

Ys III Game Script

by shoecream

Updated to v2.2 on Jan 14, 2004

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Wanderers from Ys: YS III
GAME SCRIPT
by shoecream - shoecreamll at gmail.com
Version 2.2
Last updated: 12/29/02
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WARNING! AHEAD IS SOME MAJOR SPOILERS! If you haven't beaten the game already, you should really beat it first. The story is pretty good, and I don't want to detract from your enjoyment of playing the game. Few things first, though.

This guide mainly covers the SNES version, however, it can also cover the Genesis version. Some place names are changed (Redmont to Salina, for example) but everything else (that is, the main storyline) is intact.

NOTES:

‡ A line break means that there was another "box" that appeared.

‡ 3 spaces are continued from the last line.

‡ (*) and other notes are referenced at the bottom.

‡ I'm only including the essential game script (that is, nothing that isn't essential to the game's story will not be in this document.

THE SCRIPT:

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#           ,-----.  
#           |BEGINNING|  
#           `-----'
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The word "YsIII" in blue lettering appears in the center of the screen. The black fades to the view of a sky. The view pans downwards into a market scene, with many people moving about. ADOL and DOGI are browsing the stalls. The view mosaics out (that's how it always fades) and is now in a side view.

ADOL is in his 20's. He is a redhead, and wears a silver breastplate. His long-sleeved undershirt is red, and he wears silver greaves. His pants are red also.

DOGI has blue hair. He is a thief by profession, and wears a green sleeveless shirt. He carries a sack of provisions over his soldier, and is very muscular.

DOGI:

The town seems active, ADOL.

ADOL:

I believe so.

DOGI:

Wow! What are they looking at? Shall we look too, ADOL?

Excuse me...Pardon me.

View fades to black. ADOL and DOGI are standing before something that is illuminating their faces.

ADOL:

It is a fortuneteller with a crystal ball.

That seems interesting.

DOGI:

ADOL, have your fortune told.

ADOL:

I will pass.

DOGI:

Oh, well then, I will have mine told.

Excuse me, can you tell me my fortune?

Screen fades to black. The fortune-teller girl is in view now. She is in her early twenties, has long blue hair, and has a red gem of sorts in her hair. She is wearing dark blue cuffs, and her hands are hovering over a blue and red crystal ball. She also has blue eyes.

GIRL:
Very well.

Her eyes open.

GIRL:
Your name is...yes, DOGI. You are a person with very strong luck.

Her eyes close again.

GIRL:
Your birthplace is...REDMONT?!...

The crystal ball begins changing colors violently. The background disappears.

DOGI:
What is the matter?

The crystal ball hovers into the air, and shatters.

The girl's hair stands up. She yells out:

GIRL:
Oh! Something terrible will happen...GAL...GALBALAN!!

Screen fades to white, then black. The view fades into a scene with a cliff overlooking a forest, then some mountains dotting the horizon. DOGI and ADOL are standing beneath a tree.

ADOL:
What is on your mind, DOGI?

DOGI:
Well...

ADOL:
Are you thinking about that fortuneteller?
If you are that concerned, we will go to the town where you were born.

DOGI:
Why?

ADOL:
This journey is aimless.
I would like to see the town you were born at anyhow.

DOGI:
ADOL...

DOGI and ADOL begin leaving. Screen fades to black.

Narrator:
So, the two of them start their journey to Redmont, DOGI's hometown.

Screen returns to view of forest and mountains.

DOGI:

We are almost to Redmont. This place has not changed at all.

ADOL:

Yes... but I have a strange premonition ...

Screen fades to black. Two gleaming eyes appear. A wildcat ambushes ADOL and DOGI in a grassy field.

DOGI:

Look out!

Screen fades to black. A sword is seen slashing through the air, then of ADOL standing with his sword drawn. The wildcat has been cut in half.

ADOL:

That was a close call. This is a wildcat.

DOGI:

A wildcat?

ADOL:

Strange... wildcats hardly ever attack humans.

DOGI:

He was probably hungry. What a terrible thing to have done.

ADOL:

Yes...

DOGI:

We are almost there. Let us make haste.

Fade to black. DOGI and ADOL are standing before the gates of a small village, flanked by trees.

DOGI:

ADOL, that is Redmont, my hometown. Is it not beautiful?
Let's go.

Fades to black. DOGI walks up to the town gatekeeper, MR. GARDNER.

MR. GARDNER is a balding redhead. He wears a light blue shirt with dark blue pants. He carries a pike or a spear of sorts with him to guard the town.

DOGI:

MR. GARDNER, it has been a long time. It is I, DOGI.
I left this town ten years ago.

MR. GARDNER:

DOGI!! You... You were just a child then!
You have become a fine young man.

DOGI turns around.

DOGI:

My companion has come with me.
ADOL, What are you doing? Come on.

ADOL:

So this is Redmont.

DOGI:

MR. GARDNER, let me introduce the two of you.

This is ADOL. These past two years, we have been traveling together.

During our adventures, I heard a strange tale about the town.

So I came here to see if there is any truth to this.

MR. GARDNER:

Strange creatures have been lurking about...

We had another poor harvest... Something very strange is going on.

But, because you have returned, the townspeople's spirits may be lifted!

DOGI:

ADOL, shall we go?

DOGI and ADOL enter the town. They take a walk of the town, with the words

Wanderers

from Ys

appearing on the screen. Ys is in fancy lettering.

