

# Vandal Hearts Game Script

by Kamau

Updated to v1.0 on Apr 21, 2009

```
=====
VANDAL HEARTS SCRIPT
transcribed by Kamau
mglanville@hotmail.com
```

Please ask my permission before putting any part of this script on your site by e-mailing me at mglanville@hotmail.com

Vandal Hearts (TM) is an original game developed by KONAMI COMPUTER ENTERTAINMENT TOKYO KONAMI CO., LTD. reserves all copyrights, trademarks, and other industrial property rights with respect to this game.

```
===== CONTENTS =====
```

```
Act I: A Premonition of War
Act II: Island of Madness
Act III: Escape to Tomorrow
Act IV: The Successor
Act V: The Legacy
Act VI: A Fool's Epitaph
Extras: villagers, dojo, death quotes, errors
```

```
=====
Sostegaria...
```

For over a millennium the fertile lands in the heart of this vast continent were ruled by the Holy Ashah Dynasty, descendants of Toroah the Messiah.

However, it is man's doom to forget... Amidst all the wealth and exotic pleasures, the nobility lost their way and sank into corruption and depravity, forgetting even the holy teaching of Toroah.

It was in these days of unrest that the citizens, struggling under an oppressive regime, rose up and - under the leadership of Arris the Sage - took up arms against the Kingdom. That was the first outbreak of violence in what would later be known simply as "The Revolution". The Royal Army's counterattack was swift and fierce, but time and time again they were put to flight by the cunning strategies of Arris and the indomitable will of the advancing Liberation Army.

Victory in hand, the rebels set up a Council and worked to establish the continent's first democracy. And so, the republic of "Ishtaria" was born.

However, Arris the Sage, whom all hoped would lead the country, mysteriously vanished and has not been seen again to this day.

Now, 15 years later, the shadow of war once again threatens Ishtaria...

=====  
1254 at  
Gillbaris Island  
"Castle Ruins"

(We see three soldiers enter a large temple of some sort. One of them is unmasked. They examine the temple.)

Soldier:

What is this place?

(A fourth soldier enters. He is also unmasked and wears a long, red cloak. He looks very important. He speaks...)

Magnus:

Ah... A hidden room.

(Magnus, the cloaked soldier, walks forward.)

Magnus:

Hmm?... What's that?

(The camera swivels round and we see a raised platform with an ornament of some sort on it. There is a red orb in the ornament. Magnus steps up to it and the other soldiers follow him.)

Magnus:

Oh... That sparkle...  
This must be it!...

(Magnus reaches out and touches the orb and rays of energy blast out of it suddenly.)

Magnus:

Th... These rays...  
What's happening?

(The orb glows white and the soldiers are blinded by the bright light.)

=====  
ACT I: A PREMONITION OF WAR  
=====

(Complete blackness. We can hear the sound of running water, and birds are singing.)

...Ash...  
...Ash!!...

(The blackness fades into a grassy area with hills and trees. Three men in long brown robes are standing side-by-side with some sort of cargo.)

Merchant:

Ash!...

Man called Ash:

Huh... Oh sorry...  
I was just thinking...

Merchant:

Well you better get up.  
We've got some trouble.

Other merchant:

We're surrounded!

(The camera zooms out to show a large gang of thieves emerging from the hills and trees. It zooms back in on an archer.)

Thief:

He he... You're trapped.  
Don't you know that this  
valley belongs to the  
"Fangs of Umbaba"?

Other thief:

They're just some dumb  
wandering peddlers...  
Ignorance is the root of  
misfortune, as they say.

Thief:

If ya wanna live, hand  
over everything ya got!  
Although, we'll probably  
kill you anyway!  
...Right boss?

(The camera pans across to a large man with a big sword.)

Zoot:

Wa ha ha ha...  
Ya got that right!

(The camera pans back to the three merchants.)

Man called Ash:

.....

Thief:

Hee hee hee  
Too scared to talk baby?

(The archer runs up to Ash, but the merchant pulls a sword from his robes and slices at the thief, killing him instantly.)

Zoot:

What the...!

Merchant:

Ha! Where's that  
stupid laugh now?!

Other merchant:

Now you're the ones  
who are trapped!

Zoot:

Who the hell  
are you guys?

(Ash quickly removes his cloak to reveal a man in shining armor with a sharp sword and a solid shield.)

Ash:

Ash Lambert. 3rd Platoon,  
Ishtarian Security Forces.

(The first merchant removes his robes. He is a grinning soldier with a red bandanna and a bow and arrow.)

Diego:

Diego Renault.  
From the same.

(The third merchant removes his robes. He looks similar to Ash only with a larger sword. His hair is tied back into a small ponytail and he has short stubble on his face.)

Clint:

Clint Picard. Likewise.

Zoot:

Ash?!?...  
Ash of the Black Wind?!

Ash:

Surrender quietly and  
we'll grant you quarter!

Zoot:

Against only three?...  
Kill them now!

=====

\*\* BATTLE AGAINST THIEVES \*\*

VICTORY = Defeat of Zoot Gach

DEFEAT = Death of Ash

=====

\* VICTORY \*

Zoot:

Argh... Don't kill me!  
I'm pleading with you!

(The screen fades to black and then back in again. Zoot has been tied up by Ash, Diego and Clint.)

Diego:

That should teach

you guys a... huh?  
It's you! I knew I'd  
seen you before...  
Zoot Gach!

Ash:

What?!  
The same Zoot Gach that  
we threw in jail just 2  
months ago?

Diego:

Yup. Same bonehead grin.  
Don't ya recognize him?

Zoot:

The pleasure's all mine.

Diego:

Wait a minute...  
Only 2 months and he's  
already out?! He must  
have busted out!

Ash:

True, but I don't think  
for a minute that this  
loser would be able  
to break himself out  
of prison.

Zoot:

Staves and stones  
may crack yer bones...  
But it don't bother me  
cause my friends won't  
forget about me!

Diego:

What does that mean?!  
Answer me!

Zoot:

Oh nothing...  
I'm just mumbling.

Clint:

Ah... I think I get it.

Ash:

.....

Clint:

Bandits have shut off all  
trade in this valley.  
Whoever freed him is  
probably reaping huge  
blackmarket profits...  
A crooked politician or  
merchant pulled strings.

So what else is new?

Diego:

That burns me up!  
Should I put an arrow in  
him right now, Ash?

Zoot:

No... Stop!...

Ash:

Hold it Diego. Killing  
this flea is no answer...  
Our job is finished.  
Let's go back to  
Shumeria!

===== CAPITAL SHUMERIA =====

Ash:

First let's go to HQ  
and give our report.

(Ash and his companions MOVE to Security Force HQ. We see a room with a desk. The three men are with another older man.)

Ash:

...And that concludes  
my report.

Clive:

I see... Well done.  
Let's take a good look  
into the background of  
this... Zoot Gach.

Ash:

I agree.

Diego:

As always. The big guy  
gets away, the truth gets  
swept under the carpet,  
and only the small  
guy gets screwed!

Clint:

Hey! You're outta line!

Clive:

Hmm...  
You're right. There are  
lots of things wrong with  
this government...  
Corrupt politicians,  
oppressive taxes and  
not enough police.  
The rich are getting  
richer and the poor  
are getting poorer.

But no matter how filthy things get, as long as we remember who we are... We, the people, have the freedom to change things for the better. And it's that freedom that so many people died for 15 years ago!

Ash:

I understand...

Diego:

I had no right to mouth off like that. I'm sorry.

Clive:

No... It's all right. In any case, you all did a fine job. Why don't you relax a little.

(It fades back to the town square again.)

Diego:

Now how about we head to the tavern for a drink?

===== CAPITAL SHUMERIA TAVERN =====

(Ash and the others go to the tavern and talk to the people there. If you try to leave the bar, a man enters.)

Man:

H.. Help... Somebody...  
...Riot...

Ash:

What?!

Clint:

Calm down and tell us what happened.

Man:

A riot has broken out in the Dover District!

Diego:

Dover District... AKA the Royal Ghetto. But they hate bloodshed. They're always the first to negotiate.

Man:

That's the terrible part! The army decided that the Royalists were

behind the assassination  
of Smetana, and they  
came to take Count  
Claymore away.  
Things got tense. The  
young nobles gathered  
around the soldiers...  
Then there was some  
shoving and someone  
drew a sword...

Clint:

What kind of fool...

Ash:

Let's get over there  
right away.

===== DOVER DISTRICT =====

(The three soldiers stand in an old street in the rain. A man is ahead  
with his back to them. He is wearing large crimson armor and has a very  
large sword in its sheath.)

Ash:

These are the  
advance troops?

(The camera pans across the city. Crimson-coloured knights are duelling  
with rioters in light clothing.)

Crimon Soldier:

Hayahhh!

Rioter:

Waaaa!

(The soldiers kills the rioter.)

Crimson Soldier:

Kiiiiyaaaaaaa!

Rioter:

Unnnnnh!

(The soldier kills the rioter.)

Rioter:

We... We surrender!

Crimson Soldier:

Surrender to death!

Rioter:

Aaaaahhhhhh!

(The soldier kills the rioter.)

Diego:

Barbarians!



Clint:

Crimson Guard. Special  
anti-terrorist forces...  
An elite fighting force  
formed by the well known  
right winger, Hel Spites.  
They're famous for being  
ruthless with terrorists,  
but this is too much!

Kane: (the man in the crimson suit)  
Troops... Assemble!

(The camera swivels round to show the crimson soldiers forming a small  
unit in front of Kane, and he turns to face Ash.)

Kane:

Well if it isn't the  
Security Forces!  
What are you doing  
poking your little noses  
around here?

Ash:

.....

Kane:

I know you...  
You're Ash Lambert.  
The son of a traitor  
becoming a platoon  
leader. What a joke!

Diego:

What did you say!

Clint:

You scum!

Ash:

Stop it both of you!

Diego:

But Ash...

Ash:

Let him talk.

Kane:

Always trying to sound  
like a saint, aren't you?  
As you can see, we've  
cleared the area of  
enemies.  
Some are still holed  
up in that church, but we  
have business elsewhere.  
As long as you're here,  
you can take care of

those left in the church.  
Make sure you do  
a good job now!

(Kane leads the crimson soldiers away and they watch him leave.)

Diego:

That lousy creep!

Clint:

Yes, but what are we  
going to do, Ash?

Ash:

Let's go and see if they  
will surrender.  
It looks like there are  
no enemies around, but  
don't relax your guard.

(The camera rotates and zooms out to show the town, when some War  
Ghosts and Hunter Imps appear. It zooms back to show the soldiers.)

Diego:

Where did these monsters  
come from?!

Ash:

They've been summoned by  
a powerful mage!

Clint:

We're gonna have to cut  
through them!

=====

\*\* BATTLE IN THE DOVER DISTRICT \*\*

VICTORY = Arrival at church

DEFEAT = Death of Ash

=====

\* AFTER 1 ROUND \*

Diego:

This is a pretty filthy  
place for nobles to live!

Ash:

After the war, their  
estates were confiscated  
and a special tax was  
levied on them. They  
can't even vote.

Clint:

Just as the Ashah  
Dynasty did, we are

oppressing them just  
for being who they are.  
Politicians always make  
the weak in society pay  
for others' mistakes.

Diego:

That would make anyone  
want to fight back!

=====  
\* AFTER 2 ROUNDS \*

Ash:

We have to release  
that drawbridge!  
If we 'examine'  
the switch, it should  
release it!

=====  
\* VICTORY \*

(Ash, Clint and Diego enter the church where they find a small group of  
rioters with weapons.)

Ash:

You're surrounded.  
Drop your weapons.  
We don't want any more  
needless bloodshed.

(A smartly-dressed man walks towards Ash from the altar. He has a stick  
in one hand. It is Count Claymore.)

Count Claymore:

You mean that,  
don't you?

Ash:

Of course I do.

Young man:

Don't listen Count! He's  
a blood drinking devil!

Count Claymore:

But if we continue,  
everyone will die.

Other young man:

Excuse me, Count...  
But how can you trust  
these soldiers that just  
slaughtered us?

Count Claymore:

Peace needs to begin

somewhere.

Also, this man seems  
different than those  
crimson murderers.  
I'll give him a chance.

(Count Claymore steps forward.)

Count Claymore:  
We surrender.

(The men all drop their weapons and step back a bit cautiously.)

Ash:  
I'm Ash Lambert.  
Ishtarian Security Force.  
Thank you for your  
quick compliance.

Count Claymore:  
My name is Roland  
Claymore. This riot is  
my responsibility.  
Please do not blame  
anyone else.

Ash:  
We have laws here. It's  
not for me to decide...  
But I will report  
that you offered us  
no resistance.

Kane:  
That's enough!  
Stop right there!

(They all turn to see Kane and the Crimson Soldiers enter the church,  
and they close the doors behind them.)

Ash:  
The Crimson Guards  
have come back.

Kane:  
Nice job for a bunch of  
weaklings like you!  
But we'll assume control  
from this point on!  
Or maybe this son of a  
traitor wants to take  
credit for this?

Ash:  
I want no credit.  
Do as you like.

(The Crimson Guards march forward and Clint and Diego move aside. Kane  
stops when he reaches Ash, waits a while, then Ash also steps aside.)

Kane:

Thank you, I will...  
Which one is Claymore?

Count Claymore:

I am...

Kane:

Good. Come over here.

(Claymore walks over and stands next to Kane.)

Kane:

I have no need for the  
others. Kill them!

(The Crimson Soldiers advance and the rioters try to run away. Diego steps forward in horror and we hear swords slicing flesh as blood sprays up from off-screen.)

Count Claymore:

What have you done?!

(Claymore walks forward and falls to his knees. The camera pans across to show the corpses of the rioters, then pans back to show Ash and his companions.)

Diego:

Murderer...

Clint:

I won't forget this!

Ash:

Kane you bastard!!!!

Kane:

So the traitor finally  
shows his colors?  
Good! I've wanted to  
cross swords with you for  
a long time!

(Kane draws his mighty blade, but the church doors swing open and Clive rushes in. He stands between them.)

Clive:

Stop it you two!

Ash:

Commander Beckett!

Clive:

Stop! You're both sworn  
to defend this country!

Kane:

Leave us be old man!

Clive:

You had best watch that  
mouth of yours, Kane!  
The Crimson Guard is  
already in enough trouble  
with the council.  
More trouble and even  
your dad, Hel Spites  
won't be able to help.

Kane:

Save your hollow threats  
for someone else...  
But I will be a big man  
and forget your rude  
words to me today.  
However, I'm taking this  
old blueblood with me!

(Kane leads the Crimson Guards out of the church, taking Claymore with  
them. They close the doors behind them.)

Ash:

Damn him...

Clive:

Thanks for staying cool,  
Ash. It will be fine...

=====

The next day...

(We see Clive and another man standing in his office. The other man has  
long black hair and large metal shoulder pads. He is wearing an ornate  
royal-looking cloak.)

Ash:

Excuse me sir.

(Ash enters the room and the other man steps forward.)

Oh! You must be Ash!

Clive:

Ash, this is  
Dolf Crowley,  
a representative from  
the Young Revolutionary  
Party.

Ash:

Nice to meet you.

Clive:

Dolf has been sent out  
as a mediator to deal  
with yesterday's  
incident.

Ash:

Hmm.....

Dolf:

I understand exactly how you feel Ash.  
The Crimson Guards were completely at fault in yesterday's massacre. Normally there would be need for a mediator in a case like this, but there are a few complications. As you know, the Crimson Guards are the pet project of Hel Spites, the Minister of Defense. Hel's tactics may be questionable, but his power and influence in the council are not. I personally think that he is a dangerous man who needs to be watched.

Ash:

.....

Dolf:

Two council members are competing to become head. Hel Spites and Renaldo Castille, who is as you know the head of the Domestic Security Forces, your boss. See the pattern?

Ash:

You're saying it's more than just a personal grudge between us and the Crimson Guard. Do you think it could escalate into a confrontation between the DSF and the army?!

Dolf:

Well... Let's not be overly pessimistic. But we need to act swiftly to avoid future trouble.

Ash:

...So what do you want us to do?

Dolf:

As punishment we'll send

you on leave away from  
your policing duties here  
in the capital. But  
that's just to establish  
your cover! The truth is  
that I have a top secret  
assignment for you...

(The screen fades to black and fades back into a conference room. Ash,  
Diego, Clint and Clive are gathered around a large table.)

Diego:

So what is this top  
secret mission?

Ash:

Do you know who General  
Magnus Dunbar is?

Diego:

Of course. The greatest  
hero of our country! Why?

Clint:

He's also 2nd in line  
behind Hel in the  
Defense Ministry.

Ash:

Well 3 months ago he  
went to Gillbaris Island  
with a squad of hand  
picked soldiers and he  
hasn't been seen since.

Clint:

Gillbaris Island? In  
the Gadar Sea? Why?

Ash:

I don't know. But I've  
heard rumors that he was  
acting on secret orders  
from Hel who was  
planning a coup d'etat.

Clint:

That guy is out  
of control.

Diego:

And he wants us to  
investigate that, huh...

Clint:

But Magnus is known for  
his sense of justice.  
I don't think he would  
just blindly follow Hel  
Spites' orders...



Clive:

This secret assignment  
makes me uneasy...  
I'm still not personally  
sure how much we can  
believe this Dolf.  
It may be a wise  
idea not to accept  
this assignment...

Ash:

No. I'm going to go.  
If we stay here we may  
cause trouble for you.  
You've been a good  
friend to me.

Clive:

Ash, that's not why I  
had you assigned here!

Ash:

Of course I know that.  
But whatever Dolf's  
reasons may be, we can't  
ignore what happened  
to General Magnus.

Clint:

That's true.

Diego:

I wanted to take a  
vacation anyway.

Clive:

I understand...  
But this is a dangerous  
assignment. I want you  
to be careful every step  
of the way.

===== PALACE RUINS =====

(After leaving Shumeria and travelling to the palace ruins, we see the  
gang amongst old-looking columns and structures.)

Ash:

This was the palace  
of the Ashah Dynasty.

Clint:

15 years ago Arris' army  
arrived here.  
This magnificent palace  
was burned to the ground.  
Even now, when it grows  
dark, the spirits of the  
dead haunt this place.

Diego:

Hey cut it out! You're  
giving me the creeps!

Mysterious voice:

Go back where  
you came from!

Diego:

Eeeeeeeek!

Mysterious voice:

A curse will befall all  
who enter here!

Ash:

Don't be silly. Nothing  
to be afraid of.

Mysterious voice:

Fools! Die then  
if you wish!

(The camera zooms out to show many Clay Golems teleporting down into  
the ruins.)

=====

\*\* BATTLE IN THE PALACE RUINS \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* VICTORY \*

(A small girl with blonde hair emerges from behind a column. She is  
wearing red robes and has a staff of some sort in her hand.)

Girl:

My clay golems!...

(She runs over to where the three soldiers are standing.)

Ash:

That doesn't sound like  
the same voice!

Clint:

So this is the one who  
created the golems...

Diego:

That was a pretty  
vicious thing to do!

Girl:

You're the vicious ones!

Trying to make my  
daddy into a traitor!...

Ash:

Daddy?...  
Who are you?...

Girl:

Eleni Dunbar, daughter  
of Magnus Dunbar.

Ash:

General Dunbar!?!  
But it seems that  
you're misinformed.  
We're just trying to...

Huxley:

Miss Eleni!

(The camera rotates to show an old man shuffle across the stone bridge.  
He is wearing white robes and has a long, grey beard. He is also  
carrying a staff.)

Eleni:

Huxley!... I told you  
not to follow me!

