as DL30]

Eisha: [Same as DL30]

/SG17 -- Bohden (all) |

[When Zidane walks up:]

Short Guard: "Hold it right there."

Tall Guard: "What's the purpose of your visit? Oh, you have a Gate Pass. Sorry about that."

Tall Guard: "The Berkmea is not operating right now."

Tall Guard: "It runs on a Mist engine, just like airships. It stopped when the Mist cleared."

Tall Guard: "So much for fixing the airship gate."

Short Guard: "What are you doing in a sleepy place like this?"

[In the screen just inside the gate:]

Carpenter Hans: "I can't believe Berkmea stopped... We just finished fixing the gate."

Worker: "Ahh... The sun feels great. Hee hee."

Chief Engineer: "The Berkmea stopped moving because the Mist cleared. There's nothing for me to do here, but there's no way for me to go back home to Lindblum. I hope Regent Cid builds his new airship soon."

[At Bohden station:]

Conductor: "Sorry, Berkmea is not operational. Everything runs on a Mist engine. I'm glad the Mist is gone, but it's certainly inconvenient."

Grimo: [Same as SG04 + "I haven't received any mail lately, kupo."]

Construction Worker: [Same as SG04]

Item Seller: [Same as SG04]

/TR29 -- New Dialogue |

Girl: "Alexandria and Lindblum fell. Anything can happen in this world. I can only rely on myself!"

Tot: "Ah, long time no see! You look well."

/MC01 -- Mognet Central |

Mogriffin: "The grown-up moogles don't know what to do, because the equipment is broken!"

Mogreg "This is Mognet Central!"

Mogliana: "I wonder if Mognet will go out of business, kupo?"

Moss: "If we only had that item..."

Mosh: "I wonder if Mognet will ever be the same?"

Artemecion: "I shouldn't have used so much of it on myself... I only did it because it makes my coat look soft and shiny... ..but after I used it all up, the gears started go grind..."

/QD03 -- Balcony |

[If you have an ocean chocobo and inspect the "?":]

Zidane: "There's something at the bottom of the ledge, in the ocean... Looks like foam... Maybe I can get there on a chocobo..." {Use Dead Pepper/Don't have the time right now}

[If you pick to use the Dead Pepper, you'll be on the world map with the chocobo]

Zidane: "It's higher than I thought..."

R1 --> Feed him a Dead Pepper (Remaining: _ _)

R2 --> Cancel

R1: [Zidane dives off w/ Choco and into the foam below, finding the treasure beneath the waves]

Zidane: "Oh... I get it now."

[Zidane reappears back up on the balcony afterwards.]

R2: [No actions taken...but you can't go back in...so you have to jump off, effectively.]

/QU10 -- Marsh Entire |

Moggy: "Gosh, Bro. You sure know a lot."

[If you talk to Mogster and ask for direction (option 2):]

Mogster: "Kuja's hideout is in the Kiera Desert, which is on the eastern side of the continent. You'll see 4 areas with

sand flowing in there. One of them is the entrance to his hideout. You won't be able to walk over there from here, though. Mountain ranges that run along the middle of the continent separate the eastern and western sides."

/BM17 -- Village Entire |

Mogryyo: [Nothing new + "I haven't received any mail lately, kupo"]

[If Zidane tries to go into the stable:]

Narrative: It's locked.

[After talking to Mr. 288, he'll just say:]

Black Mage No. 288: "....."

[After the entire scene in the village is wrapped up]

Black Mage No. 33: "He's so cute."

Black Mage No. 111: "Look at him..."

Mogryyo: [Same thing as above]

Black Mage No. 288: "....."

/WM04 -- Blue Narciss Int. |

Eiko: "I hate that Kuja guy! Let's all give him a good beating!"

[Everyone else's dialogue is the same as in WM02]

/DP01 -- First Hallway |

Regent Cid: "Leave this to me!"

/DP02 -- Hangar Wlkway |

Black Mage No. 12: "I was told not go any further."

/WM05 -- Hilda Garde One |

[If you "talk" to the airship:]

Zorn: "Where are you going? You need to go south!"

Thorn: "Finish the mission. Then can you board. Anything you need, I sell." [Buy/sell screen opens automatically.]

/QU11 -- Marsh Entire |

Moggy: "Gosh, Bro. You sure know a lot."

[If you talk to Mogster and ask for direction (option 2):]

Mogster: "Sounds like you've got major problems. You sort of know where your destination is, right? Press [SELECT] to open the big map on the world map, and look for Oeilvert. I'm sure your enemies will fly you there. It'll save both sides a lot of time."

/OV01 -- Oeilvert Rd. |

Mimoza: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Mogshop
R5 --> Cancel

R3: "It's so unusual to have visitors here! Please deliver my mail for me! Kupo! I want you to deliver a letter to Mooel!"

R6 --> Okay
R7 --> No way

R6: "Thanks, kupo!" [You get the letter.]
R7: "I'm so sad, kupo..." [You don't get the letter.]

[After accepting the letter:]

Mimoza: "I haven't received any mail lately, kupo."

/OV02 -- Star Display Room |

Stiltzkin: "How about a three-piece combo of Hi-Potion, Emerald, and Elixir for 888 Gil?"

R1 --> Purchase
R2 --> Cancel

R1: "Thanks to you, kid, now I can continue my journey!"
R2: [Dialogue cancelled]

[After purchasing Stiltzkin's wares:]

Stiltzkin: "There's something fishy about Mognet getting fouled-up. What the heck is Artemecion thinking?"

Mooel: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "Thanks for delivering the letter from Mimoza! Artemecion hasn't been delivering mail lately. Let's read it, kupo!"

From Mimoza to Mooel

I haven't received any mail lately, kupo. What's going

on? Hey, Mooel, would you go to Mognet Central and complain for me? I'm so mad about it! Kupo!"

Mooel: "Mimoza is scary when she gets mad... I'm not sure where Mognet Central is, though. I'll give you this in exchange for the delivery! [Receive: Kupo Nut]

[Afterwards:]

Mooel: "I haven't received any mail lately, kupo."

/OV03 -- The Grand Hall |

[If Zidane approaches the weird ball before doing other things:]

Zidane: "What a strange-looking ball... Nothing..."

/OV04 -- Room w/ 4 Pods |

[If Zidane does one out of order:]

Zidane: "Nope... Nada. Maybe there's a proper order to it all."

/DP03 -- Hourglass Room |

[If the Hedgehog Pie scares Regent Cid:]

Regent Cid: "I guess I should stand still when that creature looks this way <ribbit>!"

[After he gets the key:]

Regent Cid: "I see a scale and some weights <ribbit>!"

R1 --> Examine the scales

R2 --> Examine the weights

R3 --> Put weights on the scales

R4 --> Climb onto the scales

R1: "These are huge scales <ribbit>. I could probably put 3 weights on a dish. I've got to climb onto the scales in order to reach the hourglass <ribbit>!"

R2: "This weight is made of wood. This weight is made of clay. This weight is made of stone. This weight is made of iron."

R3: "Hmm... Which should I use <ribbit>?"

R5 --> Wood, clay, and stone

R6 --> Wood, clay, and iron

R7 --> Wood, stone, and iron

R8 --> Clay, stone, and iron

R4: "I've gotta put something on the left side, too <ribbit>!"

R5: [This one results in failure]

R6: [This one results in failure]
R7: [This one results in failure]
R8: [This one results in success]

[After putting weights on the scales:]

Regent Cid: "Now what <ribbit>?"

R8 --> Remove weight
R9 --> Climb onto the scales

R8: [The regent can remove weights.]
R9: [If the Regent can't make it up:]

"I'm still heavier than the other side." [The
process starts over.]

/DP04 -- Hourglass Room |

Mojito: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Mogshop
R5 --> Cancel

R3: "Wow, a visitor! Kupo! I need you to deliver mail for
me! I want you to deliver a letter to Mogsam!"

R6 --> Okay
R7 --> No way

R6: "Thanks, kupo!" [You get the letter.]
R7: "I'm so sad, kupo..." [You don't get the letter.]

/DP05 -- DesPal. Entire |

[The party leader can extract offerings and get items along the
way.]

Plaque: Offering of Power

Faithful paladin, extract the power to nullify elemental
properties from the ring. Inspect the bloodstone? {Y/N}
[If you inspect it, Receive: Promist Ring]

Plaque: Illusion of the Goddess

The path will open when the lamp is lit.

Plaque: Promise of the Evil God

The bloodstone is the source of his power. Each color
holds different power.

Plaque: Truth of the Devil

The bloodstone is proof of his power. Hide the light with
your hand.

Plaque: Offering of Power

Faithful paladin, extract magic from the chain. Inspect
the bloodstone? {Y/N} [If you inspect it, Receive: Anklet]

Plaque: Lie of the Archon
The path will open when all lamps are lit.

Plaque: Offering of Power
Faithful paladin, extract the strength to resist from the armor. Inspect the bloodstone? (Y/N) [If you inspect it, Receive: Shield Armor]

Plaque: Wise Man's Folly
Unlit stained glass opens the path when lit.