DOGI: What do you think, ADOL? Is it not a nice town?

? GIRL:

Oh, pardon me! Watch where you are going!

....Oh? Are you DOGI?

DOGI:

Are you ELLENA(*)?... I did not recognize you.

ELLENA is a girl (duh). She has long blonde hair, green eyes, and wears a blue blouse with a brown skirt.

ELLENA:

DOGI... You have not changed at all.

DOGI:

Really?... By the way, how is your brother? Is he doing well?

ELLENA:

I have not seen him for these past few months.

I am in a hurry. I will see you later.

ELLENA walks away. DOGI turns to face ADOL.

DOGI:

It has been a long time since we have seen each other.

How unusual.

ADOL, I am going to the Inn.

ADOL follows him.

ADOL:

Nice room, DOGI.

DOGI:

A long time ago I worked at this Inn.

Ten years have gone by, and it remains the unchanged.

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,-----.

|TIGRAY QUARRY|
`-----`

ADOL walks toward the front of the town. Several people are standing around someone sitting on the ground.

ADOL:
What is the matter?

A man in front of ADOL speaks up.

MAN:
It seems as though the TIGRAY Quarry has been invaded by monsters.
A mine worker came all the way here to inform us.

MINE WORKER:
Suddenly, they came and attacked us.
EDGAR, the town elder, failed to get out in time.
If we do not hurry and rescue him, it will be too late.

ADOL walks toward the mine worker.

MINE WORKER:
Who are you?

ADOL:
EDGAR must be rescued. I shall go!

MINE WORKER:
We are grateful.
DUEY, the mine worker, went to rescue EDGAR.
But he was unable to find him.

ADOL buys weapons and armor. He travels to through the mine. He finds the POWER RING and ROBERT'S PENDANT. He meets CHESTER.

CHESTER:
What! Who are you!
(pointing) I want you to leave this quarry right away.
An outsider like you coming here will cause problems.

CHESTER walks toward the staircase. DUEY is coming up the staircase.

CHESTER:
Who are you! What are you doing here?
Leave!

CHESTER pushes DUEY and walks down the stairs. ADOL walks up to DUEY.

ADOL:
Are you alright?

DUEY:
Ouch... Oh, I am fine. What is wrong with him?
EDGAR has not been able to escape and is still deep inside.
I tried to rescue him, but with my power...
I will give you the warehouse key.
A sword is kept there. If you have that sword you can rescue EDGAR.
On your way here you saw the pit.
The warehouse is above on the right.

Hurry!

ADOL receives the warehouse key and goes to retrieve the sword. At the warehouse, ADOL sees...

DULAN:

I am DULAN! Come!!

DULAN is a mage. He carries a brown gnarled staff with a teal orb, and wears a teal cloak with a gold pendant. He throws swords around the room with his magic, and summons fireballs. He also moves at amazing speeds.

ADOL kills DULAN, and takes the LONG SWORD. He goes deeper into the mine to rescue EDGAR. He happens upon a vacant room. Inside the vacant room he sees...

ELFEILU is a beautiful blue statue of a bicorn with claws on its wings. It rests on a pedestal jutting out from the wall. ADOL walks closer to it, and it attacks with waves of lightning through its horns.

ADOL slays ELFEILU with the LONG SWORD. Upon slaying him, ADOL finds the SUN STATUE. A door opens behind the statue. ADOL enters.

CHESTER:

EDGAR, do not interfere.

EDGAR:

Do you know what you are doing!

If you insist upon this course of action, we will all be doomed!

ADOL walks forward.

CHESTER:

Hey! Are you still here?

I told you before that you are not welcome here.

CHESTER jumps down from his position to face ADOL.

CHESTER:

You are foolhardy. I will spare you this time.

But, the next time you show your face, you will die.

ADOL runs up the stairs to check on EDGAR.

EDGAR:

Who are you?

ADOL:

I heard you were unable to escape, so I have come to rescue you.

EDGAR:

Because of me, you are in grave danger.

Let us leave this place quickly. Give me a hand.

EDGAR and ADOL leave the quarry, along with DUEY.

EDGAR:

DUEY... We have lost the use of the quarry...

DUEY:

EDGAR...

You are ADOL, are you not? I am thankful you were able to rescue EDGAR.
Well, please let the town know that EDGAR is safe and sound.

ADOL walks back to town.

MR. GARDNER:

DOGI was looking for you. Hurry to the Inn.

On the way there, ADOL stops by at GRANDMA AIDA'S house to show her the pendant.

GRANDMA AIDA:

Hey! That pendant... That belonged to my son ROBERT!!

Oh, so it is you.

You are the one that went to the quarry to rescue his friends.

Please take this ring with you.

I do not want that tragedy to ever happen again.

ADOL receives the SHIELD RING. He then goes to the Inn.

DOGI:

ADOL, you came at just the right time. I want you to do me a favor.

ELLENA, will you tell us the story once more?

ELLENA:

This is the first time I have met you and for me to tell you this is awkward...

It is about my brother CHESTER.

It has been a half a year since my brother left the house.

He has been working for LORD McGAYA. I do not know what he is doing.

I also heard a rumor that my brother is in the ruins of ILVERN.

I have been there to search for him.

There were strange monsters infesting the ruins.

It was there that I found my brother's pendant on the ground.

I am sure he is there.