Huxley:

But Miss Eleni...  
Oh... Some gentlemen from  
the DSF, I hope she didn't  
bother you...

Diego:

'Bother'! She tried to  
kill us!!

(Huxley bows down to Ash and the others.)

Huxley:

A thousand humble  
pardons, my lords...  
I am Miss Eleni's tutor,  
Huxley Hobbes.  
It seems as if the young  
miss has heard some  
foolish rumors...

Eleni:

It isn't a foolish rumor!

(Ash walks over to Eleni.)

Ash:

Please just listen to  
our side of the story...  
Some say that Magnus was  
planning a coup, but we  
never believed it!

Eleni:

So you think something  
happened to him?

Ash:

That's what we came to  
this island to find out.

Eleni:

I believe you. Let's  
get started!

Huxley:

Absolutely not! I won't  
allow it, Miss!

Eleni:

It's my decision! And  
stop calling me 'Miss'!  
Please Ash, I want to  
help my father!  
Let me come with you!

---

\* QUESTION \*

- > 1. OK. Let's go!
- > 2. No you're too young!

\* ANSWER \*

- > 1. OK. Let's go!

Ash:

OK. Let's go!  
But you better be  
able to take care  
of yourself!

Eleni:

Thanks Ash!

Diego:

Geez, Ash.  
I can't believe you!

\* ANSWER \*

- > 2. No you're too young!

Ash:

No you're too young!  
This is no picnic!

Eleni:

Fine. I'll just go to  
Gillbaris Island myself.

Diego:

I guess we have to take  
her now, Ash...

Ash:

.....

Huxley:

What?!!!!.....

In that case, I shall be  
forced to go as well.

Although I appear frail,  
I am a master of healing.  
You will need my help!

Eleni joined your party.

Huxley joined your party.

Diego:

Even the old guy is  
gonna come with us?!  
Oh man!

=====  
(The screen fades into a dark prison somewhere. Count Claymore has been  
chained to a post and Kane is standing in front of him. Lurking by the  
door is a man in grand robes and armor, his grey hair elegantly combed  
back across his head.)

Kane:

C'mon old man,  
tell us what you know!

(Kane steps forward and hits Claymore in the face.)

Count Claymore:

Oooof.  
I... know... nothing...

Hel:

Don't lie, Count.  
As the highest ranking  
nobleman,  
you must know!

Count Claymore:

.....

Kane:

Fool! My father heard  
you! How about that?!

(Kane hits Claymore across the face again.)

Voice:

Hey it's not nice to  
mistreat old people.

(The camera pans back to the entrance and the gates roll down. Dolf

walks in and stands beside Hel Spites.)

Hel:

Oh, it's you.

Dolf:

Don't kill the  
old fool... yet.  
There is still valuable  
information that we  
require.

Kane:

I like you. You're  
almost as evil as I.  
Would you like to take  
a crack at breaking this  
old man?

Hel:

Enough, Kane!  
So... Dolf... How  
goes our little plan?

Dolf:

Everything is going as  
scheduled...  
Just to be sure, one of  
my people has even  
infiltrated their group.

Hel:

Good...  
Now we just have to wait  
for them to arrive at  
Gillbaris Island.

Count Claymore:

Gillbaris Island!  
No... You mustn't!

Dolf:

Ho ho. I knew you  
knew something.

Count Claymore:

Ooops...

Kane:

Now you can tell me  
everything you know...

===== RHINE BRIDGE =====

(The group has assembled on a large wooden bridge held up by thick  
cables. Beneath them is a fast-flowing river.)

Huxley:

These kinds of bridges  
just aren't safe.

Diego:

C'mon!  
I'm going anyway!

Clint:

I'm not so sure  
about that...

(The camera pans across to the other end of the bridge where there is a large gang of thieves. They look similar to Zoot's gang, only with a darker shade of green on their clothing.)

Thief:

Huh?  
Those aren't merchants.

Other thief:

Don't bother me none!  
We can always sell their  
stuff for money after  
we kill 'em.

Diego:

Oboy...  
Where did these guys  
come from all of a  
sudden?

Ash:

Don't worry.  
Piece of cake!

Thief:

Hey it looks like these  
guys are game!

Other thief:

Don't worry. We won't  
even bloody our hands!

Clint:

Look out! I smell  
gunpowder!

(The camera zooms out and the part of the bridge behind the group explodes, leaving a wide gap back to the land. The cables still hold the rest of the bridge in place.)

Thief:

Huh? I missed.  
Well that's okay.  
This bridge will  
collapse soon anyway.  
They're headed for the  
bottom of the river.

Huxley:

This is not good.

Ash:

Let's cross this bridge  
before it collapses!

=====  
\*\* BATTLE ON THE RHINE BRIDGE \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Ash

=====  
\* EVERY TURN \*

(A piece of the bridge will explode every turn. Any units, allies or enemies, are killed if they are standing on the part of the bridge as it explodes.)

\* AFTER 1 ROUND \*

Diego:

Eleni, why don't you whip  
out some golems now?

Eleni:

Don't you remember? You  
destroyed them all!  
Do you know how long it  
took me to make those  
golems?  
One year to form them  
from the mud and two  
years to give them life!

Diego:

Okay okay, I got it...  
Next time you should  
make them a little  
more durable!

Eleni:

Hmph!

\* AFTER 2 ROUNDS \*

(An female archer dressed in pink garments appears on the other side of the bridge.)

Female warrior:

Looks like you guys  
could use some help!

Ash:

Who are you?

Female warrior:

My name's Kira Wulfstan.  
Let's fight together.



\* WHEN KIRA ATTACKS \*

Kira:

Suck on this, brigand!

Ash:

What a fighter!

\* VICTORY \*

(Having killed all of the thieves, the group assemble on the safety of the land the other side of the bridge.)

Ash:

I'm Ash Lambert...  
Thanks for helping us.

Kira:

I'm Kira. A mercenary.

Diego:

A fierce warrior and a  
beauty as well.  
I think I'm in love...

Clint:

That's rude Diego.

Kira:

That's okay. Want to  
hire me as a bodyguard?  
It looks like you only  
have this one cute guy as  
your basic archer class.  
I'll bet you could use  
another archer in your  
party. How about it?

Diego:

He he. She called me  
cute!  
You're a fine archer!  
We welcome you to  
our party, right Ash?

-----  
\* QUESTION \*

- > 1. Of course we do.
- > 2. But...

\* ANSWER \*

- > 1. Of course we do.

Ash:

Of course we do. You'll  
be a great help.

Diego:

Now things are getting

interesting!

\* ANSWER \*

> 2. But...

Ash:

But this is a top  
secret mission!

Diego:

So what?! What about  
Eleni and the old man?

Ash:

Okay... That's a good  
point. She can come.

Diego:

Yahoo!

-----  
Clint:

Are you sure, Ash?  
We shouldn't involve  
some woman who we  
hardly know.

Kira:

Oh yeah? Well I bet I'm  
a match for even you!

Clint:

It's not your strength  
that I'm questioning...

Diego:

You sound like a grumpy  
old man, Clint!

Clint:

.....

Ash:

The sun will set soon...  
Let's make camp.

=====  
(Night-time, Ash is standing beside the river playing a soothing melody  
on a small instrument (I think it's an ocarina). Eleni slowly wanders  
down and waits nearby for him to finish playing.)

Eleni:

That's beautiful...

Ash:

Oh... It's you.  
Couldn't sleep?

Eleni:

I want to apologize for  
forcing you to take me.

Ash:

Well I understand you're  
worried about your dad.  
But you should know that  
it's possible that your  
dad really is a traitor.  
It's also possible that  
he has reasons that  
neither of us know about.  
I want you to be ready  
to judge for yourself  
when the time comes.

Eleni:

...I know what you're  
trying to say  
but I trust my  
father completely!

Ash:

.....

(There is a long pause as Ash and Eleni both watch the river flow by.)

Eleni:

The truth is...  
I'm adopted.  
15 years ago, Magnus  
found me. My parents had  
been killed in the war  
and I couldn't remember  
who I was or what my  
name was.  
But Magnus loved me as  
if I was his own flesh and  
blood.  
That's why I'll always  
trust my father even if  
no one else does.

Ash:

That's beautiful. I'm  
jealous of you...

Eleni:

You don't trust your  
father?

Ash:

He died during  
the Revolution.

Eleni:

I'm so sorry!

Ash:

No. Don't be sorry.  
He doesn't deserve it.  
My father was a soldier  
in the Liberation Army,  
but he switched sides and  
died a traitor's death.  
My mother and I faced  
constant humiliation...  
After mother died I fell  
apart and only Commander  
Beckett trusted me.  
He saved me from  
myself...

Eleni:

Mr. Lambard...

Ash:

Anyway, I didn't mean to  
bore you with that...  
Please call me Ash.  
Okay Eleni?

Eleni:

Sure... Ash and you can  
call me Eleni.  
Sweet dreams, Ash.

Ash:

Goodnight, Eleni...

(Ash watches as Eleni walks back to where she came from. He folds his  
arms and closes his eyes.)

===== PORT CITY MINATO =====

Ash:

We need to find a ship  
to take us to Gillbaris  
Island. Let's go to the  
tavern and ask around.

Clint:

Hmm... It's strange.  
Last time I was here,  
this was a lively and  
bustling port city...

===== PORT CITY MINATO TAVERN =====

(Ash and the others go to the tavern and talk to the people there. If  
you try to leave the bar, the bartender stops you.)

Bartender:

Wait a minute! There  
is one chance...  
Nah... Forget it!  
He'd never do it!

Ash:

Tell me! What?

Bartender:

Well his name is  
Grog Drinkwater...  
He was a great sailor  
once, but his younger  
brother was killed by  
Hassan the Pirate and  
he hasn't been the  
same since...

Ash:

Let's go have a talk  
with this fellow Grog...

===== GROG'S HOUSE =====

(A small house with bottles of drink all over the place. A man is sitting on the rug in the middle of the room, gulping down drink from a bottle, which is supposedly alcohol. There is a knock at the door, but the man ignores it.)

Ash:

Excuse me?...

(There are three more knocks on the door, and the man doesn't even look away from his drink.)

Ash:

Anybody home?...

(Three more knocks and still no response.)

Ash:

I'm coming in.

(The door opens and Ash, Diego and Clint all walk inside. Still, the man continues to drink, apparently oblivious to the world around him.)

Diego:

Man, this place  
stinks of wine!

Grog:

You bust into my place  
and then mouth off?!

Ash:

Sorry, we knocked  
but no one answered.

Grog:

Stupid punks!!!  
I didn't answer cause  
I didn't wanna be  
bothered!

Clint:

Well we're here anyway.

We want to hire you and  
your ship to take us to  
Gillbaris Island.  
Of course we will  
pay you handsomely.

Grog:

Gillbaris Island?!...  
Even you strangers must  
have heard the rumors of  
Hassan the Pirate!  
If ya don't wanna die,  
you'll forget about  
goin' there!

Ash:

We're not leaving until  
you agree to take us...

(The screen fades to black, then fades back in again. The room has got  
darker. They must have been waiting a long time...)

Grog:

...C'mon already. We'd  
never make it there!

Ash:

We can protect you  
from those sea dogs.

Grog:

Okay. I'll make a deal  
with you.  
If you guys are strong  
enough to defeat the  
monster livin' in the  
sand dunes outside  
of town, I'll think  
about it.

Ash:

Okay. It's a deal.

Diego:

Ash, you don't even know  
what the heck it is!

(Ash and Clint ignore Diego and leave the house, and the archer quickly  
hurries after them.)

Grog:

Don't get your fool  
selves killed...

===== SAND DUNES OF SEA =====

(The group are standing on the sand fields, dead trees here and there.  
It looks like a vast desert.)

Huxley:

Oh this sand is killing  
my flat feet!

Eleni:

I told you not to come  
along!

Kira:

By the way, what kind  
of monster is it?

Clint:

Huh? There's something  
moving under the sand!

(The camera rotates to show six clawed hands burrowing out of the sand.  
In the middle of them, a large insectoid monster head emerges and the  
sand raises to form a hill with the monster's head at the top.)

Huxley:

Oh no! It's a bug!...  
I detest bugs!!!

=====  
\*\* BATTLE ON THE SAND DUNES OF SEA \*\*

VICTORY = Defeat of monster  
DEFEAT = Death of Ash

=====  
\* EVERY ROUND \*

(Any arms which have been killed previously are resurrected in the  
corners of the battlefield.)

\* AFTER 1 ROUND \*

Ash:

We're gonna have to  
aim for its head!

\* VICTORY \*

(To the next scene...)

===== GROG'S HOUSE =====

(Ash, Diego and Clint are back in Grog's house. This time the man seems  
to have tidied up the place. He is no longer drinking and the bottles  
have been cleared up. Also he is... STANDING!!)

Grog:

I never thought you guys  
were really gonna do it.

Clint:

So that means you'll  
take us now, right?

(Grog turns around and steps away, revealing a mighty sword and shield on his back. The camera swivels round to show us his face.)

Grog:

.....  
Let me sleep on it,  
okay?

Diego:

Sleep on it?!  
You promised!

Ash:

Hold on...

(There is a brief pause.)

Ash:

We'll accept your answer  
tomorrow, but let me just  
say one thing...  
Whoever it is you've  
lost, drinking won't  
bring them back...  
Just remember that...

(Ash, Diego and Clint leave the house. Diego pauses for a moment to look back at Grog, then follows the others. After the front door has closed, Grog bows his head.)

Grog:

...Little brother...  
I'm sorry...

=====

The next day...

(The four men are back in Grog's house.)

Grog:

All right.  
I'll take you!

Ash:

Thanks a lot!

Grog:

I thought about what you  
said and you were right.  
  
Grog joined your party.

Grog:

The ships docked just  
outta town...

===== GADAR SEA =====



(Out in the ocean with no land in sight, a large ship sails past and we can see a number of menacing-looking pirates on board. It sails alongside Grog's ship and two bridges extend from the side, joining the two vessels.)

Grog:

Ha! I knew he'd  
show up!

Ash:

That's Hassan  
the Pirate?

(The camera swings round to focus on Hassan, a muscle-bound pirate with a long ponytail, tanned skin and a gigantic axe in his hands.)

Hassan:

Been too long since we  
seen some action!

Pirate:

You're so famous that no  
ships even try to come  
through anymore.  
Look! This is no trader,  
but there's 2 women!

Hassan:

Eh? Who's that?!

Grog:

I've come to avenge  
my friends!

Hassan:

You really want  
to fight me!?!

Pirate:

Master? What's the  
problem?

Hassan:

Ho... Ho... No problems...  
Let's fight then!  
You ran away while  
you're friends died  
one by one!  
No drunken good for  
nothing has-been can  
fight me and live!

[sic]

=====  
\*\* BATTLE IN THE GADAR SEA \*\*

VICTORY = Defeat of Hassan  
DEFEAT = Death of Ash

=====

\* VICTORY \*

Hassan:

Argh! Brother...

(The screen fades to black. When it fades back in, Hassan is laying on the deck of his ship, wounded. The others are all around him and Grog is kneeling beside him.)

Hassan:

Oooof... Ss... Strong...  
Always stronger... me

Grog:

Fool...  
You goddamn fool!

Diego:

?!...  
What's going on here?

Clint:

He said his brother was  
killed by pirates....  
But in reality  
Hassan was  
his brother?!

Hassan:

Ever since we were kids,  
I was always trying to  
catch up to you... Always  
trying to be stronger,  
tougher than you...  
For a while I thought I  
had passed you, but I was  
just a filthy pirate...  
I'm sorry for what I did  
to your friends!... Ugh!

Grog:

It's okay now...  
Try to relax!...

Hassan:

I wish I could go back...  
Do it over again...  
I... just... got... tired  
of... chasing you...  
Good bye.....

(The group watches as Hassan's breathing lessens and he dies. Grog bows his head and closes his eyes. The screen fades to black.)

(When it fades back in, Grog is standing at the back of his ship, staring out into the ocean. Ash approaches him from behind.)

Ash:

I'm sorry, Grog.

I got you involved with  
no idea of what I was  
doing...

(Grog turns around, smiling.)

Grog:

No... It was a good thing.  
Didn't you notice how  
peaceful his face  
looked in death?  
He wanted to die...  
by my hand. He was  
consumed by guilt!  
I knew how he felt, but  
I ran away from it. I'm  
glad he's finally free!

Ash:

.....

Grog:

Don't worry about it!  
You got yer own problems.  
Anyway, I want to come  
with ya. I have no life  
back there and I can  
see you'll need my  
help!

=====  
=====

ACT I: A PREMONITION OF WAR  
END

=====  
=====

Gillbaris Island....

Over the centuries, this tiny island in the Gadar Sea has given rise to  
numerous myths and legends. It is called the Island of Ancient  
Mysteries and has been the subject of much speculation over the years.

It is the island of General Magnus' disappearance and it is here that  
Ash and his companions now venture.

=====  
=====

ACT II: ISLAND OF MADNESS

=====  
=====

(Fade in to show the group on the outskirts of a small town with tiny  
huts and wooden fences.)

Grog:

So here we are. The  
island's only city.

Kira:

But there's something  
wrong with this place!

(The camera pans across the village. There are stone statues of weird  
beasts here and there and the villagers are all facing the group. Their  
skin is an unnatural green and their eyes are red. They are all holding  
dangerous-looking sharp farming tools.)

Villager:

Interlopers!

(Pans across to an old man, also green.)

Villagers:

Interlopers are here!

(Pans across to a young woman.)

Villager:

Kill the interlopers!

(Pans across to another woman.)

Villagers:

Kill them!

(Pans across to a young man.)

Villager:

Kill them all!

(The camera finally pans back to the group.)

Huxley:

Not exactly what I'd  
call a warm reception...

Eleni:

Oooh!...  
There's an evil and  
malicious force coming  
from those statues!

(The camera zooms across to one of the stone beasts and we hear an  
eerie wailing noise, then pans back to the group.)

Clint:

They're being controlled  
by those statues?!

Ash:

Destroy the statues but  
spare the villagers!

Diego:

Easy to say, but what

if they attack us?

Clint:

The blocks can be used  
to slow them down.  
Push the blocks to  
guide them and maybe we  
can avoid killing them.

=====

\*\* BATTLE IN YUZU VILLAGE \*\*

VICTORY = Destruction of statues  
DEFEAT = Death of Ash and villagers

=====

\* VICTORY \*

(The group are bunched up in the middle of the village and still the  
zombie-like villagers are advancing upon them slowly.)

Diego:

We destroyed the statues  
but they keep coming!

Eleni:

Don't be so sure.  
Take a look!

(There is a bright white glow and when it fades, the villagers have  
returned to normal, their skin regular colour and their eyes normal.)

Villager:

Huh... Where are we...  
What's going on?...

Villager:

It was like a  
horrible nightmare...

Villager:

Yech! My mouth  
tastes terrible!

Ash:

Ha ha! Well I'm glad  
you're better now.

(The screen fades to black and then back in to the interior of a  
building, presumably in the village. The group are standing inside with  
a few of the villagers.)

Mayor:

Thank you for  
saving us!

Ash:

What happened to

you anyway?

Mayor:

It all started 3  
months ago...  
It started when soldiers  
came from the mainland to  
do an investigation.

Clint:

That must have  
been Magnus!

Mayor:

Yes! That was his  
name, Magnus!

Diego:

You said they came  
to investigate...?

Mayor:

Yes. The ruins  
of a fortress...  
But we never  
go near it...

Ash:

Why is that?