Plaque: Offering of Power
Faithful paladin, extract the power to dodge from the bracer. Inspect the bloodstone? (Y/N) [If you inspect it, Receive: N-Kai Armlet]

Plaque: Offering of Power
Faithful paladin, extract the power to dodge magic from the shield. Inspect the bloodstone? (Y/N) [If you inspect it, Receive: Venetia Shield]

Plaque: Dead Spirit's Seduction
Dare not to follow those of evil. Strive to follow those of good.

Plaque: Messenger of Heaven

Plaque: Apostle from the Underworld

Plaque: Offering of Power
Faithful paladin, extract the strength to resist magic from the hat. Inspect the bloodstone? (Y/N) [If you look at the bloodstone, Receive: Black Hood]

Mogsam: "Can I help you, kupo?"

R1 --> Save
R2 --> Tent
R3 --> Mognet
R4 --> Cancel

R3: "Thank you, kupo! Thank you, kupo! I'm so happy I got a letter!"

From Mojito to Mogsam

According to rumors, Stiltzkin is on a quest to find out why Mognet stopped functioning! I'm sure Stiltzkin will find out the truth, kupo. Why did Artemecion stop delivering mail?"

Mogsam: "There must be a reason, kupo."

[He also says "I haven't received any mail lately, kupo." when you inquire on R3 afterwards.]

Valia Pira: "Enhancing defense systems. Detecting active bloodstones... Failed to disable Elemental Attacks. Magic Power enhancement failed. Defense enhancement failed. Evasion enhancement failed. Magic Defense enhancement failed. Magic Evasion enhancement failed. Enhancement through bloodstones failed."

[NOTE: The enhancements only fail if you got the bloodstones. Once you've defeated the machine:]

Valia Pira: "Terminating defense system."

/DP07 -- Teleportation Rm. |

Dagger: "....."

Quina: "Be careful!"

Steiner: "Stay alert, soldier!"

Freya: "You must exercise caution!"

Vivi: "Keep your eyes open, Zidane!"

/GZ08 -- Moogles' Room |

Mogmi: [Same as GZ06 + "I haven't received any mail lately, kupo."]

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Phoenix Pinion]

R2: "Sad, kupo..."

Moguta: "I want more Kupo Nuts!" [Said after giving him K. Nut.]

/WM06 -- Blue Narc Int. |

Steiner: "First the princess, now Eiko... Kuja will pay dearly for this!"

Freya: "Why did Kuja abduct Eiko...?"

Amarant: "I'm not lookin' forward to seeing that sick narcissist again."

Dagger: "....."

Vivi: "Why is Kuja making Eiko and everyone suffer!?"

Quina: "We got boat, but we not eating fish. I sad..."

/EG04 -- Esto Gaza Entire |

Bishop: "The black mages were carrying a little girl."

[In the shop front:]

Girl: "This is the only place you can see the Shimmering Island from."

Man: "I wonder what sort of place the Shimmering Island is. Someday I want to visit there!"

Old Woman: "The Shimmering Island is the Path of Souls, you know."

Boy: "Gatz says we're here to see the Path of Souls, but I don't see it anywhere."

Shopkeeper: "How can I help you?" [Buy/sell screen opens up.]

Shopkeeper: "Thanks, come again!" [Said upon leaving the shop.]

[After returning back to the lobby, more people will be there:]

Youth: "I heard that a bunch of black mages headed to Mount Gulug."

Boy: "They say this place is holy!"

Old Man: "The glow of the Shimmering Island is proof that it is home to the Path of Souls."

Man: "I come from Lindblum."

Bishop: "Welcome to Esto Gaza. The stars are the source of all life. We receive life from the stars and live our lives with them. This is the one place holy enough to worship the Path of Souls: the way of the Shimmering Island. Pilgrims come from afar to follow the Path of Souls. But you see... Soon after the black mages came, terrible monsters appeared here. Thanks to them, very few people come to visit nowadays. Would you care to rest here for 100 Gil?" {Y/N} [He repeats dialogue from "Thanks to..." on subsequent talks.]

Gatz: "Will you just get the heck away from us!?"

Lisa: "(Sorry! We'll talk later!)"

Man: "The bishop sometimes hears voices from the Path of Souls."

Old Man: "If the glow of the Shimmering Island stops, it means the Path of Souls is closed."

Old Woman: "I feel a little younger whenever I visit."

Mogrika: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I got a letter this morning, but I don't know who sent it! I'm scared! Kupo! Read it with me."

From Artemecion to Mogrika

Mogrika! I'm in trouble... I used too much. Do you have more? You don't, do you? Oh, what am I gonna do?

Mogrika: "I told Artemecion not to use it!"

[After R3 again:]

Mogrika: "I have a favor to ask, kupo! I want you to deliver a letter to Moolan!"

R5 --> "Thanks, kupo!" [She gives the letter.]

R6 --> "I'm so sad, kupo..." [You receive the letter.]

/MG01 -- Mount Gulug Int. |

Bulletin Board: Don't forget to pull the lever down when you first use the well!

Slaar the Mole

Bulletin Board: The well didn't work until I pulled the lever 3 times!

Louie the Mole

Moolan: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "A letter from Mogrika? Thanks! Kupo!"

From Mogrika to Moolan

Artemecion rubbed it all over himself! The machine needs it to function properly, kupo! I know how he must've felt. I used it on myself once, too. It's a wonderful thing, but...

Moolan: "I see. That's why we haven't been receiving mail lately. Kupo. I'll give you this in exchange for the delivery! [Receive: K. Nut]"

[Do R3 again, and...]

Moolan: "I have a favor to ask, kupo! I want you to deliver a letter to Mogtaka!"

R1 --> Okay

R2 --> No way

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you a letter.]

/MG02 -- Meltigemini Fight |

[When Meltigemini uses Viral Smoke for the first time:]

Meltigemini: "Now...you're all carrying a virus, too..."

/LB97 -- GC Entire - New Dial. |

[Guest room:]

Soldier: "Lady Hilda is calling a meeting. Please go to the conference room."

Mogki: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I have a favor to ask, kupo! I want you to deliver a letter to Kumool!"

R5 --> Okay

R6 --> No way

R5: "Thanks, kupo!" [Receive: letter]

R6: "I'm so sad, kupo..." [Receive: nothing]

[At Serpent's Gate:]

Soldier: "I love the ocean... Too bad there are no girls out..."

[The castle rooftop:]

Soldier: "This is the best place to be on duty."

Soldier: "The view is great on a clear day."

/WM07 -- Hilda Garde Int. |

Dagger: "I have to move forward now. We still have our whole lives ahead of us. I can't be depressed forever..."

Eiko: "Mog... No matter where you are, you and I will always see the same sky..."

Steiner: "Once the restoration is complete, will Alexandria bustle with airships, like Lindblum...?"

Quina: "Engine fire look like kitchen stove, no?"

Vivi: "I love windmills! I hate heights, but windmills are great."

Amarant: "Hmph. Running around all over the world to find another world... It's nonsense."

Freya: "I wonder if Burmecia would have been more prosperous with airship technology similar to Lindblum's. Or would it have caused more strife?"

Crew Member: "The engine is working fine!"

Crew Member: "Would you like to change your party members?" {Y/N}

Crew Member: "Godspeed!" [Said after party ranks have been seen.]

Erin: "Do you have a new destination?" {Y/N} [Yes = Go to W. Map]

/QU12 -- First Qu's Marsh |

Moggy: [Same old.]

[If you ask Mogster for directions (Option 2):]

Mogster: "You can't become a great adventurer if you rely on others too much. Whenever you get lost in the world, press [SELECT], and you'll see a large navigation map. The map will show you the places you've visited and also indicate your destination with a white dot. If you're riding on an airship, move the finger icon over the white dot and press (><). It'll fly your ship to that destination automatically! Pretty cool, eh!? To view the airship controls, open the big map and press (/\".)"

Quale: "Quina, you should go on trip to master art of eating."

/GZ09 -- Moogles' Room |

Mogmi: [Same as GZ06 + "I haven't received any mail lately, kupo."]

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Tent]

R2: "Sad, kupo..."

Moguta: "I want more Kupo Nuts!" [Said after giving him K. Nut.]

/DG01 -- Entrance Hall

Adventurer: "There's an old legend in this region about a dragon god and his divine protection. I think it may be true. I mean, look at this place. We're surrounded by mountains, in the middle of nowhere, and the water here never runs out. It has to be the work of a dragon god."

Adventurer: "Many people have come and settled here because of the water. I came here because I believe there's some kind of treasure...you know, with the legend and all."

[Zidane can find something in the water.]

Zidane: "Huh? What's this...?" [Receive: Capricorn]

[After pushing the stone on the third floor:]

Zidane: "Let's see... 'Dragon god's blessing to the stone'??? So, I'm supposed to put a stone here? Stone...? Maybe some Ore might work." [Zidane can make Aquamarines out of the Ore]

"They transformed!"

