



Game Script

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Preface

Text dumps for retro games have existed for a long time. But the text extracted directly from a rom is more often than not ordered in a way that makes it hard to find text related to a certain event, place or NPC without having exact keywords that are referenced directly in the text.

Taking Terranigma as an example, text is sorted in such a way that different sections contain dialogue of NPCs from the same in-game area. But even then, you don't necessarily find everything in an order that reflects their occurrence in game. Text from different characters is grouped by character, and so a cutscene involving a back-and-forth dialogue between two of them needs to be deciphered to an extent. Even if this is successfully done, the fact that the different sections corresponding to different areas do not necessarily appear in a chronological order of their appearance in-game compounds the issue.

For reasons like this, fans have created game scripts for their favorite games to alleviate such problems. Game scripts aim to make a game's text searchable and readable to other fans by putting it in an order according to e.g. chronological appearance in game and by giving proper context.

The lack of a proper script like this for Terranigma – I did not find one anywhere – was what led me to undertaking this project. I had long desired such a script for my own reference, but none seemed to be available. I hope to close that gap with this work and that perhaps others who share my love for this game find some joy reading it. Though it was intended for my own use, I see no reason not to share it.

I tried turning the text into a more or less coherent narrative. In terms of what content you can do and see which isn't story related, the game becomes much more non-linear as soon as you get the boat. I attempted to weave the sidequests into the story in a hopefully sensible way, so most things are done as soon as they are possible and still make sense. But, for example, I did not have Ark sail around the world and expand towns while Will rots in the Great Lakes cavern.

Even if it turns out that a script does actually exist out there somewhere, or hardly anybody cares about this, I feel my efforts weren't in vain. I had a lot of fun re-playing the game in depth and testing different things, making me learn a lot more about one of my favourite games.

I do not claim to own any of the parts of this document which were taken directly from the game. All rights for them belong to their respective owners, be it Quintet (RIP), (Square) Enix or Nintendo. If anyone wants to modify this document in whole or in parts, e.g. to trim some of the fat (I went a bit overboard, increasing the roughly 50k word count of the text dump to around 90k), feel free to do so, as far as I am concerned. But if you do, please give credit where it's due.

If you are reading this and love Terranigma, I hope you gain much joy and perhaps some new insights from it.

- April, 2018

warpig

What's in this document, and what isn't

I tried to include all dialogue from Ark and NPCs in all areas in the game, including all towns, subareas and most importantly all story-related dungeons and cutscenes which are seen. This hopefully includes all possible interactions, i.e. talking to all NPCs (repeatedly if needed), different answers to questions and resulting reactions, NPCs reacting to other forms of interactions with them (e.g. throwing an item at them), interactions with objects etc. Most lines have been included only once, with few exceptions.

But there is not only a list of the raw text. Instead, I did my best to give context to any line that is spoken by a character or otherwise appears on screen. This led me to include "stage directions" of sorts which indicate where the player character or the NPC being talked to is located, what Ark or NPCs do and where they go etc. It is usually assumed that any NPC encountered in an area is talked to by the player. If a certain action is required to display a certain line of text, e.g. talking to the same NPC repeatedly or advancing the story to a certain point, I have given an indication what action is required most of the time, except if it seemed obvious from the given context. There is also occasionally commentary or speculation, though I refrained from injecting too much of my own interpretation.

That said, I did not include most of the text one sees when an NPC tries to give Ark an item, but can't do so because the inventory is full. This would have required replaying of long stretches of the game, multiple times, for little payoff. I may provide that in a future version, if I make one. Frankly, some of it seems to be impossible to actually see. How would you fill up your inventory before meeting Ra Tree without cheating? Either way, for now, these are taken from the text dump I used and collected in a separate section at the end.*

Text from generic shops that can be encountered in any city, and even the special ones that can't be (like Marily's shop in Loire), has not been included.

Battle messages were not included. These include any text seen during battle describing an action an enemy performs, e.g. "Dignal threw its mate", or status effects and afflictions, e.g. "Ark is confused". There are some exceptions. For example, "Defeated (Boss)" messages, or actual spoken lines by enemies, most notably in the fight against Dark Gaia.

I did not include menu text, location names, item names, item descriptions or anything comparable, either.

Generally, I have not included lines that I have not seen in-game in the main bulk of the document. Using a text dump of the game for comparison, I tried to identify all lines I either could not get out of an NPC, or which were possibly unused in the final version of the game. These lines are included in a separate section at the end.

*I found this text dump using a search engine, which took me to an archived version of an old website from which I downloaded it. Before finishing this document, I did not realize that there is a text dump made by Dais available on Cherubae's Terranigma Info Page. The file I have looks almost identical and its name suggests it is the second version of this text dump, but I am not sure. Either way, shoutouts and thanks to both of them. The text dump by Dais does seem to contain some lines included in this script which were missing from the one I used. I will take the text dump by Dais and update this script if I find anything which isn't included here in the future.

How to read this document

My aim was to write this document in a way such that a reader who has played the game can follow everything as if they were playing along with the text. Locations of NPCs in towns are briefly described, hoping that the reader can somewhat see them using their mind's eye. If not, the compilation of screenshots (to be provided!) should help. But it was my goal to make it so that no outside material should be necessary.

Click the hyperlinks in the Table of Contents to quickly get to a particular chapter or sub-chapter. I am not sure I would recommend reading this document from top to bottom, as it has grown way larger than I anticipated. But you are of course free to do so.

To make the document as readable as possible, I have used different ways to mark text that is and isn't in the actual game. This should help you tell apart "stage directions", commentary/fun facts/speculation and whatever lines you actually see in-game.

Text in **boldface**

In the main bulk of the text, boldface is exclusively used for chapter titles/headings and for the name of whoever is speaking a particular line.

Ex.: **Elder:** Ark. Come here.

Text in **parentheses** ()

Parentheses are used for text that indicates where an NPC is located or what conditions are required for them to say a certain line, usually in a smaller font size. It is also used to include the name of whoever speaks a line when that name is not given in the textbox in the game. Sometimes, they also describe actions NPCs make, e.g. turning around, instead of using stage directions in brackets to not break the flow of the text too much. I have also used them to replace arrows which appear in the text, e.g. (left) for an arrow pointing to the left.

Ex.: (If you walk past the blue door)
(**Voice:**) ...someone... ...help...

Text in **brackets** []

Brackets are used to give directions, like someone entering a room, performing an action, describing who is on screen right now etc. These can sometimes include descriptions of what happens on screen, like a transition to another scene, or the background fading out and turning black. I have also used brackets for descriptions of cutscenes like the intro, resurrection scenes etc.

Ex.: [Ark enters the Elder's room above.]

Text in *italics, small font size*

Any commentary is formatted this way. This also includes (hopefully) interesting facts I inserted, and more detailed descriptions on how to e.g. get a certain NPC to appear or say a certain thing.

Generally, all lines separated by no more than one empty line between them belong to either the same NPC and/or the same chain of conversation between NPCs/the same cutscene. If the separation is larger than that, I have either inserted directions because something happens or the line that follows is from a different NPC. An exception to that are page breaks wherever they occur, but it should be clear enough if the text on a following page is a continuation of the same conversation or not. Whenever I made a mistake, pay attention to anything in parentheses which may tell you whether a line is part of the same conversation or not.

0 Introduction

The planet possessed two souls.

An external face and an internal face.

Lightside and Darkside.

46 billion years since the planet's birth, Growth and decline circle to two wills.

At the will of Lightside, new life is born.

At the will of Darkside, ice ages descend.

Lightside wills intelligent beings.

Rapid progress takes root.

Darkside's will breeds fear and disharmony.

They came to be called "God" and "Devil".

[Various scenes are shown as the text appears. First, the planet from outer space. Then, a large mountainous region as seen from its surface. Next, cave drawings of animals, followed by a ship on the sea and after it a biplane in the air. Finally, a lot of factory chimneys are depicted blowing smoke into the air. From the third scene onwards, a clock can be seen moving from left to right, with the second hand ticking. At the last scene, the clock stops in the middle of the screen and the background image fades to black. The clock's hands all swing pointing to six and fall off. All the numbers from one to twelve move to give way for the number thirteen to appear at the top. The clock fades into an image of the earth and the camera zooms in on it. The game transitions into its title screen.]

Waiting a while without pressing a button, another introductory cutscene using ingame graphics starts.

[Five glowing orbs are seen passing into the swirling vortex which connects the outer and inner faces of the planet one after another. They fly through the underworld and separate. One of them halts near a tower and descends, entering as the door closes behind it. A face appears on the door. In Crysta, Ark is seen teasing the chickens. He opens the door to the weaver's and chases one of the chickens inside. He runs around town and plays with the two jumping children. He then swipes lettuce from the field and throws it. After throwing a pumpkin into the river, he runs back to the Elder's and stops just outside.]

A new player might not realize that the swirling vortex is what connects the two worlds, or even that the glowing orbs entering it represent the five continents. At any rate, this scene shows the surface world being sealed. The next scene depicts the events on the day before the start of the game, of which we hear from the villagers.

1 Chapter 1 – The Outset

1.1 Crysta

[Ark's room. Ark is seen lying in bed. Elle is standing right next to him.]

<PT0058> Elle: ... Are you all right? Ark. You looked like you were having a nightmare.

<PT0059> Ark: I've been having these strange dreams. Day in, day out, always the same dream.

<PT0060> Elle: Ark, I never expected you would say such things. You should go outside. Crystal blue is in the air and it's very pretty. They should help get your mind off bad dreams.

[Elle leaves the room. So does Ark. In the room adjacent to his own, two boys his age are seen standing next to a bed.]

<PT0062> (Boy with bandana:) Yo, Ark. Elle wake ya up? Woohoo, the hot couple!

<PT0064> (Boy in black:) The Elder told me something before. He said crystal blue are the tears of the outside world. I wonder what he meant?

(when you throw a vase at either of them)

(Boy:) Yoww! What are you doing? You're some tough guy Ark!

[Ark enters the room below. A woman is standing at a stove.]

That is, going to the room in the "down" direction according to the game.

<PT0103> (Woman:) Hi Ark. You've come at the perfect time. Can you fetch me that vase there? I can't take my eyes off this just now.

(if you take it and throw it)

(Woman:) Hey! How dare you! Ark! You can go hungry today!

(when you talk to her again afterwards)

(Woman:) Spare me your excuses! I'm going to go to the Elder about this later!

(if you eat the apples on the table)

(Woman:) Ark? I saw that! What I put up with!

[Ark enters the room to the left. A boy wearing a kerchief is walking around.]

(Boy:) I want to go outside and see crystal blue, but the guys tell me I'll go blind if I see it. Ark, can you go check for me?

(If you talk to him a second time)

(Boy:) Um, Ark. This has been bugging me, but... It's about you. Why do the adults dislike you even though the kids really like you? I have trouble sleeping just thinking about that.

(If you try to leave through the bottom door)

(Boy:) Oh yeah, Ark. The Elder was calling for you. Maybe another lecture?

(when you throw a vase at him)

(Boy:) Owww! That hurt! Why are you so mean?!

[Ark enters the room above. Four boys his age are sitting at a table.]

(Boy at the bottom:) Ark. I heard you ruined everything over at the weaver's. And before that you swiped all the pumpkins at the garden. You sure never give up.

(Boy at the left:) If I told you this you'd probably laugh Ark, but over at that door, you know, the one that the Elder said we mustn't open. When you go past it, ...I get this spooky feeling as if someone... is calling my name...

(If you walk past the blue door)

(Voice:) ...someone... ...help...

(Boy at the top left:) What's up Ark? Elle wake you up again? You should be ashamed.

(Boy at the top right:) You got it good Ark. I wish Elle would come wake me up.

(if you throw one of the vases at any of the four boys)

(Boy:) Yoww! What are you doing? You're some tough guy Ark!

[Ark enters the Elder's room above.]

Elder: Ark. Come here.

(when you talk to him)

Elder: Ark. I hear that yesterday, you ruined all the weavings at the weaver's hall. Why do you always misbehave?

Apologize

Make an excuse

(if you choose "Make an excuse")

Ark: Awww, I didn't do it. It was the chickens! It's their fault! ...Well it was me that chased them into the weaver's place, but...

Elder: Enough of your feeble excuses! Go apologize at once!

(if you choose "Apologize")

Ark: I'm sorry. But I didn't mean to do it. I was just teasing the chickens when they flew into the weaver's place.

Elder: If that is how you feel, go apologize to the weavers at once. Understood?

(if you speak to him again)

Elder: What is it Ark?

Where's the w's?

Nothing

(if you choose "Where's the w's?")

Ark: Granddad, where's the weaver's place?

Elder: Quit playing games! It's the house (up) of here where Elle lives!

(if you choose "Nothing" or press the "cancel" button)

Ark: Oh, I don't have anything in mind.

Elder: Then get going! Don't come back until you've apologized!

(if you try to open one of the two treasure chests)

Elder: You meddler! Who granted you the right to open that chest?

(if you try to open it from a different side than the front, he continues with)

(Elder:) Treasure chests can be opened only at the front!

[Ark leaves the Elder's house and takes a stroll around Crysta.]

(Fishing man:) Not even a nibble!

(Boy before shop:) Ark. Hey look! You can see things reflected in crystal blue! I can see people and places I never seen before. It's really neat!

(if you throw a pumpkin or lettuce at him)

(Boy before shop:) Ouch!

[Ark enters the magirock shop.]

(Magishop clerk:) Found throughout the world, Magirock. It is my role to reshape their power. When you obtain Magirock, you shall bring it to me. Hehehe.

(Magishop assistant:) Magirock is a stone that seals magic inside. Not just once but for many times, Magirock stores magic spells. Consider it a bottle for keeping magic sealed. Hehehe.

[Ark leaves the shop and comes across crysta's field.]

(Crysta farmer:) I wonder what crystal blue is. Is it harmful to my crops?

(Pumpkin with face:) Yow! Quit it!

(Jumping girl:) Ark! Did you see? I can jump good now!

(Jumping Boy:) I wish I can jump like you!

[Ark enters the mill.]

(Man:) What am I doing? What does it look like I'm doing? I'm milling grains to make flour for baking bread. This mill is well made. I wonder who thought up something like this.

(if you talk to the man again)

(Man:) Hey, you're in the way. If you don't have any business here, be gone.

[In the room to the left, Ark finds a boy staring into space.]

(Boy:) huh.... what? Oh it's you Ark. I've been getting this weird feeling. Like I worked like this a long time ago. Weird, huh? You can laugh if you want. Heh...(Sigh)...

(if you talk to him again)

(Boy:) Don't tell the boss I was daydreaming.

[In the basement, Ark finds a room with a lot of gears turning. There is a switch that can halt the mill's production.]

(back upstairs, if you flicked the switch and the mill isn't working)

(Man:) The gears have stopped! Darn it! Who's responsible for this!?

[Ark decides to go outside again and decides to apologize to the weavers. Two girls are standing outside the weaver's place.]

(Left girl:) We're waiting for Elle because she's going to play with us later.