Mayor:

There are many scary  
legends about the ruins  
Some say they can see  
flickering lights or  
hear strange wailing...  
When Magnus told us why  
he had come, we tried to  
convince him not to go.  
But he just laughed  
at all our warnings...  
A few weeks went by as  
usual, and then one  
night...

(The screen fades out and then in to show the same building. The mayor  
is standing alone inside when a villager rushes in.)

Man:

Mayor... Monsters...  
A whole bunch of 'em!!!

Mayor:

What are you talking  
about?!

(The man runs to the back of the room as three creatures run inside.  
They have pink and purple armor and strange white eyes. Each one is  
carrying a curved knife in each hand.)

Man:

Aaaaahhhh!!!

Mayor:

What in hell's  
name are you!

(Another creature enters the building. It looks exactly like General Magnus only his armor is also pink and purple and his skin has turned purple. His eyes are glowing white and his armor is shimmering in an eerie way.)

Mayor:

You... I know you!!!

(Beams of energy fly through the air around Magnus and three beams which look like electricity fire from his hand into the mayor and the villager. One is green, one blue and the other purple.)

Mayor:

Uggghhhh!...

(The villagers' skin has turned green like when Ash and the others first met them. The screen glows white. When it fades we are back in the room with the group in the present again.)

Ash:

And you don't remember  
anything after that...

Mayor:

That's right...  
And yet I'm certain that  
it was Magnus that did  
this to us...

Clint:

It seems hard to  
believe and yet...

Ash:

We have to go to the  
ruins to check things out  
I know it's dangerous,  
but there's no  
other way!

(Fade out. Player is free to explore the village and leave the town when they are ready.)

===== YGDRA CANYON=====

(There is a bridge with over a narrow but fast-flowing river. Three people run up to the bridge and then back and forth as if in panic. One of them is wearing silver knight armor, one is an archer and is wearing a blue outfit, and the other one is female and wears long white robes. The archer is the first to speak.)

Amon:

It's no good!...

We're finished!

Dolan:

Don't give up!  
Over that bridge  
and we'll soon be  
in Yuzu Village.

Amon:

But what if they've  
taken the village too?!

Sara:

Enough, Amon! You're  
too pessimistic!

Dolan:

Uh oh! They've  
caught us!

(Eight of the pink/purple creatures from the village and one dog appear nearby.)

Dolan:

I'll distract them while  
you two get away!

Sara:

We won't leave  
you alone!

Amon:

Look! Some strangers have arrived!

(The camera pans across to the other side of the river where Ash and the others have arrived.)

Huxley:

Those people are under  
attack by demons!

Ash:

We're coming to save  
you! Hang on!

Dolan:

We'll try!

Dolan joined your party.

Amon joined your party.

Sara joined your party.

Diego:

But how are we gonna  
get to the other side?

(The camera shows that the river near Dolan and the others is, in fact, an aqueduct with a closing function. It is over another wider river.)



Kira:

If we can shut off the  
flow of water in the  
aqueduct, we can cross.  
Look for a switch!

=====

\*\* BATTLE IN YGDRA CANYON \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash or Dolan

=====

\* VICTORY \*

(The group are standing by the aqueduct with their new-found  
companions.)

Dolan:

We owe you our lives...

Eleni:

Captain Dolan!... You're  
Captain Dolan!

Dolan:

Well if it isn't  
Miss Eleni!

Ash:

You know each other?

Eleni:

Yes. Captain Dolan is  
one of my father's men.

Clint:

Tell us Captain, what  
were those monsters?

(Dolan and Sara look at each other, then Dolan and Amon.)

Dolan:

Those are my men trans-  
formed into monsters.  
And they are being led  
by General Magnus.

Eleni:

I don't believe you!  
You lie!

Dolan:

I'm sorry Eleni,  
but it's the truth.

Ash:

...Well anyway, this  
place isn't safe.  
Let's go back to  
Yuzu Village.

===== YUZU VILLAGE =====

(The group are all inside the building in the village.)

Dolan:

Let me try to explain  
the whole story.  
As you know, we came to  
investigate the ruins  
on this island.  
We were sent after stone  
tablets, indicating that  
these ruins are the site  
of Toroah's Ark, were  
discovered!

Diego:

'Toroah's Ark'? From  
the Holy Tome?

Dolan:

I know it's hard to  
believe, but this has  
tremendous political  
significance for the  
new government.

(Clint steps forward.)

Clint:

Wait... I think  
I understand...  
The Ashah Dynasty claims  
to be descended from  
Toroah who used the Ark  
to survive the Great  
Calamity. Discovery of  
the Ark would provide  
evidence that Toroah is  
no legend. If the story  
of Toroah is real, then  
the Ashah Dynasty  
has a rightful claim  
to rule Ishtaria.

Dolan:

That's correct.  
Furthermore, with all  
of the recent terrorist  
attacks, we thought that  
this kind of news might  
cause a mass riot.  
That's why we came  
to this island secretly.

Diego:

I see why you came here.  
But where did those  
monsters come from?

(Dolan looks at Amon and Sara and they look back at him.)

Dolan:

I'm not exactly  
sure myself.  
We were only away for a  
short time, but something  
happened. When we got  
back and saw how they  
had transformed, we  
tried to escape but they  
captured us. It wasn't  
until today that we  
managed to escape.

Ash:

So there's no clues as  
to what happened?

Dolan:

It's possible that Magnus  
had a secret mission.  
He did seem to be  
searching for something  
in particular...

(The screen fades out and the player is free to explore Yuzu. The following occurs when you try to leave the village...)

Dolan:

Wait a moment, Ash.  
If you're going to  
the ruins, I'd like  
to go with you.  
Unlike the villagers,  
the soldiers can't be  
cured. There's no other  
way, so I'll free them  
from their nightmare with  
my own blade.

Sara:

I'm going too! If I  
don't, I'll regret it for  
the rest of my life.  
You're going too,  
right Amon?

Amon:

We just escaped and you  
want to go back there?!

Sara:

You're going to make  
me go alone?

Amon:

OK I got it!  
I'll go too...

===== LORIS BEACH =====

(The group are on some dead wastelands with bubbling purple pools all around them.)

Sara:

Enemies!  
Not too many, but...

(The camera pans around the battlefield showing various monsters ahead of them all.)

Amon:

Uh oh! There are  
more behind us!

Kira:

I'll take care of the  
ones back here!

(Kira walks off behind the group to the monsters.)

Clint:

Don't be a fool!

(Clint chases after her. After he passes a small hill, two zombie-soldiers appear from behind it and then two golems teleport in.)

Dolan:

Damn! There's  
still more!

Huxley:

We're totally  
surrounded!

Ash:

Stick together or we'll  
never get out of here!

=====

\*\* BATTLE ON LORIS BEACH \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* AFTER 1 ROUND \*

Ash:

Look out for the  
poisonous areas!

\* VICTORY \*

(Ash, Diego, Huxley and Dolan are sitting around a camp fire at night.)

Ash:

There's one thing I  
don't understand...  
How can these fortress  
ruins also be  
Toroah's Ark?

Dolan:

I don't completely  
understand either, but  
the idea of an Ark  
may be the result of a  
bad translation from the  
ancient language of  
Dhuron.

Huxley:

Hmmm. If there really  
was a 'Great Calamity' as  
is written, then the  
people would have been  
more likely to go  
inside a fortress  
rather than a ship!

Diego:

By the way, where  
did Kira go?

Huxley:

Hmmm. Clint isn't  
around either...

Diego:

That creep...  
I saw her first!

(Diego walks off and the screen fades to black. It fades back in to  
show Clint and Kira standing by a river or lake.)

Kira:

I hope you called me  
here for a good reason!

Clint:

A warning...  
You fight too recklessly!

Kira:

I think I've proven my  
prowess in battle...

Clint:

Oh I admit that you're  
a first class warrior.  
You fight as if you have

nothing to lose. There's  
a sadness to you...  
It's almost as if you  
don't care whether  
you live or die.

Kira:

.....

Clint:

Well... That's all I  
wanted to say.

(He starts to walk away.)

Kira:

Wait!

(Clint stops.)

Kira:

I guess I should thank  
you for saving me today.

Clint:

.....

(Clint walks away and Diego passes him as he enters. He looks back to  
watch Clint leave, then walks over to Kira.)

Diego:

Did you two have some  
kind of fight?  
I looked everywhere  
for you.

Kira:

He's a self-righteous  
jerk!

Diego:

Before you say that,  
listen to this story...  
He saw his lover slain  
right in front of his  
own eyes.

Kira:

By the gods!...

(Diego walks down to the water.)

Diego:

It's been almost  
3 years now...  
The scum who did it had  
a grudge against Clint,  
and Clint knew it...  
Bastard shot her and  
galloped away... All in

front of Clint...  
He still blames himself  
for not preventing it.  
It eats him up inside...  
That's why he tends to  
come on a little strong.  
Cause he cares so much.

Kira:

I had no idea...

===== CASTLE RUINS =====

Ash:

We've finally arrived.

Eleni:

Father is somewhere  
in there...

(The camera rotates to show a wide fortress guarded by lots of monsters  
and zombified soldiers. There are two elevators leading up to the top  
of the fortress.)

Amon:

We need to use that lift  
machine to get inside.  
Let's split into two  
groups so we can use the  
lifts on either side.

Ash:

Good. We'll meet in  
front of the entrance!

=====

\*\* BATTLE OUTSIDE CASTLE RUINS \*\*

VICTORY = Arrival at entrance

DEFEAT = Death of Ash

=====

\* VICTORY \*

(The group are standing at the entrance to the ruins at the top of some  
stone steps.)

Clint:

We made it.

Diego:

Yeah, but what's next?

Grog:

Are you sure we're  
ready, Ash?

-----

\* QUESTION \*

> 1. Let's head back...

> 2. We're ready to go.

\* ANSWER \*

> 1. Let's head back...

Ash:

Let's head back and  
resupply.

\* ANSWER \*

> 2. We're ready to go.

Ash:

We're ready to go.  
Stay alive everybody!

-----  
=====

(Fade to the interior of the ruins. Observant players will notice that this is the temple from the very first scene of Vandal Hearts. Magnus is standing in the middle of the hall with his back to the group.)

Ash:

General Magnus!

Magnus:

.....

Eleni:

Daddy!

(Eleni rushes forward towards Magnus.)

Ash:

Eleni, wait!!

Magnus:

L...Leni is it you?

Eleni:

Yes daddy!

(Magnus bends over and begins to glow brightly.)

Magnus:

No!!!.....  
Get away from me!!!

Eleni:

Daddy, what is it?...

Magnus:

Hurry... I can't resist  
much longer!...

Eleni:



Daddy... What's happening  
to you?!

Magnus:

.....

Eleni:

Daddy! Daddy!!!

Dolan:

He can't hear you!  
Get out of there!

(Explosions of all different colours erupt around Magnus and he flashes  
and flickers. When the explosions die down, he has purple skin like the  
monstrous soldiers. White rays burst out of him and Eleni falls back.)

Eleni:

Ayaaah!!!

(Magnus disappears and re-appears at the far end of the hall.)

Magnus:

...Will... kill...  
you... all...!!

(White rays shoot towards him and a large bronze rune image appears. A  
beam of purple light shoots up into the sky with strange runes flying  
around. The camera zooms out and many monsters appear in the hall.)

Ash:

We have no choice but to fight him!

=====

\*\* BATTLE INSIDE CASTLE RUINS \*\*

VICTORY = Defeat of Magnus

DEFEAT = Death of Ash

=====

\* VICTORY \*

Magnus:

Gwaaaaahhhhh!!!

(Magnus falls to the ground.)

Magnus:

Uhhh...

(The group are run to him as the evil colour fades from his skin. Eleni  
and Dolan kneel beside him.)

Eleni:

Daddy, don't die!

Magnus:

Uhhh...

Dolan:

He's back to normal!

Magnus:

Magic stone's curse...  
Finally ...broken?

Ash:

Magic stone?  
What's that?

Magnus:

I was sent here to  
retrieve the stone...  
But he never told me  
what could happen...

Ash:

Who is 'he'?

Magnus:

He used me... It was  
all his doing...

(There is a silent pause as the group wait. Suddenly an arrow soars through the air from off-screen and lands in Magnus' chest.)

Magnus:

Aaargh!

Eleni:

Nooo! Daddy, no!

Dolan:

General!

(Ash steps forward.)

Ash:

It's you!!!

(The screen pans down as Kane and six Crimson Guard soldiers enter the temple ruins and surround the group.)

Kane:

Hey, don't be so mad!  
I came to help you!

Eleni:

Hang in there, daddy!

Dolan:

Don't worry. I don't  
think it hit any vitals.

Kane:

Darn, we missed.

Ash:

You bastard!

Man's voice:

Well done, Ash my boy.

Ash:

I should have known  
you were behind this!

(Kane steps aside as Dolf enters and bows before Magnus briefly.)

Dolf:

Tee hee hee...  
Great job, Ash.  
You and your men  
can be proud!  
Thanks to you, Magnus'  
coup d'etat plans have  
been stopped.

Ash:

What?!

Dolf:

You truly deserve the  
title of 'hero'.  
And now... Eleni Dunbar  
and Huxley Hobbes...  
You are under arrest as  
followers of the traitor  
Magnus. Come with us.

(Dolf starts to leave but stops.)

Diego:

But you can't just...

Dolf:

Of course I can!

Eleni:

Leave us alone!  
Can't you see he's hurt!

(A Crimson Guard soldier approaches Magnus but Ash stands in his way.)

Ash:

Back off!

Dolf:

Ash my naive friend...  
As you know, interfering  
with us is tantamount  
to treason...  
Think well on whether  
you want to be  
known as a hero  
or whether you want to  
be known as a traitor  
like your father!

Ash:

.....

Diego:

Don't worry Ash,  
we're behind you!

Clint:

Yeah! We know who's  
really behind this!

Ash:

.....

Dolf:

Glory or shame, Ash.  
Which will it be?

Ash:

.....Okay. You win.  
Do as you will...

(Clint rushes towards Ash.)

Clint:

Ash!!!

Diego:

Ash, you can't!...

Ash:

Put aside your weapons...  
We're officers who have  
sworn loyalty to the  
state...

Dolf:

Ho ho ho. A very wise  
decision Ash my boy...  
We're going to tour the  
ruins a few more days.  
In the meantime, put the  
prisoners in the dungeon  
downstairs.

Diego:

Ash, what's wrong with  
you? Say something!

Ash:

.....

Dolf:

Ho ho ho. Ha ha ha.  
Hee hee hee... Cough.

=====

(Fade to Loris Beach at night. Ash is wandering along by himself.)

Man's voice:

Ash!!

(Clint appears and walks over to Ash.)

Clint:

Where are you going this  
time of the night?

Ash:

Clint...

(Diego also appears and joins them.)

Diego:

You don't think we'd let  
you go alone, do you?

(Enter Grog, who also walks over to Ash.)

Grog:

You're not as quiet  
as you think...

Ash:

Diego and Grog, too?

Clint:

You should have let us  
in on your plan...

Ash:

I didn't want to involve  
you all in this...  
There's no need for all  
of you to be labeled  
as traitors.

Grog:

We're already involved  
up to our necks!  
Besides, without you  
I'd just be a washed  
up old drunk...  
I want to do the right  
thing! I want to make my  
dead brother proud!

(The screens pans across as Dolan, Amon and Sara wander across the beach and join the ever-increasing group of people.)

Sara:

What's everyone  
doing out here?

Amon:

Taking a midnight  
dip in the water?

Dolan:

Ha ha. We were  
planning the same.

Clint:

Ash, we're with you.  
You're our leader,  
just tell us what  
to do!

Ash:

Ha! Well it looks like  
we're in it together!  
Let's go and save  
Magnus and the  
others!

Grog:

Now you're talkin'!

Diego:

It's about time!

(The screen pans down to show Kira standing behind a nearby tree, then  
fades to black.)

===== CASTLE RUINS =====

(Darkness has fallen. The group are gathered at the castle ruins where  
they had fought not long ago.)

Sara:

Magnus must be in the  
same dungeon we were in.  
So we should be able to  
just go back the same  
way we escaped.

Grog

Whoops...  
I got bad news...  
We've been spotted by  
guard dogs!

(The camera swivels around to show a large group of menacing-looking  
guard dogs with spiked armor on their backs. It zooms back to Ash.)

Ash:

If those dogs raise  
a racket...  
It'll blow any chance of  
stealth we might've had!  
Let's take 'em out fast!

=====

\*\* BATTLE OUTSIDE DUNGEON \*\*

VICTORY = Conquest within 6 turns  
DEFEAT = Death of Ash or time up

=====  
\* AFTER 1 ROUND \*

Ash:

Make sure you cut  
off their retreat!

\* AFTER 3 ROUNDS \*

Ash:

We're running out  
of time!

\* VICTORY \*

(Cut to a dark cell. Magnus is lying on the floor and Eleni is knelt  
down beside him. Huxley stands by his head.)

Magnus:

Oooohhh...

Eleni:

Try to be strong,  
daddy!

Magnus:

Eleni...  
I was a fool...  
I sent all my men  
to their deaths...  
For what?!

(Eleni shakes her head furiously.)

Eleni:

It's not your fault!  
You were possessed!

Magnus:

I wish that were so...  
The Magic Stone isn't  
good or evil, it is only  
pure power...  
It just magnifies the  
user's true nature.  
When I touched the  
stone and felt its powers,  
I was seduced by my  
own demons...  
I let the power consume  
me... It's all my fault.

Eleni:

Why father? Why did  
you look for this stone?

Magnus:

To resist Hel Spites.

I'm certain that Hel is  
planning a coup d'etat in  
the near future.

I knew that in order to  
stop him, I would need  
more power...

I was desperate and that  
desperation led me down  
the wrong path...

We must get the stone  
back! It holds a  
frightening secret...

(Huxley turns his head, then slowly walks over to the iron bars which  
block their exit.)

Huxley:

Someone's coming!

(He stands back as the bars slide down and Ash strides in. Eleni jumps  
to her feet.)

Eleni:

Ash!...  
How did you?...

Ash:

Forget about it.  
Let's get outta here!

(As the screen fades to black, Ash and Huxley walk over to Magnus. It  
fades back in to show the entire group and Magnus gathered outside of  
the dungeon where they had fought just minutes ago.)

Magnus:

Wait! We've got to get  
the Magic Stone!  
The person pulling  
Dolf's strings is  
Hel Spites!  
We can't let that madman  
get his hands on the  
stone!

Man's voice:

So you finally caught  
on, did you?

(The camera swivels round as six Crimson Guard soldiers, Dolf and Hel  
Spites come marching across the field and stop before Ash and Magnus.)

Hel:

But you're too late  
now, Magnus!

Magnus:

What do you mean?...

Dolf:

I've got that stone you



want right here!  
A grunt like you can't  
appreciate the true power  
of this stone.  
But I on the other  
hand...

Magnus:

You pampered  
little poodle!...  
You knew what that stone  
was going to do to me,  
didn't you?!

Hel:

You reap what you sow,  
General!  
You came here to betray  
me and you deserve what  
happens to you!

Ash:

That means that...  
We were just part of  
your scheme to frame  
General Magnus?!

Dolf:

Ho ho. Exactly!  
I'm disappointed in you,  
Ash. Your feelings led  
you the wrong way.  
Not that it would have  
mattered anyway...  
Let me introduce you to  
my beautiful young  
assistant.

(The camera rotates to show Kira walking towards the group without her  
battle armor and bow.)

Ash:

Kira!!

Clint:

Kira...  
How could you?

Kira:

.....

Dolf:

Thanks to her, I  
knew all your moves.  
Hahaha... Well, I think  
it's just about time for  
you to die.