/DG02 -- Right Library |

Scholar: "Most people believe that moonlight is a reflection of sunlight, but some astronomers have refuted this theory with the fact that moonlight is visible even during a dual lunar eclipse."

Scholar: "How unfortunate that most scientists and engineers concentrate on airship development and marine studies when the theory of the underworld is so popular..."

Scholar: "The theory of a second world, an 'underworld,' has existed since ancient times, but the scientific community still regards it as folklore."

Four-armed Man: "You came here hoping to find some treasures, huh? I can tell from your eyes. I'm a treasure hunter myself, and a famous one, too. Just because I'm famous doesn't mean I'm gonna tell you my name. Almost all treasure hunters are assigned ranks. I, of course, have attained the highest rank. Let's see. Your treasure hunter rank is..."

[He'll then assess your rank:]

"Rank D? You've got a long way to go."

"Rank C, eh...? I guess it's passable."

"...Rank B. Not bad."

Four-armed Man: "You came to see me again? I guess I can't blame you, me being famous and all. Let's see... Your treasure hunter rank is..." [Rank assessment again]

Synthesist Expert: "This is Daguerreo, where knowledge and water come together! What do you need?" [Synth shop buy/sell screen opens up.]

Noggy: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I haven't received any mail lately, kupo."

/DG03 -- Left Library |

Oracle Kildea: "Zidane! My goodness! How wonderful to see you again!"

Zidane: "Hey! What are you doing here?"

Oracle Kildea: "After Cleyra was destroyed, I realized how isolated we have all been. So I decided to broaden my horizons and came here. It's wonderful here. I am constantly learning something new from these books. Someday, I hope to contribute to the restoration of Cleyra." [She repeats from "It's..." to the end on subsequent talks.]

Adventurer: "Daguerreo was built by some strange scientist. To get around this place, you'll have to use the lifts, which are powered by water pressure."

Scientist: "Quiet! Can't you see I'm doing research here!?"

[Zidane can inspect a metal bar leaning against a bookcase:]

Zidane: "What's this bar doing here?"

[Zidane can inspect a water-pressure lever for the mini-lifts:]

Narrative: Select the lever you wish to lower
{Right lever/Middle lever/Left lever/Cancel}

[Zidane can inspect the lifts:]

Zidane: "Can I go upstairs with this? I guess not..."

[Zidane can find a hole behind one of the lifts.]

Zidane: "What is this hole?" [If he inspects the bar next:] "Hey! Maybe I can fit this in that hole! Let's see if this'll fit. Perfect!" [The lift now goes up to the third floor.]

Adventurer: "Oh, I see... That should increase the water pressure to raise the remaining lifts. So what do you think of this place? Don't you find it strange that they are keeping all these books in a damp place like this?"

/DG04 -- Third Floor |

Engineer Zebolt: "I came here to research a new source of power. Some of the systems here are rather complicated. The source of all this water is a mystery as well. Maybe it really is the work of the dragon god..."

Scholar: "I can't find 'The Eidolon and I.' I've looked everywhere.

Zidane: "I saw that book over there."

Scholar: "Oh, really? Thank you." [Can only cue this conversation [after you've inspected the "?" by the balcony.]

Old Man: "A good book lasts forever. It will always be there, in your memories. I've asked to be buried with my favorite book."

Librarian: "This is the reading room. In addition to tables and chairs, we also have hammocks for people who fall asleep while they are reading. Would you like to rest here for 100 Gil?" {Yes/No}

Sales Clerk: "How many times do I have to tell you!? Geez, you're you're such a--oh, excuse me. What can I do for you?" [Item buy/sell screen opens up.]

Sales Clerk: "No no no. That's just what's on the--hold on. Can I help you?" [Item buy/sell screen opens up.]

Sales Clerk: "No, that's not it! I said-- I'm sorry. What can I do

for you?" [Item buy/sell screen opens up.]

Young Man: "We're having a debate right now. In 'I Want to Be Your Canary,' why do you think Cornelia had to die?"

Sales Clerk: "That was the only way she could be united with Marcus--in death."

Young Man: "No! It was to prove that she loved Marcus just as much as she loved her father. What do you think?"

R1 --> She died to be united with Marcus

R2 --> She died to prove that she loved them both

R1 (Sales Clerk): "That's right! See!"

R2 (Young Man): "Heh, heh, heh! I told you!"

Young Man: "We're having a debate right now. Why do you think people spend so much time studying Gaia's moons?"

Sales Clerk: "Because it's in our nature to pursue the truth. They wanna know more about the moons. That's all."

Young Man: "No! It's all about aesthetics. People are simply drawn by the beauty of the moons. That's why they're studying them. What do you think?"

R1 --> They're studying to pursue the truth

R2 --> They're studying because of aesthetics

R1 (Sales Clerk): "That's right! See!"

R2 (Young Man): "Heh, heh, heh! I told you!"

Young Man: "We're having a debate right now about the importance of having nations."

Sales Clerk: "I'm telling you: We don't need nations in their world. They're just a politician's tool."

Young Man: "No! Nobody can live on his own. As social beings, we need to be organized under a single nation. What do you think?"

R1 --> I don't think we need nations

R2 --> We need nations, though your reason sucks

R1 (Sales Clerk): "That's right! See!"

R2 (Young Man): "Heh, heh, heh! I told you!"

[If you agree with the Sales Clerk the most:]

Sales Clerk: "Wow, looks like you and I are on the same page on many issues. I was gonna sell this, but you can have it." [Receive: Meteor Card]

[If you agree with the annoying Young Man the most:]

Young Man: "We seem to agree on a lot of stuff. Here, you can have this--as a token of our acquaintance." [Receive: Flare Card]

[After getting one of the cards:]

Young Man: "We never agree on anything. I wonder why..."

[Zidane can inspect a "?" by a balcony:]

Zidane: "Geez. There are all kinds of books here. '...Bell Echoes' 'Beyond the Mist' 'Mist Engine Illustrated' 'The Eidolon

and I' 'Gaia' 'Book of Magic'"

[Zidane can find a stairway down after the scientist moves.]

Zidane: "This ladder feels kinda damp..." {Go down/Forget it}

[After the scientist moves:]

Scholar: "I enjoy my life here, being surrounded by all these books. But sometimes, it takes forever to find the book I want to read."

[Zidane can inspect a rock button.]

Narrative: Press the button? {Y/N}

Zidane: "Sounds like something happened below." [After pushing it]

/DG05 -- Second Floor |

Bookworm: "Geez! So many books! What should I read first...?"

Booklover: "I love books, especially the old ones. I appreciate everything about them--the authors, the publishers, the readers..."

Guy Doing Research: "I'm doing research on a legendary man. He had the power to restart people's lives. Hey!!! That's the Namingway card! Let me see it! I won't take it or anything!"

R1 --> Yes

R2 --> No

R1: "Oh, YES!!! I'm stoked with imagination! I'm inspired to create! I have just mastered the Namingway Technique! Now let me rename one of you. Whose name do you want to change?" {All characters listed + Cancel option}

R2: "Oh, Come on!"

[After showing him the card, on subsequent talks:]

Guy Doing Research: "Are you gonna let me see the Namingway Card!?"
[Same R1/R2 options as above.]

[If you talk to him without the card in your inventory:]

Guy Doing Research: "A hundred peopl... If I can just rename 100 people, I can become a legend, just like him."

/DG06 -- Weapons Shop |

Weaponsmith: "I used to move equipment and materials up and down on that lift until it broke. Now, I'm losing all my business to that old geezer at the synthesis shop!"

[After fixing the lift:]

Weaponsmith: "Alright, the lift works now! Thanks a lot, man!"
[Buy/sell screen opens up.]

[On the screen refresh:]

Weaponsmith: "I can't just rely on name brands from now on, you
know? I've gotta start using my head more." [Buy/sell
screen opens.]

/EG05 -- Village Entire |

Youth: "Everything's so crazy recently."

Girl: "They say the bishop is really a great man."

Boy: "Did you hear what happened in Alexandria!?"

Youth: "I heard an eidolon destroyed Alexandria. Have you ever
seen a real eidolon?"

/AL46 -- Square's Hotel |

Hippolady: "Hippaul is growing up to be such a great boy!"

Fish Man: "It's 100 per night. Will you be staying?" {Y/N}

/AL47 -- Church Inside |

Unnamed Girl: "Sure, Eiko can play!" [Eiko can jump rope.]

Unnamed Girl: "Come play with us again!" [After missing a jump.]

Chesnut: "Play more and raise your rank!" [PS - This is a moogle]

Kupo: Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

[Nothing new + "I haven't received any mail lately, kupo."]

/BM18 -- Town Entrance |

Black Mage No. 24: "I'm glad to be back, but... The sun looks
different to me somehow..."

/BM19 -- Weapon Seller |

Black Mage No. 78: "I never knew weapons were used to hurt people.
But we have magic. Why would we need weapons?
Do you think weapons will disappear when

everyone is happy? Does that mean we won't need magic, either?"