(Right girl:) Mom said boys and girls are bound by a promise from an earlier life. Ark, were you and Elle friends from the past?

[Ark enters the weaver's place. Elle and a woman are sitting at the table.]

Elle: Ark, I heard what you did. You should apologize right away.

Woman: What is it Ark? You didn't come to cause trouble again did you? If you did, I want you out of here!

Apologize

Leave

(if you choose "Leave")

Ark: I only came to see Elle. It's none of your business, lady.

Woman: Goodness! How dare you! Don't you feel the least guilt?

(if you have chosen "Leave")

Elle: Sheesh! Ark! Why won't you apologize? You're so stubborn!

(if you talk to her again after choosing "Leave")

(Woman:) Do you intend to give me more lip?

Apologize

Leave

(if you apologize now, or right from the beginning)

Ark: Er, well... I thought may be I did a bad thing the last time.

Woman: This is a real surprise. You honestly apologized! If you understand it's all right. We pour our souls into our weavings. Don't you ever repeat that kind of foolishness again.

(after you have apologized)

(Woman:) I don't understand how Elle could be friends with the likes of you.

(after you have apologized)

Elle: Ark. You should tone down your mischief.

[After apologizing, Ark enters the room to the left where four weavers are working.]

(Girl at the bottom:) Elle's weavings are endowed with a special power of evoking happiness. I want to become an artisan weaver like Elle some day.

(Other girls:) What am I doing? Embroidering. I draw pictures with threads on cloth.

[From here, Ark enters the room on the roof]

(Woman:) Yes? Ark. Elle should be downstairs. She's weaving something the Elder asked for.

[Ark steps out and jumps off the roof. There, he finds a man standing in front of a pool, and a boy standing outside a house next to it.]

(Man:) Sometimes, I've seen what looks like a town in this pool. I wonder what it is?

(Boy:) Hey! Ark!! Come play with us!

The boy will follow you around after you have talked to him, and you can move him quite a distance.

(if you throw a pumpkin or lettuce at him)

(Boy:) Ouch!

[Ark enters the house in the northwest of Crysta.]

(Woman:) Ark? Please don't teach the kids any more bad games OK? Just yesterday, they threw and broke all the vases here.

(if you eat the apples on the table)

(Woman:) Ark? I saw that! What I put up with!

[In the room to the left, Ark finds a little boy.]

(Boy:) I'm not allowed to go out today because crystal blue is flying.

(if you throw a vase at him)

(Boy:) Yaaaargh! Ark's being mean!

(if you talk to him again after that)

(Boy:) I didn't do anything! You're really mean Ark!

[In the room to the left, a sick girl is lying in bed.]

(Girl:) Snuffle... Sniff... Oh Ark! I had this really scary dream. I dreamt that everyone turns into ice. Snuffle... Sniff...

[Ark leaves to go ask the fortune teller about this and finds two more talking pumpkins outside, among trees and behind the fortune teller's house.]

(Pumpkin hidden in trees:) What've you got planned next?

(Pumpkin behind house:) Are you up to no good again?

[He finally enters and asks the fortune teller.]

(Fortune teller:) Hehehe. Ark is it? Let's see your fortune, then.

Hmmm. You have the look of trouble about you. You best take care. Hehehe.

The first three sentences are always the same when talking to the fortune teller and will be left out from here on.

1.2 The blue door

[Not sure what to make of this, Ark goes back to the Elder's. There, three boys gather around the blue door, with one sitting at the table.]

Depending on whether or not you choose to open the blue door yourself, things go a little differently. Both scenarios are given in separate subsections.

1.2.1 Ark refuses to open the door

(Boy:) ...It's no good. The door won't budge. Even when three of us pushed it won't open. It's not locked but...

[He notices Ark coming in.]

(Boy:) Hey! Ark! Just the guy we're looking for! The Elder has gone out. So there's this something we wanted to try. This blue door. The one we're not supposed to open, we want to see what's behind it. We've tried everything but we can't get it to open. Ark, you want to give it a shot?

Sure No way

(when saying "No way")

Ark: Nah. Why don't you guys do it yourself?

(Boy:) Yeah OK. But if we find anything cool in there, we won't tell you! That's good enough for you, huh?

I don't care. OK, I'll do it.

(when choosing "I don't care.")

Ark: Whatever's in there, I don't care. Do it yourself.

(Boy:) Yeah sure! Don't you regret it later!

(Boy:) Ark's not gonna help! Let's push the door again. Ready? Now!

[The three boys attempt to push the door together, and a strange light gathers at the door.]

(Boy:) Wh... What's happening?

[A flash of light. Three boys are gone and Ark is lying collapsed on the ground.]

(Boy:) Ark...Ark! Get up! Something's wrong. What should we do Ark? They all got sucked into that doorway. We shouldn't have tried to open the door like the Elder said!

(when talking to him again)

(Boy:) What should we do Ark? What happened to the guys in there?

[Ark decides to talk to Elle about this and goes to the weaver's.]

This may seem strange, but there is new dialogue here that can be missed if you open Pandora's Box already.

(Woman:) What is it Ark? Elle's in the next room weaving.

[Ark can't admit to being in trouble yet again, after all, and Asks Elle what she is doing instead.]

Elle: Oh hello. Ark. I'm going to weave what the Elder asked for. But he won't tell me for what it's to be used. "For a time that shall come." The Elder said. I wonder what he means?

(when talking to her again)

Elle: Ark? Try not to be so reckless. Even the Elder is worried.

[Deciding to clean up this mess before the Elder comes back, Ark returns to the Elder's place and attempts to open the door.]

(if you press "up" against the door for a bit)

Ark: Darn! I can't get this to budge!

[Being unable to get the door to budge, he throws a pot at it.]

Ark: Wha...What?? I cracked it???

[Seeing success, he does it again and finally breaks the door.]

Ark: Heh! That'll show ya! No door's going to keep Ark out!

(Boy:) ...Wait a second Ark. You shouldn't go in there! It might be dangerous!

[Ark enters anyway and finds that it leads to a basement with multiple levels. On the way to the bottom, he finds the three boys frozen like statues.]

Ark: ...Hey. What are you doing here? Say something!

(when talking to any of them again)

Ark: Hey! What happened? What the heck happened to you?

[At the bottom, Ark hears a voice.]

(Voice:) ...come...help... Get me down...

The rest plays out exactly the way it does when you choose to open the door yourself, which is found below.

1.2.2 Ark opens the blue door

(Boy:) ...It's no good. The door won't budge. Even when three of us pushed it won't open. It's not locked but...

[He notices Ark coming in.]

(Boy:) Hey! Ark! Just the guy we're looking for! The Elder has gone out. So there's this something we wanted to try. This blue door. The one we're not supposed to open, we want to see what's behind it. We've tried everything but we can't get it to open. Ark, you want to give it a shot?

Sure

No way

(if you choose "No way")

Ark: Nah. Why don't you guys do it yourself?

(Boy:) Yeah OK. But if we find anything cool in there, we won't tell you! That's good enough for you, huh?

I don't care.

OK, I'll do it.

(if you choose "OK, I'll do it")

Ark: Oh all right then. But if we find anything good, we split it up.

(when you choose "Sure" the first time he asks)

Ark: That sounds cool. I'll give it a go!

Boy: Way to go! Ark, maybe you can do it! Let's do it right now!

Before you try to open the door, you can go to Elle and check out her changed dialogue. See above.

(if you talk to any of the three boys near the door)

(Boy:) Are you chickening out? Hah! Some big hero you are!

(if you talk to one of them after that)

(Boy:) You said you'd do it! You're a coward if you chicken out!

(Boy at the table:) Uh, um... We shouldn't. If you said so, Ark they'll stop this. The Elder always says there's something in there we must never touch.

[Ark decides to go through with it, after all and tries pushing the door.]

(if you press "up" against the door for a bit)

Ark: Darn! I can't get this to budge!

[Being unable to get the door to budge, he throws a pot at it.]

(Boy:) Hey there's a crack in the door! Way to go! Ark!

[Seeing success, he does it again and finally breaks the door. The boy at the table leaves the room.]

(Boy:) Yeah! It's open! Way to go! Ark!

(Voice:) Help... Someone... help me...

(Boy:) ...Hey. Did you hear something?

Boy: I... I think I've got a stomach ache...

(Boy with bandana:) Me...Me too. My head sort of hurts...

(Boy in black:) Uh... I gotta go. You opened it so you take care of it.

[So saying, the boys leave one after another. Ark enters the door and finds that it leads to a multi-level basement. At the bottom, he hears a strange voice.]

(Voice:) ...come...help... Get me down...

[Ark moves further into the room and finds a strange box floating there. As he tries to open it, he is pushed away.]

(Voice:) No! The seal can only be broken with strength and a calm soul! Now! Soothe your soul. Calm down... Gently now... Touch this... box...

[Ark gently approaches and opens it. With a flash of light, a strange creature pops out.]

(Yomi:) ...Whew! That sure was cramped!! I'm free!!

Ark: Wh-what is this!? It spoke!

(Yomi:) Humph! You got something against me talking? Besides, what do you mean by 'it'? I have a proper name, you know. Yomi

Ark: Sheesh. Something weird came out. That's why the Elder kept that box stored away.

Yomi: Nice guess. But you're wrong. The foggy feared his people will enter the world inside this box. For the innocent folk here, the, box's significance won't be clear.

Ark: Box? What happened to that box anyway?

Yomi: Don't be so thick. You're holding it. Whoever breaks the seal on the box gains the right to own it. From now on, you can go to and from inside the box by pressing the SELECT key. I'll give you a personal tour of this here box. Come along!

[Ark and Yomi are sucked into the box, a strange place with multiple rooms and decorated with furniture.]

(Yomi:) See? This is inside the box. You can freely get in and out.

(at the Jewel Box)

(Yomi:) This is the Jewel Box. Magic rings and summon medals are placed in here. You can also check your stock of Magirock for making magic. To use magic, go to the Item Room and equip this Jewel Box.

(at the Battle Handbook)

(Yomi:) This is the Battle Handbook. If you don't know how to do an attack, read this.

(at the Strength Mirror)

(Yomi:) This is the Strength Mirror. You can check your strength, defense, luck and experience points.

(at the Settings Memo)

(Yomi:) This is the Settings Memo. You can change the Config settings here.

(at the Map)

(Yomi:) This is the Map. Check it in a dungeon to see where you are.

(at the Journey Guidebook)

(Yomi:) This is the Journey Guidebook. It has many helpful tips, so you be sure to read it later! Let's go to the next room.

(in the Item Room)

(Yomi:) This is the Item Room. Items are stored here. To use one, equip it and press X button. If you want to show someone an item, equip it beforehand. For a description about an item, point to the item and press L. I'll describe it. It's the same for weapons and armor. And behind me is the Whole Hole. It consumes anything. There's a Whole Hole in the three rooms, Item, Armor and Weapon. To trash something, stand in front of a hole and call me. Let's go to the next room.

(in the Weapon Room)

(Yomi:) This is the Weapon Room. Weapons you obtain are stored here. Be careful, you have to be equipped with a weapon to fight. Let's go to the next room.

(in the Armor Room)

This is the Armor Room. Armor you obtain are stored here. Don't forget to equip yourself with armor for protection. Let's go to the next room.

(in the Main Room)

(Yomi:) Now you. Go explore this box yourself. Oh yeah. You should go to the Weapon Room again. You'll find something that awaited freedom with me. I think you'll get to like it Ark.

[Ark enters the Weapon Room inside the box and approaches a sparkling object in there.]

(Voice:) Ark. The seal has been undone. Can you hear me? I have awaited here for someone who could use me at will. Humans, upon gaining intelligence, will learn of my existence. Using me, humans will gain power and expand their world. And time will revolve as it ever has. Like others before you, you have opened this box and met me. Have you the courage to use me?

Yes.

No.

(If you choose "No.")

(Voice:) So you are no more than yet another peasant dulled by peace...

(If you choose "Yes.")

(Voice:) Then take me in your hands exactly as your soul desires.

Ark obtained a weapon!

Yomi: Huh! It looks like it took a liking to you. Oops, it looks like you've got company Ark. Best get outside.

[Ark and Yomi leave the box as Elle approaches from the back of the room.]

Elle: Ark! Are you all right? I heard that you came in here...
...Gasp! What is that?

Yomi: Sheesh! That's some great reception I get.

Ark: I don't know, but it appears harmless. What's up Elle?

Elle: ...I don't know... Ark...I'm... ...frightened. I...I... I feel terribly scared. I get this feeling that something is starting... Something that really frightens me. So...Please... Don't leave me... All alone...

[A strange light leaves Elle like a statue, as if frozen to ice.]

Ark: Elle? Elle? What's the matter?

Ark: Hey! You! What did you do to Elle!?

Yomi: Oooh scary! But right about now, everyone in the village should be like that. Wh...Why are you giving me that look? It's not my fault! I was just trapped inside that box! But I owe you one for freeing me, so I'll tell you. A way to get that there girl back to normal. Get out of this cozy village and explore the world you live in. You should be able to discover the future that's been invested in the box. Later!

[Yomi disappears into thin air, and Ark dashes towards him to catch him.]

Ark: Hey! What do you mean!? Think you can get away?

(when talking to the frozen Elle)

Ark: Elle... Say something! What's going on?The Elder! That foggy had that box hidden away. The old-timer ought to know something.

[As Yomi predicted, Ark finds the other villagers in the Elder's house frozen.]

(when talking to one of the four guys who were in the blue door room, and are now back despite having left earlier)

Ark: What's happening here? Say something!

(when talking to one of them again)

Ark: Why is this happening? I opened the door! Why do you guys have to end up this way?

(when talking to any other frozen villager)

Ark: What's happening here? Say something!

(when talking to any other frozen villager for a second time)

Ark: Say something! Darn! The body's gotten ice cold!

[As Ark wants to leave to see how everyone else is doing, the Elder is coming back.]

Ark: Hey!! What happened here? Tell me gramps!

Elder: You enormous fool! It is you who has brought about this situation! I decreed that the door must never be opened because I feared of this. But we cannot leave the people the way they are. Do you wish to return them to normal?

Of course!

Doesn't matter

(if you say "Doesn't matter")

Ark: Hey granddad! If you know how, why don't you deal with it?

Elder: What? You arrogant pup! Well, so be it then. I shall be in my room! Come to me if you change your mind.

(if you speak to him again in his room)

Elder: Have you changed your mind?

Save people

Doesn't matter

(if you choose "Doesn't matter" again)

Ark: Hey granddad! If you know how, why don't you deal with it?

Elder: What? You truly are an arrogant pup! I demand some respect!

(if you choose "Save people" now)

Ark: Yeah I want to save them!! If you know how, tell me now granddad!

(if you choose "Of course!" the first time he asks)

Ark: Darn right! If you know how, tell me now!

(in either case, the Elder continues with)

Elder: So be it. Ark, go out of the village. Five towers await you.

Ark: Outside the village? What's outside the village? And what do you mean by towers?

Elder: The gate is open. But have you the ability to succeed?