Magnus:

I won't allow that!

(Bright multi-coloured explosions erupt around Magnus' body and when they die down he has transformed into his possessed monster self from the castle ruins. He raises his arms and purple rays of energy fire from his eyes at Dolf, who points his hands at Magnus, sending blue rays in his direction. The rays clash between the two men, creating bright blue spirals of burning energy. They are locked in this position for about twenty seconds, the others watching powerless.)

Dolf:

You still retain some  
power from the stone?!

Magnus:

I...willl...stop...you!

Dolf:

No, we're tearing a hole  
in the time-space fabric!

(With a mystifying roar, a dark blue warp hole grows from the point where the rays meet. In the middle of the hole are two runic symbols, one bronze and one blue, rotating and spinning randomly. They slowly move towards Magnus.)

Magnus:

Aaaaaahhhhh!!!!

(The warp hole reaches Magnus.)

Magnus:

Iiiyahhhh!!!

(Magnus is sucked into the hole.)

Ash:

Wooooaaahhh!!!

(Ash is also sucked in.)

Grog:

Ugh!  
What the!...

(Grog is next.)

Sara:

Eeeeeeehhhhh!!!

(Finally, Sara is sucked in. They disappear as the hole closes and the runes vanish.)

Eleni:

Daddy!!!...  
Ash!!!...

(Hel leans back and begins laughing.)

Hel:

Heh heh heh...

Ho ho ho  
Ha ha ha  
Hee hee hee!

=====  
=====

ACT II: ISLAND OF MADNESS

END

=====  
=====

After the disappearance of Ash and the others, it is announced that General Magnus has been assassinated by an extremist faction within the Security Forces. News that a national hero has fallen at the hands of terrorists sends shockwaves through the country and most blame the Domestic Security Agency which controls the Security Forces. This results in the ouster of Renaldo Castille, Hel Spites' political arch rival.

Defense Minister Hel Spites, highly praised for his quick handling of the terrorist threat, is elected Prime Minister the following month.

In the name of national security, Hel requests emergency powers from the Council, but as soon as he is granted those powers, his tyrannical nature emerges. He abolishes the Council, creates a secret police and establishes a privileged class.. Finally, he revives imperialism and claims that he will place himself on the sacred and inviolable Ishtarian imperial throne.

Realizing the danger, some citizens join anti-imperial movements, but these are easily crushed by the Crimson Guard. It was the second coming of the Dark Ages and terror reigned over all...

=====  
=====

ACT III: ESCAPE TO TOMORROW

=====  
=====

(As the screen fades in we see Ash and Grog standing on a very small rocky island in a lake of molten lava. In the background Sara is crouched down beside Magnus.)

Grog:

Where in the heck  
are we?!

Ash:

I don't think we're in  
Kansas anymore...

(The camera pans across to Sara and Magnus.)

Sara:

Ash! Something's wrong  
with the General!

(Ash and Grog hurry over.)

Magnus:

Oooohh...

Ash:

General, hang in there!

Magnus:

Ash... It's no good...  
It's the end for me...

Ash:

General... No...

Magnus:

I've stared death in the  
face all my life...  
I know what she looks  
like and I do not fear  
her cold embrace...

Ash:

.....

Magnus:

I was raised in a poor  
farming village...  
I was going to lead the  
simple life, following in  
my father's footsteps...  
But then the Revolution  
came and our lives were  
thrown into turmoil.  
For country!...  
For ideals!...  
For liberty!...  
But however pretty the  
slogan, there's no such  
thing as a good war...  
They call me a hero, but  
I'm just a murderer with  
blood on his hands...

Ash:

But think of the people  
you saved, like Eleni!

Magnus:

Eleni....  
15 years ago, I found  
her wandering around  
the ruins of her town.  
Adopting her was my  
attempt to make  
restitution for my sins..  
Ash, don't make the  
same mistakes I  
made...

You must stop Hel and  
Dolf! Return this land  
to its former greatness!  
...I beg you, Ash...  
Retrieve the Magic  
Stone.....

Ash:

General!  
General Magnus!!

(Magnus' body goes limp as the life fades from his soul. The screen  
fades to black. When it fades back in, Ash, Grog and Sara and gathered  
around a makeshift grave - two wooden sticks bound together to make a  
cross.)

Grog:

Too bad we had to bury  
him in this weird place.

(Sara looks around.)

Sara:

Hmm... Something  
feels very wrong.

(The camera swoops around the tiny island as evil-looking flaming  
skulls appear from the lava and surround them.)

Grog:

What are these things?!

Ash:

I don't know,  
but they're attacking!

=====  
\*\* BATTLE ON PLAIN OF SORROW \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Ash

=====  
\* VICTORY \*

(Ash, Sara and Grog are standing by Magnus' grave. A man approaches from  
behind them. He is wearing long black robes and has long white hair. In  
his hand is a wooden staff.)

Mystery man:

Aha. So this is why the  
spirits were so noisy...

Ash:

Huh?...

(The camera spins round and shows the man from the front.)

Mystery man:

You've destroyed the  
spirits? That was cruel.  
Those are the spirits of  
people who died young.  
They are harmless...

Grog:

Harmless?!  
Are you crazy?  
Those things tried  
to bite our heads off!

Mystery man:

They were drawn by the  
smell of blood.  
You people have the  
blood of many  
on your hands.

Ash:

Who are you?

Mystery man:

My name is Zohar and I  
am just as you see me.  
I have been exploring  
this strange land for  
some time.  
Just south of here is  
this land's only town.  
You should visit it.  
Good luck,  
strangers...

(The camera turns back as Zohar walks away.)

Grog:

What a strange guy...

Sara:

Zohar?...Where have I  
heard that name before?

Ash:

In any case, let's go  
pay this town a visit.

===== REMOTE TOWN =====

Grog:

These houses are really  
old looking.

Sara:

Not true. That house is  
ultra-modern!

Ash:

You're both right.

It's both old and new...

(Ash, Grog and Sara go to the tavern and speak to people, then leave.)

Grog:

It looks like we might  
be stuck here...

Sara:

A loophole in time...  
I've heard legends.  
The ship that was lost  
at sea and found 10 years  
later in the desert...  
Or the ancient princess  
who vanished while  
strolling in the garden.

Ash:

But we've got to get back!  
We promised the General  
that we would stop Hel  
and get the stone back!

Zohar:

Are you referring to  
the Magic Stone?

Ash:

You're the guy  
from before!

Zohar:

Yes...I am Zohar.  
If you don't mind,  
please tell me about  
this Magic Stone.  
Let's go to my home  
outside of town and  
talk of this...

(Fade to a very small house where the four people are gathered.)

Zohar:

I see...  
You and your companions  
are trying to stop this  
man named Hel...  
But are you absolutely  
sure that's the right  
thing to do?  
Think about it. The  
generation before you  
gave up their lives to  
build an ideal society  
and what was the  
end result?  
We've let the Council  
turn into a den of thieves  
and liars!

There will always be  
war, but by stopping Hel  
now, who is to say you  
won't be paving the way  
for someone even worse  
than him?!

(Ash, Grog and Sara bow their heads.)

Ash:

Maybe you're right.

(There is a pause...)

Ash:

But a brief  
peace is better  
than war!  
I can't sit and do  
nothing when I know that  
people are going to die!

Zohar:

Hmmmm.....  
I suppose it is the  
struggle that lends  
dignity to our lives...  
...It's decided. I will  
help you in your brave  
mission.

Zohar joined your party.

Ash:

So how can we...?

Zohar:

There's only one way to  
get back to your time.  
First we have to go back  
to the exact spot where  
you first arrived.

===== PLAIN OF SORROW =====

(Ash, Grog, Sara and Zohar are gathered around Magnus' grave. There are huge runic symbols on carved into the ground and four strange metallic posts with red orbs on top in all four directions.)

Zohar:

The preparations  
are complete...  
The space-time warp you  
entered was caused by a  
powerful magic source.  
This type of force  
always creates a  
counter-force.  
These Mage Towers will  
gather the force and



recreate the warp!

(Sara looks around.)

Sara:

I sense something!...

(The camera zooms out and more flaming skulls appear, surrounding the group.)

Grog:

Not these creeps again!

Zohar:

Those spirits will drain  
the tower's energy!  
I suppose we have no  
choice! We must protect  
the towers!  
If this doesn't work  
now, you'll never  
get back home!

=====  
\*\* BATTLE ON PLAIN OF SORROW \*\*

VICTORY = Defend towers for 5 turns

DEFEAT = Death of Ash or towers  
=====

\* EVERY ROUND \*

(Any spirits which have been killed previously are resurrected in the corners of the battlefield.)

\* AFTER 2 ROUNDS \*

Ash:

When will the warp  
open up?

Zohar:

Just a little longer!

\* AFTER 1 TOWER HAS BEEN DESTROYED \*

Ash:

Things are looking grim.

\* AFTER 2 TOWERS HAVE BEEN DESTROYED \*

Ash:

They're destroying  
the towers!

\* AFTER 3 TOWERS HAVE BEEN DESTROYED \*

Ash:

We must protect the  
last Mage Tower!

\* AFTER 4 TOWERS HAVE BEEN DESTROYED \*

Ash:

Damn! They've  
destroyed them all!

(Defeat.)

\* VICTORY \*

(The four characters are standing around the grave.)

Zohar:

The warp will open any  
minute now!

(The blue and bronze runes appears just like before and grow.)

Grog:

There it is!

Ash:

Everyone jump in!

(They jump into the middle of the warp and are shrunk to invisible specks. The warp closes behind them, leaving Magnus' grave alone in the Plains of Sorrow.)

===== TERASU VILLAGE =====

(Fade to a large grassy area. There is a river with a bridge and a small building on top of a hill. At the bottom of the hill are lots of men in armor with weapons. One of them is wearing pink (yes, pink) armor. He is quite fat and holds a large cutlass. It is Zoot Gach from the very beginning of the game.)

Zoot:

Give up, traitors!  
You're surrounded!

(At the top of the hill next to the building we see Diego, Dolan, Clive Beckett and Huxley.)

Diego:

Zoot Gach, you  
slimebag!  
You may work for the  
Empire now, but you're  
still just a petty thief!

Huxley:

The Empire has hired  
criminals to swell the  
ranks of the army. Now  
these scoundrels steal  
from the innocent under  
the protection of the

Empire. 'Tis a sad sight  
to behold.

Clive:

And I was foolish enough  
to trust Dolf...

Dolan:

Don't blame yourself!  
We all fell for it!

Zoot:

What's the delay!  
The villagers in this  
area are all rebel  
sympathizers anyway!  
Torch it! We'll burn  
all these villages to  
the ground!

Dolan:

Not while I'm alive  
you won't!

Diego:

That's double for me!

Clive:

We don't stand  
a chance!...  
But let's take as many  
of them with us  
as we can!

(Pan to the other side of the bridge where the warp is just closing.  
Sara, Grog, Ash and Zohar are standing there.)

Ash:

Where are we?

Grog:

It looks like we  
made it back!

Diego:

I can't believe it!!!  
It's Ash!!!

Clive:

It can't be!...  
Is it really you?!

Ash:

Clive, my friend!  
Diego!

Zoot:

What the!! Where did they  
come from?

Diego:

Haha! Now we can  
turn things around!  
Ash, they're Hel's boys!  
Let's show 'em the  
old crunch play!

=====

\*\* BATTLE IN TERASU VILLAGE \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Ash

\*NOTE\*

For this battle Clive is on the player's side but cannot be controlled.

=====

\* WHEN ZOOT GACH IS KILLED \*

Zoot:

Gaaaach!

\* VICTORY \*

(The group are stood beside the river.)

Ash:

Commander...  
Clive. Well met!

Clive:

Ash! Beyond hope...  
But where have you  
been these past  
3 miserable years!

Grog:

3 years! We've only  
been gone 1 day!

Zohar:

The truth is we're lucky  
to have come this close!  
We might have easily  
been off by 20 years  
or more!

Sara:

It can't be true...

Clive:

Let's go back to the  
village and talk it out!

(Fade to the inside of a small building with a large wooden table in  
the middle. Ash, Diego, Dolan and Clive are stood around it.)

Ash:

So that's what happened  
while I've been gone...

Clive:

Many good people want to  
resist Emperor Hel...  
But all of their leaders  
have been either  
executed or exiled.  
If only we could bring  
everyone under the same  
banner...

Ash:

Let's do it!!  
We'll set off some fire-  
works that will rouse the  
resistance from sleep!

Diego:

Fireworks, huh?  
What's the plan?

Ash:

We'll storm the Imperial  
prison!

Clive:

The one that they brag  
is impenetrable?!

(Dolan nods.)

Dolan:

It would be a great  
victory for the rebels!  
That's where they hold  
the political prisoners.  
If we could free them,  
we might finally be able  
to organize ourselves.

Diego:

Clint, Eleni and Amon  
are being held their too!  
It's perfect.  
Two birds with  
one stone!

Dolan:

I think we should  
try it.

(They all nod.)

Ash:

I'll lead the troops  
during the actual attack.  
Clive, I want you to  
start trying to galvanize

the resistance.

Clive:

I understand.

Diego:

Things are just starting  
to get interesting!

===== BASIL GATE =====

Dolan:

We've got to pass here  
to reach the prison.

(Pan to the other side of the gate where numerous soldiers and monsters  
are waiting.)

Sara:

They're not going to  
just let us pass...

Ash:

They're not expecting us  
so let's hit 'em hard!

=====

\*\* BATTLE AT BASIL GATE \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* VICTORY \*

(Fade to a palace room with a long table and valuable-looking ornaments.  
At the head of the table is Hel Spites. Also at the table are Dolf,  
Kane and three other men.)

Hel:

Dolf,  
fill everyone in.

Dolf:

First take a look at this.

(The camera swivels round as Dolf takes a jar from his cloak. Inside the  
jar on a rich velvet cushion is the Magic Stone.)

Dolf:

As you can see, this is  
the Magic Stone that has  
everyone so excited.  
The Empire's greatest  
scientific minds have  
been studying this stone.  
They found that this  
stone is from when the

universe was born!  
It contains a spark of  
the original  
Flames of Judgment!

Financier:

The Flames of Judgment?  
Are you insane?

Dolf:

No. It's the same power  
that we've all heard of.  
The power that brought  
this world to the very  
edge of destruction!

Financier:

Don't make me laugh!  
I admit that the stone  
is unusual. But I don't  
believe that it has the  
power to evaporate  
entire cities or destroy  
the world!

Dolf:

You're right. Currently  
something called the  
Royal Ring is keeping  
its true power in check.

Financier:

The Royal Ring?...

Dolf:

Remember your history.  
Toroah saved the world  
by sealing the Flames of  
Judgment with a ring.  
This ring was passed on  
to his descendants along  
with a holy command.  
They were to found a  
country to protect this  
holy ring at all costs.  
This was the Holy Ashah  
Dynasty's task! But at  
some point they forgot.  
18 years ago when the  
royal family was cast  
down, the ring was lost.

Kane:

So you want us to find  
this ring, huh?  
Well I don't like it!  
The Crimson Guard are  
all the power we need  
to rule this country!

Hel:

Kane, listen to me for  
a minute.  
Oppressing the people is  
easy, but ruling them is  
a different thing.  
Kane, you and I are  
strong. We make our own  
path in life. But most  
people are weak, relying  
on the power of religion  
or government to protect  
them. These weaklings  
need symbols to follow.  
What better symbol to  
rule the people than the  
Flames of Judgment?  
It's time for us to  
unify this continent  
under one banner!  
We must find the Royal  
Ring. Search this land  
from high to low!

(Gradually fade to Kira alone in another palace room, unarmed.)

Kira:

Clint...

Dolf:

What are you feeling  
sad about, Kira?

(Dolf approaches.)

Kira:

Oh!... Master Dolf...

(Dolf walks closer to Kira.)

Dolf:

You still feel bad about  
betraying your friends?

Kira:

No.....

Dolf:

Hmmm... I wonder.  
I wonder if you have  
what it takes to get  
your revenge.  
Have you forgotten  
what they did to  
your family?

Kira:

Of course I haven't  
forgotten...



Dolf:

Kira, I know exactly  
how you feel...  
But people must realize  
what's happening  
in this country.  
Hel and his minions are  
sacrificing countless  
innocents and for what?  
All to pursue his  
insane goal of  
world domination.

Kira:

!!!.....

Dolf:

I'll make my move soon.  
I need your support!

Kira:

I'll help, Master Dolf.

(Kira walks over to the double doors, opens them and leaves. Dolf steps over to the window and waits for a moment. Suddenly, a figure in black and gold armor warps in. He wears a metallic helmet which shows only his eyes, nose and mouth and holds a staff with a skull on top.)

Xeno:

Dangerous my lord...

Dolf:

Eh?!  
Xeno!!...

Xeno:

You put too much  
trust in that girl!

Dolf:

Take care how you  
speak to me!

Xeno:

Forgive me...

(Xeno bows to Dolf.)

Dolf:

But as long as you  
mention it...  
I'd like you to keep an  
eye on her for a while.

(Xeno straightens up.)

Xeno:

It shall be as  
you command.

(Xeno warps away and Dolf is alone again.)

Dolf:

.....

===== REED HIGHWAY =====

(The group are all assembled in the middle of the road. Diego runs towards them.)

Diego:

We've got trouble, Ash!  
An enemy patrol  
is heading this way!

(Pan to further up the road where a group of imperial soldiers are, lead by Lando.)

Ash:

If they spot us we lose  
the element of surprise.

Zohar:

Once they see the gate,  
they'll know anyway.

Dolan:

In either case, we can't  
let them leave here...

Ash:

Hide behind the trees.  
If we move, they'll  
notice us and  
flee for sure.  
Wait until the time is  
right and hit 'em with  
everything you got!

(The group split up to opposite sides of the highway and hide in amongst the trees. Huxley runs further down the road to the switch controlling a large bridge.)

=====

\*\* BATTLE AT REED HIGHWAY \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Ash / Enemy escape

=====

\* AFTER 1 TURN \*

Ash:

Wait until they're a  
little closer...

\* AFTER 2 TURNS \*

Ash:

.....

\* AFTER 3 TURNS \*

Ash:

Just a tiny bit  
longer...

\* WHEN THE PLAYERS MOVE ANY OF THE UNITS \*

Lando:

What are rebels  
doing around here?!  
They can't be planning  
to attack the prison,  
can they?!  
Somebody! Get away  
from here fast and  
warn the others!

(All of Lando's units retreat.)

\* WHEN LANDO IS KILLED \*

Lando:

Wahhh!...  
Kane, avenge me!...

===== PRISON FORTRESS =====

(Inside the prison Clint is locked in a cell with another short, plump, balding man with funny little glasses. Two jailers approaching with Count Claymore between them. They open the cell door and push him inside.)

Jailer:

I've got a new friend  
for ya! Enjoy!

(The jailer kicks Claymore in the back and he collapses in the cell on the floor. Clint and the other man rush over to him.)

Clint:

Hang in there,  
old man!

Count Claymore:

Ooohhhh.....

Darius: (the other man)

Horrible... Treating an  
old man like that...

Count Claymore:

Where...  
Where am I?

Darius:

The dungeon. Don't

worry... we're friendly.  
My name is Darius.  
I'm a tinkerer by trade.  
I quarreled with a  
soldier... Next thing I  
know I'm in here.  
The big guy here calls  
himself Clint...

Clint:

!!... I know you.  
You're Count Claymore.

Darius:

You two know  
each other?

Count Claymore:

Yes. But I'm sorry, I  
don't...