Black Mage No. 239: "...Welcome." [Buy/sell screen opens.]

/BM20 -- C. Shack/Front |

[At the front:]

Black Mage No. 55: "I wonder how long we can look after this chocobo shack..."

Mogry: [Nothing new + "I haven't received any mail lately, kupo."]

[Inside the shack:]

Black Mage No. 111: "Look at him..."

Black Mage No. 33: "He's so cute."

/BM21 -- Village Hotel |

Black Mage No. 123: "I wonder why I feel the need to listen to music if I'm going to stop someday..."

Black Mage No: 234: "Oh... Will you be staying?"

R1 --> Yes

R2 --> No

R1: "M-Make yourselves at home." [Party stays.]

R2: "Please come visit us again."

[After staying the night:]

Black Mage No. 234: "B-Bye bye."

/BM22 -- Item Seller |

Black Mage No. 163: "...Welcome." {Buy/Sell / Cancel}

/BM23 -- Near the Pond |

Black Mage No. 44: "They... They made me pilot an airship... I felt horrible... It reminded me of the time they carried me on the cargo ship..."

Unnamed Black Mage: "....."

/BM24 -- Synthesis Shop |

Black Mage No. 192: "...Welcome." [Synth screen opens up.]

Black Mage No. 56: "The fear of death made me run away from this village, but in the end, I realized that this is my favorite place..."

Black Mage No. 288: "We're all perplexed about what happened... But life goes on, even while we try to make sense of it."

Kumool: "Can I help you, kupo?"

- R1 --> Save
- R2 --> Tent
- R3 --> Mognet
- R4 --> Mogshop
- R5 --> Cancel

R3: "A letter? Kupo! How unusual! I'm so happy, kupo!"

From Mogki to Kumool

Hey, Kumool. How are you, kupo? Us moogles in Lindblum are all wondering the same thing these days: Where the heck is Mognet Central? No one knows, kupo. Do you know, Kumool? It's supposedly very far away, and you can't enter it very easily, kupo...

Kumool: "I heard you can't enter Mognet Central unless you're riding a chocobo. Kupo. I'll give you this in exchange for the delivery!" [Receive: K. Nut]

[Zidane can find a weird half-mural/half-sculpture on a wall.]

Zidane: (This is strange...)

- R1 --> Leave
- R2 --> Examine
- R3 --> Push
- R4 --> Pound
- R5 --> Think
- R6 --> Try something drastic
- R7 --> Rest

R1: [Zidane walks away]

R2: [Allows option R3 to be used]

R3: [Zidane pushes on the relief; option R4 opens.]

R4: [Zidane pounds on it; Option R5 opens]

R5: [He thinks. R6 options when you try a few other opts]

R6: [Zidane kicks the wall; R6 becomes Kick from now on; R7 opens]

R7: [The mural twists open] "Whoa! What the--" [This opens
a new stairway in the first room in Ipsen's Castle]

[Zidane "says" different thought lines when you pick new opts:]

R2 = (.....)

R3 = (Hmm...)

R4 = (Maybe it's just me...)

/IP03 -- Finding Amarant |

[If you try to leave before you find Amarant:]

Zidane: "...Wait. I haven't found what I'm looking for. Where is
he...?"

/WM08 -- Hilda Garde Int. |

Dagger: "I wonder what Terra's like..."

Eiko: "I wonder if Terra is as big as Gaia..."

Quina: "Zidane! Is time I show my stuff! I learn more as I eat
more! We on airship. Maybe we go eat food from all around
world!"

Crew Member: "J-Judging from our current course, our next
d-destination is..."

Zidane: "Hey, relax."

Crew Member: "S-Sorry. I'm not very good at explaining things..."

Zidane: "That's okay..."

R1 --> What's our next destination?

R2 --> I want to change party members

R3 --> I'll explain everything in order

R1 (Crew Member): "Our next destination is located south
of Ipsen's Castle. The hint is, 'My
power is protected underwater,
surrounded by the earth.'"

R2: [You can change your party. Afterwards, the Crewman
will say: "Godspeed!"]

R3: "Alright, listen carefully... On top of this castle is
a mural, a map of the world. There were 4 mirrors on
the mural. The writing on the mirrors was in the
language only I can read. 'My power is protected under
the shaking ground.' 'My power is protected behind a
tornado.' 'My power is protected high atop a fiery
mountain.' 'My power is protected underwater,
surrounded by the earth.' I'm sure the mirrors are
pointing us to the locations that help us break the
seal. What the monster said before he perished was a
clue about the seal... 'One is all. All is one.'
Meaning, there is a connection between these 4
seals... ...That's everything. Do you understand now?"

Crew Member: "Yes, sir! I appreciate it!"

/GZ10 -- Moogles' Room |

Mogmi: [Same as GZ06 + "I haven't received any mail lately, kupo."]

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Phoenix Pinion]

R2: "Sad, kupo..."

Moguta: "I want more Kupo Nuts!" [Said after giving him K. Nut.]

/ES01 -- Earth Shrine |

[If you miss jumping when the floor panels close in:]

Zidane: "We need to jump at the right time."

Quina: "We no make mistake next time!"

[On subsequent failures:]

Zidane: "One more time!"

[After you approach the shrine:]

Quina: "Zidane, put mirror."

[If you try to leave after approaching the shrine:]

Quina: "Zidane, what you doing? We late if you not hurry."

/TE01 -- Terra Bridge

Mysterious Girl: "Once you go on, you'll see."

/TE02 -- Town's Gate

Person: "Only the chosen may unlock the barrier."

Person: "Our activity is restricted to the area before this gate."

[If Zidane tries to enter an entrance with a green aura in it:]

Zidane: "Ungh... It wards me right off..."

/TE03 -- Left of Gate |

Zidane: "Hey, what are you guys up to? You look like a kid to me..."

Person: "We possess no age. We were built this way."

Zidane: "..."

[Talk to that person again and:]

Person: "In time, we will receive souls. Then our bodies will begin to grow."

Zidane: "Hey, is there a place around here to get some rest?"

Person: "Why do you rest?"

Zidane: "'Why?' Don't you guys go to sleep at night? Not that I'm sleepy right now, but..."

Person: "By night, do you mean the condition in which light recedes?"

Zidane: "Look, I don't have time for an interview! Where can I find an inn!?"

Person: "There is the entrance."

Zidane: "Right there, huh? Gotcha."

[Talk to that person again, and--]

Person: "When the blue light becomes red... That is when souls will enter our bodies."

/TE04 -- Right of Gate

Zidane: "Hey, what the heck are you guys doing?"

Person: "We develop into vessels..."

Zidane: "Say what...? Okay, whatever... But hey, you have both men and women, right?"

Person: "Asexual beings would lack the genetic diversity to adapt to new environments..."

Zidane: "???"

[Talk to that person again and--]

Person: "Heightened recognition of visual stimuli is a necessary condition for bodies to be used as vessels."

Person: "In time, we will receive souls. Then our bodies will begin to grow."

Person: "We vessels must exercise sufficiently in order to maintain health."

NOTE: The first person in TE04 walks around, so you'll find 'it' in a few different town screens.

/TE05 -- Storage Room |

Person: "Gaia's blue light causes pain to those of us who were created by the civilization of Terra. Pain resistance is also a part of adaptation to the environment."

Person: "The waxing and waning of the moon, the respiration of the planets... Motion in stillness, stillness in motion..."

[Zidane can inspect a weird moving basket:]

Zidane: "What the heck is this?"

Moorock: "Thanks, kupo! I was trapped inside, kupo!"

[Afterwards:]

Moorock: "In return for saving me, kupo, I opened up a shop for you here! Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Mogshop

R5 --> Cancel

R3: "What's Mognet? I've never even heard of it, kupo. Do you want to try Mognet? I need you to deliver mail! I want you to deliver a letter to Mozme!"

R6 --> Okay

R7 --> No way

R6: "Thanks, kupo!" [Receive: the letter]

R7: "I'm so sad, kupo..." [You don't get the letter.]

[If you pick the 'Mognet' option again, Moorock'll say:]

Moorock: "Oh, I love Mognet! Kupo!"

[Stiltzkin appears after visiting the inn the first time:]

Stiltzkin: "You wanna buy a set of Diamond, Ether, and Elixir for 2222 Gil?"

R1 --> Yes

R2 --> No

R1: "Thanks, buddy. I can continue my journey with this money."

R2: [Nothing said.]

[After buying:]

Stiltzkin: "What a strange place..."

/TE06 -- Meeting Hall |

Person: "A planet's shimmer is its breath, a sign of life-activity caused by the cycling of souls."

Person: "As the planets turn..."

Person 2: "Souls flow..."

Person: "Fleeting knowledge is useless to vessels... But information is given to prevent mental atrophy."

Person: "A planet's color indicates its shape... Gaia is blue, Terra red."

Person: "The flow of souls means that a planet has life... The stoppage of souls means that a planet is dead."