If you said "Of course!" the first time, he will go to his room after saying this.

(if you speak to him in his room)

Elder: What is it Ark?

Ask about towers Ask about box ...I'm tired

(if you choose "Ask about towers")

Ark: Hey granddad. What are the towers?

Elder: You...No. No one here has ever set foot outside. Five towers await outside, each one controlling living things. That is all. You must seek the answers in the towers yourself.

(if you choose "Ask about box")

Ark: Gramps. That box... What exactly was it?

Elder: It is from the world that is opposite our's. By freeing it, you upset the natural balance of this world... But its real significance you will come to learn yourself.

(if you choose "...I'm tired")

Ark: Gramps. I'm tired.

Elder: Close your eyes. I will rid you of your ills.

Ark is fully restored!

(Elder:) Resting in bed will also relieve you of ills. Outside, your Crystal Spear will heal you over time. If you wish to cure yourself at once, use a healing bulb. Now. Be on your way.

(if you press the "cancel" button)

(Elder:) Come to me when you have a need.

(if you decide to take a treasure from one of the chests)

Elder: Take what you find in that chest. It should be of use.

[As Ark steps out to leave the village like the Elder instructed, he sees a strange gate that was not there before.]

Ark: Wha... What? What is this?

Ark: So this is the gate gramps was talking about. ...Outside, huh? Sounds exciting! I'll go anywhere!

(if you stroll around town and talk to the pumpkin again)

(Pumpkin with face:) Light from the Elder's mansion froze everyone. ...Did you do this?

[Before leaving the village for his quest, Ark decides to ask the fortune teller for advice.]

(Fortune teller:) Brilliant thread weaves your fate. The lucky number is four!

[With this hint in mind, Ark steps outside the village. There, he finds a world of lava seas and crystal landscapes.]

1.3 Tower 1

(if you go to one of the later towers before completing those that come before it)

Guardian: It is not yet time for you to come. Depart posthaste.

[Ark finds the first of five towers and approaches it.]

Ark: So this is what gramps was calling a tower. Heh, I'm getting excited here.

[As Ark steps closer, a face appears on the gate.]

Ark: Whoaaaw! Hey!! Hey you!! Don't spook me like that!!

Face on gate: I am the guardian. What business have you here?

Ark: What?

Save friends.

Step aside!

(if you choose "Save friends.")

Ark: The people of the village have been frozen! What do I have to do? Tell me!

Guardian: Then step forth into the tower.

(if you choose "Step aside!")

Ark: I'm in a hurry. Whatever you are, I don't have the time to explain!

Guardian: So be it. Whatever you think, I know entirely.

(in either case, the Guardian continues with)

(Guardian:) Within wander countless souls of living things. Reach the uppermost floor and gain the power to control the world. Ark. Will you test your fate?

[Ark enters the tower and readies his weapon. Upon striking down a monster, he frees a soul.]

(Soul:) I am a wandering soul. Living things have been transformed into monsters. Like you have saved me, save the others...

[The soul disappears and a gate opens that lets Ark proceed upwards. He frees another soul there by defeating a foe.]

(Soul:) Your strength is being tested. Fighting alone is not strength. Observation is the solution.

[Bearing this in mind, Ark notices one of the windows is not blocked by bars and makes his way up the tower on the outside. He finally proceeds to the top.]

Guardian: Ark. You have done well to reach here. The monsters you felled, they are people's souls transformed. Upon overcoming this challenge, they will regain their forms.

So saying, Guardian held aloft a hand! Four Huballs appeared!

[Ark defeats his enemies.]

Guardian's voice echoed.

(Guardian:) Earth is trying to revive the breath of life. Land is on the verge of resurrection. Ark. That door leads to the space for land's control. You may enter.

[Ark enters a strange room which is connected to five doors. Various constellations can be seen in the background. From above, Earth approaches, having a size comparable to Ark and coming within his grasp. The screen transitions onto the earth's ocean covered surface and the camera zooms out into outer space, and Earth fades out. In a swirling blue-white vortex, the continent Eurasia is seen. The screen transitions to a scene of snowy mountains. An empty map comes up and Eurasia is placed in the top left.]

On this day, Eurasia was resurrected.

[The souls of everyone at the weaver's place return. Ark decides to check up on them again. Returning to Crysta, Ark sees that most of the villagers are still frozen.]

(if you talk to one of them)

Ark: Wait for me. I'll get you back to normal right away!

[He heads to the weavers to see if they are alright.]

(Woman:) What? Something's odd. I feel strange... I feel as if I awoke from a long sleep to an unfamiliar place.

(left room)

(Bottom girl:)Goodness. Was I asleep?

(Other girls:) I had a strange dream... I was in a busy town with huge buildings... But even there, I was embroidering as I do now.

Elle: Ark... While I was barely conscious, I came to understand. That it was you Ark who saved me... I...I know now for whom this weaving is intended. Ark. Just as you fought to save us, I, too will help you. I will weave my soul into what I weave for you Ark.

[Encouraged by Elle's words, Ark heads out again to find the second tower.]

1.4 Tower 2

[Ark makes his way to the second tower and enters it. He frees another soul.]

(Soul:) Pay heed to the statues and the color of the jewel in the forehead.

[Ark notices that the statues with a red jewel are easy to push aside and proceeds. Another soul gives him a further hint.]

(Soul:) Switches that glow gold. What changes do they bring?

[Ark makes it to the top of the tower and meets the guardian again.]

(Guardian:) You have done well to get here. Huhuhuhu... So it shall be. Enter.

[Ark enters the resurrection room again. As the camera zooms out from Earth, Eurasia can be seen on its surface. In the swirling vortex, the shape of South America can be seen. The screen transitions into a resurrection scene. Lightning strikes the land, and thunder can be heard. Rain covers a barren land, and a river is flowing. The map comes up and South America is placed in the bottom right.]

On this day, S. America was resurrected.

1.5 Tower 3

[The souls of the two men at the mill return to their bodies in Crysta. Ark journeys to the third tower. Making his way up the tower, Ark comes across a dead end and steps on a weird, cross-shaped overhang.]

The men say nothing new, so Ark does not return to Crysta.

Guardian's voice echoed.

Guardian: You have done well to get here. Huhuhuhu... If you wish to enter, you must overcome this challenge.

[The way back is closed. Three cadets appear, but Ark defeats them swiftly.]

Guardian's voice echoed.

Guardian: So it shall be. Enter the door.

[The way back opens, and Ark is able to enter the resurrection chamber again. As the camera zooms out from Earth, Eurasia and South America can be seen on its surface. In the swirling vortex, the shape of Africa can be seen. The screen transitions to a resurrection scene. Over a barren landscape, the moon can be seen rising from the horizon. The map comes up, and Africa is placed in the bottom left.]

On this day, Africa was resurrected.

1.5.1 Secret Area – But it's too early

[The souls of everyone in the northwestern house of Crysta return to their bodies. Before Ark comes back to Crysta, he moves further forward past the third tower and finds a strange place. As he pushes the rocks blocking his path out of the way, he finds a gate, not unlike the ones he found in the towers. A voice commands him to turn back.]

Voice: It is not yet time for you to come. Return only when you have resurrected the five continents.

1.6 Tower 4

[Returning back to Crysta to quickly check on the villagers he freed, everything seems to be back to normal. The sick girl, however, tells Ark something curious.]

(Sick girl:) Ark, I saw another dream. I had a dream meeting you Ark, somewhere I never ever seen. Isn't it nice?

[Ark proceeds to the fourth tower and is greeted by the Guardian.]

Guardian: I'm impressed you should reach here.

So saying, the mysterious figure chuckled slyly.
Three Cadets appeared!

[The way forward is blocked. Ark defeats the three cadets and can proceed. After running in circles for a while, Ark gets a valuable hint from a soul he frees.]

(Soul:) Your courage is at test. At times, you must take bold chances.

[With this knowledge, Ark takes a leap of faith into a seemingly bottomless abyss, which allows him to proceed further. After more trials, he finds a Crystal thread in a chest. He finally meets the guardian again.]

Guardian: Ark. I have prepared a most entertaining show for you. Savor it. Enjoy.

[Ark gets teleported to a dimly lit room. Multiple huballs have combined in a snake-like formation that moves along the room. Ark strikes down the golden huball which leads the formation as the snake leaves and returns, becoming smaller each time. This continues until none are left.]

(as the fight begins)

(Voice:) Introducing the Dancing Huball Troupe!

(after defeating the Dancing Huball Troupe)

(Voice:) That's it for today's show! Thank you!

[Ark is brought to the resurrection chamber. As the camera zooms out from Earth, Eurasia, South America and Africa can be seen on its surface. In the swirling vortex, the shape of North America can be seen. The screen transitions to a resurrection scene. A starry night over a barren landscape is seen. The stars rotate due to the Earth's diurnal motion. The map comes up and North America is placed in the top right.]

On this day, N. America was resurrected.

[The souls of everyone at the Elder's place return. Ark proceeds to the last tower but is being ambushed and immobilized upon entering it. The Guardian appears and throws an orb of light towards Ark which pushes him out of the tower. With no way to proceed, Ark makes his way to a strange structure beyond the fifth tower. Upon defeating his foes there, a voice compels him to return when he has resurrected all continents, just as he had heard before. Ark returns to Crysta.]

1.7 Elle's Cape

[Having returned to Crysta, Ark checks on the people at the Elder's place.]

(in the room adjacent to Ark's)

(Boy with bandana:) Wow. It's weird... I get this strange feeling that time stopped.

(in the room with the blue door)

(Boy at the top right:) I wonder why the Elder isn't angry even though the door was opened?

(Boy at the left:) ...What happened? Did something bad happen?

(Boy at the top left:) Hey...Ark. We opened that door... And then what happened?

[After checking in on them, Ark goes to see Elle.]

Elle: ...That thread? It's beautiful. It's crystal thread. Ark. May I have that thread? I want to weave it into this cape. I'm certain it will add power to protect you Ark.

(if you talk to her again)

Elle: I will be finished for certain by tomorrow. Ark. You must be tired. Go get some sleep at the Elder's. Please come see me again tomorrow.

[Ark goes back to his room and sleeps. He wakes up in the middle of the night, having stumbled out of bed onto the hard floor. He decides to see if Elle is still working and leaves his room. A man can be seen sleeping on the floor as a woman enjoys a comfortable bed.]

(Man:) Groan... The floor is hard...

(Woman:) Aaah, comfy...

[Besides the Elder, who is still awake, the house is empty. Ark takes a stroll around Crysta.]

The fortune teller's house and the Magishop are locked. You can enter the general shop, which offers everything at half price during the night, the mill, the weaver's and the house in the northwest. In the latter, you only find the sick girl who also seems to be awake. But she does not tell Ark anything new. It is possible that she was supposed to, originally. See the "unused lines" section below.

(when trying to enter a locked house)

(Ark:) It's locked...

(in the mill, where the man is still awake)

(Man:) Be it midnight or whatever, there are people working somewhere like me.

[Ark makes it to Elle's room and sees that she is still working, talking to herself.]

Elle: Crystal cape. I pray to you. I beseech you to shield Ark from harm. And... I pray... Please don't take Ark far away.

(if you talk to her)

Elle: Ark... What's the matter? Can't sleep? Your cape is almost finished. I will be done tomorrow. Ark. Please get some rest. ...But when this cape is made I get this feeling Ark will go far away... You won't do that will you?

Of course not.

I don't know.

(if you choose "Of course not.")

Ark: What are you saying? Who said I'm going anywhere? Yes, I did see the world outside here and learned the world is huge. But...I love this village because Elle lives here. I'm not leaving.

Elle: Thank you. Ark. Those words alone are enough.

(if you choose "I don't know.")

Ark: ...I don't know. I got this feeling after seeing the world outside. Something, somewhere is waiting for me.

Elle: ...I understand. Ark. You have a special glow about you that the rest of us lack. But remember, I will always be with you Ark. However distant... Please don't ever forget that.

(in either case, she continues with)

Elle: There is still time before dawn. You should get some rest. Come see me again in the morning. I will wait up for you.

[Ark goes back to sleep and falls out of his bed yet again in the morning. He decides to see Elle.]

Elle: Ark. Did you sleep well? Here. Take this. Your cape as promised. It's light and warm. And I wove in a prayer to protect you from adversity, Ark. I think it will help you. Please wear it when you are in trouble.

Ark obtained Elle's cape!

(when you talk to her again)

Elle: Ark... Please be careful. I will pray for your safety.

1.8 Tower 5

[Equipped with Elle's Cape, Ark attempts to conquer the fifth tower again. He is ambushed again.]

Immobilized!!

[The guardian appears just like last time and throws an orb of light at Ark.]

Elle's Cape reflected the orb!

[This time, Ark is protected by Elle's cape and can proceed up the tower. With little in the way to stop him, he makes it to the top where the Guardian awaits him.]

Guardian: This is your final challenge. Go on.

[Ark steps forth further into the tower. He walks along a bridge where lights go on to the left and right as he goes past them. At the end, the scorpion-like creature Shadowkeeper appears. Ark defeats it in battle.]

Defeated Shadowkeeper!!

Guardian: Ark. You have done well to overcome your challenges. Your real journey begins today. You shall return to the Elder.

[Ark is brought to the resurrection chamber. As the camera zooms out from Earth, Eurasia, South America, Africa and North America can be seen on its surface. In the swirling vortex, the shape of Australia can be seen. The screen transitions to a resurrection scene. Under a blue sky with clouds moving along it, Ayers Rock can be seen. The map comes up, and Australia is placed in the near the middle of the bottom edge.]

On this day, Australia was resurrected.

1.9 Secret Areas

[The souls of the remaining villagers and the chickens are brought back. As Ark leaves the tower, he remembers the strange structure he encountered before. He fights his way through his foes there and enters a gate. The map with all continents is shown.]

On this day, Polynese was resurrected.

[Ark revisits the structure near the third tower on the way back to Crysta. After he pushed the rocks in his way to proceed, he enters a gate. The map with all continents is shown.]

On this day, Mu was resurrected.

1.10 Journey to the Overworld

[Ark makes his way back to Crysta and checks in on all the other villagers who had been frozen until recently.]

(Fishing man:) ...Huh?... I must've been dozing.

(Boy in front of Magishop:) Ark. Um, I saw you reflected in crystal blue. You were fighting monsters with all your might. You were great!

(Crysta farmer:) Whew, maybe I got a cold. Everything seemed like it turned blue.

(Jumping boy:) I know something. I know you fought monsters for us Ark! You saved us Ark!

(Jumping girl:) Ark! You're so strong! You're great!

(in front of the weaver's)

(Left girl:) Ark. You're going away aren't you? Just like before.

(when talking to her again)

(Left girl:) You never came back that time, too...

(Right girl:) The child has been saying something odd. Ark and Elle are going far far away.

(when talking to her again)

(Right girl:) Maybe I was dreaming?

(Man at pond:) Hey... You somehow look much more grown up all of a sudden.

[Relieved, but not knowing whether his quest is finished, Ark sees the fortune teller.]