I am not certain if it has anything to do with it,

but Cleric Pierre(**) of the town went to the ruins yesterday and has not returned.

ADOL, will you go to the ruins to find Cleric PIERRE?

I am concerned for the welfare of this town.

If you see CHESTER, Please tell him that ELLENA is worried about him.

I am sorry to impose upon you. By the way, my name is ELLENA STODDART.

Pleased to make your acquaintance.

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#           ,-----.  
#           |ILVERN RUINS|  
#           `-----'
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ADOL journeys through the ruins. He happens upon a chest. Inside the chest, he finds a SMALL SHIELD. He continues through the ruins. He finds a platform.

ADOL:

I hear a voice.

ADOL crouches down to hear. CHESTER and Cleric PIERRE are talking.

CHESTER:

Cleric PIERRE, what business do you have here?

PIERRE:

I was just...I was lost and happened to end up here.

CHESTER:

I do not want to hear such lies.

You came to the ruins to look for the statue, did you not?

(pause)

What is that noise above us?!

So, you are the swordsman who was in the TIGRAY quarry.

I warned you before to never show your face again!

Two guards appear on either side of ADOL.

Guards:

Come with us! Do not resist!

Fades to black. ADOL is standing on the edge of a cliff, with two guards and CHESTER trapping him.

Guards:

Below is a river of lava.

No one has returned from there alive.

ADOL:

Are you CHESTER?

CHESTER:

How do you know my name?

ADOL:

ELLENA was worried about you.

She was in grief and said her brother is not the same as before.

CHESTER:

I see...you have met ELLENA.

But, this is my way of life.

It is none of yours nor ELLENA'S business.

Good-bye!!

CHESTER pushes ADOL down into the lava pit. ADOL travels through the lava pit and meets GILAN, the fire dragon. ADOL slays GILAN and receives the FIREDRAGON'S AMULET. He travels to the river of lava.

Narrator:

ADOL held out the Fire Dragon's Amulet.

The river of lava was frozen solid.

ADOL continues through the lava pits. He goes up a staircase where he meets ELLENA.

ELLENA:

You are safe. I am glad.

ADOL:

Why are you here in such a dangerous place?

ELENA:

...I think someone is coming. Quickly, hide!!

They walk through a conveniently placed door. CHESTER walks into view.

CHESTER:

I heard noises around here.

LORD GARLAND:

CHESTER, what is the matter?

CHESTER:

Just now, I thought I heard noises around here... I must be imagining things.

LORD GARLAND:

By the way CHESTER, whatever happened to Cleric PIERRE?

CHESTER:

Cleric PIERRE seems to know what we are planning.

I will put him in the dungeon of the BALLACETINE castle.

Servant Boy:

LORD GARLAND!!

LORD GARLAND:

What happened?

Servant Boy:

The fire dragon 'GILAN' has been killed.

LORD GARLAND:

What! I do not believe it. I will be right there.

CHESTER, Can you not stop a mere lad?

CHESTER:

I thought I finished him.

They walk off.

ELLENA:

It seems like they are gone...

ADOL:

What room is this?

ELLENA:

This room gives me the creeps... Wait, what is that over there?

ADOL:

It looks like some kind of a statue. Well, I will go and see.

ADOL walks to the statue of sorts.

ADOL:

I wonder what it is?

ELLENA walks over.

ELLENA:

It looks like some type of switch.

Narrator:

ADOL put his hands above the shining stone.

The statue moved aside.

ADOL:

ELLENA, what is it?

ELLENA:

I think this is the path to the statue.

Long ago, I heard about the legend from my brother.

In the ILVERN ruins, there are creatures that are guarding an unusual statue.

ADOL:

ELLENA, head back towards town.

ELLENA:

Why? I was the one who made you come to these ruins.

I will not just leave you in such a dangerous situation.

ADOL:

I must go alone. It is too dangerous for you to come.

Please go back to town.

ELLENA:

I am sorry. I will do as you ask...

ADOL, be careful...

ELLENA walks away. ADOL walks through the tunnel and meets WYVERN, a dragon.

ADOL slays WYVERN and receives the STAR STATUE. He heads back through the tunnel and sees CHESTER.

CHESTER:

I am surprised you were able to return from the lava pit.

I have underestimated you..

Now, I will finish you by my own hand!

CHESTER draws his sword.

ELLENA:

Brother, please stop!

CHESTER:

ELLENA!! Why are you here?

ELLENA:

I was the one who begged ADOL to stop you.

Please, do not go through with this.

What good will it be if you fight with ADOL? To me, the statue means nothing.

CHESTER:

I have to get my revenge.

You remember, do you not, what happened on that fateful day!!

CHESTER sheathes his sword.

CHESTER:

ADOL, stay out of this. I must do what I must do.

ELLENA:

ADOL...Shall we return to the town?

They return to town.

ELLENA:

Well, there are things I must take care of...

ADOL, please forgive my brother.

ELLENA walks off. ADOL walks into town. DOGI walks toward him.

DOGI:

ADOL, I am going out for awhile.

ADOL:

Where are you going?

DOGI:

I am going to the ELDAM Mountains to visit the master who helped me a long time ago.

EDGAR would like to speak to you.

His house is next to the inn.

DOGI walks off. ADOL goes to EDGAR'S house.

EDGAR:

ADOL, you came at a good time.

Look at what has happened to this room.

Someone has broken in while I was away.