Clint:

The riot in the  
Dover District...

Count Claymore:

Oh yes. From the  
Security Forces.

Clint:

But what have you done  
to be beaten like this?

Count Claymore:

They're frantically  
searching...  
Searching for the  
Royal Ring...

Clint:

The Royal Ring?

Count Claymore:

It has the power to  
tame the Magic Stone.

Clint:

Magic Stone? Please tell  
me what you know!

(Fade to black. When the screen fades back in Claymore has been propped  
against one of the walls.)

Clint:

So that's the history of  
the Magic Stone...

Count Claymore:

I truly don't know where  
the ring is either.

But it must not be used  
for evil or it will be  
the end of the world!

(Darius turns his head to the cell gate. He walks over and peers down  
the corridor.)

Darius:

Footsteps!..  
The jailer again?

(Clint rises to his feet as Kira approaches, opens the gate and enters.)

Clint:

You!!...

Kira:

Clint... They're planning  
to execute you tomorrow!

(She pulls a set of keys out from behind her back.)

Kira:

Here are the keys.  
I have weapons outside.  
Take me with you!

(Kira throws the keys on to the floor in the middle of the cell.)

Clint:

Why should I  
trust you?

Kira:

I'm sorry... I couldn't  
betray Dolf...  
I understand if you  
despise me, but please  
don't die!

(She walks away.)

Clint:

Kira!!...

Darius:

You'd better run while  
you still can!!  
By the way,  
I think I'll come  
with you!

Darius joined your party.

Clint:

Count... You're  
coming too.

Count Claymore:

It's no good...

I can't make it...  
I'll be fine. They  
won't kill me until they  
find the Royal Ring.

Clint:

Sorry Count... We'll  
come back for you!

(Clint takes the set of keys and leaves, closely followed by Darius.  
Fade to a network of corridors in the Prison Fortress. Clint and Darius  
have equipped themselves with weapons and armor and have met up with  
Eleni and Amon.)

Amon:

They were gonna  
kill us, huh?  
Thanks for the  
rescue, Clint!

Eleni:

But how did you  
get the keys?

Clint:

I'll tell you after we  
get out of here!

Darius:

Listen to me  
carefully!...  
Don't bother hittin'  
these juggernauts from  
the front or side.  
Ya have to circle 'round  
and attack their backs!

=====  
\*\* BATTLE INSIDE PRISON FORTRESS \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Clint

=====  
\* VICTORY \*

(Cut to a courtyard near the gate of the Prison Fortress. Clint,  
Darius, Amon and Eleni have escaped but are surrounded by soldiers and  
seem to be largely outnumbered.)

Clint:

Oh oh!  
Where are we?

(The camera pans to show, up on the battlements, a large figure in  
black robes with a bald head. He is carrying a rope with a scythe on  
the end. He is Dumas.)

Dumas:

You are stalwart indeed  
to escape my dungeon!  
If you were wise, you  
would have stayed below  
and died quietly.  
Now you shall die a  
less pleasant death!!

=====  
\*\* BATTLE OUTSIDE PRISON FORTRESS \*\*

VICTORY = Defeat of Dumas  
DEFEAT = Death of Clint

=====  
\* AFTER 1 TURN \*

Dumas:

Ha... Slay them all!!!

(Pan to the other side of the courtyard where a jailer has appeared.)

Jailer:

Lord Dumas!!!...  
The rebels!!!

Dumas:

Speak up!

(The jailer is out of sight but we hear swords slashing and the cries  
of men.)

Jailer:

Gwahkkkk!!!

(The camera pans back to where the jailer was and we just see the last  
drops of blood splash on the floor. Ash, Dolan, Diego, Huxley, Grog,  
Zohar and Sara have arrived and are up on the courtyard walls!)

Ash:

We're taking over  
this prison!  
Lay down your  
arms or die!!

Clint:

I can't believe it!  
It's Ash!

Ash:

Hold on Clint!  
We're coming!

Dumas:

Impudent whelp!...  
You will beg to die!

\* VICTORY \*

Dumas:

Gwahkkkk!!!

(The group are assembled at the prison gate.)

Clint:

Ash, you're alive!

Ash:

My words exactly,  
Clint.

Darius:

Claymore and the other  
prisoners are free now!

Huxley:

I know that low-class  
voice... Darius!!

Darius:

Well if it isn't  
old man Hobbes!

(Darius walks over to Huxley.)

Ash:

Are you two friends?

Huxley:

Hardly. We are simply  
from the same village.  
He was always slapping  
together some piece of  
junk and making trouble.

Darius:

Look who's talking?  
This guy's famous for the  
time he was doing healing  
experiments in town.  
He accidentally turned a  
farmer's pig into a  
chicken. Ha ha!

(Huxley goes red in the face and begins to shake his staff at Darius.)

Huxley:

Well you burned down  
the schoolhouse!

Diego:

C'mon you two,  
cut it out already!

Dolan:

It looks like our plan  
was a great success!



Ash:

But this is only  
the first step.  
The real war with the  
Empire starts from  
this point on!

=====  
=====  
ACT III: ESCAPE TO TOMORROW

END

=====  
=====  
News of the fall of the supposedly impregnable prison spreads quickly  
throughout all of Ishtaria and is a tremendous shock to the imperial  
government who believed themselves unassailable.

Upon hearing this news, the Resistance movement is revitalized. They  
begin staging large revolts throughout the land and succeed in  
liberating the southern region.

In the meantime, Ash and his companions hold a meeting with Clive  
Beckett who is acting as a pipeline to the Resistance.

=====  
=====  
ACT IV: THE SUCCESSOR

=====  
=====  
(Fade in to a meeting room. Clive, Ash, Clint, Eleni, Diego and Dolan  
are seated around a table.)

Eleni:

So it's true...  
Daddy really is...

Ash:

Eleni, I'm...

Eleni:

I'm all right, Ash.  
I was ready for it...

(She pushes back her chair, walks over to the door and closes her eyes.)

Eleni:

...Excuse me.  
I think I need some  
fresh air...

(She leaves the room. Ash runs to the door.)

Clive:

Let her be alone for  
a while...  
There are some things  
we need to face  
by ourselves...

Ash:

I understand...

(The camera swivels round as Ash takes his seat again.)

Dolan:

Clive, how goes the  
resistance movement?

Clive:

Very well, thanks to  
you people.  
The region of Ishtaria  
between the Tarre River  
has been liberated.

Clive:

That's fantastic!

Clive:

But things are going to  
get much harder...  
The north has many  
strongholds which will  
now be heavily guarded.  
Also, the Empire is  
courting the support of  
the neighboring country  
of Urdu in exchange for  
granting them the  
southern region.  
If that happens, we'll  
be forced to fight on  
two fronts...

Ash:

We mustn't let that  
happen...

Clive:

There's another issue  
which must be dealt with.  
The Empire is searching  
for the Royal Ring.  
If they find it, their  
power will be  
unstoppable.  
Go to Kerachi. There's  
an informant there for  
you to meet.  
Find the Royal Ring  
before the Empire  
does.

Diego:

Kerachi... Damn it!

(Diego turns his head away.)

Clint:

What's wrong, Diego?

(Diego turns his head back, smiling as usual.)

Diego:

Huh?... No,  
it's nothing...

(Fade to black. When the screen fades back in we see Clive heading across a town square dressed in brown robes with a sword and shield.)

Ash:

Commander!

(Clive stops and turns round.)

Clive:

Oh... Ash!

(Ash appears and walks over to Clive.)

Ash:

Leaving already?

Clive:

I'm going to meet with a  
rebel group in the east.

Ash:

I... I'm afraid I've  
cursed you too, Clive.

Clive:

What are you talking  
about, Ash!

Ash:

This may not make any  
sense to you, but...  
I feel like somehow my  
traitor's blood has  
doomed you all...  
The acorn never falls  
far from the oak  
they say...

Clive:

Ash...  
There's something very  
important that I need  
to tell you...

Diego:

So there you all are!

(Diego and Clint approach.)

Diego:

You were gonna leave  
without a word!

Clive:

I didn't want to  
disturb you all...

Clint:

Be careful, commander.

Clive:

Thank you, Clint.

Ash:

Clive...

Clive:

Ash...  
Believe in yourself!  
Believe in your friends!  
You're no traitor!

\* WHEN THEY LEAVE KHANOS CITY \*

Darius:

Ash, they've surrounded  
the town!

Ash:

What?!

(Cut to a town scene. Kane and three Crimson Knights are gathered in one corner of the town.)

Kane:

Ash! So you're alive!

(The camera pans across the town past a bridge to where the entire group has gathered.)

Ash:

Kane!!.....

(Pan to another corner of the town. Here a female archer in Crimson Guard clothing is waiting with three more knights.)

Sabina:

These are the fools that  
destroyed the prison?

(Pan once again to the next corner. There is a man in large armor with a huge battle hammer.)

Dallas:

They look like  
puny weaklings!

(Finally to the last corner where a punk man is waiting with claws.)

Kurtz:

They're no match for  
the Crimson Leaders!

Kane:

Don't forget they  
killed Lando!!

Sabina:

Lando was always the  
weakest of us...  
Don't worry. We'll make  
certain he doesn't leave  
here alive.

Sara:

The Crimson Leaders  
are all here!!...

Dolan:

We're not ready to take  
all of them on!

Ash:

We've got to break  
out of this trap...  
Everybody! Concentrate  
on getting out of here!

=====  
\*\* BATTLE IN KHANOS CITY \*\*

VICTORY = Arrival at village exit

DEFEAT = Death of Ash

=====  
\* IF KANE IS DEFEATED \*

Kane:

You got lucky, punk!  
But I'll be back!

\* IF KURTZ IS DEFEATED \*

Kurtz:

Impressive! But I will  
see you again!

\* IF SABINA IS DEFEATED \*

Sabina:

I underestimated you!  
I've got to fall back.

< During the transcription process I did not manage to defeat Dallas or

Kane. If anyone finds out their death quotes please send them to me at  
mglanville@hotmail.com >

\* VICTORY \*

(Cut to the room where Dolf met Xeno before. Dolf is staring out of the  
window and Kira is stood behind him.)

Kira:

You called Master Dolf?

Dolf:

A traitor was involved  
in the prison attack...

Kira:

Yes... I heard.

Dolf:

Just before the attack,  
there was a riot inside.  
Attacked from the inside  
and the outside, the  
prison couldn't stand.  
One more thing... The  
rioters got weapons and  
the keys from someone!  
You wouldn't know  
anything about it,  
would you?

Kira:

No... Not a thing.

(The camera spins around and Xeno warps in.)

Xeno:

Wa ha hah! You mustn't  
tell lies, little girl!

(Kira turns in shock.)

Kira:

Xeno Calimani,  
you villain!

Xeno:

I was watching when you  
brought Clint the keys!

Kira:

You had me followed?!!

Dolf:

I'm sorry Kira.  
I thought that I could  
trust you, but you  
betrayed me.  
Take her away.

(Two guards enter the room, take Kira and lead her away. Xeno steps towards Dolf.)

Xeno:

A wise decision...

Dolf:

You haven't forgotten  
your promise I hope.  
I'm manipulating Hel in  
order to rekindle the  
Flames of Judgment.  
And you are sworn to aid  
me in that pursuit.

Xeno:

I have not forgotten  
for a moment.

Dolf:

Good. I'll hold  
you to it.  
It has come time to  
dispose of this annoying  
pest Ash Lambert.  
I want you to personally  
see that it is taken  
care of.

Xeno:

As you wish.

(Xeno disappears.)

===== GREAT MASAI FOREST =====

Ash:

The port of Kerachi is  
just past this forest.

Diego:

Do we really have to  
go to Kerachi?  
Maybe we should be  
helping on the  
southern front.

Ash:

We've already discussed  
our role with Clive.  
What is your problem  
lately Diego?!

Diego:

I don't know what you're  
talking about.

Huxley:

I sense an  
evil presence.

(The camera rotates as Xeno warps in at the top of a hill.)

Xeno:

Ho ho.  
So you are the rebels!  
You have been quite a  
nuisance to us.  
Today you must die.

Grog:

Who is that guy?

Zohar:

Xeno Calimani. I've  
been expecting you!

Xeno:

Master Zohar!!...

Ash:

?!.....

Zohar:

You are searching for  
the Magic Stone...  
Don't you know that its  
power would consume what  
is left of your soul?

Xeno:

...Ha...ha ha ha...  
You'll never change...  
Honest and good...  
and inflexible as a  
blind goat!

(Zohar raises his fist in anger.)

Zohar:

Silence! You're nothing  
but a servant of hell!  
I did not return to this  
world to allow you to  
destroy it!

Xeno:

You no longer have the  
power to stop me!  
...I summon forth the  
darkness from this  
ancient forest!!...  
Dark Forest,  
I summon thee!!!

(The camera zooms in on Xeno as white rays of energy shoot into his body. A bronze rune symbol appears, then a beam of light shines directly down upon him and other runes float upwards. Finally, the light fades and monsters warp into the forest around him.)



Darius:

What are these  
creatures!!

Xeno:

Hee hee hee.  
I couldn't stand to see  
my old mentor eaten so I  
will bid thee farewell!

(Xeno disappears into thin air.)

Zohar:

Xeno, wait!!...

Ash:

Zohar, who is that guy?

Zohar:

No time for  
explanations now!!

=====

\*\* BATTLE IN GREAT MASAI FOREST \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* VICTORY \*

(The group are assembled in the Masai Forest.)

Ash:

That strange man called  
you his mentor...

Zohar:

Yes, he was my student.  
Over 300 years ago.

Ash:

300 years ago!!  
Just who are you?!

Zohar:

My true name is  
Zohar Abu Sa'id.

Sara:

Did you say  
Zohar Abu Sa'id!  
Anyone who dabbles in  
the Arcana has heard of  
Zohar the Aloof!!

Zohar:

I had forgotten that

particular nickname...  
As he said, I am no  
longer as powerful  
as I once was.  
Due to the shock from  
the time warp that  
he created.

Dolan:

Please continue.

Zohar:

Xeno was my best and  
brightest pupil.  
But at some point, he  
abandoned his principals  
in pursuit of power.  
He dreamed of one day  
rekindling the  
Flames of Judgment.  
I tried to stop him but  
he wouldn't listen and  
cast a spell on me.  
During our struggle, a  
time-warp was created  
and I fell in...  
But I always knew that  
we would meet again...

Ash:

I see now...  
Xeno is why the Empire  
wants to rekindle the  
Flames of Judgment.

Zohar:

It seems a safe  
assumption.  
I'm partly responsible  
for Xeno! I'll stop  
him or die trying!

===== TRADE CITY KERACHI =====

Clint:

So who's this person  
we're supposed to meet?

Ash:

An important merchant  
named Carlo Lisbon.

Diego:

Carlo Lisbon! We  
can't trust that guy!

Ash:

What are you talking  
about, Diego?  
Carlo has been a

big financial supporter  
of the rebellion.

Diego:

He's trying to win our  
favor in case we succeed.  
He's probably giving  
just as much money to the  
Empire I bet.

Ash:

Where do you get these  
crazy ideas?  
In any case, let's pay a  
visit to Carlo's mansion.

Diego:

.....

(In Carlo's mansion the group are all gathered in the room.)

Carlo:

Thank you for coming.  
I'm Carlo Lisbon.

Ash:

Ash Lambert.

Carlo:

I've been searching for  
your lost ring.  
One of my operatives is  
about to finalize its  
purchase.  
Let's wait here until  
the deal is concluded.

Ash:

Thank you very much.

(They all start to leave the room. Soon it is just Ash, Carlo, Diego,  
Eleni and Huxley left. Diego turns to leave but Carlo rushes forward.)

Carlo:

Wait!...  
Is that Diego?!

Diego:

Damn...

Carlo:

You've come back to  
succeed me!!

Ash:

Huh?.....

Diego:

Don't be ridiculous!  
I told you 7 years ago

that I have nothing to  
do with you!  
My name is  
Diego Renault now!

(Diego leaves.)

Carlo:

Diego, my son...

(Fade to black, then fade in to Diego standing out on a balcony. Soft,  
sad music is playing. Ash approaches.)

Ash:

Diego...

Diego:

I didn't want you  
all to see that.

Ash:

So you're really the  
heir to this estate?

Diego:

I've always despised  
my father...  
All he ever cared about  
was money. He ignored  
mother and me.  
7 years ago I left here  
and decided to give up  
the Lisbon family name.

Ash:

So that's the story...

(Eleni appears.)

Eleni:

So this is where you  
were, Ash.  
Carlo wants you...  
Some news about the  
ring, I think...

(Fade back to the room in the mansion where the group are gathered  
again but this time without Diego.)

Carlo:

I've confirmed that it  
is the Royal Ring.  
After the Revolution, the  
ring wound up with a well  
known coin collector.  
I've completed the  
negotiations with  
this man.  
The exchange will be  
tonight at a warehouse

in Old Town.  
I want you to go  
and make the exchange.

Ash:

I understand. The  
warehouse in Old Town.

(When Ash and his companions move to the warehouse we see them  
assembled inside. There are strange and eerie whooshing noises.)

Ash:

Something's wrong!  
Where are they?!  
Huh?

(The camera pans around as skeletons and golems appear.)

Ash:

Monsters!  
What the...!

Darius:

Here they come and  
they look pissed!

=====

\*\* BATTLE IN KERACHI WAREHOUSE \*\*

VICTORY = Destruction of enemies  
DEFEAT = Death of Ash

=====

\* VICTORY \*

Ash:

I wonder if we  
were set up?

(The camera pans to the other side of the warehouse. Xeno warps in.)

Xeno:

Ha! Even you could  
figure that out.  
Did you really think it  
would be so easy?

(Carlo approaches Xeno and stands beside him.)

Ash:

Xeno!!  
...And Carlo!!!

Diego:

I knew you were  
a turncoat!

Carlo:

Son, you're not cut out  
for the warrior's life.  
Come home and take over  
the family business.

Diego:

The hell I will!

(A huge circle of flames ignites around the group with a boom.)

Diego:

Yipes!

Xeno:

Ha ha ha!  
You're all finished now!  
They'll be nothing left  
but blackened and  
charred bones!

Carlo:

Wait a minute! That's  
not what we agreed to!  
You said that you'd  
spare my son's life!

Xeno:

Silence! Does an eagle  
bargain with a sparrow!

Ash:

Damn!  
It can't end like this!

Xeno:

Ha! Famous last words,  
Ash Lambert!

Carlo:

Leave them alone!!

(Carlo charges at Xeno but Xeno simply raises his arm and hits Carlo  
in the face, knocking him to the ground.)

Xeno:

Are you insane!...  
Huh? He interrupted  
my spell!

(The flames diminish.)

Ash:

Yes! The ring of fire  
disappeared!

Xeno:

Too bad. We'll see each  
other again!

(Xeno vanishes. Diego and Huxley run over to Carlo.)

Diego:

Father!  
Speak to me!

Carlo:

Ooohhh...

Huxley:

He'll be all right.  
'Tis a surface wound.

(Fade to a small room. Carlo is laying in a bed and Diego is sat beside him on a chair. Carlo opens his eyes and turns his head towards Diego.)

Carlo:

Oh... Where am I?

Diego:

Good... I was getting  
worried about you.

Carlo:

You're the ugliest nurse  
I've ever seen!

Diego:

Ha ha. I see you're  
feeling yourself again.

(Diego pushes the chair back and starts to walk away.)

Carlo:

Diego, wait! I have  
to apologize.

Diego:

Dad... I...

Carlo:

You have no idea how  
poor my family was!  
My brother died from a  
cold because we couldn't  
keep the house warm.