(Fortune teller:) I see you standing on a ravaged land, the start of a harsh journey.

[With that, Ark finally decides to see the Elder, just as the Guardian had instructed him.]

Elder: Ark. You have succeeded. You witnessed the resurrection of continents at each of the towers. However, it is only the land that is revived. Life remains unborn. Ark. I wish to show you something. We shall go outside. Outside, in (right) direction, there is a huge hole. Come with me.

[Ark follows the Elder outside of Crysta and to the right. He sees a huge hole there which has no bottom in sight.]

Elder: The crevasse leads to the surface. It is a strange world, an infinite pool with island, continents. It was once a world vibrant with abundant flora and fauna. But all life ended on the surface leaving only the ravaged land. I wish to see the surface world's resurrection for the people here.

Ark: Wow! That's some story. I'm trying to come to grips with it. You're thinking grand, gramps, though. I have to hand it to you.

Elder: Listen Ark. You shall go to the surface and revive the world. Once you venture across, you cannot return until your duty is done. Have you any unfinished business?

Yes, wait!

No, let's go.

(if you choose "No, let's go" and haven't talked to Elle after the Elder went to the hole)

(Elder:) Are you really sure? Shouldn't you bid farewell to Elle?

(if you choose "Yes, wait!")

(Elder:) So be it. When you can be no better prepared, return.

[Before embarking on a journey with no return for possibly a long time, Ark decides to see Elle and goes to the weaver's.]

(Woman:) Something's wrong with Elle. She's crying in her room. Ark. You didn't do anything to Elle did you!?

[As Ark tries to open the door to Elle's room, he suddenly hears her speak.]

(off-screen)

Elle: Don't! Please don't come in!

(from inside her room, after the camera scrolls)

(Elle:) I'm sorry...Ark. I... I can't see you now. I heard you are going far away. I have to send you off with a smile. But I can't. I don't know why... But I can't stop crying... But Ark will come back safely one day. I will wait until that day. I'm sure I can greet you with a smile then, Ark. Ark... For just a short while... Good bye.

(if you approach her door again)

Elle: Don't! Please don't come in!

[With Elle having bid farewell to Ark, he leaves Crysta behind and goes back to the hole so start his journey to revive life on the planet.]

(the Elder will repeat his dialogue from above and ask you if you have any business. If you choose "No, let's go.")

(Elder:) Some advice before you depart. The Crystal Spear you obtained in Pandora's Box. It is effective only under crystal blue, that is, in our world. On the surface, you must use a healing bulb to regain strength. Do not be stingy with items in desperate times. Such are the secrets behind longevity. Though you will face perilous challenges, never shall you quail. Enough. Be off with you!

[Ark jumps into the huge crevasse. He tumbles into a swirling vortex and slowly disappears. The title screen for the next chapter of the game appears.]

2 Chapter 2 – Resurrection of the World

2.1 Revival of Plants

[Ark is lying on the ground on the other side of the portal, with nothing else in sight.]

How much time has passed?

Ark slowly opened his eyes to a barren wasteland devoid of life.

[Ark gets up on his feet and looks at the hole.]

Ark: So this is the hole I came through. There's no turning back now.

[Ark turns and looks around.]

Ark: What a desolate world... Barren land, stale air. No life could exist here. Resurrect THIS? Gramps sure expects a lot.

[Yomi suddenly appears.]

Yomi: (Snicker). Let's drop the speech and get with the program. Ark. You can think but that won't change the world.

Ark: Yeah, you can afford to be optimistic. We've been suddenly dropped into an empty world. It's hard not to be worried about what's up ahead.

Yomi: Let's cut to the chase. Nothing will happen if you don't take action.

[With that, Yomi disappears. Ark gets on the way south but finds only more barren land. In the far north, impassably steep mountains block his way. He finally discovers the remains of what seems to be a large tree, surrounded by poisonous water. A voice beckons him.]

Ark

Come here...

[Ark notices the voice again as he approaches the tree.]

Ark

Come here...

[As he stands closer to the large tree, Ark can hear the voice another time.]

(Ra Tree:) I have waited for you so long now.

[Standing right next to the tree, Ark notices a hole in its trunk which is just large enough for him to crawl in. Ark crawls into the tree just as the voice seemed to ask of him.]

Ark: Hoo wow... An underground cavern. If this tree was a man, then these corridors must be its veins.

[Ark fights his way through many fiends. Upon striking one of them down, he frees a soul.]

(Soul:) Plants started from one tree and proliferated only gradually. By saving Ra Tree, the world should once again become green.

[Further into the underground maze, Ark frees another soul from a poisonous plant.]

Soul: Follow me...

[Ark follows the soul to a long vine which leads even deeper underground. He climbs down and finds clean water and two plants rooted there.]

Lily: Thank you for saving me. The surface is ruined, but deep under, recovery is taking place. That plant serves as ideal flippers. Take it with you.

[Ark approaches a plant with large leaves next to the underground lake and takes its leaves.]

Ark obtained Giant Leaves!

[Yomi appears.]

Yomi: Ark. So you can't swim?

Ark: What's it to you? Where I'm from, it's not needed. Yomi, you have about as much tact as I do.

Yomi: I'll say this. There's never a dull moment being around you.

[After Yomi disappears, Ark uses his new flippers to swim to a small island with a plant on it.]

(Orange plant:) Beware. Parasite releases a poisonous cloud the moment you enter.

[Ark can now reach places he could not get to before with his newly found swimming aid. He finds more plants there.]

(Lily:) The surface is devastated. There is nowhere that we can survive. Drink from this spring. You will be shielded from vile poison.

Ark obtained Ra Dewdrop.

(when talking to it again)

(Lily:) Please save Ra Tree.

(when drinking the dewdrop)

Ark sipped Ra Dewdrop! Ark became immune to Parasite poison gas!

After you drink the dewdrop, you can get another one if you talk to the lily again.

(Another lily:) Check the Abbee husk beside me.

Ark obtained LeafSuit!

(Orange plant:) On the surface, there was a paradise of plants called Evegreen.

[Ark finally makes his way to the chamber where Parasite dwells. Gas blurs his vision.]

(if you did not drink Ra Dewdrop yet)

Inhaled poison gas! Ark's senses faded away...

Ark will collapse and get thrown out of the room.

(if you drank Ra Dewdrop before entering)

Ra Dewdrop screens out poison gas!

[The effect of the poison gas subsides immediately and Ark's vision returns to normal. Parasite attacks Ark from all sides. Ark seems to gain the upper hand after a while, but Parasite remains confident.]

(Parasite:) Huhuhu... Don't think you've won so easily!

[Ark continues fighting Parasite. He ends up victorious.]

Defeated Parasite!!

Voice: Ark. I have waited long for this moment. Plants changed into monsters should regain their forms. Green will soon carpet the world. But remember this. It is still too early for the world to be resurrected. You must lead the growth of living things.

[The screen transitions to a resurrection scene. A cone of light illuminates a small patch of land below. The beginnings of a small plant can be seen. Rain sets in and the plant grows into a dandelion. After the rain stops, wind blows away the dandelion's petals. Its fruit ripens and is slowly being spread in all directions. A single of these cypselaes is seen flying across the ravaged land as the wind carries it. The land slowly turns green along the path it takes. The world is soon covered in plants as far as the eye can see. The screen fades to black. Ark is seen, and the rest of Evergreen fades in. The water is clean and plants are everywhere. Ra Tree's wound has closed. Ark speaks to a small flower.]

2.2 Evergreen

(Small red flower:) The large tree (up) is Ra Tree, the wisest of all plants. It has watched life evolve far before the coming of humans. Ra Tree wishes to speak with you. Go speak to it.

(Ra Tree:) It is good of you to come. Ark. I am the origin of all plants in RA. Deep underground, I sensed and awaited long for your arrival. Living things on the surface are locked in sleep, the way we were. The path you must now take will be marked by plants. I have a small gift. Summon me with it if you require healing.

Ark obtained GrassPin!

(when talking to Ra Tree again)

(Ra Tree:) Ark. You must roam this world. Hear the voices of living things.
[Before leaving, Ark talks to all the other plants in Ra.]

All of the following are different plants than the ones that come before them. They have the same handful of sprites, and differentiating them by their exact location was too bothersome for me in this case. Some say the same things as others, but those are not listed separately.

(Small red flower:) In the north continent once existed a paradise of birds. Birds used to come play here often in the past.

(Small orange flower:) I'm glad to have escaped from darkness. Thank you, Ark. But without other living things, this world still feels lonely.

(Small orange flower:) We cannot move from here. But our children will reach other lands on wind and animals.

(Small red flower:) Ark, thank you. You made it possible for beautiful flowers to bloom again.

(Carnivorous plant:) Arf!

(Small red flower:) This world suddenly turned to naught. Life and land disappeared.

(Small orange flower:) Land has re-emerged. We have returned. But what of the others?

(Small orange flower:) In the past, this world was vibrant with life. Will birds and animals no longer visit us?

(when you jump repeatedly on one of the huge flowers in the water)

(Huge plant:) Ouch!

(if you jump on it once more)

(Huge plant:) Hey! That hurts!! Please don't jump on me like that!

(Small orange flower:) The beauty up top is amaryllis. She's a fabulous singer.

(Amaryllis:) Hello cute stuff. You're the one who saved us? As a token of appreciation, I want to sing you a song.

[Amaryllis sings a beautiful song. After listening to it for a while, Ark embarks on his journey north, where the paradise of birds had once been located.]

2.3 Revival of Birds

(if you were to go to Guiana before talking to Ra Tree)

(Small red flower:) Have you spoken to Ra Tree at Evergreen? I'm certain it will help you.

The vine that enables you to climb up the cliff would not be there in this case.

[Ark arrives at Guiana. A huge vine now grows on the steep cliff that was impassable before.]

(Small red flower:) You will no longer be alone. We will always watch over you. When more living things are revived, they will come to your help. Ahead, there is land that was a paradise of birds. Like us, the birds must be awaiting your help.

[Ark climbs the vine. There is a cactus up on the mountain.]

(Cactus:) Go north. Something is trying to awaken there.

[Ark arrives on the northern continent. He finds what must have once been the paradise of birds in a mountain range to the west. A lone flower waits there.]

(Small red flower:) It is a sad thing, Ark. There was once a paradise of birds here. I can hear them. The sad cries of birds from the stone mountain in the north. Somebody must have destroyed the source of life for birds. But I cannot do a thing except await their return...

(when talking to it again)

(Small red flower:) Please free the birds from their misery. All I could do is help you this way.

Ark is fully restored!

[Heeding the plant's words, Ark makes his way north to Grecliff. The RocSpear he finds there helps him clear rocks blocking his way. Ark encounters many bird demons on his way up and notices a peculiar glow.]

Something flashed in Periton's nest.

Ark obtained Sharp Claws!

[Ark can now easily scale steep mountains with the claws he found. He makes it up to the very top and is attacked by a giant bird. The bird calls for help after it finds itself in a difficult spot. Another giant bird arrives and almost trips Ark with its presents. Despite all this, Ark perseveres and is victorious.]

Defeated Dark Twins!!

Voice: Ark. I have waited long for this moment. Birds changed into monsters should regain their forms. But remember this. It is still too early for the world to be resurrected. You must lead the growth of living things.

[The screen transitions into a resurrection scene. A bird's egg is seen before a black background. The egg begins to crack and fades out. The background turns into a blue sky with shining sun. An eagle comes into view as the camera moves backwards. Then the camera pans down and a mountain range can be seen in the distance. Lots of birds fly in the distance from right to left.]

2.4 Sanctuar

[Ark is now back in Sanctuar. Water is gushing down the cliff, and lots of birds have returned.]

Again, assume all birds listed here are different individuals unless otherwise indicated. When multiple birds say the same thing, I listed only one instance.

(Exotic green bird:) Oh, I wish I could spread my wings and fly in the wide open skies. But the signal from Windvale to fly hasn't come yet.

(Small bird:) Welcome to our paradise. We are honored by your presence!

(Exotic red bird:) Birds sense the seasons by the wind and migrate to new lands. But this year, there has been no wind at all.

(Small bird:) Kingbird's nest is a (up) climb up the cliff.

(Gull:) I'm just a free flying migratory kind of guy. Bro' how about I sing you a song?
Okay. I'll pass.

(if you choose "I'll pass")

(Gull:) ...Sigh... No one cares about art no more...

(if you choose "Okay.")

(Gull:) Right! Perfect! Bro' you understand art!

The gull starts "singing", making the song that plays speed up and slow down alternately.

(Small bird:) (up) of here is a stone mountain where Kingbirds live. When I'm reborn, I hope I come back as cool as a Kingbird.

(Small bird:) I'm learning to fly. I'm not very good so I always get left behind.

(if you talk to it again)

(Small bird:) You can't fly very well either. I guess we're the same.

[Ark uses his claws to climb up the cliff to reach the area where kingbirds nest.]

(Kingbird:) We Kingbirds build nests in high locations. At the highest point is the King of all birds.

(Kingbird:) You returned the life stream of birds to normal. I wish to thank you on behalf of all birds. Thank you.

(Kingbird:) When humans lived, they often came to steal our eggs. But we have no fear of that now. It is blessedly peaceful.

(Kingbird chick:) I'm staying home alone. I can stay home alone by myself.

(Kingbird chick:) I'm hungry. Really hungry. But I'm waiting for Mom. I'm a good chick.

(Kingbird:) We Kingbirds are very proud. We train every day to fly higher and more beautifully.

(Kingbird:) Over (right) way is the King of Kingbirds. He is a caring soul who watches over us. ...Though he is a tad heavy...

(Gull:) We migrators fly to continents with guidance from the wind. But the wind hasn't beckoned to us yet. ... I'm disappointed.

(if you talk to the merchant behind the counter)

(Merchant bird:) Hey brother! You need anything? I'm not much to look at, but I am a good merchant. Talk to me across the counter. I'll give you a good deal.

[Finally, Ark climbs up a vine to the very top of the kingbirds' nest and meets their king.]

(King Kingbird:) Indeed, I am the King of Kingbirds. You returned us to our original forms. I thank you sincerely. It is good everything is back to the way it was. ...I wish I could say that, but it isn't true. Close by, there is a cavern called Windvale. Wind from it in the spring tells us that we must fly to new lands. But this year, the wind has not blown. We are concerned. Where is Windvale? You should ask a gull down below. I wish I could take you myself, but I can no longer fly.

2.5 Windvale

(when talking to any of the three gulls below)

(Gull:) Pardon me? Do you want to go to Windvale? No problem! I'll take you. It's just a quick flight. Want to go?

Go to Windvale.

Not now.

(if choose say "Not now.")

Gull: Dam! It pains me that I can't serve you Ark.

(if you choose "Go to Windvale.")

Ark: Windvale? Sounds exciting. Will you take me?

Gull: Sure thing! We'll leave now. Hang on tight!

[Ark is wrapped in the huge cloth the gull was carrying on its back and transported to a cave entrance on a small mountain region to the east.]