Person: "When the souls of Terra and Gaia mix, Terra will be integrated into the larger Gaia..."

/TE07 -- Laboratory |

Person: "We measure their suitability as vessels for our research
in order to create and grow a higher breed of Genome."

Person: "Response value: 356."

Person: "Activity measurement: 525. Surpasses basic value."

/TE08 -- Town Inn |

Steiner: "Princess... Why must you suffer more...?"

Freya: "Do you wish to rest, too, Zidane?" {Y/N}

Eiko: "It's okay! I'm watching over Dagger!"

Dagger: [Can't speak with her; resting]

[When Eiko's first POV comes up, Freya will change her above line
to meet with who she's speaking to (Zid --> Eiko).]

/TE09 -- Right of Gate (Eiko POV) |

[New dialogue:]

Vivi: "Hey, Eiko. Zidane just went--"

Eiko: "You saw Zidane!?"

Vivi: "Uh, yeah..."

Eiko: "Hello!? Why didn't you stop him!?"

Vivi: "Huh? How come... He was acting kinda strange. If you're
looking for him, I'll go with you!" [Vivi joins the party.]

/TE10 -- Meeting Hall (Eiko POV)

Quina: "Oh, Eiko. What happen to Zidane? He seem much worry..."

Eiko: "I dunno... He just left without saying a word."

Quina: "We go look for Zidane together!" [Quina joins the party.]

/TE11 -- Entrance Gate (Eiko POV)

Eiko: "Say, Amarant... Did Zidane go this way?"

Amarant: "Yeah, seems so. He had a real serious look on his face."

Eiko: "I knew something was wrong..."

Amarant: "Gonna go look for him, right?"

Eiko: "Huh?"

Amarant: "I'm tryin' to say I'll go with you. Catch my drift?"

[Amarant joins the party.]

/TE12 -- Pand. Entrance (Zid POV) |

[If Zidane tries to leave through whence he came:]

Zidane: "I really shouldn't head back yet."

/TE13 -- Amdusias Battle |

[Freya arrives soon into it.]

Freya: "Looks like you need some help."

[Amarant arrives, too.]

Amarant: "Can't you even take care of yourself?"

/TE14 -- Abadon Battle |

[Zidane arrives mid-battle:]

Zidane: "You guys..."

Steiner: "You're late, Zidane!"

/TE15 -- S. Dragon Battle |

[The Shell Dragon pummels Zidane, but someone cures him.]

Zidane: "Dagger!"

Dagger: "Is this how you want to solve the problem?"

/TE16 -- Pand. Middle Rm. |

Moorock: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Mogshop

R5 --> Switch party members

R6 --> Cancel

/TE17 -- Pand. Bridge Rm. |

[If the timer runs out while you're crossing the bridge:]

Zidane: "!? Whoa... Whew."

/TE18 -- Pand. Elvatr Rm. |

[If you go back and forth enough:]

Zidane: "We'll never get anywhere if we keep going back and forth.

Dagger: "Looks like we can't go any further..."

Zidane: "Yeah..."

Dagger: "We'll handle these controls, so you can take the others and wait by the elevator."

Zidane: "Yeah... That's a good idea! You guys operate the controls while we head out for that elevator... Alright, let's do it! You got the controls, everyone!"

[NPC Dialogue for whoever you leave behind:]

Dagger: "Let me handle this part. You go on ahead."

Amarant: "Hmph... Backstage work ain't all that bad..."

Freya: "All of us must work together until this ordeal has passed."

Eiko: "You're leaving me behind, so you gotta stand tall and do well!"

Quina: "Seems like no yummy snack here..."

Vivi: "This area's okay... Just a little scary, that's all..."

Steiner: "I'll not return to Alexandria until this Garland villain is defeated!"

/TE19 -- Pand. Moogle Rm. |

Mozme: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Switch party members

R5 --> Cancel

R3: "A letter from Moorock? I wonder what about?"

From Moorock to Mozme

This is my first time using Mognet! And my first letter!
Kupo! Hmm, what should I write about? Kupo?

Mozme: "What the heck was that all about? Kupo? I'll give you this in exchange for the delivery!"
[Receive: Kupo Nut]

[Mozme says if you talk to her again (R3):]

Mozme: "What's Mognet?"

/TE20 -- Garland Battle |

[After beating Garland:]

Garland: "Ugh!"

/TE21 -- Kuja Battle |

[When you attack Kuja:]

Kuja: "Ha ha ha..."

Kuja: "You call that an attack?"

Kuja: "Show me your true power!"

[After defeating Kuja:]

Kuja: "Ugh! Th-The time is now..."

[Kuja goes into a Trance.]

Kuja: "This...is the power of Trance! Hmph... I'll show you my true power!"

[Kuja uses Ultima and HP-->1's everyone a la Beatrix.]

/TE22 -- Escaping |

[If you try to turn back into the screen where Kuja is:]

Zidane: "I don't need to go there."

/WM09 -- Invincible Int. |

[There's a "?" you can inspect on the bridge:]

Narrative: What would you like to do? {Depart/Switch party members
Cancel}

Vivi: "There must be Mist monsters everywhere. We need to be careful."

Dagger: "How strange..."

Zidane: "What is it, Dagger?"

Dagger: "I'm riding on the airship that killed both of my mothers and destroyed my birthplace..."

Zidane: "I'm sorry... You probably don't want to ride this airship

Dagger: "Don't worry about it... Kuja and Garland were the ones who chose to destroy. Not the ship. And I want to stop blaming my sorrow on other things..."

Zidane: "Dagger..."

Dagger: "We must end this once and for all..."

Steiner: "I thought of relinquishing my knighthood many times after Alexandria was destroyed... But there are still things I must protect. Seeing this sky convinced me."

Amarant: "I can't believe I'm still traveling around with you."

Freya: "I never imagined our reunion in Lindblum would bring us this far. I shall see through this battle to the end..."

Quina: "This light make me feel like I become pot roast!"

Eiko: "The light that came out of here burned Madain Sari..."

Moguta: "You have Kupo Nut! Can I have it, kupo?"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo! Take this!" [Receive: Aloha T-shirt]

R2: "Sad, kupo..."

Moguta: "I want more Kupo Nuts!" [Said after giving him K. Nut.]

Genome: "What a strange tribe... It seems like they live in hiding.

Black Mage No. 24: "I'm asking him about the Genome world."

Genome: "This life-form flies? Why does it fly? Gaia is full of unnecessary things..."

Black Mage No. 78: "I never knew weapons were used to hurt people.
But we have magic. Why would we need weapons?
Do you think weapons will disappear when
everyone is happy? Does that mean we wouldn't
need magic, either?"

Black Mage No. 239: "Welcome!" [Buy/sell screen opens.]

[At the front:]

Genome: "It's obviously an imperfect life-form, but I feel a strange affinity to it..."

Black Mage No. 111: "Everyone is back, we have new friends, Bobby
Corwen is here... So many great things have
happened all at once!"

Mogryo: "Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

[Inside:]

Black Mage No. 33: "Will we have more chocobos when Bobby Corwen
lays eggs?"

Genome: "I see, so you enclose a captured life-form and conduct
research here."

Genome: "Water flowing... Time flowing... Things don't stay the same... I don't understand..."

[Inside:]

Genome: "I guess the people of Gaia decide when to rest based on the presence of light. There's always light in Terra. The same method wouldn't apply there..."

Genome: "Why do the people of Gaia pay special attention to communication through sound?"

Black Mage No. 123: "I think the language of music is universal. Don't you agree?"

Black Mage No. 234: "Will you be staying?"

R1 --> Yes

R2 --> No

R1: "Please make yourself at home..."

R2: "Please come visit us again."

[After staying:]

Black Mage No. 234: "Have a good day."

/BM30 -- BMV Item Shop |

Black Mage No. 163: "Um, welcome! Can I help you?"
{Buy/Sell / Cancel}

Genome: "I'm supposed to be 'assisting' in the operation of this shop. What do I do?"

/BM31 -- Near the Pond |

Black Mage No. 44: "He needs a name now that he's one of us. How about No. 777?"

Black Mage No. 189: "I'll give him a name! How about...No. 333?"

Genome: "...These people are trying to call me a funny name..."

/BM32 -- Synthesis Shop |

Black Mage No. 192: "Welcome to the Black Cat Synthesis Shop!"
[Synth shop buy/sell opens up]

/BM33 -- Synth Rooftops |

Zidane: "Hmm? I hear people talking..."

[He listens to the mages and Genome below:]

Voice: "I think his name should be No. 444!"

Voice: "No, it should be No. 888!"

Genome: "That's enough! I don't need a name!"

Voice: "Oh, you don't like even numbers? Then how about No. 555?"

Genome: "....."

/BM34 -- Cemetary |

Black Mage No. 56: "I ran away because I was afraid of dying, but I came back, because this village is my favorite place."

Mikoto: "This is where you bury the dead...? What's the point of this? It isn't like the dead would appreciate it."