This is not the work of a thief... It was probably a rogue from BALLACETIME Castle.

Remember the statue you retrieved from the TIGRAY quarry?

They must think I have it.

The monsters' appearance is connected to that statue.

We would be stronger with a swordsman such as yourself.

Will you join our forces?

Selection prompt:

Yes

No

ADOL:

Yes.

EDGAR:

Thank you ADOL.

I have a favor to ask of you.

You know of the closed door in the quarry, do you not?

It is through that door the statue is kept.

Fellow miners have started their way towards the quarry.

I want you to join them in the search for the statue.

Take this with you. It will protect you.

ADOL receives the TIME RING.

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#           ,-----.  
#           |CURSED MINE|  
#           `-----'
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ADOL goes to the TIGRAY quarry to help out EDGAR and his crew. He reaches the pit and goes to the left. He meets DUEY there.

ADOL:

EDGAR asked me to come here.

Is everyone inside?

DUEY:

Hurry! There are many creatures roaming around inside of the abandoned mine.
Be very careful.

ADOL wanders through the mine, slaying many creatures, until he meets the miners that EDGAR mentioned. Along the way, he finds the SHINING CRYSTAL.

BLUE MINER:

We are not able to open this chest.
Strange, it does not seem to be locked.

ADOL walks up and opens the chest easily. Inside he finds THE MISSION'S TABLET.

MINER LEAD:

Do you think something is wrong with the chest!?
I have an awful feeling...
(pause)
What! What is that sound!?

The ground trembles, as if it were an earthquake.

BLUE MINER:

Help!!

YELLOW MINER:

It is a spell! The legend's curse has come to pass!

The BLUE and YELLOW miners run away.

ADOL:

What are you babbling about?

MINER LEAD:

Show me the stone tablet that was in the box.
On it, is a picture of a man fighting against a gigantic creature.
In his left hand, he is holding a statue... One just like the statue you have!
Legend has it...
Long ago, there was a time when the creature, GALBALAN, ruled this area.
People who were against him were captured and then brutally slain.
As in the picture, one man fought against GALBALAN.
After the epic battle, he used that statue to seal up the monster.
However, GALBALAN was not destroyed.
I cannot believe that time has come once again...

ADOL walks down stairs. He finds the PLATE MAIL, then goes down into another pit to destroy ISTERIVA. AS the monster disappears into nothingness, it drops the FLASH STATUE. ADOL exits the CURSED MINE. DUEY greets him on the way out.

DUEY:

ADOL you are safe. I was worried.
Let us leave the quarry.

They leave the quarry.

DUEY:

Hurry and go see EDGAR.

ADOL hurries and sees EDGAR.

LORD MCGAYA:

EDGAR, let us join forces.

If we bring him back, the world will be ours.

If you give use the statue, I promise you that half of the world will be yours.

EDGAR:

Are you mad?! Do you know what you are saying?

LORD MCGAYA:

I thought we could rule together. I was mistaken.

I shall get the statue, anyway.

If you do not change your mind, just think what will happen to the townspeople.

(walks toward the door, ADOL appears)

What are you doing here? Get out of my way!

LORD MCGAYA pushes ADOL out of the way and leaves the house.

EDGAR:

That was LORD MCGAYA of BALLACETIME Castle.

He has come to threaten me himself.

I will tell you everything.

Listen carefully to my story.

Long time ago, this area was ruled by a monster called GALBALAN.

They say he was captured by a brave man.

LORD MCGAYA is trying to bring GALBALAN back to life.

He is also planning to use the monster's powers to enslave the world.

I am convinced the soldiers of the BALLACETIME Castle were obsessed with the statue.

They say it was used to seal up GALBALAN.

There is a hermit in the ELDAM Mountains. Some time ago he spoke of the statue.

I want you to take this letter to him.

(receives EDGAR'S LETTER)

I am sorry to have involved you in this situation.

I really should go myself but my legs are in poor condition. Please forgive me.

ADOL shows the SHINING CRYSTAL to the medicine shop lady.

MEDICINE SHOP LADY:

That is a shining crystal... With this you can make the Brocia's secret medicine.

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#           ,-----.  
#           |ELDAM MTS|  
#           `-----'
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ADOL goes to the ELDAM Mountains. He travels through the mountains until he reaches the hermit's cabin. DOGI, startled, walks out the door and greets ADOL.

DOGI:

ADOL, what are you doing here?

HERMIT:

DOGI, what happened? ... so you are ADOL.

Please, the two of you come inside.

They go inside.

HERMIT:

I see... the BALLACETIME Castle's soldiers are searching for the statues.

Actually, there is one statue located in the mountains.

However, that place is protected by an ominous force.
The creature living at the peak of the mountains has the key that allows you
access.

You are not properly equipped for this quest. Take this sword with you.

ADOL receives the BANDED SWORD.

HERMIT:

You must be tired. Take your time and rest.

ADOL rests, then heads for the door.

DOGI:

ADOL... are you really going?

ADOL:

DOGI, do not worry. Everything will be fine.

DOGI:

ADOL, one day, overconfidence may take your life. Be very careful.

ADOL heads for the peak. He passes a statue of a dragon on the way there. He slays Wing Bird, a flying harpy-look alike. The harpy drops the JUDGEMENT STAFF. ADOL travels down the mountain, and the staff reacts with the statue of the dragon. The dragon disappears and the snow beneath it melts away. He travels through some caves under the snow and meets a large dragon named GILDIAS. He kills the dragon by chopping off it's head, and then receives the DARK STATUE. A voice echoes through the caves as footsteps appear.