(Gull:) This is Windvale. In the spring, a refreshing wind flows out from here. On that cue, we leave to fly all over the world. I'll wait right here. Ark please go on.

[There is a deep chasm inside the cave. Ark takes three stones lying here and throws them down the chasm one after another.]

A deep voice whispered in Ark's ear.

(Voice:) Who is arousing me from my sleep? What? I hear the calling of birds. I sense the fragrance of spring. I understand... The long, harsh winter is over. I know not who you might be, but I thank you for waking me. I shall get to work immediately.

[A rumbling sound can be heard and wind flows forth from the cave. Ark steps back outside.]

(Gull:) ...Wow! Ark. I could tell right away. The wind is back. We've got to get going. Let's go tell the King right now!

[The gull takes Ark back to Sanctuar.]

(Gull:) This way Ark. Please report to the King.

(King Kingbird:) The wind is blowing. The migrators can take off to new lands. As a show of appreciation, please accept this. It's the WindPin. If you develop an abnormality, summon birds with this to cure you.

Ark obtained WindPin!

(King Kingbird:) If you wish to travel elsewhere, speak to a gull.

(talking to him again)

(King Kingbird:) The birds are happy! You are very appreciated.

[Before leaving, Ark wants to talk to the other birds who have heard the good news by now.]

(Exotic red bird:) What a great wind! We can go anywhere without losing our bearings.

(Exotic green bird:) The wind has returned! Now we can freely fly around the world!

[Ark decides that it is time to move on.]

2.6 Traveling with Gulls

You can go back to windvale now. It is completely pointless, but listed here fore completeness. You can also go to Kamiyo, but there is nothing to do there, either. One can find Neotokio there in Chapter 3.

(talking to the gull on the right)

(Gull:) Ark. Tell me if you want to go to Windvale again. I'll take you any time.

Go to Windvale.

Not now.

(when you choose "Go to Windvale.")

Ark: Maybe I'll go again. Will you take me?

Gull: Sure thing! We'll leave now. Hang on tight!

(in Windvale)

(Gull:) Want to go back?

Go to Sanctuar.

Not now.

(if you choose "Not now.")

Ark: Zip your beak. I don't want to go just yet.

Gull: Yes sir! Give me a shout whenever you like.

(if you choose "Go back to Sanctuar.")

Ark: Okay. Maybe I should leave.

Gull: Sure thing! We'll leave now. Hang on tight!

(when talking to the middle gull)

(Gull:) Ark. Thanks for everything! I'm thinking of going to a new continent with the wind. Ark. I'm flying to a small, temperate island called Kamiyo. Want to go?

Go to Kamiyo.

Not now.

(if you choose "Go to Kamiyo.")

Ark: Hey that sounds interesting. Will you take me?

Gull: Sure thing! We'll leave now. Hang on tight!

(in Kamiyo)

(Gull:) I travel between this small island and Sanctuar. Want to go?

Go to Sanctuar.

Not now.

(if you choose "Not now.")

Ark: Not right now. Maybe later on.

Gull: Yes sir! Give me a shout whenever you like.

(if you choose "Go to Sanctuar.")

Ark: I'd like to go to Sanctuar. Will you take me?

Gull: Sure thing! We'll leave now. Hang on tight!

(talking to the left gull)

(Gull:) Thanks for everything! I'm thinking of going to a new continent with the wind. What do you say Ark? I'll take you anywhere you want. I'm thinking of going to Safarium, the paradise of animals. Ark. Want to go?

Go to Safarium.

Not now.

(if you choose "Not now.")

Ark: Not right now. Maybe later on.

Gull: Dam! It pains me that I can't serve you Ark.

2.7 Resurrection of Mammals

(if you choose "Go to Safarium.")

Ark: The paradise of animals? Sounds interesting. Will you take me?

Gull: Sure thing! We'll leave now. Hang on tight!

[The gull takes Ark all the way to Africa. They land in a small area on a mountain range. There are green plants and a small river that ends in a small lake, but no animals to be seen.]

Gull: ...What happened here Ark? There used to be countless animals here. This was a happening place! The simple rhino Simon, Kameski the slow turtle, Neo the lion king. I think Neo just had a baby... What happened to them all?

(Gull:) ...Sigh... No one cares about art no more...

That last line seems really out of place. It belongs to the gull back in Sanctuar that sings for you, but it actually also appears here. Maybe something got messed up?

(talking to the gull again)

(Gull:) This is boring. If you want to return to Sanctuar. I'll fly you out. Want to go?

Go to Sanctuar.

Not now.

[Ark leaves Safarium to find out what happened to all the animals there. He comes across a canyon in the south.]

Cactus: The canyon will be a real challenge for mere survival. If you value your life, turn and depart now boy.

(Owl:) From here, a land only for fiends. It is best that you stay clear.

[Ark heeds the advice and turns around. In the far northeast past Arabia, Ark comes across a large riverbed. No water is flowing here and Ark has no chance to pass. He turns back and discovers Zue. Stormclouds occasionally blot out the sun. There are some patches of grass among the mostly barren land.]

(Carnivorous plant:) Little rain because of monsters means barren land. What green exists would be but mere specks in grasslands of the past. Natives made altars for holding rain ceremonies.

[Ark goes looking for such an altar. He frees souls when striking down enemies along the way.]

(first)

(Soul:) Rainfall Altars, relics from the past can be found in Zue.

(second and third)

(Soul:) Make way to a Rainfall Altar!!

Most of the other souls you meet later say the same thing. Incidentally, there is no real order. But you roughly find the monsters you need to slay in the order given, I believe.

(fourth)

(Soul:) Four shamen controlled the weather at each Rainfall Altar.

[Ark finally finds a rainfall altar and steps inside.]

(if you come here with less than four souls)

Soul: When four souls join, a rain ritual will start. Ark. Please save our people!

(if you have freed four souls)

Ark: Wha-what?! I feel an enormous power...

[The four souls Ark has freed perform a ritual to call forth rain. Plants and water return to a part of the barren land. Ark steps outside.]

Ark: Wow! Plants have returned to the barren land!

Ark: Green is really a soothing color. You can sleep on it, and it can feed animals. Food? That's it... Animals can't return because there isn't any grass for food. When more plants appear, animals should re-emerge. Like the gull mentioned, I should meet simple Simon the rhino. Kameski, the slow turtle. And Neo the lion, the king of all animals.

[Ark moves on and frees more souls. He comes across a wall that blocks his path.]

Ark: Huh? This rock wall is shaped odd. It looks flimsy enough to knock down with a good puff of air.

[Ark finds two big toad-like demons close by. One of them inhales a lot of air and exhales sharply after Ark provokes it. The resulting blast knocks Ark into the rock wall which breaks on impact. The way is open for Ark to free more souls and perform rain calling ceremonies at two more altars. Pig-like monsters are performing a ritual at the fourth altar he finds. They are summoning the pagan god Storm Master. Ark engages it in battle and has the upper hand. Storm Master's skeletal body starts falling apart.]

The pagan god grins slyly!

[The platform Ark was fighting on starts dropping. Ark fights the transformed Storm Master in free fall and ends up victorious.]

Defeated Storm Master!!

Voice: Ark. I have waited long for this moment. Mammals changed into monsters should regain their forms. But remember this. It is still too early for the world to be resurrected. You must lead the growth of living things.

[The screen transitions into a resurrection scene. A close-up of animal cells is shown. The camera zooms out and the screen fades to black, then to a savannah landscape at dawn. The shadowy outlines of mammals like giraffes and elephants can be seen walking from right to left in the distance. After the screen fades to black, Ark is seen back at Safarium. Various animals have returned.]

2.8 Safarium

(Gull:) Ark! Let's celebrate! The animals are back! ...But only a few of them yet... In the rough area above here, that's where lions live. Why don't you have a meeting with the king of the lions?

(Small red bird:) We pick fleas off lions so they protect us. We're tiny but we're happy we are useful to someone.

(Kameski:) Leave me alone!!

Not exactly sure whether this is Kameski, but I assume it is. At any rate, this is said by a turtle.

(Rhino:) Y-you intend to go in there? You shouldn't! The lions live up there. They might eat you.

There is another rhino here, but you can't talk to it. This one here might be Simon the simple rhino, but he isn't given a name. Much like Kameski, Simon is completely irrelevant despite being given a name and being mentioned twice.

(Small red bird:) I'll tell you something useful. If you run into a lion, don't try to run or move. Calm your nerves and stand still. Lions will accept you then.

(Tera:) Wh-whwhwh-what?! You're human?! IL-LO-GI-CAL!! In my 7-day, 4-hour study, no humans should have appeared yet.

(if you talk to him again)

(Tera:) What human! You want to hear my theory?

Yes

No

(if you choose "No")

Ark: What a lippy ape. I don't care!

(Tera:) Wh-whwhwh-what?! Then go away! You're wasting my research time.

(if you choose "Yes")

Ark: What's your theory? I want to know.

(Tera:) Then listen close. In the past, all forms of life existed here. Until the souls of living things were sealed around the world. Human souls lie deep under the snow of mountains in the east.

(if you talk to him after hearing his theory)

(Tera:) You intend to go there? Impossible! A mighty river lies before the mountains. A human cannot cross it. Humans are merely weak animals that are powerless before nature.

You can go ahead to Indus River and try to cross it, but of course the game does not let you. The dry riverbed has turned into a mighty river after Ark has defeated Storm Master.

[Ark decides to enter the lion's den and speak to Neo like the gull suggested. The den is completely dark. Suddenly, three pairs of eyes light up.]

(Lion A:) A human. There is a human here.

(Lion B:) That can't be possible. No human should be here among us.

(Lion C:) That's not important. Look close. It appears to be a healthy and tender human.

(Lion B:) It is its own fault it should wander into our den. Let us feast.

[Light fills the den and the lions move towards Ark. He remembers the bird's advice and remains calm. As the situation grows more tense, a voice is heard from the back.]

(Neo:) Stand back! Do not harm that human!

[King Neo comes close to Ark, the other lions stand still.]

(Neo:) Brave human, we wish to treat you as a guest in our kingdom. Enter and come to our kingdom.

[Neo leaves and the other lions follow him. Ark follows Neo's invitation.]

(Lion:) King Neo has become old. King Neo will be succeeded by his son Leim. But Leim is just a child.

(Lioness:) King Neo is a wonderful ruler with a deep soul.

(Lion:) Leim, the king's son, is at the canyon south of here. The offspring of lion royalty are tested by being left there alone. Only those cubs returning from the bottom can become the next king.

(Lioness:) Did you meet Tera, the monkey scholar? He's a bit overbearing but he knows his theory.

(Neo:) I admire the courageous. You are most welcome here. I am Neo. I rule over lions and the animals of Safarium. This is the den of we, the lions. Make yourself at home.

(Neo's wife:) I am Neo's wife and Leim's mother. I have a request I must ask of you. My son Leim has not returned from the canyon. On checking, birds reported the canyon teemed with strange beasts. Neo stubbornly refuses to call off this ritual. Please, can you check upon Leim? I have this awful sense of danger.

The gull will now take you back to Sanctuar; if you want.

(Gull:) Would you like to go back to Sanctuar? I'll fly you out. Want to go?
Go to Sanctuar. Not now.

(if you choose "Go to Sanctuar.")

Ark: Sure. Take me there.

(Gull:) Sure thing! We'll leave now. Hang on tight!

[Heeding the request of Leim's mother, Ark travels to the canyon where Leim's test is taking place.]

2.9 The Canyon – Leim's Test of Courage

Cactus: Lions are remarkably tough on themselves. Offspring of royalty must face the challenge of this canyon.

(Owl:) A lion cub went into the canyon a while back.

[Ark loses no time and jumps down the canyon. He arrives just in time to save Leim from being attacked by birds.]

Leim: Thanks for saving me. I thought I was finished.

Ark: No problem. But look at you, you're so young. Out by yourself at a place this dangerous. Aren't you afraid?

Leim: All lions have to pass this test. My Dad said that it's meaningless to live if you can't pass.

Ark: Whew, that's real harsh. I'll tell you what, I'll tag along with you.

(if Leim is attacked and takes too much damage at any point)

Leim: Oh no! Big guy!!

Leim was caught. Start again.

[The two of them make their way through the canyon together and come across an obstacle.]

Leim: Hmmm. How should we get up this cliff?

[Ark pushes a boulder which Leim can use to scale the cliff. This also frees the way for Ark to use the claws he found to climb up.]

Leim: Big guy. You're so slow. Let's speed it up a bit.

[Leim runs ahead, the irony of his statement being completely lost on him. Ark finds him in a dead end somewhere off the beaten track.]

Leim: Hey? What's the matter big guy? We shouldn't be dawdling. We should hurry.

(when you complete this screen and any after it)

Leim: Wow, this is exciting. If tests are this fun, I wouldn't mind taking one every day.

[The two come across a stone maze and Leim gets lost.]

The word "ENIX" can be seen carved into the ground on this screen. At least on a full map/bird's eye view.

Leim: Oops? I made a mistake. Big guy, we should double back.

[They continue on the correct path and come across a fork in the road.]

Leim: Oops. There's a fork. Big guy, which way should we go?

I'll go check. (down) way. (right) way.

(if you choose "I'll go check")

Ark: Hang on. I'll go check.

(if you choose "(down) way")

(Ark:) It's the lower fork, I, Ark said it so there's no mistake.

Leim: Wow big guy! You can even foretell the future?

(after a bit, at a dead end)

Leim: A dead end! Big guy, you just guessed didn't you? Next time, maybe I'll go the opposite way than you big guy.

(if you choose "(right) way")

Ark: It's right fork, I'm absolutely positive of it.

Leim: Wow big guy! You can even foretell the future?

[They come across more monsters.]

Leim: Wow! Look at all those monsters! I want to see you fight. I'll follow you now.

(when you defeat an enemy)

Leim: Wow. You're really strong!

[They find a stone bridge that can easily collapse.]

Leim: Oh wow, a stone bridge!! I always wanted to cross one of these!

(after crossing it carefully)

Leim: That was scary! Real thrilling!

[A huge cliff stands in their way. Leim has an idea.]

Leim: Wow, look at this cliff.

Leim: Big guy! Let's race to the top of this cliff.

Leim: Ready? On your mark. Get set. Go!!

[It turns out that Leim is much faster at climbing than Ark. He wins.]

Leim: Hahaha! You lose big guy!

[As they progress further, Leim senses danger.]

Leim: I sense a monster. Be careful big guy...

[Leim jumps ahead on higher ground and Ark follows him on the low ground. They find a Mud Doll on the other side of a crevice, out of their reach.]

Mud Doll: Nice of you to visit. I don't get guests here very often. Let's party!

[The Mud Doll starts shooting mud. Ark can only defend, but Leim helps him.]

Leim: Big guy! Use this boulder!!

[Ark can attack Mud Doll by throwing the boulder. Leim and Ark work as a team. Leim collects more rocks on the high ground for Ark to use. The two gain the upper hand.]