Black Mage No. 288: "...You're right, but I don't think we build cemeteries for the dead. Sure, it may seem pointless to you, but... How can I describe it? It's so that we can think like this: 'We'll never forget you. We'll remember you every time we stand at your grave. And we won't let the fear of death, which each of us knows, stop us from living our lives. ...Because my friends will remember me when I'm here.'"

Mikoto: "....."

Black Mage No. 56: "I'll never forget my friend, Mr. 36."

Mikoto: "....."

Black Mage No. 288: "I realized one thing after listening to her stories. Why do you think the Genomes and we have so many things in common?"

Zidane: "I don't know... Why?"

Black Mage No. 288: "We were manufactured in Alexandria, but that technology wasn't developed by Alexandria... Kuja knew how Genomes were made. He manufactured us based on that knowledge."

Zidane: "....."

Black Mage No. 288: "If Kuja is also a Genome, I wonder how he felt when he manufactured us..." [He repeats this line on subsequent talks.]

/MS09 -- MS Entire |

Morrison: "Welcome."

R1 --> Pay gil for items

R2 --> Cancel

R1: "So..." [Buy/sell screen opens]

R2: [Dialogue cancelled]

Moco: "The Mist covered up the sky. It makes me feel so sad, kupo."

Momatose: "Wanna sleep? It feels so good! Kupo!" {Rest/Don't rest}

Chimomo: "The fishing has been horrible since the Mist appeared..."

Mocha: "Our old records are fading because of the Mist, kupo.
Maybe it's because of the seawater..."

[Zidane can go over to Lani if Amarant/Dagger aren't in the party:]

Zidane: "What are you doing here?"

Lani: "I tried getting back to the Mist Continent, but Fossil Roo was blocked, and the Alexandrian Fleet was destroyed before my eyes. I became so weak after wandering around for days. Then the moogles here rescued me. That's when I realized I've been selfish all my life..."

Lani: "It's so wonderful living with moogles. I haven't thought about money once since I've been here. I'm glad I lost our last fight."

[On a revisit, Lani will have an addendum to the previous quote:]

Lani: "You know, I saw some words that might mean something in the small room over there."

[If Zidane inspects the tiny room nearby (w/ "?"):]

Zidane: "There's something carved on it..."

Narrative: Time moves forward once. Time moves backward once. Nine is the last number. It is also the first.

Zidane: "Movement of time...? If it's talking about a clock, forward is clockwise, and backward is counterclockwise."

/MS10 -- Eid. Wall |

[There are numerous "?"s Zidane can inspect:]

#1: We repeated the mistake our ancestors made 500 years ago. We failed an attempted summon at the foot of the Iifa Tree. The area surrounding the tree was unaffected, but we sealed the area as they would have done 500 years ago.

#2: When the arrogant one summoned a power that could not be controlled, holy judgment was passed. The jewel of this village must serve as a reminder of the day we had to leave our country.

[After doing the back-and-forth thing nine times, new pieces of inscriptions will show up on the wall:]

#3: This information is yet to be confirmed, but there was an eyewitness account of a previously-undiscovered eidolon. It was witnessed in Esto Gaza. If there is an eidolon that can exist outside of our legends, our theory would no longer hold true. But maybe there are other tribes that have legends of their own."

#4: Eiko, You are a treasure born to a dying village. We are dying, and there is little we can do for you. We shall return to the stars with one wish in mind. If legends are not born of eidolons, and eidolons but born out of legends, let us leave

this place with one wish: If we can give birth to a legend, it shall create an eidolon that is friend and protector of humans.

#5: Eiko, my lovely child. Until you turn 16 and have your own eidolon to your control, stay in this village. Then build strong friendships with others. I wish for your happiness from far away.

#6: "The First Eidolon Discovered, Shiva. Shiva took the form of a young girl when she was first discovered. She now appears as a grown woman. Eidolons adapt their forms to the time and culture in which they appear. Shiva illustrates this theory. In certain areas, Shiva is depicted as a snow fairy. This cannot be verified, since the only written document that remains is in the summoner village. People associate Shiva with the snow fairy. Why she changes forms remains a mystery.

#7: The Legend of Eidolons: We discovered eidolons by researching legends documented from around the world. The Thunder God, Ramuh is one of those legends. Some theorize that the eidolons were created from the legends, and not the other way around.

#8: This is where the fault lines collide. Listen to the planet's heartbeat. Breathe slowly, and calm your mind. Let memories return to you. Memories shape time. Time overlaps. The overlap becomes our memory. Memories construct time. History repeats itself. We must stand in its flow and understand the world. Such is the goal of our tribe.

#9: Fear not the power of summon magic, but the ones who use it. Greed and instability endlessly repeat old mistakes. Will omniscience set us free?

[If Garnet's with, you can witness the tenth one, too:]

#10: I survived the storm. I wonder if you two are okay? I see the two of you smile every time I close my eyes. I imagine I see you when I open my eyes. I have a mortal wound. I won't be able to wait for you very long. I regret being so unemotional all these years. I'm writing down everything here in the hope that you'll read it someday. To my dearest wife, Jane, Although we fought many times, and I may not have shown my affection enough, I love you very much. To my beloved daughter, Sarah, My life changed when you were born. You made me happy. These are the things I want you to know.

/DG07 -- New Dialogue |

[In the synthesis shop room:]

Scholar: "Theories of the underground world often refer to the fact that Gaia has two moons. Some suggest that the orbital axes of the two moons are shifting." [Not sure if this could have been said earlier...]

[In the third floor library area:]

Old Man: "You appear to be quite the traveler. I can tell... If

you happen to find an item called the Magical Fingertip, can you please bring it to me? Consider it a dying man's last wish. I will give you something in return."

Librarian: "Grandpa Kukuro is really getting forgetful these days... This is the reading room. In addition to tables and chairs, we also have hammocks for people who fall asleep while they are reading. Would you like to stay here for 100 Gil?" {Y/N}

[Talk to the Old man once you have the Magical Fingertip and...]

Old Man: "Huh? You...You have the Magical Fingertip!!! Will you give it to me!? I beg you!"

R1 --> Yes

R2 --> No

R1: "Oh, thank you!!!"

Zidane: "What's wrong?"

Old Man: "...I used to be a fairly well-known blacksmith. My work was everything to me, and then one day, my wife died... That's when I moved here. I've lived here ever since. Few years ago, I read a biography of a great craftsman named Gogo who was known for making dolls that looked like real people. Supposedly, the secret to his extraordinary skill was in his fingers. So, I figured if I could get his fingers and combine them with my skills, I could make a doll that looked like my wife. ...I'm such a fool. Look at these fingers. They look worn-down, as if they never got a break. They look just like my fingers... I thank you from the bottom of my heart. I now realize that I accept who I am and how I have lived my life. Please accept this as a token of my gratitude. I no longer need it. [+Excalibur]

R2: "Okay. I understand..."

[After giving him the Magical Fingertip:]

Old Man: "I don't have many years left, but I'll make the best of them."

/AL47 -- New Dialogue |

Stiltzkin: "I tried to figure out what Artemecion was doing, but I didn't understand how he felt."

Stiltzkin: "You wanna buy a set of Moonstone, Ruby, and Elixir for 5555 Gil?"

R1 --> Yes

R2 --> No

R1: "Thanks, buddy. I'll sell you stuff again when I get more."

R2: [Nothing is said...]

[After buying, Stiltzkin'll say:]

Stiltzkin: "Traveling the world has taught me how little I know!"

Kupo: Can I help you, kupo?"

R1 --> Save

R2 --> Tent

R3 --> Mognet

R4 --> Cancel

R3: "I think we're getting close to solving the mystery of Mognet! Kupo! I want you to deliver a letter to Atla!"

R5 --> Yes

R6 --> No

R5: "Thanks, kupo!" [You get the letter]

R6: "I'm so sad, kupo..." [Letter you no get-y]

/TR30 -- New Dialogue |

[At the item shop:]

Old Woman: "What can I do for you?"

R1 --> Buy/Sell

R2 --> I want to fight the monster

R3 --> Nothing

R1: [Buy/sell screen opens up]

R2: "Are you sure? I can't guarantee your safety. Who will fight the monster?" [List of 4 party members + Cancel]

R3: [Dialogue cancelled.]

[Once you beat the monster (Behemoth):]

Old Woman: "Wow, I can't believe it... Here's your prize." [Win: Circlet]

[After you've given over all Stellazzio and talk to Stella again:]

Queen Stella: "Something is missing... According to my information there are 12 Stellazzio... Then why do I feel that I am missing one...?"

R1 --> Because there is one more

R2 --> It's just your imagination

R1: "Yes! There must be a 13th Stellazzio somewhere!"

Servant: "My queen, if I may... The writings on the Stellazzio must be the key to solving the mystery."

Queen Stella: "Well, fine! I'll give you all my Stellazzio, and you bring me the 13th!" [Receive: 12 Stellazio]

R2: "I see..." [You don't get the Stellazio back.]

[After you pick to find the thirteenth:]

Queen Stella: "Now, bring me the last Stellazzio!"