CHESTER:

Hold it right there!

It is you again? Hand over the statue.

A deep rumble upsets the mines. CHESTER walks over to investigate.

CHESTER:

A cave-in...

We have been struck by GALBALAN'S curse.

Of all the luck, I had to be trapped in here with you.

ADOL:

Now would be a good time for you to explain why you are working for LORD
McGAYA.

CHESTER:

... Alright, I shall tell you everything.

A year ago my village was ruined, and LORD McGAYA was to blame.

The friends I lived with, my parents who brought me up, one after another,
were slain right before my very eyes.

The only ones to survive were my sister ELLENA and I.

After that, to get my revenge on LORD McGAYA, I became one of his confidants.

That is when I found out about the plan for GALBALAN'S revival.

LORD McGAYA thinks he can control GALBALAN.

Once he has been revived, he will probably destroy the BALLACETINE CASTLE.

That exactly, is my revenge.

He will be a victim of his own designs.

ADOL:

That may serve your purposes.

But, do you realize how many lives will be lost by helping with GALBALAN'S

revival?

Like your friends and your parents, innocent people will perish one after another.

(long pause)

Shhh... Do you hear noises?

DOGI appears.

DOGI:

ADOL! I have come to rescue you.

CHESTER?... It is you CHESTER! It is I, DOGI.

CHESTER:

DOGI...

DOGI:

CHESTER, what has happened?

Ten years ago, you would not be involved in such nonsense.

You always told me you wanted to make FELGANA province one of the world's largest trading centers.

And compared to the way you are now...

CHESTER, forget about your revenge.

Let us be as we were in the old days.

CHESTER:

DOGI... Sorry...

CHESTER moves past DOGI and walks away.

Screen fades. They're at DOGI'S master's house now.

DOGI:

Thank you Master.

MASTER:

I am glad that I could be of assistance.

ADOL, if you should ever visit here again, stop by my cabin.

DOGI:

ADOL, Shall we leave the mountain?

They leave the mountain.

DOGI:

ADOL, Do you think the town seems different?

I wonder if something happened while we were gone.

They enter the town.

DOGI:

MR. GARDNER, what is wrong? Did something happen?

MR. GARDNER:

DOGI, a terrible thing has happened.

The people of the BALLACETINE Castle have captured the townspeople and are holding them hostage...

DOGI:

What?!

(turns around)

ADOL, you can do it. Go to the BALLACETINE Castle and rescue them.
Take this ring with you. The master told me to give it to you.

ADOL receives the HEALING RING. He then goes to EDGAR'S house.

EDGAR:

At last, LORD MCGAYA'S threat is upon us.
He will kill the townspeople if he does not get the statue.
ADOL, you have done your best so far.
But I cannot risk any more lives, for I am responsible for the welfare of the town.
I shall hand over the statue without any resistance.
Then I shall wait for the chance to kill GALBALAN.

ADOL:

I will take the statue to the BALLACETINE Castle.
I may have a chance to rescue the hostages.

EDGAR:

No, even for you ADOL, it is too risky.

ADOL:

But with your injury... Leave it to me.
I will rescue the prisoners.

EDGAR:

...Alright. I understand.
I will leave it all up to you.
Thank you very much ADOL. As a representative of the town, You have our gratitude.