Mud Doll: W-wait... I'm sorry... You courageous souls facing the test... It was low of me to try taking advantage of your inexperience. I swear to behave from now on. I've got a gift to prove it here.

[A bridge appears. As Ark is at the middle of the bridge, Mud Doll starts laughing.]

Mud Doll: Bwahahaha! Fool! Gullibly innocent fools like you are what sustain us. Good-bye forever!!

[The bridge collapses and Ark falls down. He lands safely, but he is out of sight.]

Leim: Big guy!!!

Mud Doll: That's what life's about kid. Even if you grow old, you will face only the pain of betrayals. As a favor, I'll spare you that miserable fate.

Leim: What did you do to the big guy?!

[Fighting sounds can be heard.]

Leim: This one's for big guy! I'm not going to lose to you!

Mud Doll: Heh! So it's not just an ordinary cub then is it?

[The fighting stops for a moment.]

Mudd Doll: I, I'm sorry... I really won't lie this time. Spare me...

Leim:

Mud Doll: I was truly bad. I mean it, please believe me...

[Leim shows no mercy this time. He climbs down to look after Ark.]

Leim: Big guy! You're okay!

Ark: You think Ark will go down that easily?

Leim: Big guy. I did it. I defeated that monster by myself. I, I feel great. I feel like I have the power to do anything.

Ark: It sounds like Leim grew up before I did.

[Something shiny falls down from above. Leim inspects it.]

Leim: Hey? What is this? Did that monster have this? But it is a beautiful stone. It's clear and shining vividly

Ark: You should take it as a keepsake of the test.

Leim: I'll do that. I'll use it as a charm for courage in danger.

Leim obtained Starstone!

Leim: I'll go call a gull. Just wait, okay?

2.10 Resurrection of Humanity

2.10.1 Getting on the way to the Snowy Mountains

[A gull takes Ark back to Safarium. He enters the lion's den.]

(Lion:) The safe return of Leim means that our future is assured.

(Leim:) Big guy! I passed the test to be king! But I'd rather travel with you big guy, than become a king.

(Neo's wife:) Leim has told me everything. Thank you for protecting Leim. I'm sure Neo appreciates it, too. He wanted to help you somehow.

(if you talk to her again)

(Neo's wife:) Leim also seems so much more confident and grown up suddenly.

(Neo:) Cough...Er...Ahem. I thank you for Leim. There are many challenging roads ahead for a human. I shall inform animals of your coming. This is a gift I hope you accept. It will help you on your journey.

Ark obtained Neo's Fang!

If you were to go back to the Canyon after Leim's test, an owl would tell you the following:

(Owl:) The canyon is only for those being tested. You no longer have business here boy.

The following may seem hamfisted, but there is new dialogue after you have resurrected birds, and Evergreen looks a bit different now that animals have been revived.

[Before Ark travels further, he decides to go back and take a rest at Evergreen. He passes through Guiana on his way again.]

(Small red flower:) Good luck! We will pray always for your success.

[Ark arrives at Evergreen and takes a rest.]

(Ra Tree:) It is good of you to come. Ark. Relax and stay with us a while.

Ark is fully restored!

[Evergreen has changed since Ark has last been here. Some birds have visited. There are felled trees and holes in the ground. But Ark has to continue his mission to resurrect the world. He travels to the mighty Indus in the northeast. Animals have come there to help him.]

The game's text dump suggests that there was supposed to be a mole at Evergreen. This would explain the holes in the ground. But there is also a part referring to a botanist who is worried about a forest being turned into a resort (but that would be in Chapter 3), and Ra Tree lamenting how much Evergreen has changed and how he can't do anything but watch. See the "unused text" section below.

(Monkey:) Thank you for saving Prince Leim! We were told by King Neo to assist you. So we built this bridge! You can get across easily now! Please, step right across!

2.10.2 Eklemata

[Ark crosses the bridge the rhinos made and heads for the snowy mountains where humanity's souls were said to sleep. He arrives at Eklemata. On his way through it he finds demons and also friendly living beings.]

Why rhinos and not hippos?

(Small yellow flower:) This is Eklemata. The souls of humankind sleep here.

(Small red flower:) Yeti is a free beast. It can become a foe or friend.

Indeed, a Yeti does not start attacking you actively until you attack it yourself. But you will take damage if you touch it.

[Ark climbs up the mountain and finds something peculiar.]

Hot water appears to be flowing from the ground... Yeti is soaking contentedly.

Yomi: Ark. See this? It's a hot spring.

Ark: What's that?

Yomi: It's a spring of hot water at least 25 degrees C. It should also contain inorganic substances and some gases. It heals wounds, too. This Yeti must be nursing some wounds.

Ark: Huh. You know some strange stuff. Where'd you learn that?

Yomi: Hehehe. You're not in the same intellectual league as me.

[Since the bridge over the lake ahead collapsed, Ark has no way to get to the other side and takes the only other path available to wind up at a dead end. A small flower helps him.]

(Small red flower:) I am a Snowgrass. My leaves are effective for wounds. Put a leaf in a hot spring and soak in it to cure all your wounds. I will give you a leaf.

Ark obtained Snowgrass Leaf!

(if you talk to it again and have a snowgrass leaf in your inventory)

(Small red flower:) I am a Snowgrass. But you already have one of my leaves.

You can actually come back here and obtain another snowgrass leaf after having thrown one into the hot spring. As far as I know, this can be repeated indefinitely.

(if you hold up the snowgrass leaf anywhere except the hot spring)

Ark: Snowgrass Leaf is supposed to be good for wounds...

[Ark comes back to the hot spring.]

Ark threw Snowgrass Leaf into the hot spring!

Yeti: My hurt all gone... You friend. Now friend. You come here.

[The Yeti gets out of the hot spring and moves to the shore of the large lake.]

(Yeti:) You want go across?

Yes!

No

(if you choose "No")

(Yeti:) Okay. Come when you want go.

(if you choose "Yes!")

(Yeti:) Okay. Go.

[The Yeti lifts Ark with its enormous arms and throws him across the lake. Ark lands safely. A friend of Yeti is waiting there to take Ark back to the other side whenever he wants.]

(Yeti's friend:) You make friend no hurt more. You want go across?

Yes!

No

Both options give the same outcomes as above.

[Ark continues fighting his way through the mountains. In an ice cave, he slips and slides down an incline covered in ice. It leads outside where Ark crashes into a wall and causes an avalanche. He tries to escape but cannot make it in time. He is seen in a cave with a goat.]

How much time has passed? Awaken to find the concerned look of a mountain goat.

Mt. goat: Good. You've come to. We appear to be trapped. Can you walk?
No problem. Woozy, but okay.

(if you choose "No problem.")

Ark: Heh! Ark isn't one to give up this easily.

(if you choose "Woozy, but okay.")

Ark: Considering I missed dying in that avalanche, I'm doing fine.

(in either case, it continues with)

Mt. goat: That's the spirit. Can you come with me for a moment?

[Ark follows the goat to the other end of the cave where another goat lies on the ground.]

(if you interact with the dead goat)

Ark: It doesn't appear to be breathing...

Mt. goat: That's my husband. He's no longer breathing. He must have landed awkwardly. There's no telling fate. Just a while ago, we were running the slopes. It's too late for tears. We should look for a way out.

(if you talk to it again)

Mt. goat: I have a fur coat so I'm fine, but you look cold.

[Ark and the goat look for an exit for a while. It gets darker and darker. The background fades to black.]

Mt. goat: Here comes the night...

[Eventually, the goats and lastly Ark can not be seen anymore.]

Mt. goat: I can't see a thing any more. Does the dark frighten you?
Yes No

(if you choose "Yes")

Ark: Of course I'm scared. No one can be not afraid of the dark.

(if you choose "No")

Ark: I've been traveling alone. I may have gotten used to it...

Mt. goat: All alone...

(in either case, it continues with)

(Mt. goat:) All living things shun darkness because they fear being alone. Perhaps that's why we all seek partners to have children. Shall we get some sleep? Come here, I will keep you warm...

If you choose "Yes", the textbox does not indicate that the goat is speaking these lines. But it should be clear enough.

Ark: It's warm... This brings back memories...

[Ark and the goat survive the cold night by huddling close together. Ark wakes up to a loud banging noise in the morning.]

Mt. goat: I'm sorry. Did I wake you?

Ark: Noise that loud will wake anyone!

Mt. goat: That's true. You must be hungry. Would you like breakfast?

[The goat moves towards its dead husband, stopping right beside him.]

Ark: Wha-this!?

Mt. goat: It's fine. It's cold so it won't rot for a while.

Ark: That's not the problem! This is your husband! You can eat that?

Mt. goat: Of course. That's exactly why I can eat this. If I was to die, the world would be less another goat.

(when you interact with the corpse)

Ark: I can't... I can't eat this.

Mt. goat: I see. That's too bad. But if you are going to travel alone, you have to become stronger.

[The goat moves back to the wall it tried to crack earlier.]

Mt. goat: I discovered that the ice is thin right here. If I use my horns, I might be able to breach it. Stand back.

[The goat rams its head against the wall.]

Mt. goat: It's open!!!

[Ark and the goat pass through the hole in the wall. They find a huge icy cliff leading outside.]

Mt. goat: Oh no...

Mt. goat: Well it can't be helped. You should be able to scale this cliff to freedom. Listen. On your journey, you will hit walls like this again. But you mustn't ever give up. I will get out of here myself one way or another. You have to persevere.

(if you talk to it again)

Mt. goat: Now go. You must continue your journey.

[Ark climbs the cliff using the sharp claws and leaves the goat behind. He returns to the lake from which he came before.]

Ark: That avalanche appears to have filled the lake.

This line was absent in the text dump I found and used for comparison.

[Being able to walk freely over the snow-filled lake, Ark can proceed further through the mountains. He finally reaches the top and confronts the demon Dark Morph. It turns into a Yeti and tries to push Ark off the mountain by causing a blizzard. This doesn't work and it morphs into a cadet instead. After this attempt to defeat Ark fails, Dark Morph fights Ark in its true form. Ark perseveres.]

Defeated Dark Morph!

Voice: Ark. The day has come for the resurrection of humans. Humans are wonderful animals with the ability to create technology. But they have no idea of the vast power they wield. Ark. You must keep leading the growth of the world.

[The screen transitions into a cutscene. Only the middle portion of the screen is lit. Ark is seen lying on the ground. The script of an unknown language is seen on the wall in the background, which scrolls from right to left. Ark fades to black and starts flickering. A small flower appears in his stead, turning from black to its red and green colour. A yak fades in next to it and starts eating it. The flower disappears. A kingbird flies next to the yak from the upper left and attacks it. The yak disappears. A kingbird chick fades in to the right of the kingbird. It is attacked by a huball that rolls in from the right and disappears. The kingbird is also eliminated by the huball. From the left, the shadowy silhouette of Ark approaches the huball and attacks it, killing it. The black shape turns into a fully colored Ark, who collapses. The screen turns black and the title screen for the third chapter of the game appears.]

3 Chapter 3 – Resurrection of the Genius

3.1 Lhasa

[Ark wakes up, lying in bed in a place he had never seen before. A woman is watching him.]

(Luki:)Gasp!! ...Y-you... You're awake. H-how do you feel? I... I... I have to go tell Lord Kumari! Wait. Don't try to move yet.

[As she leaves the room to do so, Ark gets out of bed against her advice. He explores the strange place he woke up in and finds more people.]

At this point in the game, you can actually access Neotokio, if you want to. Just go back exactly the way you came, i.e. across Indus River and back to Safariium. You can't understand any animals like Kumari tells you, but the gulls will transport you regardless. Take the gull to Sanctuar, and speak to the middle gull there to travel to Kamiyo. Leave the stopover and enter Neotokio. Of course, this makes no sense at this point in the story, so Neotokio will be visited later. You can also go back to Eklemata to see if the goat who helped you made it. You'll find her lying dead next to her husband.

(room to the right; first floor, middle room)

First floor according to British English. I do not mean the ground floor, which is called "first floor" in American English, I believe. I apologize if I did not use this scheme consistently or if it conflicts with the one the game uses later.

(Woman:) You feel fine already? You were in deep sleep for three years. Don't exert yourself. Eat well and build your strength.

(first floor, left room)

(Luki:) I, I'm called Luki! I'm glad you're better.

(when talking to her again)

(Luki:) Do you want some butter tea? It's nourishing and tasty.

(Woman:) Ark was it? I was shocked when I found you. You were curled up like a newborn baby in unshakable sleep.

(when talking to her again)

(Woman:) Luki took care of you while you slept on. She took care of you in a way that impressed even us.

(ground floor, middle room)

(Girl:) Have you already seen Lord Kumari? He was very concerned about you. Lord Kumari has a wonderful power.

(ground floor, left room)

(Bald man:) Yaks are important. It carries things. It gives milk and meat. And its dung can be burned as fuel. Nothing goes to waste.

(Yak:) Baaaaaaaaaaaaaa

[Ark steps outside and sees that the people here live in and on a snowy mountain.]

(outside, ground floor)

(Man:) We built our homes in stone cliffs to avoid harsh winds and snow.

[Ark climbs up the cliffs to meet more people.]

(outside, first floor)

(Man:) Lhasa does not belong to any country. It has no leaders. Under the eye of Lord Kumari, we live in total harmony.

(outside, second floor)

(Bald man:) Have you already seen Lord Kumari? Lord Kumari is inside. You should pay your respect.

(outside, third floor)

(Girl:) Lord Kumari can instantly heal any disease or injury.

(Man:) This temple is the spiritual gathering place of the villagers. Faith gives me the strength to overcome difficulties and survive.

[Inside the temple, Ark finds monks praying around a golden statue.]

(Top left monk:) All that people do and have done will shape the future. The past shapes the present, and the present shapes the future.

(Bottom left monk:) We slept a long time in darkness and re-emerged in this world. What has happened came about because of something in the past.

(Bottom right monk:) Everything now is rooted in events from previous lives.

(Top right monk:) All living things eventually lose their physical forms. We live praying for happiness in our future lives.

[At the outskirts of town, Ark finds Lhasa's place of the dead.]

(Man:) This is the place of the dead. Barbaric? No! Man eats meat. Plants draw nutrients from the dead. Lives revolve in a perfect circle. There is nothing that is unneeded.

[Ark decides to go inside to see Lord Kumari.]

(second floor, right room)

(Bald man:) Ho! It's you! You're finally awake! Pleasant dreams?

(second floor, middle room)

(Boy:) When I grow up, I'm becoming a monk to protect Lord Kumari!

[Kumari is sitting on a throne in his chamber with two monks at his sides.]

(Kumari:) You've finally awoken. Ark I am Kumari. Until you get better, you should rest at Lhasa. It is safe here. You will discover what you must do in due time. You can no longer converse with plants and animals. Take this with you. In dire danger, use it to summon me.

Ark obtained BonePin!

[A monk comes in with a message.]

Monk: Lord Kumari. Master Meihou has arrived.

Kumari: Yes, I know. Please tell him to come.

[The monk leaves.]