(There is a pause, and Carlo looks up at the ceiling.)

Carlo:

And I realized that if  
we only had money,  
he would still be alive.  
Ever since then, I've  
been as you know me.  
A heartless merchant...  
I won't try to stop you  
anymore! Go where your  
dreams take you!...

Diego:

Father...

(Ash enters.)

Ash:

Diego, we got a hot tip  
about the ring!!  
The ring has already  
been sold to an agent of  
the Empire!  
They're taking it back to  
Shumeria by train, but we  
can still catch them!

(Carlo turns his head away.)

Carlo:

Diego, go with him!

Diego:

Ummm....  
Father, when it's all  
over, I'll come back.  
Stay well until then.

(Diego and Ash leave. Carlo turns his head back and closes his eyes.)

===== MAGIC TRAIN=====

(Dallas is stood on the front carriage with various soldiers on each  
one. At the back is Ash and his group.)

Ash:

This train is made up of  
these linked cars.  
I wonder which one  
the ring is on.

Zohar:

I feel its power coming  
from the front car!

Dallas:

You rebel scum!!  
You want the ring, huh?  
Release the back cars  
before they can  
reach here!

Trooper:

But sir, we don't  
have time...

Dallas:

Then you better shut up  
and get started now!!!

Ash:

If they release the



cars we're lost!  
Everyone rush to  
the front car!

=====

\*\* BATTLE ON MAGIC TRAIN \*\*

VICTORY = Defeat of Dallas  
DEFEAT = Death of Ash

=====

\* AFTER 2 TURNS \*

Trooper:  
Ready to release car #1!

Dallas:  
Good. Do it!

(The rear car is disconnected and drifts away from the main body of the train.)

\* AFTER 5 TURNS \*

Trooper:  
Ready to release car #2!

Dallas:  
Release it you fool!

(The next car is disconnected and drifts away from the main body of the train.)

\* AFTER 5 TURNS \*

Trooper:  
Releasing car #3!

Dallas:  
Hurry!

(The next car is disconnected and drifts away from the main body of the train.)

\* VICTORY \*

Dallas:  
Long live the empire!

(Cut to the group on the front carriage of the train by a large box.)

Ash:  
So this is the  
royal ring!  
It looks just like an  
ordinary ring to me...

Zohar:

Mind if I take a look?  
Huh? What the...?

Xeno:

Ha ha! That ring is  
wasted on you fools!

(Xeno teleports in front of them, but appears semi-transparent.)

Ash:

Xeno!!

Zohar:

Wait! It's an illusion!  
He's not really here!

Xeno:

Exactly! But let's  
talk terms...  
If you give me the ring,  
I will return this  
friend of yours...

(A projection of Kira appears next to Xeno, tied to a large stake.)

Clive:

Kira!!

Xeno:

Of course she's already  
betrayed you once...  
so it may be an unfair  
trade. We have no more  
use for her however...  
If you don't wish to  
trade, we will be happy  
to execute her...  
If you're not at Fort  
Dain to make the trade by  
tomorrow, she will die!

(Both illusions disappear.)

Zohar:

The dirty scum...  
What do we do, Ash?

Ash:

It's true that she  
betrayed us...  
But now she's just a  
desperate woman in  
need of help.  
If we let her die then  
we'll lose a little piece  
of our own souls!

Diego:

It's decided!

Ash:

To Fort Dain!  
To save Kira!

===== FORT DAIN =====

(The group arrives at a hill with an odd contraption at the top. Two posts protrude from the group with a platform suspended by chains in the middle. Beneath the platform is a pit of hot lava and stood on the platform is Kira. Xeno stands beside the contraption, surrounded by various monsters and minions.)

Xeno:

Kind of you to come.

Clint:

Kira!

Kira:

Clint, don't give them  
the Royal Ring!...

Xeno:

But if you don't, Kira  
will take a lava bath!

Ash:

We'll give you the ring!  
Just let her go!

Xeno:

Hand over the ring to my  
little friend here.

(A skeleton soldier walks over to Ash, takes the Ring and returns to where Xeno is waiting.)

Xeno:

Ha! The Ring!  
And now the hostage...

(As the camera pans up to Kira, the platform drops a couple of feet towards the lava.)

Xeno:

Whoops!...  
Uh oh. I seem to have  
lost the key to stop  
this thing...

Ash:

What?

Xeno:

So sorry...  
Oh well, I did my best.  
Farewell, fool!

(Xeno teleports away.)

Clint:

That evil rat!

Ash:

We've got to destroy  
the death device!

=====  
\*\* BATTLE AT FORT DAIN \*\*

VICTORY = Destroy devices in 8 turns

DEFEAT = Death of Ash or Kira  
=====

\* AFTER EVERY TURN\*

(The platform drops a little bit closer to the lava.)

\* VICTORY \*

(The group assemble round the base of the hill. Kira is knelt on the  
ground amongst them.)

Kira:

I don't deserve to live...  
You traded something  
like the Royal Ring for  
my miserable life!

Clint:

But we couldn't let  
you die.  
If we let you die, we  
wouldn't be any different  
than Hel.  
Besides, everyone  
deserves a chance to  
redeem themselves.

Kira:

Are you saying I can  
start over?

Clint:

Of course you can!  
We need you Kira!  
Let's fight together for  
what's right!

Kira:

Clint.....

(Fade to night time. They group are all sat around an open fire.)

Kira:

I was born into a  
royal family...  
We were royal in name  
only and poorer than

most peasants.  
But I was blessed with  
warm and loving parents  
and was very happy.  
But all that changed  
when the revolution  
started...  
Mother, father, sister...  
All killed by rioting  
mobs during the war...

Dolan:

It's true, rampaging  
mobs went crazy...  
They looted homes and  
slaughtered thousands  
of innocents.

Amon:

So the Ishtaria that  
we're so proud of...  
was built with the  
blood of innocents!

Ash:

But the emperor wants to  
repeat the tragedy.  
Whatever we do, we've  
got to stop him!

Amon:

But what do we do now?  
The emperor has the  
magic stone and the  
Royal Ring!

Zohar:

There's still a way...

Ash:

Speak up, man!

Zohar:

Inscribed on the Ring is  
a message.  
It is in the language  
of the Biruni Empire.  
I believe it gives the  
coordinates of a place  
in the Torog Mountains.

Ash:

What could be there?!

Zohar:

I have no idea...  
But we might as well  
give it a try...

Ash:

All right then!!  
Let's head for the  
Torog Mountains!

=====  
=====  
ACT IV: THE SUCCESSOR

END

=====  
=====  
The Torog mountain range, located on the far northern border of  
Ishtaria. From ancient times, it has been called the home of the gods  
and as of yet no man has been able to dwell for long upon its cruel  
facade.

Placing their last hopes for the overthrow of the Empire upon the  
ancient script engraved upon the Royal Ring, Ash and his companions  
travel north by sea to this harsh land.

Meanwhile, after finally obtaining the Flame of Judgment, powerful  
forces were at work within the Empire...

=====  
=====  
ACT V: THE LEGACY

=====  
=====  
(Fade into an imperial room. Hel Spites and Dolf Crowley are stood  
around a glass case with a flickering flame inside. A guard stands  
nearby.)

Hel:

The Flames of Judgment  
in their true form...  
Are they not dazdling?  
Each man is always at  
war with the side of his  
nature that seeks death.  
Those who pretend to  
seek glory are merely  
trying to run from this.  
Have you never  
thought about this?

Dolf:

.....

(Dolf begins to walk over towards the wall.)

Hel:

The Flames of Judgment!  
.....  
They have the power to  
lay waste to everything!

Such power wasn't meant  
for man... Even one so  
great as I...  
Yet to save the people  
from pain and suffering  
I must have power...  
I learned much from the  
chaos that followed the  
revolution...

Dolf:

Ha ha. Like a child  
crying for mommy...  
You always could  
make me laugh....

Hel:

What!!!

(Dolf draws his sword and strikes the guard down.)

Hel:

!!!.....

Dolf:

There is no glory  
in suffering...  
'Tis better and more  
natural to allow those  
who are in pain to die.

(Dolf approaches Hel, sword still drawn.)

Hel:

You... You're a...

Dolf:

A traitor! Yes!!

(Dolf swings his sword and kills Hel.)

Hel:

Gyaaaaaaah!!!

(Promptly a soldier enters the room.)

Soldier:

My lord, did I hear  
something?...  
What!!  
What happened!...

Dolf:

Stay calm!!  
The emperor has been  
felled by an assassin...  
There may still be time!  
Quickly! Call a healer!

Soldier:

Yes, sir!

(The soldier runs away.)

Dolf:

A healer... Ha!  
He needs only a coffin!

===== WART BAY =====

(Cut to Ash and his group on a ship moored in a harbour.)

Grog:

All square!

Huxley:

Oooh... This ship life  
is difficult work.

Darius:

That's cause you're a  
tired old grouch!

Huxley:

It takes one to  
know one!

Eleni:

Stop it you two.  
Huh? What's that!

(The camera sweeps across to reveal eggworms, golems and various other  
creatures inhabiting the docks.)

Diego:

Monsters?!

Ash:

Look alive people!

=====

\*\* BATTLE IN WART BAY \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

===== PIONEER TOWN SORBO =====

Ash:

Tomorrow we head for  
the Torog mountains.  
This is the last rest  
we'll get for some time.  
Let's get some sleep.

(Fade to black. Harsh wind can be heard as well as crying birds.)



Girl's voice:  
Yaaaaaah!

Woman's voice:  
N...No!!!.....

Man's voice:  
Save us!...

Girl's voice:  
Sister, no!...

(Fade in to a small bed chamber where Eleni and Sara are sleeping.  
Eleni sits up suddenly and screams.)

Eleni:  
Eeeeeek!!!

Sara:  
What is it?  
What happened?

Eleni:  
Oh my!...  
I... I'm sorry...  
I had a terrible dream.

Sara:  
You scared me!  
That was some scream!  
What were you  
dreaming about?!

Eleni:  
The same dream I've been  
having since I was small.  
In the dream, I get  
sucked into a giant  
glowing fissure...  
I'm surrounded by people  
who seem to know me...  
They're trying  
desperately to save me...  
But they're too late.

Sara:  
Weird dream! My dreams  
are all so boring!  
I wouldn't mind having a  
dream about some  
handsome stranger...

Eleni:  
I thought you and Amon  
were in love.

(Sara's face goes red.)

Sara:  
What?! What are you

talking about!  
Anyway, you should get  
some sleep! We have a  
big day tomorrow.

Eleni:

All right...

(They both go back to sleep.)

===== TOROG MOUNTAINS =====

(The group are on a wooden bridge over icy water in a snow-filled,  
rocky landscape.)

Dolan:

Master Zohar...  
Please tell us what  
you think we will find  
around here.

Zohar:

Hmmm... The descendants  
of the lost people.

Ash:

Lost people? Do you  
really think that...

Darius:

Heads up!  
We got company!!

(Kane and a group of Crimson soldiers appear behind the group.)

Kane;

Ash Lambert! This will  
be your burial place!

Ash:

Better men have said  
that before!!

(On top of a bluff ahead of them, Kurtz is waiting with his own  
group of soldiers.)

Kurtz:

I'll stain this snow  
crimson with your blood!

Kira:

We're surrounded!

(Sabina walks up to Kane.)

Sabina:

Master Kane,  
terrible news!!

Kane:

What is it Sabina!

Sabina:

A messenger arrived...  
The emperor is dead...  
He was assassinated  
by terrorists, they say.

Kane:

Father... I can't  
believe it...  
I must go to the  
capital to see for  
myself.  
Kurtz, I'm counting on  
you to take care of  
Ash for me!

Kurtz:

With pleasure!

=====

\*\* BATTLE IN TOROG MOUNTAINS \*\*

VICTORY = Defeat of Kurtz

DEFEAT = Death of Ash

=====

\* VICTORY \*

Kurtz:

Ugh! So it was to be  
my blood instead...

(The group assemble around the base of the bluff.)

Ash:

They said the emperor  
was killed...

Kira:

I wonder if it could be  
Dolf so soon...

Clint:

What are you talking  
about?

Kira:

Dolf was waiting for the  
chance to supplant Hel.  
If he's behind this,  
we're in much greater  
peril than even before.  
Hel was a lover  
of power, it's true.  
But Dolf is insane!  
He is in love with

death!!

Diego:

I always thought he was  
dangerous...

Ash:

We need to move  
faster than ever now!

===== FRONTIER VILLAGE =====

Ash:

What a charming little  
village.

Amon:

Looks pretty boring  
to me...

Zohar:

This is the location  
inscribed on the ring...

Ash:

Well, in any case...  
Eleni, what's wrong?

Eleni:

I feel strange...  
This is the first time  
I've been here  
and yet...

Ash:

?.....

\* AFTER VISITING THE TAVERN \*

Ash:

Eleni! You don't  
look well!

Eleni:

I... I do know this  
village...

Ash:

What do you mean?

Eleni:

These stone streets...  
These houses...!  
Oh no! Flames!!  
This village will become  
an ocean of flames!!

Ash:

Eleni!!  
What is it!!

Old Man:

What happened?

Ash:

Suddenly she just  
started raving...

Old Man:

She can lie down at my  
house... It's over there.

(Fade to Ash waiting in the room of a house. The old man enters.)

Old Man:

She's relaxing now.  
She was very tired.

Ash:

Thank you for  
everything.  
My name is  
Ash Lambert.

Old Man:

I'm the village head.  
Call me Orosius.  
Tell me, for what  
purpose have you come  
to this village?

Ash:

Well, the truth is...

(Fade to black, then fade back in again.)

Orosius:

Oh... I see.  
But as you see this is  
nothing but a mountain  
village.  
We have nothing to do  
with any magic stone  
or lost people.

Ash:

Is that so?...

(Suddenly, a man bursts in through the door carrying a pitchfork.)

Villager:

Chief! Monsters!!  
We were out  
picking healing herbs  
when they attacked.  
Your granddaughter Leena  
is among them....

Orosius:

What?!

Ash:

We'll save them!  
Where do we go?

Villager:

The Tsukue Plains north-  
west of the village.

(The villager leaves. Eleni comes from another room and Ash rushes over to her.)

Eleni:

I'm going too.

Ash:

Are you sure?

Eleni:

Don't worry. I'm  
feeling much better!

===== TSUKUE PLAINS =====

(The whole group is assembled on the plains.)

Ash:

There they are!!

(The camera pans across to a man and a small blonde girl in the field. There are several monsters nearby, and between the pair and the group.)

Villager:

Leena, don't worry about  
me. Save yourself!

Leena:

No, you can't give up!  
I know! I'll use the  
spell my granddad  
taught me...  
Spirits of the light  
surround me now...  
Elemental shield!!

(Leena casts a spell that creates a blue barrier around them.)

Zohar:

A little girl casting  
such a powerful spell!!

Ash:

Wow!!.....  
We don't know how long  
it will last!  
Let's get to work!

=====

\*\* BATTLE IN TSUKUE PLAINS \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* VICTORY \*

(Ash and the group are stood around Leena and the man.)

Ash:

Are you all right?

Leena:

Yes. Thank you!

Diego:

Let's get back to  
the village.

(Fade out. When the screen fades back in, Ash and Zohar are stood  
alone in Tsukue Plains.)

Zohar:

The spell that girl  
used...  
Only the very highest  
in our craft know  
that spell!  
Also did you notice the  
markings in the plain?

Ash:

Yes, I've seen that  
mark before.  
The village chief is  
trying to hide  
something from us.

(Ash and Zohar leave, and the camera pans up to reveal a high view of  
the field. There are markings in it resembling a bird with a cross on  
its back. The same markings could be seen on the floor in the castle  
ruins in Act II. Fade to Orosius' house where Ash, Zohar, Orosius and  
Leena are stood.)

Orosius:

How can I  
thank you!

Ash:

Start by telling us  
the truth.  
What is the secret  
of this village?

Orosius:

Huh? What are  
you talking about?

Ash:

You can't fool us.  
No normal child could  
wield a spell of  
such power!  
And the pattern carved  
into the plains? I saw  
it on Toroah's Ark!  
And the same mark is on  
your pendant...

Orosius:

.....  
I see there is no use in  
trying to deceive  
you further...  
The villagers here are  
descendants of the  
ancient Biruni Empire.  
We were a civilization  
of sorcerers and sages,  
but then...  
Our greatest and most  
terrible achievement was  
also our undoing...  
The Flames  
of Judgment!

Zohar:

Just as I suspected...

Ash:

Orosius, please lend  
us your power!

(Orosius shakes his head.)

Orosius:

Sadly, I cannot.  
Our ancestors took pride  
in power and walked the  
path of destruction...  
The power that they  
unwittingly unleashed,  
they later sealed away.  
We will not use power  
again. We will not  
repeat our mistakes.

Ash:

You're only running from  
your responsibilities!  
Even though you sealed  
the power, it did not  
go away.  
If it truly was your  
ancestors who unleashed  
this power...  
then it is your duty and  
your obligation to rid us  
of its menace!



Orosius:

.....

Leena:

They saved us from  
certain death!  
Please! You must lend  
them your strength!

Orosius:

Leena...  
I have an idea. We will  
test them to see if their  
hearts are true.  
If they can retrieve a  
claw from Salamander the  
Dragon, I will help.  
Leena, guide them to the  
cave and do not get  
involved yourself!

Leena:

Terrific! I can be  
your guide!

===== SMOKING BONES CAVE =====

(A cave filled with lava pools.)

Leena:

The fire drake is in the  
back! Be careful!

(Leena leaves.)

=====

\*\* BATTLE IN SMOKING BONES CAVE \*\*

VICTORY = Defeat of Dragon  
DEFEAT = Death of Ash

=====

\* VICTORY \*

Fire Dragon:

Raaaaaaaaarrrrr!!!

===== FRONTIER VILLAGE =====

(The village is in flames, buildings are crumbling and villagers lay  
dead. Crimson soldiers are around, including Sabina.)

Sabina:

Ha ha ha!...  
Kill them all!

Orosius:

Stop!!

Sabina:

We'll stop if you tell  
us where Ash is!

Orosius:

I know nothing!

Sabina:

Then you shall die  
for me!

(A Crimson soldier strikes Orosius with his sword.)

Orosius:

Gach!

(Ash's group arrives with Leena.)

Leena:

Grandfather!!

Ash:

You'll pay for that!

Sabina:

Indeed! I was about to  
say the same!  
You shall pay dearly for  
the lives of Lando,  
Dallas and Kurtz!!

Eleni:

Move away, Leena.  
We'll take care of this!

Leena:

O...Okay.

=====  
\*\* BATTLE IN FRONTIER VILLAGE \*\*

VICTORY = Defeat of Sabina

DEFEAT = Death of Ash

=====  
\* AFTER 4 ROUNDS \*

Sabina:

Ooof... You are stronger  
than I thought...

(Kane appears in the village with a group of soldiers.)

Kane:

Sabina, I'm back!

Sabina:

Master Kane!

Ash:

Fresh troops!...  
We're in trouble!

\* IF KANE IS DEFEATED \*

Kane:

Sabina!...  
I must retreat!...

Sabina:

Kane!  
Leave it to me!

\* IF SABINA IS DEFEATED \*

Sabina:

Kane!! Help!!

\* VICTORY \*

(Ash and the group are gathered in the ruins of Frontier Village with Orosius, who is laying on the ground.)

Orosius:

Oooooooooohhh...

Leena:

No! Don't die  
grandfather!

Ash:

Orosius!