[After you find the Ophiuchus Stellazzio in Quan's Dwelling:]

Queen Stella: "Oh, you've found the last Stellazzio, Ophiuchus!
Give it to me, along with the rest of the Stellazzio
I loaned you! <Quack! Quack! Quack!> You may take
the reward from my servant!" [Receive: Hammer]

[Afterwards:]

Queen Stella: "<Quack! Quack! Quack!> I am satisfied!"

/DL34 -- New Dialogue |

Bratty Marin: "Only chocobos can make me feel at ease. It used to
be so nice and sunny. Why are the Mist and the
monsters back? It's scary."

Trude: "I'm back to my old job, which is okay, but... Man, I
wanna go home and play more card games!"

Old Lady: "The people of the village came to their senses. It'll
probably take at least a year to get the farm back to
where it was before."

Old Lady: "But it's never too late. The only thing we can do is to
tend the soil."

Dutiful Daughter Slai: "Are you looking for Morrid?"

R1 --> Yes

R2 --> No

R1: "Morrid died in yesterday's earthquake.

Zidane: "An earthquake?"

"You didn't know about the
earthquake...? Huge roots, buried under
ground, tore up cracks that Mist could
escape through. It reminds me of when I
lost my mother..."

R2: "....." [If you pick this first, then
pick R1, Slai will say "I see..." 'fore
reading the rest of R1.]

[After talking to Slai:]

Dutiful Daughter Slai: "....."

Part-time Worker Jeff: "Welcome!"

Part-time Worker Mary: "Welcome! South Gate was destroyed by giant
roots. So, he and I came to this village...
We were lucky. Eisha hired us on the spot!"

Part-time Worker Jeff: "Welcome!"

Zidane: "How did you two meet?" {Ask/Don't Ask}

[If Zidane asks:]

Part-time Worker Jeff: "She seemed different from the others when I first met her. I had no job at the time, so I decided to help run the South Gate shop. Then the Mist cleared, and I couldn't get back because the cable card had stopped! So, I ended up staying with her longer than I had expected. Now I can't imagine living without her. I'm so glad the Mist cleared. I'm with a wonderful woman because of it."

[Afterwards:]

Part-time Worker Jeff: "Eisha went on a trip with her daughter."

Part-time Worker Mary: "Welcome!"

Part-time Worker Jeff: "Welcome!" [Buy/sell screen opens]

[In the Mayor's House:]

Unnamed Kid: "I'm just gonna sleep...until I forget everything..."

/LB98 -- GC New Dialogue |

[Airship dock, if you park the Invincible in it:]

Aviator: "Board the Invincible?" {Board, then go to the bridge/
Board, then go to the world map/Don't board}

Officer: "It gets so busy once the ships arrive."

Aviator: "You rode that ship, right? I wanna ride it, too."

[On Invincible's bridge, while docked in Lindblum, Amarant has three convos that can occur based on question given to Zidane pre-Shimmering Island. Thanks to Vir27 for finding the two missing convos!]

Amarant: "Do you understand him now?"

Zidane: "What the... What are you talking about?"

Amarant: "I'm talking about Kuja... You told me that you wanted to understand him, before we left for Terra."

Zidane: "Well... I know two things. That he and I are the same... and that he and I are very different."

Amarant:

Amarant: "Did something happen?"

Zidane: "Hmm? Why? We're just making a stop in Lindblum."

Amarant: "No, I'm talking about you and Dagger. You two seem... I don't know, more honest to each other."

Zidane: "Really? Why are you so curious...?"

Amarant: "You told me that Dagger motivates your actions... I've been observing you two ever since."

Zidane: "Since when were you so interested in other people's affairs?"

Amarant: "Just an observation, that's all."

Amarant: "... Is the world still full of things waiting to be understood?"

Zidane: "What the... What are you talking about?"

Amarant: "You said you were going to Terra because you wanted to find the truth."

Zidane: "Yeah, but don't forget we move forward to discover new things about the world and about ourselves."

Amarant: "....."

[In the airship factory:]

Experienced Engineer: "I'm trying to come up with an idea for a new airship. Even if the idea falls through, it's never a waste to exercise your mind."

New Engineer: "I wanna design my own airship someday."

[At the Dragon's Gate:]

Gatekeeper: "Are you going outside? Be careful."

[At Serpent's Gate:]

Soldier: "You can enter the castle by taking those stairs."

[Castle rooftop:]

Soldier: "This is the best place to be on duty."

Soldier: "I wonder if the Mist is gonna clear..."

/LB99 -- BD New Dialogue |

[At Dragoos' shop:]

Bunce: "There's Mist outside again. I wonder if it'll go away?"

Alice: "He's selling items for me while my shop is being rebuilt."

/LB100 -- BD New Dialogue |

Self-proclaimed Artist Michael: "There's Mist outside again. Some people don't like it, but I'm glad because my series on the Mist wasn't done yet!"

Self-proclaimed Artist Michael: "I'm on a roll right now!"

[If Zidane walks down by the Tantalus street, a scene auto-cues:]

Benero: "They're gone. Where'd they go?"

Zenero: "Where's Cinna and Marcus?"

Benero: "Let's go look!"

Zenero: "Yeah!" [The two run off, passing Zidane.]

/BR08 -- Moogle Shelter |

[Talk to Atla about Mognet, and:]

Atla: "A letter from Kupo? I wonder what it could be? Kupo?"

From Kupo to Atla

I haven't we haven't received any mail lately, because the machine in Mognet Central broke down, kupo. It's supposedly a complicated machine. They're missing something that makes the machine run smoothly, kupo.

Atla: "I wonder if I'll start getting mail again when the machine gets fixed, kupo?"

[Talk to Atla again about Mognet:]

Atla: "We're getting closer to solving the mystery of Mognet, kupo! I want you to deliver a letter to Mogryyo!"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/BM35 -- Chocobo Stable |

[Talk to Mogryyo about Mognet, and:]

Mogryyo: "Thanks for delivery mail from Atla! Kupo!"

From Atla to Mogryyo

We haven't been receiving mail, because the machine in Mognet Central broke down. I wonder how we can fix it? Kupo? Do you think there's a special item that will fix the machine?

Mogryyo: "A special item? Maybe it's..."

[Talk to Mogryyo again about the same subject, and:]

Mogryyo: "I think I'm close to solving the mystery of Mognet! I want you to deliver a letter to Kumool!"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/IP04 -- Moogles Court |

[Talk to Kumool about Mognet, and:]

Kumool: "What, a letter? Thanks, kupo!"

From Mogryyo to Kumool

I heard that the machine in Mognet Central broke down! It's because they're missing that item! I wonder where you

can find one? Kupo? It's a rare item, so I don't think you'll find one very easily...

Kumool: "That item...? Oh!"

[Talk to Kumool again about Mognet, and:]

Kumool: "I have a favor to ask, kupo! I want you to deliver a letter to Mois!"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/QU13 -- Excvt. Site |

[Talk to Mois about Mognet, and:]

Mois: "A letter from Kumool? Thanks, dude!"

From Kumool to Mois

I understand! Kupo! Mognet will function again once we have some! I think Mois would know! Kupo! Where is that item? We need it to repair Mognet!

Mois: "They gotta tell me more than 'that item'! Kupo!!!"

[Talk to Mois again about Mognet, and:]

Mois: "Hey, you gotta deliver a letter to Noggy for me! Kupo!"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/DG08 -- Synth Screen |

[Talk to Noggy about Mognet, and:]

Noggy: "A letter from Mois? Thanks for delivering it!"

From Mois to Noggy

I think Mognet can go back to standard operation if we get the right item! Kupo! If you ask me, I think the item they're looking for is that thing! You know what I mean, right? It's that...thing!

Noggy: "That thing... Oh, I know! Kupo! Kupo!"

[Talk to Mois again about Mognet, and:]

Noggy: "I have a favor to ask, kupo! I want you to deliver a letter to Kupo!"

R1 --> Yes

R2 --> No

R1: "Thanks, kupo!" [He gives you the letter.]

R2: "I'm so sad, kupo..." [He doesn't give you the letter.]

/AL48 -- Church Street |

[Talk to Kupo about Mognet, and:]

Kupo: "A letter from Noggy?"

From Noggy to Kupo

I now know what's needed to run the machine in Mognet Central! It's 'Superslick'! I heard a rumor about it! The rumor said that someone in Alexandria has it! That's what I heard! Kupo! Find it and send it to Central right away!

Kupo: "Ah, 'Superslick'! Kupo! But I don't know who has any..."

[If you talk to Ruby after delivering the letter:]

Ruby: "Well, fry my hide! How'd you know I use this here Superslick in my hair? You want to try some? How come you be a-needin' it? You wanna be beautiful like me? Yer pullin' my leg, aren'tcha? No? Well, I'll get my folks to send some more. You can have this one." [Receive: Superslick] "Ya ain't gonna give it to some girl as a gift, are ya?"