(if you talk him again)

Kumari: Ark. There is always a purpose to what occurs in life. Your presence will inevitably be tied to whatever will happen here.

(Left monk:) Lord Kumari stated this. You belong to nothing. And therefore you are important.

(Right monk:) Lord Kumari is a living god. He will be reborn after his death. Through many bodies, he has witnessed the world's growth.

[Ark wants to know more about Kumari's guest and asks around the village.]

(outside, third floor)

(Girl:) Mr. Meihou's been to many places and tells us neat stories.

(Man:) Meihou studied under the previous Lord Kumari in the past. He has been away on long journeys. It is rare to find him in Lhasa.

(outside, second floor)

(Bald man:) Meihou's grandchild wields a strange power. It's said she can freely create and control mirages.

(outside, first floor)

(Man:) Meihou traveled seeking the truth behind an old saying of Lhasa.

(first floor, middle room)

(Woman:) Meihou studied under the previous Lord Kumari. He confers miracles and education on his wide journeys.

(first floor, right room)

(Luki:) Where did you come from? Where are you going next? If you have nowhere to go, you should stay in this village.

(ground floor, middle room)

(Girl:) Where are you from? Please tell me about it.

(outside, ground floor)

(Man:) Meihou has traveled far. I enjoy his tales of distant lands.

[Ark finally finds the guest that just arrived at the entrance to the village.]

Meiho: Ahhh. Back at last. ...? An unfamiliar face. I must first speak with Lord Kumari. If you wish to speak with me, it will have to wait a while.

[Ark follows him back into Kumari's chamber.]

Meiho: Sigh... I'm having a difficult time with my granddaughter.

Kumari: You mean Meilin? Even the wisest mind in Lhasa is no match then?

Meiho: I'm embarrassed. Lord Kumari, what can one do? Spending all her time in a mirage of a town cannot be good for her. Worse, her own power could cause trouble.

(before talking to Meihou)

Kumari: Ark. Will you hear out Meihou's tale? I think you would be able to come to his help.

Meiho: You are Ark? I have heard about you from Lord Kumari. I was just talking about my granddaughter. She is named Meilin. She used to live in Louran with her parents, but the town fell in war. She lives with me now, but she misses her dead parents. So she spends her days playing in the ruins that were Louran. Where is Louran? In the desert northeast of here, supposedly. However, I could never find it because Meilin obstructed me.

(after talking to Meihou)

Kumari: Ark. Your presence here is not without purpose. The arrival of Meihou after your awakening is also significant. Can you lend us your strength for Meihou and Meilin's sake?

[Ark accepts their request and gets ready to find Louran. But Luki is worried about Ark.]

(Luki:) Ark. You mean to find Louran? You shouldn't! There have been many people who simply disappeared in that area.

(when you talk to her again)

(Luki:) Yes, I know it's for Lord Kumari, but I don't want you to go.

3.1.1 Nomad Camp – before Louran

[Nevertheless, Ark decides to go. Traveling northeast past the Yangtze river, Ark comes across the Gobi desert. West of it is the impassable Taklama desert. Before going to the Gobi desert, Ark decides to take rest at a nomad camp to the north. Three tents have been set up there, and yaks are eating. Three men are gathered around a fire outside.]

(Right man:) We roam seeking grass and sleep under the stars. We are free. But we always face dangers of nature and outsiders. Such is our life.

(when talking to him again)

(Right man:) I know not why you have come, but there is nothing here for you. We are simply busy enough just living day to day.

(Left man:) Who are you? We are few in number. We have nothing you need.

(Top man:) This is our grazing land! Don't walk in unbidden!

(top left tent)

(Woman:) What do you want? Go take it up with my husband outside.

(top right tent)

(Woman:) Who are you? Who said you can come in? Get out of here!

(Chija:)

(after speaking to Chija)

(Woman:) It's useless speaking to that child! She can't talk! Her parents disappeared. She hasn't spoken a word since.

(when talking to the woman again after that)

(Woman:) I'm just taking care of her. Do you have a problem with that?

(bottom left tent)

(Girl:) Are you a kidnapper?

(Woman:) Who are you? Who said you can come in? Get out of here!

[Leaving the nomads alone at their request, Ark attempts to find Louran in the Gobi desert. He gets into a sandstorm.]

3.2 Louran

3.2.1 Town of Mirages

Ark: Whoooah! Some sand storm! Can't keep eyes open!

[Ark sees a girl amidst the sandstorm.]

(Meilin:) Wha...

[The girl runs away.]

Ark: What was that about? Hey, wait a sec.

[Ark follows the girl but loses track of her. He arrives at Louran nonetheless and tries to find her.]

(Man:) This is a lost town? Hahaha, what are you talking about?

(Man:) Louran is small, but we have plans to make it bigger. We plan to build more homes in the east and north.

(Bald man:) This is a lost town? Hahaha, what are you talking about?

(Monk:) Are you a traveler? I once trained as a monk while traveling. I get a feeling of impending darkness in the future of this town. Although I am weak, I have stayed to help you.

(when you talk to him again)

(Monk:) The town is growing steadily. I hope my fears never come true...

(north of the square)

(Girl:) Yaaay! Yaaay!

(in the storage next to the shop)

(Man:) A word of advice. Some monsters have alignments. To fight such aligned beasts, it is best to use a weapon that is most effective against that alignment. For example, use Firepike against monsters in cold places.

(in front of the shop)

(Bald man:) Traveler. Are you seeking an inn?

Where's an inn?

Where's Meilin?

(if you choose "Where's an inn?")

Ark: Maybe I will rest. Where is an inn?

(Bald man:) Keep going to the far end at the left. You can't miss it. The walls protect against sand storms. And they confuse strangers.

(if you choose "Where's Meilin?")

Ark: I don't need an inn. Gramps, do you know where Meilin lives?

(Bald man:) Meilin's? Go left from the square. It's the house behind Temjin's. You can go from house to house here. We're like a big family.

(western Louran, from north of the square)

(Man:) I'm going to make a doorway here. ...If this solid wall will let me.

(at the inn)

(Woman:) Welcome, traveler. Please stay as a guest free of charge. ...But it is too early to check in. You should see the town first.

(inn's dining hall)

(Man:) Where you're from or you're headed is of no concern. Enjoy today!

(when you talk to him again)

(Man:) Travelers like you often come to dream a night-long dream.

(bedroom)

(Hedyn:) Oh, another guest. I'm Hedyn. Isn't this a nice town? The people are so friendly. You should stay.

(when you talk to him again)

(Hedyn:) I've been here for a long time. I can't remember where I came from or where I was headed.

[Since it is too early to check in, Ark decides to follow the old man's advice and goes to Temjin's place to get to Meilin's house.]

(Temjin:) I am Temjin. Not to brag but I am the wealthiest man in all Louran. Will you hear out my worry?

Sure.

I'll pass.

(if you choose "I'll pass.")

Ark: Don't have the time to chat, old guy. Sorry!

(Temjin:) Humph... Fine. Sorry I asked.

(if you choose "Sure.")

Ark: What are you worried about? Tell Ark all about it.

(Temjin:) I'm worried about what I should do with my wealth when I die. What should I do?

Take it with you.

Give it to me.

(if you choose "Give it to me.")

Ark: That's simple. Just give it to me.

(Temjin:) ...! That's foolish! You're no help!

(when you talk to him again after that)

(Temjin:) I'm done talking to you! I'll think of what to do with my money myself!

(if you choose "Take it with you.")

Ark: That's simple. Take it to your grave. It's your money.

(Temjin:) ...That's true! That makes sense! That's perfect! Thank you! Now I won't have to worry about inheritance squabbles.

(when you talk to him again after that)

(Temjin:) ...to the grave when I die. That's a load off my mind. Thank you.

(Maid:) Master is a pain. He's rich but he is so cheap. He's addicted to money. ... I was just talking to myself so please don't pay me no mind.

(Maid:) Meilin's house is the one behind here. Go through our back door to Meilin's. It's quicker.

[Ark takes the backdoor and enters Meilin's house.]

(Meilin's mother:) You're a traveler? We haven't got much, but please do rest a while. Or do you have a purpose?

Where's Meilin?

No.

(if you choose "No.")

Ark: I just strolled by.

(Meilin's mother:) Is that right. It must have been destiny that we became acquainted. We are a family of three, my husband, daughter Meilin and myself.

(when you talk to her again)

(Meilin's mother:) Yes? Do you want something?

Where's Meilin?

No.

(if you choose "No" again)

Ark: I just strolled by.

(Meilin's mother:) You're odd. My husband is over there. Take it up with him please.

(if you choose "Where's Meilin?" at any point)

Ark: I'm looking for girl named Meilin.

(Meilin's mother:) A friend of Meilin? She's home. Chuckle. Crawl into the chimney there.

(if you talk to her again)

(Meilin's mother:) Isn't it strange? But that's the way to Meilin's room.

(Meilin's father:) Welcome traveler If you wish, I will tell you about this town.

(if you talk to him again)

(Meilin's father:) Many travelers pass through Louran. As we are in a desert, we have little crops. But we do have gems. Because of our gems we can live affluently and happily.

(if you talk to him for a third time)

(Meilin's father:) I live this way with my wife and daughter. I desire nothing more.

[Ark crawls through the chimney like Meilin's mother told her to. He climbs the stairs in the room behind it and finds Turbo and Meilin in her room.]

(if you interact with Turbo)

(Turbo:) Whine...

Meilin: Turbo! Get away from him! Come here!

(if you try to sneak past Meilin)

Meilin: Get out! Don't come back! Leave town now!

(if you talk to Meilin)

Meilin: What do you want? Who asked you to come? This is my house!

(if you talk to her again)

Meilin: Why did you come here? This is my town! This isn't intended for you! Get out!

[Ark realizes he is getting nowhere and leaves. Meilin's mother seems to have heard everything.]

(Meilin's mother:) ...I'm sorry. Meilin said terrible things to you. I wonder what happened? She is usually kind and considerate.

[Ark heads to the inn to finally get some rest.]

(Woman:) You must be exhausted. I made your bed so you can rest. Please use the front bed. Sleep well, it's free.

3.2.2 The City of the Dead

[Ark sinks into his bed and sleeps. Yomi wakes him up later because something seems off.]

Yomi: Ark. Wake up Ark! Something's really wrong around here.

[Ark gets out of bed and notices what Yomi means.]

Ark: There's this sickening stench. Like rotted meat.

[In the next room, Ark meets a zombie.]

Ark: Whoa! Urgh! Walking corpses!

Yomi: Ark!! This is Louran's true form, a city of the dead! They put up a mirage to fool and feast on visitors! Let's get out of here now!

[Ark fights the zombie and defeats it. He falls into a hole in the ground in the room behind the counter. Fighting his way back up, he arrives at Meilin's house again. Ark hopes to find a trace of Meilin there, but only finds a red piece of cloth on the ground.]

Ark obtained Red Scarf!

Yomi: Ark! That's Meilin's scarf. If there was a dog here, we could use this scent to find Meilin.

Ark: Dog? Wait a minute, didn't Meilin have a dog named Turbo?

[Deciding to find Turbo to have him pick up Meilin's scent, Ark goes back through Temjin's house and meets Hedyn again.]

Hedyn: I met you at the inn... This town... What happened to it? I traveled far to reach the town of mirages, but this I never expected. If I can get out of here alive, I can record this tale of terror.

[Ark crosses the square and notices that Louran has changed. The city has indeed expanded in the east and north. He checks out the east first and meets Hedyn again in one of the houses.]

Hedyn: I met you at the inn. This appears to be a writer's room. There are many interesting books. For example, this is an account of Louran's fall. It appears monsters destroyed the town.

Ark took a book in hand. It is the town's history.

Surrounded by desert, Louran has never had much agriculture. But the precious gems that lay underground kept Louran alive. Louran grew to become a magnificent city like none other. But in recent years, misfortunes have befallen the city. Surrounding rivers suddenly ran dry, and monsters began raiding the city. The book ended there.

Ark took a book in hand. It is a diary.

A rare guest arrived today, a traveling monk. When told of fiends, he produced a single seal. The seal is said to protect one's self from ghosts.

[Ark decides to find the seal for protection before he proceeds. After he does, he decides to search for Turbo in the northern side of Louran, but can't seem to get there. He remembers the man talking about the backdoor in Louran's western part. Through there, Ark has access to the north side. His seal protects him from the ghosts on the way. In Louran's northern part, Ark enters a house where Yomi warns him of danger.]

Yomi shouted from the box!

Yomi: Ark! Some zombies are coming in here! Hurry, hide!

[Ark hides crouches under the table to hide. Two zombies come walking in.]

Zombie A: A stranger is among us today. I hear he beats us up the instant he sees us.

Zombie B: Well, we shouldn't just take it. We better find and catch this person soon...

Zombie A: What was that? There's a commotion outside.

Zombie B: What do you know? So much for my break.

[The zombies leave.]

Yomi: Hey Ark... Maybe the residents here don't realize that they are zombies?

This scene can be somewhat easily missed, it is not at all mandatory. The text dump also contains a line that Yomi would supposedly say if you tried to go out of the door instead of trying to hide, but that does not seem to be possible. See the "unused lines" section below.

[Nonetheless, Ark must find Meilin and get her out of the city. He arrives at the graveyard and inspects every grave carefully.]

(Ark:) It says Temjin's Grave on the stone...

Something gleamed in the grave. Ark obtained 500 Gems!

You can't interact with this gravestone at all if you did not talk to Temjin or made the wrong choice.

[He finally notices Turbo sitting in front of a gravestone.]

(if you don't have the scarf equipped)

Turbo: Whine...

Ark: Now I've found you! You're Meilin's mutt! All right, mutt, take me to your master.

Ark: No go... The mutt won't listen...

(if you have the scarf equipped)

Turbo: Whine...

Ark: Now I've found you! You're Meilin's mutt! Bad dog! What are you doing here without your master? Okay Turbo? You let me know the instant you catch Meilin's scent.

Ark held out Red Scarf for Turbo to sniff!

[Turbo starts following Ark. As soon as they leave the graveyard, Turbo picks up a scent.]

Turbo: Arf! Arf!

Ark: Right! You want me to follow you.

[Turbo slowly moves towards the source of the scent.]

(if you interact with Turbo as he walks)

Ark: Darn! What a slow mutt! Let's speed it up here!

[As Turbo gets closer to the source, he starts barking.]

Turbo: Arf arf arf!

[Turbo dashes into a building. Ark follows him in and Turbo takes the stairs to the basement. The two crawl under a table and find a possessed armor on the other side. But Turbo identifies it as the source of Meilin's scent.]

Meilin: Turbo!!

[Meilin turns back to her normal self. She starts crying.]

Meilin: Turbo. I was so lonely! Papa and Mama were gone and I was all alone...

[She stops crying as she notices Ark.]

Meilin: Hey! You?!

(crying again)

Meilin: You rotten jerk! I hate you!! Everything came apart because you came here! The way it was, I could have been with Papa and Mama forever...

[As the background fades to black, a voice can be heard.]

(Meilin's mother:) Meilin. Do not cause people so much anguish.