Orosius:

Ash... It is just as  
you said...  
We were running... from  
the terrifying power that  
we gave birth to.  
...But it seems that the  
time has come...  
to pay for our lies...

Leena:

Grandfather!!

Orosius:

Leena... You must go to  
Orome Lake...  
Break the seal on the  
temple... You're the only  
one left to do it...  
It shall be reborn... The  
only power to resist the  
Flames of Judgment...  
The sword of

destruction...  
Vandal Heart!!

Ash:

Vandal Heart...

Orosius:

A sentient blade... as  
fearful as its name...  
He who wields it, if  
there be doubt in his  
heart, will be cursed.  
The wielder could become  
a puppet of evil,  
spreading pain...  
But you Ash...  
You could...  
You could do it...

Ash:

Orosius, be strong!

Orosius:

Tell them...  
Tell them for us...  
...The people... must not  
...give in ...to...  
power.....

(Orosius collapses.)

Leena:

Grandfather!!!

(Fade to a field with three wooden crosses marking graves. Dolan is knelt by the front marker with Amon and Sara behind him. He stands.)

Amon:

Another sacrifice...  
I hope what we're  
fighting for really  
has meaning...

Dolan:

That will be judged by  
later generations.  
We have to trust our  
own conscience. By the  
way, where's Leena?

Sara:

Eleni is going to check  
on her. Poor girl...

Dolan:

Poor girl she  
may be...  
But right now, our only  
hopes are riding on her!

(Fade to Leena crying on the floor of the house with Eleni stood by her.)

Leena:

Boo hoo... What am I  
going to do now?  
My grandfather... The  
whole village dead.  
I'm all alone!...

Eleni:

Leena, you're not  
alone!  
Nobody is alone in this  
world... Everyone is  
connected in some way!

Leena:

You too?

Eleni:

Me too... I have no  
family left either...  
And yet I know that I'm  
not alone. I have Ash,  
Huxley and the others.  
You too, Leena! You're  
one of us now!

Leena:

Really? You'll take  
me with you?

Eleni:

Of course... Here, take  
this pendant of mine.

Leena:

It's beautiful!...

Eleni:

I was wearing this when  
they found me...  
I was an orphan baby  
with only this pendant to  
show who I really was.  
I'm giving this to you  
because now I know  
who I am. I'm me!  
Someday you'll know what  
I mean... Let's go back  
to the others, okay?

Leena:

Okay!...

===== OROME LAKE =====

(The group are gathered with Leena at the edge of Orome Lake. Leena is stood on a marked panel.)

Darius:

If this is Orome Lake,  
then where's the temple?

Leena:

Hee hee...  
Watch this.  
Spirits of the lake,  
keep thy pledge to the  
emperors of Biruni...  
De gustibus non est  
disputandum!

(Leena casts a spell which causes a large temple to rise from the water.)

Diego:

That was really cool!  
...Oh no, what's this?

(Golden machines appear at the temple doors, resembling golems from before but more hi-tech.)

Guardian:

Survive this trial to  
receive our guidance.

Kira:

They're not gonna let us  
pass without a fight!

Leena:

If I can reach the gate  
they should fall back!

Ash:

Let's protect Leena and  
get her to the gate!

=====

\*\* BATTLE ON OROME LAKE \*\*

VICTORY = Move Leena to entrance  
DEFEAT = Death of Ash or Leena

=====

\* WHEN LEENA REACHES THE SECOND PANEL \*

Leena:

By the blood that runs  
through my veins...  
Sic transit gloria  
mundi!!

(Another part of the temple rises from the water, creating a bridge for the group to pass through but revealing more guardians.)

\* WHEN LEENA REACHES THE THIRD PANEL \*

Leena:

Rise again from your  
ancient slumber...  
Nun aut nunquam!

(Another part of the temple rises from the water, creating a bridge for the group to pass through but revealing more guardians.)

\* VICTORY \*

(Inside the temple, the Vandal Heart is suspended inside a spinning blue energy field. The temple interior resembles the same temple where the group faced Magnus.)

Ash:

So this is...  
Vandal Heart!

Zohar:

Leena, it's up to you to  
unseal the sword.

Leena:

I'll try!

(Leena walks forward.)

Man's voice:

Go no further!

(Xeno teleports in behind the group.)

Ash:

It's Xeno!

Xeno:

I took a chance at  
following you...  
I had no idea that you  
would find a relic of  
this magnitude!  
The fabled Vandal Heart,  
sword of destruction!

Zohar:

Xeno, don't get any  
foolish ideas!

Xeno:

Ha! Even you can't stop  
me now, Zohar!  
I've discovered the  
secrets of phase magic  
...Dimension Hole!!

Zohar:

He's summoned a space-  
time rift by himself!

(Xeno casts a spell which creates a vortex shimmering with runic symbols. It is the same one seen when Ash, Grog and Sara were sucked into the Plains of Sorrow (end of Act 2). The vortex shoots towards Leena.)

Leena:

Gyaaaaaaah!!

Eleni:

Leena!!

(Eleni tries to run to Leena, but Ash stops her.)

Ash:

Eleni, no!!

Eleni:

Leena!  
...Leena!

Leena:

Eleni, help!

(The vortex closes and Leena is gone.)

Xeno:

Ha! You're last  
chance is gone!  
See you at the  
apocalypse!  
Ha ha ha...

(Xeno teleports away.)

Ash:

Now what are we  
gonna do...

Diego:

Shit!!

Zohar:

Sealed for eternity...

Eleni:

That's not true!...

Ash:

Huh?...

Eleni:

I... I just remembered  
...The truth is...  
I am Leena...  
Leena is Eleni!...  
Is me...

Ash:

Eleni, are you well?



Sit down and rest!

Eleni:

I'm fine Ash. It's just  
that I know who I am.  
Everyone, Leena's fine!  
She came out of the rift  
18 years in the past.  
She'll wander around a  
little, but soon she'll  
be found by Magnus!

Zohar:

So you mean that...

Eleni:

Yes, Leena is myself  
from the past!  
Don't give up hope! As  
the last Biruni mage,  
I can break this seal!

(Eleni begins to cast a spell.)

Eleni:

Soul sword, make with us  
a contract of blood...  
Morituri te salumatus!

(Energy flows from Eleni and the barrier around the Vandal Heart  
disappears.)

Eleni:

Ash, take the sword!!

(Ash takes the Vandal Heart, and begins to glow white.)

Ash:

My entire body...  
It's flowing with energy!  
So this...  
This is Vandal Heart!

=====  
=====

ACT V: THE LEGACY

END

=====  
=====

Having acquired the great sword, Vandal Heart, the only power which  
can resist the Flames of Judgment, Ash and his friends set off for the  
city of Shumeria to take their part in the Liberation Army's final  
assault.

At the same time, Dolf, who had been secretly hiding his true ambition  
for years, saw the chaos after the death of Emperor Hel as his great  
chance to grasp the reigns of power.

=====  
=====

ACT VI: A FOOL'S EPITAPH

=====  
=====

(Having left Glasgow Town, Ash and his group arrive at Fort Gareth.  
Kane is stood on battlements.)

Kane:

Lando, Dallas, Kurtz,  
Sabina and father...  
Lend me your power...

Messenger:

Master Kane, Ash and his  
men are here!

Kane:

So it's finally time!

(Ash and the others are seen at the entrance to the fort.)

Ash:

There's no need for  
further bloodshed.  
I'm not even sure  
who the real enemy  
is now!

Kane:

Are you referring to  
Dolf perhaps?  
That's got nothing to do  
with what's between  
you and I!  
I promised I would kill  
you with my own hands  
and I will!

Ash:

Let's see if you  
can do that!!

=====  
=====

\*\* BATTLE AT FORT GARETH \*\*

VICTORY = Defeat of Kane  
DEFEAT = Death of Ash

=====  
=====

\* AFTER 1 ROUND \*

Kane:

Ash, I've hated you since

officer training school!  
Son of a traitorous dog!  
Acting like one of the  
elite... How dare you!  
Now I'll show you what a  
lowlife you really are!

Ash:

Come on then, Kane!

Kane:

I'll feast on your still  
beating heart!!

\* WHEN ASH'S GROUP BREACH THE INNER WALL \*

Kane:

They keep coming!  
Can nothing stop them?

(Xeno teleports in.)

Xeno:

It's not time to  
give up yet...

Kane:

You're Dolf's pet wizard  
aren't you?!

Xeno:

Surrender to me  
your soul...  
and I will use my arts  
to transform you into a  
creature of the dark!

Kane:

I'll not take the  
coward's road!!

Xeno:

I thought you wanted  
Ash dead, no?

Kane:

Damn... Very well.  
I grant you my soul.

Xeno:

Ha! Superb! In return  
I grant you victory!

(Colourful, magic explosions erupt around Kane.)

Kane:

Kyaaaaaaaaaaaa!!!

Xeno:

Ha ha! Now you're just a

mindless killing machine!

(Xeno disappears.)

Ash:

Fool! He's abandoned  
humanity!  
I can't believe he  
went that far!

(Kane is now shrouded in dark purple energy.)

Kane:

...Ash...Ash...  
Ashhhhh!!!!

\* WHEN KANE IS DEFEATED \*

Kane:

Yaaarrrrgggg!!!  
Ash... I hate you!!!  
You've destroyed  
everything I love!  
I'll be waiting for you  
in the gates of hell!!

===== COBALT BEACH =====

(Ash is stood alone in the darkness. Strange shapes can be seen against  
the sky.)

Ash:

What is this place?

Voice:

Son of a traitor!!

Ash:

Who said that?

Man's Voice:

You sold out our  
country!!

Woman's Voice:

You and your father are  
the shame of this land!!

Ash:

Stop..stop it!!

Child's Voice:

Traitor! Traitor!!

Old Person's Voice:

You'll never be anything  
but a dirty lowlife!!

Kane's Voice:

I hate you! I'll hate

you for all eternity!!

Ash:

Stoooooooooop!!!

(Suddenly the darkness fades and Ash is stood on green grass with all his companions.)

Clint:

Ash!!

Ash what's wrong!

Ash:

Uhhh.....

I... Sorry

about that...

Eleni:

Are you okay?

You don't look well.

Ash:

No, really...

I'm fine.

It's nearly time for us

to link up our forces

with Clive.

(Across the field we see a large group of centurions and grenadiers.)

Kira:

First we'll have to deal

with those guys!!

=====

\*\* BATTLE ON COBALT BEACH \*\*

VICTORY = Destruction of enemies

DEFEAT = Death of Ash

=====

\* AFTER 1 ROUND \*

Voice:

Traitor's son!

Ash:

?!Huh?...

Who said that?!

\* AFTER 2 ROUNDS \*

[Kane's] Voice:

I'll hate you forever!!

Ash:

Again that voice!

Can't you hear it?!

\* AFTER 3 ROUNDS \*

Voice:

You sold out your  
country! Traitor!!

Ash:

Stop!!  
Why won't you stop!!

\* VICTORY \*

Eleni:

Ash, are you really  
all right?!

(The scene fades away until it is just Ash in the blackness again.)

Voice:

Traitor!  
Renegade!

Voice:

Turncoat!

Voice:

You big jerk!

Ash:

Someone stop these  
voices in my head!

(Ash erupts in the same kind of explosions that Kane did. When they  
dissipate, he has a dark, eerie tone to his flesh and armour.)

Eleni:

Ash, what is it?!

Ash:

Help meee!!!

(Ash takes a swipe at Eleni.)

Eleni:

Eeeeeek!!

Dolan:

Eleni! Get away  
from there!

Ash:

Do not call me...  
a traitor!!!

(Clive appears and hurries over.)

Clive:

What... What's going on?

Zohar:

Vandal Heart is vying to  
control Ash's soul!  
His trauma from being  
called a traitor as a boy  
is emerging!

Clive:

What can we do!

Ash:

All of you...  
Die! Die! Die!

(Ash suddenly creates a wave of white energy that forces everybody  
back.)

Clive:

Stop!...  
Stop it, Ash!

(Clive approaches Ash.)

Clint:

Clive, look out!

Ash:

Gwaaaahhhh!

(Ash strikes Clive down. The dark energy fades and rain begins to fall.  
Clive is gasping on the ground.)

Ash:

...What... What have  
I wrought!  
Please Clive!  
Please don't die!!

Clive:

Huff... It's better this  
way, Ash.

Ash:

What!!

Clive:

I'll never forget that  
fateful day 18 years  
ago...

(The screen fades to black, then shows a flashback to a castle room.  
Two men are stood there.)

Ash's father, Aldor:

Arris, I'll cover you!  
Go out the back!

Arris the Sage:

No, Aldor!  
I won't forsake you...

(Clive and several imperial soldiers enter through a large door.)

Clive:

Aldor Lambert, surrender  
the traitor Arris!

Aldor:

Stop it Clive!  
You've been deceived!

Clive:

Don't interfere or  
you'll be hurt too!!

Aldor:

Listen to me Clive!  
This is part of a plan  
to ensnare  
Arris the Sage!

(Clive draws his sword.)

Clive:

I'll listen no more!!  
Put up your sword!

Aldor:

I didn't want to fight,  
but I have no choice...

Clive:

Have at you!!

(The screen fades to black and we hear the clash of swords, followed  
by a deathly scream.)

Clive:

I found out later that  
Aldor spoke the truth.  
They were just using me  
to sabotage the new  
government...  
After I discovered the  
truth, I tried to make a  
public announcement.  
But the person that  
deceived me had already  
been killed in the war...  
I said nothing for fear  
of derailing the peace  
process...  
And so the truth has  
not been spoken until  
this day...

(Fade back in to the rainy scene.)

Clive:

Ash, you're father was

[sic]



no traitor!!...

Ash:

Clive!!

Zohar:

We may yet save him!  
Let's return to town!!

=====

(Cut to Ash alone in a room. Eleni enters.)

Eleni:

Here you are, Ash.  
Clive, will be fine!

Ash:

Thank the gods! I was  
so worried...  
But I nearly killed him!  
I'm in no condition to  
keep fighting...

Eleni:

What are you talking  
about Ash!

Ash:

I can never forgive  
myself...

Eleni:

Listen to me Ash!  
Your father, Clive...  
Everyone was fighting for  
a better tomorrow...  
You must continue the  
good fight that your  
father died for!

Ash:

Eleni...

Eleni:

It's your turn now, Ash.  
You mustn't use guilt as  
an excuse to avoid  
responsibility!

Ash:

You're right Eleni.  
It's just as you say.  
I've been selfish for  
too long. It's time to  
do my duty!

Eleni:

Complete your father's  
dying wish!

Ash:

My father's dying  
wish...

(Ash pulls something from his armour.)

Eleni:

That's the same ocarina  
from before!

(Ash plays the tune he played after the Rhine Bridge battle in Act 1.)

Ash:

Yes... It's a memento  
from my father.  
All those years I hated  
him, but I just couldn't  
throw it away.  
I guess all those years  
part of me never stopped  
believing in him.

Eleni:

Ash...

Ash:

We're finally near the  
end of all this madness.  
Come on, let's go!

===== CAPITAL SHUMERIA =====

(A scene of carnage. Crimson Guard soldiers are in the city streets  
and are being killed by monsters.)

Imperial Soldier:

Hyaaaaaaahhh!!

Imperial Soldier:

Waaaaaaahhhh!!

Imperial Soldier:

Gyaaaaaaahhhh!!

Ash:

Monsters attacking Imperial Soldiers!?!

(One soldier runs up to Ash.)

Imperial Soldiers:

Help... Help us!

Ash:

Tell us what's going  
on here!

Imperial Soldier:

Councilor Dolf took the  
Flames of Judgment and

holed himself up in the  
great temple 3 days ago.  
He said something...  
about a magic ceremony  
to destroy the  
rebel army...  
After that, powerful  
monsters appeared and  
nearly wiped us out!  
This country  
is finished!!

(The soldier flees.)

Ash:

What's going on at  
the great temple?!

Zohar:

I think I know what  
happened...  
A powerful negative force  
is wielding the flames,  
and the resultant dark  
energy has created a  
vortex to some dark and  
evil dimension, I think.

Xeno:

Exactly...

Zohar:

Xeno, is this what you  
wanted all along?

Xeno:

My heart has ever  
yearned to know...  
to what heady heights a  
man may climb have he but  
the will and the power!  
Teacher, I'll not allow  
you to stop me from  
my dream!

=====

\*\* BATTLE IN CAPITAL SHUMERIA \*\*

VICTORY = Defeat of Xeno

DEFEAT = Death of Ash

=====

\* AFTER 1 ROUND \*

Sara:

We've reached the  
endgame at long last!

Amon:

We must win even if it  
means our deaths!

Dolan:

You're wrong, Amon!  
We fight to live! If we  
die, what good is  
our victory?

Sara:

Amon, you have another  
good reason to live too!

Amon:

Hey, is that a promise?

Sara:

Not a promise. Call it  
an incentive.

\* AFTER 2 ROUNDS \*

Clint:

Kira... If we  
survive this war...

Kira:

What? I couldn't  
hear you.

Clint:

Nothing... I said  
'be careful!'

Kira:

Yeah... You too.

\* VICTORY \*

Xeno:

Yeeeeooooowww!!!  
You have slain me!...

=====  
(The group are gathered in Shumeria's streets.)

Zohar:

Xeno was a man very much  
like other men.  
Mankind has ever had an  
insatiable desire for  
knowledge and truth...

Dolan:

But not everyone kills  
for that desire.

Grog:

...Well anyway, we still  
gotta deal with Dolf!  
Are we ready to attack  
as we are, Ash?

-----  
\* QUESTION \*

> 1. Not yet...  
> 2. Let's go!

\* ANSWER \*

> 1. Not yet...

Ash:

Not yet, we need to  
resupply first!

\* ANSWER \*

> 2. Let's go!

Ash:

Let's go! This is the  
final battle!

-----  
=====

(Dolf is stood at the head of what looks like a church or palace. Ash's  
group are at the entrance, and between them are numerous monsters.)

Dolf:

Impressive! I greatly  
underestimated you!

Ash:

Dolf... What are you  
planning?!  
If this continues,  
everyone in Ishtaria  
will wind up dead!  
Do you want to be the  
ruler of a kingdom  
of ghosts?!

Dolf:

Ho ho. You completely  
misunderstand me!  
It is neither power  
nor glory that I seek...  
It is revenge for the  
death of my father,  
Arris, that I seek!

Eleni:

Arris the Sage!  
The greatest hero of  
Ishtaria was your  
father?!...

Dolf:

Father was the greatest  
patriot of our history!  
But he was used and  
thrown away like a  
lump of coal...  
His place in history  
was forgotten even  
as the people...  
enjoyed the prosperity  
that was hard won  
with his blood!  
I vowed I would take  
revenge on those people  
who forgot him!  
It was then that I met  
Xeno and learned of the  
Flames of Judgment...

Zohar:

Fool! To use such power  
for petty revenge!  
You would destroy the  
world to settle your own  
puny debts?!

Dolf:

Your words move me not!  
This unclean world  
can only be cleansed  
with fire!

Ash:

You're wrong!  
Though this world may  
be wicked, life itself  
is precious!  
Good and evil, love and  
hate. Each man contains  
the potential for both.  
You would exterminate  
mankind for their sins?  
I would fight the gods  
themselves to save them!

Dolf:

Sanctimonious whelp!  
How many souls have you  
yourself released from  
their corporeal bondage?  
Well then... Why don't  
you see if you can  
stop me!

=====  
\*\* BATTLE IN CAPITAL SHUMERIA \*\*

VICTORY = Defeat of Dolf

DEFEAT = Death of Ash

=====

\* WHEN DOLF IS DEFEATED \*

Dolf:

Fool!... Let's see you  
handle this!