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#           ,-----.  
#           |BALLACETINE CASTLE|  
#           `-----'
```

ADOL travels to the BALLACETINE Castle. ELLENA is standing outside the entrance.

ADOL:

ELLENA!
Why are you here?

ELLENA:

The soldiers of the castle have attacked the city of Redmont.
If I came here, I thought I might be able to find my brother..

ADOL:

These people are ruthless. It is too dangerous for you. Wait here until I return.

ADOL enters the BALLACETINE Castle. He finds the BATTLE SHIELD inside the castle. He encounters HALVALGER. He defeats HALVALGER. A GARNET BRACELET drops to the ground after the battle. ADOL picks it up.

He goes back Below the Great Chamber.

Narrator:

ADOL turned the Garnet Bracelet toward the armor of the BLUE KNIGHT.

The armor of the BLUE KNIGHT vanishes. He travels a bit further and finds the

BATTLE ARMOR. He is now ready to face FIRE WOLF, a deadly wolf on fire. He slaughters the wolf, and enters the magnificent Music Room. As he approaches the piano, a voice cries out.

ELLENA:

ADOL, look out!

GARLAND:

Over here, scoundrel!

GARLAND appears, followed by a bound ELLENA.

ELLENA:

I came because I was worried about you. I am sorry to have disobeyed you. This man was just about to attack you.

ADOL:

I am sure I have seen this man with LORD MCGAYA.

GARLAND:

So you are ADOL. I heard you gave CHESTER some trouble.

ADOL:

You are just in time. Show me the way to LORD MCGAYA's chambers.

GARLAND:

LORD MCGAYA is no longer of use to me. Stand back!

GARLAND holds out a shining blue crystal and a beam of light appears, opening a locked door. Once it opens, GARLAND goes in.

ELLENA:

ADOL, he is getting away!

ADOL:

This might be a trap!

Is it not odd that the hidden doors connecting to LORD MCGAYA'S chambers open so easily?

ELLENA:

Yes... It seems as if they are trying to bait me.

ADOL:

ELLENA! You stay here! I will go after him.

ADOL enters. He is now underground. He travels further deeper, until he reaches a locked door.

Narrator:

A man's voice echoes from within the dungeon.

???:

JILDUROS, the Blue Knight, has the key.

Please! Get the key...

ADOL travels upwards until he meets JILDUROS, a menacing figure wielding a large axe. He hides behind a shining blue force field.

ADOL slays him and gets the PRISON KEY. He goes downstairs and opens the prison door. Cleric PIERRE approaches him.

Cleric PIERRE:

We have met before at the ILVERN ruins.

I am Cleric PIERRE.

Edgar(**) and I were planning to foil LORD McGAYA's plot But, I never expected it to turn out this way.

Another man talks to ADOL.

SOLDIER:

What has happened to LORD McGAYA?

Why has he imprisoned his own soldiers in the dungeon?

Take this bracelet with you.

(receives BLUE BRACELET)

I will release the prisoners from the other cells.

Hurry, you must stop him!

ADOL talks to ROBERT next, who is sitting in a corner.

ROBERT:

I am ROBERT. The cave-in that occurred in the quarry was no accident.

It was caused by the Castle soldiers. The ones who knew of this are locked in here.

ADOL climbs more stairs and reaches the castle's CLOCK TOWER, filled with spinning gears and dangerous monsters. He finds the PROTECTION RING and the legendary FLAME SWORD in there. At last he reaches the end of the tower.

SOLDIER:

Turn back or perish!

ADOL slays the soldier, and a pulley appears. ADOL jumps upon it. At the very top of the tower, he meets...

GARLAND:

Master GALBALAN has revived.

I have no reason to appear in this form.

As long as I obtain the statues you have, I will have nothing to fear!

GARLAND "blinks" and disappears, leaving a much more large and fierce sorcerer in his place. ADOL slays GARLAND.

VOICE:

I have defeated GARLAND!

Narrator:

From the other side of the wall, LORD McGAYA's voice echoes...

LORD McGAYA:

ADOL, I admit defeat. I yield to a great warrior.

ADOL enters LORD McGAYA's chambers.

LORD McGAYA is sitting on a throne.

LORD McGAYA:

I was foolish. All this has happened because I believed in GARLAND's words.

GALBALAN has been revived.

The monsters have taken over my castle.

GARLAND, the last of GALBALAN'S followers, was only using me this whole time.

The Dark Times will come again if we do not act quickly.

There is only one way to avoid this.

Someone has to go to GALBALAN'S Island and use the four statues to end his threat once and for all.

I give to you this statue.

This will open the entrance to GALBALAN'S Island.

(receives THE EVIL NIGHT)

I have created much hardship. I will make amends.

(screen fades to black)

ADOL walks outside. He is standing on a bridge. ELLENA walks in and says:

ELLENA:

ADOL... I am so happy to see you.

ADOL walks forward.

ADOL:

ELLENA...

They walk toward each other.

Narrator:

Out of nowhere, an evil voice fills the air.

GALBALAN:

Anyone who tries to stop GALBALAN will suffer the consequences! Behold!

The bridge crumbles and breaks. ELLENA falls and then vanishes in a blue mist.

GALBALAN:

If you do not wish this woman to perish,
bring the four statues to GALBALAN'S Island.

(screen fades)

ADOL is walking out of the BALLACETINE Castle.

ADOL:

LORD McGAYA has changed his evil ways.

But not because of me. His thirst for power proved his undoing.

I wonder what I am fighting for?

Is it to save DOGI'S hometown?

Is it for ELLENA'S sake?

I could not save ELLENA when she was spirited away.

The townspeople believed in me! How could I let them down?

ADOL returns to Redmont.

MR. GARDNER:

Thank you very much, ADOL. As a representative of the town, You have our gratitude.

DOGI:

What is the matter ADOL? Why such a gloomy face? You are a hero!

...ADOL. Where is ELLENA? What happened to ELLENA?

ADOL:

DOGI... I have never felt so helpless.

When GALBALAN took ELLENA away, I was not able to slay him nor protect her.
DOGI, I am not a hero.

DOGI:

ADOL, you are a great swordsman. You tried your best.
So, ADOL, go to EDGAR'S home and then go rescue ELLENA.

ADOL goes to EDGAR'S house.

EDGAR:

ADOL. How shall I thank you? May I have the statue?

ADOL:

EDGAR, let me go to GALBALAN'S Island.

EDGAR:

What! Yes, someone has to go.
But there is no guarantee that you will return alive.
You are still young. You have your whole life ahead of you.

ADOL:

I am the only one who can confront GALBALAN.
I must finish what I have started!

DOGI enters.

ADOL:

DOGI...

DOGI:

EDGAR, I am begging you... Let ADOL go.
ADOL is not reckless. He is a brave warrior.
Despite the danger, he must go.
EDGAR, he is our only hope!

EDGAR:

ADOL.

Take this with you. You will need it at GALBALAN'S Island.
(receives OGRE'S BALL OF FIRE)
ADOL, GALBALAN is strong, legend has it...
You must sever his lightning arms in order to destroy him.
Our fate depends on you!

ADOL sails to GALBALAN'S Island.