/MC02 -- Mognet Central |

Artemecion: "Hey! You brought some Superslick! W-Will you give it to me?"

R1 --> Sure

R2 --> No way

R1: "Thanks! With this oil..." [He gets the gears to work again.] "Thanks! I'll give you this in return..." [Receive: Protect Ring] "I was happy because my coat became so soft, but I took everyone's fun away... I'm sorry."

R2: "Why? <Sniff, sniff...>"

[After getting the place to work again:]

Artemecion: "Everything is okay now..."

Mosh: "Mognet can resume operation again, kupo! Thanks for delivering ___ letters!"

Mogriffin: "The grown-up moogles are busy with work. Kupo!"

Mogreg: "This is Mognet Central!"

Stiltzkin: "Hey, it's starting up again!"

[NOTE: All moogles (that give you options, except Moguo) will now

start saying that "Artemecion is delivering mail again, kupo." if you talk to them and cancel.]

/QD04 -- Special Vivi/Quina Scene |

[The party walks into the empty, bare dining room.]

Quina: "Something smell..."

Zidane: "What's wrong, Quina? You just came out of nowhere..."

Quina: "You no smell? Something smell wonderful..."

Zidane: "No, my nose doesn't work like yours does..."

Quina: "A-Aiyaaah!"

Zidane: "Wh-What happened!?"

Quina: "I-Is amazing, Zidane! Is miracle!"

Zidane: "?"

Quina: "It a feast!!!" [Quina imagines a gigantic feast around.]
"I-Is unbelievable... I not know where to start! What I eat first? Hohoho! <Ng-ng-ng...> I-Is sooo good! Hohoho!
<Ng-ng-ng...> Is delicious!!! Delicious..."

Zidane: "Hey, Quina..."

Quina: "I no eat anymore..."

Zidane: "Oh, man..."

Quina: "!? Oh, what happen!? Feast is gone..."

Zidane: "What are you talking about, Quina? I think you were hallucinating."

Quina: "I-Is not true! I saw with own eyes!"

Zidane: "But you were just running around..."

Quina: "Hmm!? I smell something this way!" [S/he heads to balcony]

Zidane: "Hey, Quina! Geez..."

Voice: "Quina! You stop!"

Zidane: "?"

[Quina goes out onto the balcony and finds Quan (!?):]

Quan: "I finally here..."

Quina: "Wh-Who you!? You the one who show me illusion!?"

Quan: "I Quan... Is illusion only if you see illusion... You saw because you travel around world."

Quina: "Wh-What you mean!?"

[Quale runs in.]

Quale: "Is cheap trick!"

Quina: "Master!? What you talk about!?"

Quale: "He my former master! He run away and escape training!"

Quan: "I no run from training... It you who make mistake."

Quale: "What!?"

Quan: "To eat everything not true way of gourmand! Your student already start to realize! Quina, what you saw you used imagination... Is your imagination you used to eat."

Quina: "I-I not know... But it taste like real food!"

Quan: "Is all good... You travel around the world and gain imagination. People who no have imagination no taste until they actually eat!"

Quale: "Mmm!?"

Quan: "You use imagination, is possible to taste all food in world! It no matter if it story somebody else tell. Is possible to eat with your imagination!"

Quale: "....."

Quina: "H-How did Master's master learn to do this...?"

Quan: "Is because..."

[Vivi runs in.]

Vivi: "Grandpa!"

Quan: "Ah, Vivi! You...no grow much at all. Is thanks to Vivi I learn about imagination... I teach Vivi, who not know anything about world outside. My imagination grow very big as I teach him!"

Vivi: "Grandpa..."

Quan: "To eat same as to live... Vivi, you understand? To see not only thing. To think and talk just as important. Life end when you die. But imagination share with others, live forever. My spirit almost gone. Is where my imagination end..."

Vivi: "No... Are you going away again, Grandpa?"

Quan: "No need be sad... Vivi, as long as you imagine, I by your side. Quina and Quale... Good luck..."

[Quan's being fades away.]

Quale: "M-MASTER!"

Zidane: "Hey, who are you guys all talking to...?"

Vivi: "What?"

Quale: "Quina... I start over from beginning..."

[Quale leaves.]

Quina: "Master..."

Zidane: "Who were you talking to...?"

Quina: "You no see, Zidane?"

Zidane: "See what? I saw you guys talking into space."

Quina: "I see... You still have long way to go, Zidane."

Vivi: "Never mind, Zidane. I'll tell you about it some other time."

Zidane: "?"

Vivi: "Let's get going! There are still so many things to understand!"

Zidane: "Y-Yeah..."

[If Zidane inspects the clock, now:]

Zidane: "Hmm? I see something..." [Receive: Running Shoes]

/CF04 -- Chocobo's Lagoon Scene |

[If you find all the chocograph pieces:]

Mene: "Do you have all Chocograph Pieces!? They make up one Chogograph now, kupo! Take a look at what it says on the back. Go treasure hunting, kupo! Choco said he already dug up all the Chocographs here. Kupo... Maybe you can go to some other locations by using Dead Pepper."

[If you go back to the forest or lagoon once you've a gold choco:]

Mene: "Your color changed again! Congratulations, kupo! I have good news, too, kupo! I figured out some things about Dead Pepper, kupo! You may already know, but if you give Choco Dead Pepper, it boosts his ability for a limited time. Legends say we can get to paradise using that ability! The paradise is not on the map, but I know you can find it, kupo! Good luck!"

/WM10 -- Mist Ocean Chocograph |

[Choco arrives in the Dream World for the last time.]

Fat Chocobo: "Wanderer... We await your return... Choco, you now

have the ability to fly the boundless sky! You can take off and land in any forest. You now have all the abilities necessary to reach your homeland...!"

/CP01 -- Chocobo's Paradise

[When you first open up the crack on the northwestern island:]

Mene: "So this is paradise, kupo..."

Zidane: "Mene!? When did you get here?"

Mene: "Kupo! I followed you because I thought you'd find this place soon."

[You can do NPC dialogue now. At the entrance:]

Mene: "I'm speechless, kupo..."

Gold Choco: "Kweh."

Gold Choco: "Kweh."

[NPC Dialogue after you talk to Fat Chocobo for first time:]

Gold Choco: "Kweh, kwokkwehkweh, kweh." (The western side of the mountain on Seaways Canyon on the Forgotten Continent also has a crack in it.) "Kwok, kwek, kweh." (But it's very hard to find.)

Gold Choco: "K-Kwekweh, Kweh?" (Did you know that you can use a Dead Pepper to crumble cracked mountain walls?)

/CP02 -- Fat Chocobo Pltfrm |

[When you first get up there:]

Fat Chocobo: "Seeker Choco, welcome... I am Fat Chocobo, the king of Chocobo's Paradise! It would have been better if you'd come here without the help of humans...but they have taken good care of you. I've made it so they can understand our language while they're here..."

Choco: "Kweh."

Fat Chocobo: "You, who brought Choco here... Choco will stay here and start a new life with us. You should say your goodbyes now."

Choco: "K-Kweh?"

Mene: "I'm Mene! I'll live here, too, kupo!"

Fat Chocobo: "...Little one."

Mene: "Kupo?"

Fat Chocobo: "Only chocobos can live here."

Mene: "...No exceptions?"

Fat Chocobo: "No exceptions..."

Mene: "...Choco..."

Fat Chocobo: "Have you finished your goodbyes?"

Mene: "Not yet, kupo! Choco still needs to find more treasures!"

Fat Chocobo: "Choco, were you not looking for peace and
companionship? Are there things you must take care
of?"

Choco: "...Kweh."

Fat Chocobo: "Then come back when you finish what you must do."

Mene: "...I'm goin' home, kupo. I'll be waiting at the usual
location, kupo!"

[NPC Dialogue up on that platform:]

Gold Choco: "Kweh, kwek, kwohkweh, kweh." (You can see where the
floating island is by checking the location of the
shadow on the 6 Chocograph Pieces.)

Gold Choco: "Kwo, kwek, kweh, kweh..." (This paradise existed long
before the disaster 5,000 years ago...) "Kwekkwek,
kweh, kwoh..." (The Dead Pepper has been our favorite
food for 5,000 years...)

Fat Chocobo: "I'll give you a hint... There are still so many
treasures out there. You need a special ability to
find them. You already know that Dead Pepper gives
Choco a special ability, because you are here... His
beak can crack open stone walls, he can jump into the
ocean and fly high in the sky... Use these abilities
and seek out the treasures. I'll wait here for your
return..."

Reef Choco: "Kwok, kwekweh, kkweh." (There's a crack on the
mountain located on a long island north of Outer
Continent. I heard something say 'kupo' from the
crack.)

Blue Choco: "K-Kweh, kwek, kwek." (The east side of the mountain
on Seaways Canyon on the Forgotten Continent has a
crack in it.)

/MM01 -- Memoria Entire |

[There are numerous save spheres around the place.]

Narrative: Choose option.

R1 --> Save

R2 --> Tent

R3 --> Select party members