(Explosions erupt around Dolf. When they stop he has become 'Dolf  
Dark Angel', a winged, hooded version of himself.)

\* WHEN DOLF DARK ANGEL IS DEFEATED \*

Dolf:

Yaaaaarrrrrggg!!!!

=====

(The group are all gathered around Dolf as he lays on the floor.)

Dolf:

Uuuuuhhhh.....

Dolan:

It's finally over...

Dolf:

F...Father...

Ash:

Dolf, it's over.  
Let it go.  
Revenge for your father.  
I understand you better  
than you know...  
But after revenge is  
taken, nothing remains  
but a painful scar...  
Dolf, you can  
begin again.  
With your genius you  
could do much to help  
rebuild this country.

Dolf:

Uggg...  
Help this country?...  
Help this country?!  
You still do not  
understand...  
This country was headed  
for annihilation anyway!  
I am merely accelerating  
and purifying the means  
of its destruction...

Ash:

.....

Dolf:

Now the world shall be  
judged as was my father!

Zohar:

!?!... Dolf, don't do it!  
You must stop!!

Dolf:

Flames of Judgment!  
Devour all you see!  
Devour our souls!  
Devour the world!!

(An orange ball of energy forms above Dolf. White light flashes,  
followed by explosions in the room. Dolf vanishes.)

Dolan:

With his last effort he  
released the flames!!

Eleni:

It can't be true!!  
Who can save us now?!

Clint:

It's no good!  
It keeps expanding!

Ash:

I'll use Vandal Heart to  
disperse its power!

Zohar:

Ash, no!!  
It's too dangerous!

Ash:

Well here goes nothing!  
Yaaaahhhhhh!!!!

(Ash leaps forward into the energy ball and symbols appear suddenly,  
then a bright flash. When it fades, Ash is gone.)

Diego:

Did... Did it work?

Zohar:

It looks like the flames  
have gone out, but...

Eleni:

Ash!...  
Where's Ash?!

Darius:

He... He disappeared  
with the flames...



Eleni:

No!... Ash!...

Come back, Ash!!

=====  
=====

ACT VI: A FOOL'S EPITAPH

END

=====  
=====

Ash, gone from this world, was never to be seen again...

With Hel and Dolf gone, the Empire quickly crumbled. Ishtaria was once more set back on the path of democracy. However, the wounds left by the empire were deep indeed. As a result of the purges which left many dead, the new government faced a difficult task indeed. In the countryside, thieves still make their own laws and only the strong can survive. Ultimately not much changed since before the war started.

People still must make their way by force of their will. It is only when the people lose this will that evil is able to flourish and take power.

During this time, Ash's friends began to drift away...

Dolan became a statesman and helped to rebuild Ishtaria.  
(Image: Dolan stood on a podium.)

Kira took off by herself on a journey of self-discovery.  
(Image: Kira riding a horse across a field by a lake.)

While Clint, new head of the SDF, waited for her return. Recently there have been rumors that the two will marry.  
(Image: Clint sat among Kira's belongings reading a letter.)

Diego returned to Kerachi to continue the family business.  
(Image: Diego sat at a desk, looking somewhat bored.)

Amon became Darius' apprentice machine maker.  
(Image: Amon tinkering with some cogs and large machinery.)

Sara got a job in a nearby bakery to be close to Amon.  
(Image: Sara slumped over the counter staring longingly.)

Grog and Zohar sailed all over the world together.  
(Image: Grog standing at the bow of a ship while Zohar sits nearby, reading from a large book.)

Huxley is always at home working on his stamp collection.  
(Image: Huxley holding a stamp with a pair of tweezers with several stamp books scattered around.)

The days go by one  
after the other...

(Eleni is sat alone at a desk in a room.)

Eleni:

The days go by one  
after the other...  
An endless procession  
of tomorrows...  
But nothing new  
to write about...

(Ash's ocarina melody is heard.)

Eleni:

!!.....  
That ocarina!...  
That melody!...  
Could it be!!

(She walks over to the door and goes outside.)

Eleni:

It is!...  
Welcome back!...  
I've been waiting  
so long!

=====

Congratulations

You are the master of Vandal Hearts

Thank you for playing.  
See you in the next episode.

=====

===== END =====

=====

=====

=====

EXTRA DIALOGUE AND NOTES

=====

=====

This includes:

- Speech given by people in towns (taverns and dojo)
- Holy Key battles
- Character battle death quotes
- Character train death quotes (4.4)
- Character bridge death quotes (5.2)
- Character river death quotes (5.5)
- Errors in Vandal Hearts script/translation

=====

=====

SPEECH GIVEN BY PEOPLE IN TOWNS

===== CAPITAL SHUMERIA =====

Bartender:

I thought it would get  
better after the war.  
But now everything is  
taxed and you can't walk  
on the streets at night.

Young man:

The streets are filled  
with criminals and our  
council is filled with  
politicians who only  
care about padding  
their own nests.  
Now it's daily terrorist  
threats. What's going to  
happen to this country?

Woman:

The terrorists killed  
Mr. Smetana, head of the  
council just 3 days ago...  
They say it was the work  
of the Old Royalists...  
But if you ask me, it  
could have been any of a  
dozen different groups.  
I'm just surprised it  
didn't happen sooner.

Old man:

If Arris were here to  
see how things have  
turned out...  
I wonder what he would say.

===== PORT CITY MINATO =====

Bartender:

A ship? I don't think  
you'll have much luck.  
The pirate, Hassan,  
has been prowling  
this area recently.  
Everyone's so afraid  
that all trade has been  
brought to a halt.

Man:

A relative of mine lives  
on Gillbaris Island, but  
all contact's been cut  
off cause of that damned  
pirate! I hope he's okay.

Old man:

A monster is living in  
the sand dune near town.  
Pirates in the sea and  
monsters in the sand.  
What's next?

Woman: (after defeating the Death Ant)

Now I can go back to  
tanning on the dunes!  
Please accept this  
family heirloom  
in return.

(You got the Key of Nova!)

Woman:

Now if we could only be  
rid of those pirates!

===== YUZU VILLAGE =====

Bartender:

Thank you for saving us.  
If it wasn't for you, we  
might have been mindless  
zombies forever!

Man:

Before the revolution,  
the Royal Family made it  
illegal to study the  
ruins. They were afraid  
that archeologists would  
discover that the legend  
about the Royal Family  
and the origins of the  
country were untrue.  
Recently, they found  
out there was an  
advanced civilization  
here long, long ago.

Old man:

Those Royals were a  
corrupt bunch all right.  
And yet they were of the  
Ashah Dynasty, children  
of Toroah the Messiah.  
Perhaps one day we'll  
all be punished for  
overthrowing them.

Young man:

I found this weird fruit  
the other day...  
But then I dropped it  
while running away from  
a monster...  
That was right next to

that cross shaped  
poisonous swamp...

Young man: (if you give him the banana)

You found that weird  
banana for me!  
It was laying in  
the poison swamp  
so I can't eat it, but  
please take this in  
return! I found it  
near the ruins.

(You got the Key of Earth!)

Young man:

It's pretty darn  
strange, huh?

===== REMOTE TOWN =====

Bartender:

Welcome!...Huh?  
Never seen you before!  
Ha. You must have some  
bad luck to materialize  
in this dimension!

Ash:

???...What are you  
talking about?

Bartender:

This is a loophole  
in time.  
This is the town at the  
end of the world.

Old Man:

The flow of time is  
not an absolute.  
It's more like the  
weather. Sometimes  
there are disturbances.  
I've seen birds and  
small dogs come through  
rips in time-space.

Man:

Most of the people who  
enter a warp just get  
spit out elsewhere,  
but some people wind up  
in this damned town!  
Like me...

Woman:

You want to leave  
this town? Simple.  
Exit this town and keep  
walking. The winds of  
time will take you  
somewhere, but you can't  
predict when and where

you will appear.

===== TERASU VILLAGE =====

Bartender:

Before Emperor Hel came  
to power, people thought  
the Royalists were  
behind the terrorist  
attacks.

But it looks like those  
were lies spread by  
Hel's party.

Young Man:

The Empire has been  
doing strange things.  
On one hand they're busy  
stamping out rebels.  
On the other hand  
they're digging up ruins.  
What's going on?

Woman:

The army's made up of  
criminals and thugs.  
But the Crimson Guards  
are something different.  
I've heard that at the  
top there are 5 Crimson  
Generals.  
It is said that none  
has ever been bested in  
personal combat.

===== KHANOS CITY =====

Bartender:

I'm not afraid of these  
army boys...  
But the leaders of the  
Crimson Guard are  
really scary...

Man:

Archeologists have made  
great finds recently.  
They discovered that an  
ancient advanced  
civilization existed  
and something called a  
train that runs between  
Kerachi and the capital.

Old Man:

The civilization that  
they just discovered...  
That must be the Biruni  
Empire described in  
the Holy Tome.

Then what happened to  
the Flames of Judgment  
that destroyed it?

===== TRADE CITY KERACHI =====

Bartender:

This town owes it all  
to Carlo Lisbon.  
Maybe he does do some  
shady deals, but if  
not for him...

Old Man:

Have you seen our  
precious train?  
'Tis a wonderous relic  
from a dead civilization.  
It runs all the  
way to the capital!

Woman:

It's so strange...  
What could destroy  
a culture that made  
something as incredible  
as the train?  
Maybe they're still  
alive somewhere...

Man:

I collect strange and  
rare things objects.  
But it looks like  
there's nothing in these  
parts to interest me.  
Where are the 3 sacred  
treasures everyone is  
looking for?

\* IF PLAYER GIVES MAN MACROMAN, TAROT AND RAMEN \*

Man:

I collect strange and  
rare things objects.  
You have them!!!  
The 3 sacred treasures!  
The magical macroman!  
The legendary rider card!  
The fabled heavy ramen!  
I admire your good  
taste. Please add this  
to your collection!

You got the Key of Chaos!

Man:

One man's garbage is  
another man's treasure.

===== PIONEER TOWN SORBO =====

Bartender:

This is the last town  
on the frontier.  
But the legends claim  
that a magical city lies  
beyond here.

Man:

Better be careful  
'round these parts!  
We got monsters and  
villains of all sorts  
around here.

Old Man:

The Torog mountains are  
the homes of the gods!  
Before you go, you had  
best make your peace  
with them!

===== FRONTIER VILLAGE =====

Bartender:

It's rare to have  
visitors in these parts.  
Have a nice stay  
while you're here.

Man:

There's nothing to see  
around here.  
Nuthin in my granddad's  
day, nuthin in my dad's  
day and nuthin in my day.  
They'll probably be  
nuthin here in my son's  
day either.

Woman:

You think we're an  
ancient people?  
Ha ha ha. Well my  
granddad is over 100!

\* AFTER BATTLE ON TSUKUE PLAINS \*

Bartender:

Thank you.  
That was my brother that  
you saved on the  
Tsukue Plains.

Man:

We threw away our  
culture...  
But I often long for the  
greatness and majesty  
of our ancestors.



Woman:

I'm frightened by  
monsters around here...  
But it's better than the  
evil power that our  
people created!

Old Man:

We just want to live our  
lives in peace...  
If you'll keep our  
village's secret, I'll  
give you a tip...  
In the dragon's lair,  
search the center of the  
smallest lava lake.  
What you find will be  
of great use to you!

===== GLASGOW TOWN =====

Bartender:

The Empire is finished.  
Emperor Hel's death was  
the final nail in the  
coffin, no pun intended.  
Now everyone's rushing  
to line up on the side  
of the rebels.

Man:

The imperial army has  
fallen to pieces all over  
the country.  
But the Crimson Guard  
still strikes fear into  
the heart of their foes.

Old Man:

Now everyone's screaming  
for a revolution, but...  
they say that a country  
always gets the leaders  
it deserves, don't they?

Weird Man:

?!... Do I know  
you stranger?  
Art thou the hero  
eternal?...  
Nay, I was mistook!

\* IF THE PLAYER HAS 5 PRISMS \*

Weird Man:

?!... Do I know  
you stranger?  
Thou art the hero  
eternal!! The holder

of the 5 prisms!  
Take the final key  
oh great one!

You got the Key of Heaven.

Mystery Man:

At last my journey is  
finally over...

=====  
=====  
DOJO  
=====  
=====

\* GUIDANCE \*

Dojo:

Listen carefully.

(After reading any of the following, he says...)

Dojo:

Is there anything else  
you wish to know?

-----

\*\* GROWTH \*\*

Dojo:

It is the goal of every  
man to attain the highest  
rank in his profession!  
After reaching levels  
10 and 20, you may come  
here to learn new skills.  
Always strive to find  
the best in yourself.

\*\* 7 POWERS \*\*

Dojo:

The 7 classes correspond  
to the 7 powers that  
Toroah mastered.  
They are: Knight, Armor,  
Archer, Airman, Mage,  
Priest, and Monk.  
You must choose wisely  
in order to create a  
well-balanced party.

\*\* HINTS \*\*

Dojo:

Sword defeats bow,  
bow defeats air  
and air defeats sword.

Armor is strong but slow  
Mages are weak but wise  
Monks use word and claw.  
Always remember these  
basic rules before you  
engage your foe in war.

\*\* LEGEND \*\*

Dojo:

Toroah underwent severe  
trials to master the 7  
powers of war.  
If you seek true power,  
you must undergo the 6  
trials just as Toroah.  
Remember that each door  
must first be unlocked  
by a key...

-----  
\* ADVANCE \*

(Select a character level 10+ or 20+.)

Dojo:

<Character name> can advance to  
the following classes.

(Select a class.)

Dojo:

Do you wish to advance  
to this class?

(Pick 'YES' or 'NO'. 'NO' will take you back one screen. 'YES' will go  
to the next screen.)

Dojo:

By the power of the gods  
of light and darkness...  
Grant this soul new  
wisdom and powers in the  
service of mankind!

(White light. When it fades, your character has advanced.)

Dojo:

<Character's name> has advanced to  
the class of <Class>!

(The following only occurs if you need different weapon types.)

Here are weapons and  
armor to match your  
new skills.  
Your old possessions  
will be sent to the  
supply wagon.

Dojo:

Does anyone else seek  
advancement?

(If your character is not level 10+ or 20+, this message comes up...)

Dojo:

<Character's name> needs more  
experience before  
seeking advancement.

(If your character has already ascended to their Level 3 Class...)

Dojo:

But <Character's name> has already  
achieved the highest  
possible class!

-----  
\* LEAVE DOJO \*

Dojo:

Keep the faith.

(Exits to previous town/village.)

(If Ash is carrying any of the special key items, the priest will stop  
you for a moment.)

Dojo:

Hold for a moment!  
Is that one of the holy  
keys that you have?  
Those are to be held  
only by the chosen one.  
Do you wish to undergo  
the Trials of Toroah?

(Player selects "Transform" or "Forget it", this assumes you have  
selected "Transform".)

Dojo:

Then may your soul be  
sent to the spirit world  
for judgment!!!  
Fare thee well!!!

(After beating the trial...)

Dojo:

Well done!!  
You survived the trial.  
You have returned with  
one of the prisms which  
holds the soul of Toroah!  
You have taken one more  
step on the path to  
enlightenment.  
We will keep this key  
for the next traveler

who seeks the true path!  
Always keep the faith!

=====

=====

CHARACTER BATTLE DEATH QUOTES

=====

=====

(The following messages are displayed if a character is defeated in normal battle.)

Ash:

Aaaaaaargh!!!

Diego:

Urk! They got me!  
See ya later!

Clint:

Damn! Sorry, I've got  
to fall back!

Clint 2:

Argh! Kira!...  
I'm sorry!...

Eleni:

Eeeeeek!  
I've got to retreat!

Huxley:

Yeowch!! I must make a  
strategic withdrawal!

Kira:

Oh! Lucky shot!  
Gotta sit this one out!

Grog:

Uggg!... Ya got me!  
Time to retreat!

Dolan:

Ouch! I must beat a  
hasty retreat!

Sara:

I must retreat!  
Good luck!

Amon:

Sorry I couldn't be  
more help!...

Zohar:

Gyahh!!...  
I shall return!...

Clive:

!!! Sorry Ash!  
I've got to retreat!

Darius:

You creeps!  
I won't forget this!!

=====  
=====

CHARACTER TRAIN DEATH QUOTES

=====  
=====

(The following messages are displayed if a character is on a car that  
is disconnected during the magic train battle in Act IV.)

Ash:

Rats!!  
They've gotten away!...

Diego:

Whoa!!  
It can't be!!

Clint:

Boy do I feel stupid!!

Eleni:

But we've come so far!

Huxley:

What...  
I can't hear you!...

Grog:

Yaah! What's going on?

Dolan:

Damn!  
We were too slow!

Amon:

I guess we blew it!

Sara:

No way!!!

Zohar:

It's no use!  
They've won!

Darius:

Hell!! They're smarter  
than they look!

=====

=====

CHARACTER BRIDGE DEATH QUOTES

=====

=====

(The following messages are displayed if a character is on a bridge that is destroyed during the Torog Mountains battle in Act V.)

Ash:

The bridge...  
No!!

Diego:

Whoa. We're goin'  
down!

Clint:

Look out below!!

Eleni:

An explosion?  
Yaaaaaaaaah!!

Huxley:

Ufffff!  
I'm falling!...

Kira:

The bridge!!...

Grog:

The explosion..  
Whoaaaaa!!!

Dolan:

What the?!...  
The bridge is...!

Amon:

Did I hear a switch?!...  
Waaaaaaaaaaa!!!!

Sara:

Damn! Who pressed  
the switch!

Zohar:

Watch out! Don't hit  
that switch yet!!...

Darius:

Why you stupid fool!...

=====

=====

CHARACTER RIVER DEATH QUOTES

=====

=====

(The following messages are displayed if a character is in the riverbed when the sluice gate is opened, in the frontier village battle in Act V. NOTE: I was unable to get Darius' line for this part, as I had made him into a Hawknight which prevented him from drowning! If anyone can let me know what it is I'd appreciate it. mglanville@hotmail.com)

Ash:

Huh? What's this water?  
Yaaaah!!!

Diego:

Hey! Who released  
the water?!

Clint:

We can't swim with  
all this armor!...

Eleni:

Eeeyaaah!!!  
Why is the water...

Huxley:

No! I wasn't meant  
to drown!

Kira:

No!  
The flow is too fast!

Grog:

All sailors can swim,  
but this is too much!

Dolan:

Damn it! After all  
we've been through!

Amon:

We'll be swept away!

Sara:

Oh no! My clothes will  
be soaked!

Zohar:

The water velocity is  
too strong!!

Darius:

<????????????????????> \*see above



=====  
=====  
ERRORS IN THE VANDAL HEARTS SCRIPT/TRANSLATION  
=====  
=====

1. Ash's last name is Lambert. We know this because he says it numerous times when he meets new people. However, during the scene after the battle on the Rhine Bridge (the one which explodes), Ash and Eleni are talking down by the river at night. Eleni calls Ash "Mr. Lambard"! Is this a fault by Konami or is it supposed to be like that, suggesting that Eleni wasn't paying attention when Ash introduced himself?!
2. The man in the tavern in Kerachi says:  
    "I collect strange and rare things objects."  
Well, this is just weird. Either he collects rare things or rare objects, surely not rare things objects!

=====  
=====

Vandal Hearts (TM) is an original game developed by KONAMI COMPUTER ENTERTAINMENT TOKYO KONAMI CO., LTD. reserves all copyrights, trademarks, and other industrial property rights with respect to this game.

=====  
=====

END

=====