```
#           ,-----.  
#           |GALBALAN'S ISLAND|  
#           `-----'
```

Narrator:

ADOL holds the stone statue of the Evil Night.
The eyes of the statue glow and the entrance rumbles open.

ADOL equips the Ogre's Ball of Fire and he can now see in the dark caverns of
GALBALAN'S ISLAND.

He finds his way to the Room of a Thousand Pillars. In there he meets...

GARLAND:

You thought you defeated me before?

Now feel the true wrath of GARLAND!

ADOL defeats GARLAND for the last time, and the barrier at the end of the room disappears. He exits the room and climbs up a spiral staircase. At the top of the staircase, a voice cries out:

VOICE:

ADOL... Wait!

Chester appears on screen.

CHESTER:

It is all my fault. You do not have to sacrifice your life.

CHESTER walks past ADOL and to the very top. ADOL follows.

Narrator:

An ominous voice rumbles...

GALBALAN:

Welcome, ADOL!

You are truly a great warrior to have come this far!

CHESTER:

GALBALAN! ELLENA, where is ELLENA!!

GALBALAN:

Observe, puny insects!

On the other side of a huge abyss, ELLENA is pushed onto a plank, bound.

ELLENA:

Please! Do not rescue me!

CHESTER:

ELLENA!!

CHESTER walks forward.

CHESTER:

She has nothing to do with this! Take me and release her!

Narrator:

Once again, GALBALAN'S low voice rumbles...

GALBALAN:

I only want the statues. Your lives mean nothing to me.

ADOL, bear witness to what will happen if you oppose me.

Watch them die together.

A lightning bolt flashes from the sky, and separates the part of the stair joining ADOL and CHESTER. The parted stair floats and moves toward where ELLENA is bound.

ADOL:

CHESTER!

CHESTER:

GALBALAN... I will end your threats!

For the sake of the people who have perished!

GALBALAN:

You have no chance against me!

I have revived completely. You are unable to destroy me.

ELLENA:

My brother! Please stop!

Why do you want to fight? Why must we hurt each other?

GALBALAN and his followers are living beings.

Do we have the right to destroy one another?

CHESTER:

ELLENA, I wish that we could settle this.

But, in reality it is different.

If we do not finish him now, he will destroy us!

If we do not slay GALBALAN, our people...

The world will be annihilated!

GALBALAN:

I see you are through saying your good-byes. You both will die!

ADOL:

Wait! GALBALAN!!

I shall give you the statues.

But, if you harm the two of them, I will not hand them over.

GALBALAN:

I see... you have come to your senses.

Approach the platform with the statues.

A platform zips out of nowhere and lands in front of ADOL. ADOL clammers on.

The platform floats up and gains speed. ADOL is warped to a strange room.

GALBALAN:

From now on I, GALBALAN, reign supreme.

Behold the magnitude of my powers!

The room is destroyed and GALBALAN appears.

ADOL slays GALBALAN.

(fade to black)

ADOL:

ELLENA!! You are alive! Where is CHESTER?

What happened to CHESTER?

ELLENA:

My brother said he will end this...

He went to the heart of the island to destroy it.

ADOL:

What did you say!?

How is he going to escape with his injuries?

ELLENA! Go on ahead!

I will go rescue CHESTER.

ADOL heads toward the right of the screen, presumably toward CHESTER.

ELLENA:

ADOL, wait!

ADOL stops.

ELLENA:

Please do not do that!

My brother said this was his responsibility.

He believes this is his destiny.

ADOL:

ELLENA! Do you not care if CHESTER dies?! Would you not grieve?

ELLENA:

ADOL, please understand, it hurts me deeply.

He is my only family!

Chester(**) will always be alive in my memories.

ADOL:

ELLENA...

ELLENA:

I have one more thing I must tell you...

Legend refers to one brave man who sealed GALBALAN.

The people of the village we lived in, are the brave man's descendents.

When our village was there, LORD McGAYA believed it would prevent GALBALAN's revival.

He apparently destroyed the village for that reason alone.

The only person who knows how to sink the Island, is my brother...

To keep GALBALAN forever sealed, my brother...had to go.

ADOL:

ELLENA, I am sorry. I did not realize...

ELLENA:

No, you are forgiven, now that you understand.

The room (room of a thousand pillars) that ADOL is standing in begins to shake.

ADOL:

We do not have much time left! ELLENA, let us leave at once!

ELLENA:

ADOL...

ADOL grabs ELLENA and heads left, out of the room. The scene changes to CHESTER. He is in a room, with a small pyramid. Atop the pyramid are three crystals. The three crystals are lowered by CHESTER.

CHESTER:

This will end it for all time.

ADOL, take care of ELLENA...

The view moves to cinema mode. Lightning strikes the energy, then is destroyed by a blue pillar of energy.

,-----.
|ENDING|
`-----'

(Dogi's inn)

ADOL:

DOGI, we are leaving soon.

DOGI:

So soon, ADOL? DO you not think it is a little early?

ADOL:

We decided that we would leave in the early morning so that people would not notice, remember?

DOGI:

Oh yes, that is right...ADOL, will you go ahead? I have something to do before I leave.

ADOL leaves the inn, and heads toward the town gates. MR. GARDNER stops him.

MR. GARDNER:

ADOL, so you are leaving, I wish you could stay...

ADOL:

DOGI and I have come to a decision.

We will leave early in the morning so that no one will notice.

MR. GARDNER:

Where is DOGI? Are you not going with him?

ADOL:

He said to go on ahead.

Scene moves to DOGI's inn.

DOGI:

Are you sure, ELLENA? There's only one ADOL in the world.

You may never see him again.

I have to go or else ADOL will leave my behind. Take care ELLENA.

DOGI leaves the room. ELLENA moves toward the door, pauses, then exits.

The scene moves to the town gates.

MR. GARDNER:

What will you do after you leave this town?

Would you please reconsider?

ADOL:

I will have nothing left if you take the word adventure from my life.

From my point of view, if my life could be an inspiration to everyone, I would be happy.

I shall be going. Take care MR. GARDNER.

ADOL heads out of town. DOGI is running to catch up to him.

DOGI:

ADOL!! Wait!

Do not walk so quickly!

ADOL:

DOGI, what kept you?

DOGI:

ADOL, are you going to say good-bye to ELLENA?

Are you just going to leave?

ADOL: It is better this way.

She will understand. Well... shall we go!

Cinema scene: A beach. DOGI and ADOL walk in from the right. They head off to their boat. ELLENA runs after them. Both DOGI and ADOL notice her running, turn around, and wave goodbye. ELLENA sits on the beach and cries. She then looks off toward them, and smiles.

Narrator:

This episode is over, however, beyond stands the gateway to new adventures.

ADOL'S travels will take him to the far reaches of the world.

He will continue to seek adventure and aid those in need.

It is his destiny to challenge the call of the unknown.

This story is part of the growing legend of this brave warrior.

As his journeys continue, volumes of his many exploits will be read and inspire the imaginations of others.

ADOL'S saga began when he ventured forth from his small mountain village.

Even though he was young and inexperienced, his courage and determination helped him overcome many perilous obstacles.

In everyone there is the ability to excel.

With the proper desire, even the meek can attain heights undreamed of.

When adventure beckons, only those with the drive and ambition to succeed will answer.

The world is filled with new possibilities.

All of us have within us the power to grasp opportunities and master our destinies.

The river of life continues to ebb and flow.

The future will be magnificent for those of us who dare to meet the challenge.

View fades to black. The credits begin.

Cut to scene: Tigray Quarry. CHESTER walks past ADOL, sees DUEY in his way, and pushes him down. CHESTER then walks down the stairs.

CHIEF DIRECTOR

R. Ema

View fades to black, and cuts to the Ilrven Ruins. ADOL crouches down to listen to Cleric PIERRE and CHESTER talking below him.. CHESTER looks up, and two guards appear from both sides of the screen and seize ADOL.

DIRECTOR

V-MAX

O. Kasai

View fades to black. Cut to scene: Ilrven ruins, lava pit. CHESTER, ADOL, and two guards are standing on the edge of a precipice.

PROGRAM

N. Fujisawa

View fades to black. Cut to scene: Eldam mountains. ADOL and CHESTER are trapped in the mine by a cave-in. DOGI digs them both out, and CHESTER walks past ADOL and DOGI, leaving the scene.

DESIGN

R. Kasai M. Saito
H. Terakado S. Iida
T. Yano K. Kaiho
 H. Hasegawa

View fades to black. Scene: Outside the Ballantine castle. ADOL walks forward, and meets ELLENA standing outside the entrance to the castle.

SOUND

M. Hasuya
R. Harada
O. Kasai

Fades to black. Scene: Ballantine castle, in a church of sorts. LORD McGAYA and ELLENA walk in. LORD McGAYA holds out a blue device. A stream of light appears, opening a hidden door. LORD McGAYA walks into the door.

SPECIAL THANKS TO

A. Nakamori
D. Nagatsuma
Matsu Taka
H. Shibata
Morita
Miyata

DEBUGGER

R. Fujisawa HIDEBO
N. IWAI GOROYAN
M. TASAKI
MIS etc.

View fades to black. Scene: Ballantine castle, on a bridge. ELLENA is standing on the bridge. ADOL walks forward and greets ELLENA. The bridge crumbles underneath ELLENA, who then floats down slowly and is spirited away.

COORDINATORS

Y. Matasumura
A. Hoshi
KO ADACHI
Richard Bell
Norman Evangelista

Fade to black. A tower is on the right of the screen. A platform moves out of the tower, showing ELLENA in her bindings.

PRODUCER

I. Urai

THANK YOU

FOR PLAYING

View fades to black, returns to ELLENA on the beach. The view fades to sepia colors, then into monotone. the word "Fin" in fancy lettering appears in the bottom left corner.

If you've never played this game and want to see the ending (and the game),

or if you have played it but want to jog your memory, please visit the Video Game Museum for excellent screenshots:
<http://www.vgmuseum.com/end/snes/a/ys.htm>

FOOTNOTES:

- (*) In some versions of the game, ELLENA is spelt with only one "L". My version spells it with one "L", but two "L"'s is the more popular version (at least how popular this game can get)
- (**) These are the only places where someone's name is NOT capitalized. Very odd if you ask me.

EXTRA SPECIAL STUFF:

SNES9X:

for being a great emulator so I don't have to alternate between my computer and SNES! And it has the fast-forward key (Tab)! That really helps!

Video Game Museum:

For having good screenshots of the game!

JavE 5.0:

Sweet ASCII Art...all I can say.

I appreciate all questions, comments, suggestions, and concerns. Please direct them to [shoecream11 at gmail.com](mailto:shoecream11@gmail.com).

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