Meilin: Mama? Mama!

(Meilin's mother:) I told you this story before. When people die they are reborn in a new body. We're in the middle of that process. But we don't know what form we will take in our next life. We might become beautiful flowers or carefree animals. But I know that one day I will see you again Meilin. So put your smile back on, and never hurt those around you.

[The screen turns back to normal. Meilin walks past Ark but stops and turns around.]

Meilin: Bleah to you!

[Meilin leaves after spiting Ark, and Turbo comes after her as she storms out. Ark leaves, too, and meets Meihou just outside the building.]

Meiho: ...I apologize for Meilin. She caused you undue pain... Please forgive her. One day she will understand. There must be something I could do for you as a traveler. To reach the west continent, you must cross the Lost Desert. If you do not know the route, you will wander in circles. Ask the route from the nomads camped outside the desert.

[Meihou leaves Louran. Ark meets Hedyn at the square while following Meihou back to Lhasa.]

Hedyn: Hello! So you were safe, too. I plan to return to Europe and write my travel journal. On the way here, I stayed with a group of nomads near Taklama. When I saw them, an inspiration came to me! People shouldn't stay in just one place. Exchanges with other countries should be promoted for mutual growth. I'm hoping that my travels will contribute to Europe's progress.

3.3 The Way to Europe

3.3.1 Revisiting Lhasa

[Ark decides to head back to Lhasa before he heads west. He meets Turbo there, but Meilin is nowhere to be found.]

(ground floor, right room)

(Turbo:) Sniff. Whine...

[Ark decides to ask Meihou and Kumari if they know anything.]

Meiho: I'm concerned. She has disappeared again leaving her dog Turbo. Did you visit the nomad's village? Stop to ask for directions.

Kumari: Ark. Thank you for saving Meilin. The trail to the continent's west has opened. If you desire, you should go. New encounters await your arrival.

[Ark indeed plans to head west next. But he first chats with the villagers before he leaves.]

(outside, third floor)

(Man:) I hear the continent's west is very advanced. Not that I care, but.

(outside, first floor)

(Man:) You plan to head west? Legend tells of a prosperous kingdom there.

(first floor, right room)

(Luki:) Lord Kumari said that you will make a long, tormented journey... I think it would be fine to just stop to rest when things are hard. When you grow weary, you can always return to my welcome.

3.3.2 Revisiting the Nomad Camp

[Keeping Luki's words in mind, Ark travels back to the nomad camp to the north. He asks for directions like Meihou suggested.]

(Right man:) ...What did you say? A message from Meihou? Any acquaintance of the fine man cannot be turned away without help. You wish to cross the Lost Desert? Remember these words carefully. Walk west until three boulders we call Triangle Stones. Turning south, seek boulders arranged as a serpentine dragon. Head northwest. Turn north when you come alongside dragon skulls. The exit is near a giant skull. Go exactly as I said and you will get through the Desert.

(if you talk to him again)

(Right man:) If you wish to get through the Lost Desert, memorize these directions.

He'll repeat the directions from above.

[Knowing that Ark has earned Meihou's trust, the nomads are much more welcoming to Ark.]

(Left man:) By accepting nature as it is, it is nothing to be feared. I believe that people are much more terrifying.

(Top man:) A while back, another stranger visited. He was so friendly we opened up to him after a while. He said he was going to write about us and our way of life.

(in the top left tent)

(Woman:) As you can see we have nothing. But please make yourself at home.

(in the bottom left tent)

(Woman:) I heard you're acquainted with Meihou. If you see Meihou, please tell him to visit sometime.

(Girl:) You aren't a kidnapper. You look too nice anyway.

You can cross the Taklama desert without needing to talk to the nomads. If you know the directions, e.g. from a previous playthrough, you can just go through the desert after you have done Louran. Before that, the desert is impassable though, and Ark will collapse and wake up at the nomads' camp after a while. The dialogue you get follows.

Ark: Hot...Where does this desert end...

(after another while)

Ark: Hot... I'm burning up...

(finally, after walking a bit longer)

Ark's senses faded away...

[Ark follows the nomads' directions and crosses the desert to reach the western part of the continent. To the north of it, he comes across a small hut in the forest with a lone man living in it.]

(Molly:) I know everything about this forest. People call me Molly. Go (left) for Norfest Forest. Go (right) for Mush Forest.

[Deciding that he has no business in either of these forests, he decides to head southwest and is stopped at a toll gate.]

(inside the house)

(Guard:) Past this toll gate, there is a country called Spain. I heard the castle there has been infested by dreadful fiends.

(outside at the fence)

(Guard:) Where do you think you're going? You cannot pass without a permit.

3.4 Loire

[Ark has no choice but to turn back and makes a stop in Loire. He explores the town.]

(the first time you enter Simone's house)

(Simone's brother:) Look, sis! It's White Wind! ...No it's not.

(Simone's brother:) ...Hmph. It's not White Wind.

(if you talk to him again)

(Simone's brother:) If you have no purpose here, get lost! My sister's sick!

(Simone:) I'm sorry. My brother made a silly mistake. White Wind is a thief. But he isn't an evil person. White Wind gives the poor like us the money he stole from the rich. I heard that White Wind was captured at the Castle. I'm so worried.

(if you leave and come back)

(Simone:) We owe a great deal to White Wind. But I can do nothing to help. I can't help him

(Simone's brother:) Who are you? What do you mean by just walking in here?

(outside of Louis's house)

(Girl:) I'm going to heckle lush Louis when he comes out.

(if you talk to her again)

(Girl:) Louis claims he was a castle soldier. Of course he's lying!

(in Louis's house)

(Louis:) Hic! If you're as hard up as me, you deserve a drink or two, follow?

(when you talk to him again)

(Louis:) You wanna hear my story?

Sure.

No, thanks.

(if you choose "No, thanks.")

Ark: I'm not interested in hearing your drunken sob story.

(Louis:) ...Get lost then! More wine! I wanna get ripped!

(if you choose "Sure.")

Ark: You want to get something off your chest. Go ahead, I'm listening.

(Louis:) ...Really?! Yeah! You'll hear me out! Thi... This could be long but, okay?

I'm listening.

Uh, no.

(if you choose "Uh, no.")

Ark: Whoa. If this is going to be long, then I better pass.

(Louis:) ...Get lost then! More wine! I wanna get ripped!

(if you choose "I'm listening.")

Ark: I'm all ears. Ark is a caring soul!

(Louis:) Snivel... Thank you! I did an evil thing. I used to serve the King but fell sick of it. The King did order it, but because of me, the villagers were killed. Just because I gave the Protect Bell to the King.

(if you talk to him again after listening)

(Louis:) Protect Bell serves as a guide through Norfest Forest. I got that bell from someone claimed to be from Spain... If I didn't give that bell to the King that village would be unharmed.

(if you talk to him another time after that)

(Louis:) Protect Bell... I wonder where it went after the massacre. The King may still have it but it's none of my business now.

(back outside)

(Flower girl:) Buy some flowers? I can't go home until I sell all these flowers. Make even a girl who doesn't talk or a penguin happy with flowers. Just 5 Gems each.

Yes!

No.

(if you choose "No.")

Ark: I don't need a flower. It's not as if I can eat it or anything!

Flower girl: Hmph! Too cheap to buy one flower! Hmph!

(if you choose "Yes!")

Ark: Oh all right. I'll buy one.

Ark obtained Pretty Flower!

Flower girl: Thanks. But I have so much left. I can't go home yet. How about another one?
Yes! No.

(if you choose yes again, go back to the above)

(if you choose "Yes!", but don't have enough money)

Ark: I'd love to buy one but I'm broke.

Flower girl: Oh sheesh! Quit wasting my time!

(if you choose "No.")

Ark: One flower is plenty enough!

He says that even if you bought multiple flowers, not just one.

Flower girl: Hmph! That's all you're buying? Cheapskate!

(at the fortune teller's)

(Fortune teller:) Beware of dogs. A whistle for luck. What you seek is in the woods.

(at Matis's house)

(Matis:) Hi! Did you come to buy one of my paintings? ...Oh....No?

(if you talk to him again)

(Matis:) Have a seat. I'll get you something to drink.

[Matis gets something to drink for Ark and puts it on the table. Ark accepts the offer and drinks it.
The two have a chat.]

(when you talk to him as he stands at the table)

(Matis:) I'm Matis. As you can see, I'm a painter. And a very broke one. But I don't paint so I can eat. I paint because for me, to paint is to live. I want people to see what I have seen and felt through my art. What do you think of my paintings?

It's good.

I don't know.

(if you choose "I don't know")

Ark: I can't tell what this painting is supposed to say.

Matis: ...I see. Gee that's disappointing.

(if you talk to him again after choosing that)

(Matis:) Next time, I'll make a painting that will earn your praise!

(if you choose "It's good.")

Ark: I don't know much about paintings, but I like yours.

Matis: Really? Thanks! That's great! You made my day!

(if you talk to him again after praising him)

(Matis:) You're the first person to praise my art. Thanks for the confidence!

(in either case, when you leave and are about to open the door)

(Matis:) Going already? Okay. Drop in any time.

(back outside)

(Dog:) Arf! Arf! Arf!

[There seems to be a bit of a commotion outside, with three people watching an obviously confused man walking back and forth.]

(Disturbed man:) Where is this? It's scary. Mommy help me!

(Man:) Everyone that goes to Norfest Forest comes out badly disturbed. Maybe the rumors of ghosts are really true.

(Young woman:) He came back like that from Norfest Forest.

(Woman:) Norfest Forest? It's the forest north of here. You're not going here are you? Don't go! I heard horrible ghosts appear in that forest.

[Ark moves on, deciding not to keep gawking further.]

(in the top left house)

(Girl:) My Gramma used to be a servant to the Queen a long time ago. She told us about the Queen. But lately her stories are mixed up.

(Woman:) Do you wish to speak to Mother? She may be hard to understand...

(if you talk to her again)

(Woman:) She is old and confused. Some of what she says you should ignore.

(in the back room)

(Grandma:) It is a terrible thing he did. No pity, no mercy. Such a tragedy.

(if you talk to her a second time)

(Grandma:) It is better this way. Better to forget for continuing on.

(if you talk to her a third time)

(Grandma:) All those innocent people. No mercy. No mercy.

She cycles back to the first line if you talk to her further.

(at Jean's house)

(Jean:) One day, there will come a time when the masses rule the country. For that coming age, I study night and day.

(when entering Madame Papilo's for the first time)

(Mme. Papilo:) Welc... What is it? Beggars and the trade call at the back door!

(when talking to her again)

(Mme. Papilo:) Mme. Papilo's boutique is only for the royalty, not the masses. You will never have the occasion to wear our creations! HaHaHaHa

(in the back room)

(Bottom left seamstress:) Marily, the girl embroidering diagonally in front? She's brilliant. I don't think the clothes she makes will lose to Mme. Papilo's clothes.

(Top left seamstress:) Mme. Papilo designs clothing for the King and Princess herself. ...Is what she claims, but really her seamstresses did all the work.

(Bottom right seamstress:) Mme. is hysterical and nasty but she pays well. I put up with her.

(Marily:) We get to weave and embroider magnificent cloths but we feel empty. I want to make clothes not for a small number of the rich... But clothes everyone can enjoy wearing.

[Back outside, Ark finds signs with proclamations by the king at the village square. Three people have gathered in front of them.]

(right sign)

White Wind the thief captured while breaking into castle!

(left sign)

If you can make the Princess speak, you shall be wedded to her. Apply at Castle if you feel capable.

King Henri 13

(Woman:) Between you and me, the King here is a total tyrant. Why that King would make this proclamation is beyond me.

(Man:) Groom search or not, I wish they would cut back on the festivities. We find it hard enough just getting by day to day.

(Young man:) What a filthy wretch. You don't mean to marry the Princess do you? Hahaha. Save your time. A wretch like you will only be humiliated.

[Ark is intrigued but distracted by the smell of food.]

(Man:) Boy. How would you like a freshly baked croissant? Just 10 Gems each.

Sure.

No thanks.

(if you choose "No thanks.")

Ark: No, not right now. Sorry.

Man: Too bad. Come back when you're hungry.

(if you choose "Sure." but don't have the money)

Ark: I'd love to buy one but I'm broke.

(Man:) I see. Well don't take bankruptcy too hard...

(if you choose "Sure.")

Ark: Wow! That does look good! I'll take one!

Man: Here you go! Enjoy!

(after Ark finishes the croissant)

Man: Some appetite! You make me proud!

(when talking to him after eating the only croissant he offers)

(Man:) I'll come back when I bake some more. Come again!

[With some food in his stomach, Ark keeps exploring the town further.]

(at the winery)

(Winemaker:) I have plenty of drinks but the King takes it all... I want to make drinks everyone can enjoy. I can't do that now.

(in front of the inn)

(Keinz:) I'm Keinz. I am an economist and I forecast the growth of towns. This town's economy is stunted by the king's rigid rule. There is no hope for growth without a major change in policies. This town's economic growth index is 0 percent.

The first two sentences are always the same no matter where you talk to Keinz, so they will be left out subsequently. The line about the town's economic growth index depends on what quests you have fulfilled to help the town's progress, of course. It will also be left out in all future meetings with Keinz.

[Ark does not feel like sleeping yet and goes to the castle to inquire about the groom hunt he read about instead. But he is blocked at the entrance by a guard.]

(Guard:) Did you see the King's notice? Interviews start tomorrow.

(if you attempt to sneak past him by pressing left or right)

(Guard:) Hey! You're not allowed in there!

[With no other choice, Ark returns to Loire and enters the inn. He is greeted by the owner.]

(Bounty:) Well, well! Welcome to Bounty's Inn!

[Bounty shoves Ark towards the table.]

(Bounty:) We need to get our guest some wine!

[A woman comes in from the back and puts two glasses filled with wine on the table.]

(Bounty:) We've also got exotic dancing and music for you!

[Music plays and the woman starts dancing.]

(Bounty:) This service is one of the most expensive here. In total, it's... 1000000Gems. Please settle your tab now.

How? What?

I'm not paying!

(if you choose "How? What?")

Ark: You're joking right? I don't have that kind of money.

(if you choose "I'm not paying!")

Ark: Get lost! You're out of your mind. I'm not paying!

(in either case, he continues with)

Bounty: Hey pal, you pulling my leg? Our pricing is very clear. If you can't pay, you can pay it off at the labor camp.

(off-screen)

(Fyda:) Hold it!

[Ark and Bounty turn toward the door. A female knight walks in. The woman stops dancing.]

Knight: I just listened in Bounty. Keeping your greedy hands dirty again? Don't you recall my warning, "Clean up your act or pay with your life?"

Knight=Fyda, of course.

(Bounty:) Uh... Not true! Thi..., This is one of our special services. It's a new promotion to scare the guest then provide services free.

Knight: Interesting. I will advertise this promotion to the village folk.

(Bounty:) Lady Fyda! Please, uh... ...please do. Thank you... (whimper)

[Bounty meekly walks to the counter, and Fyda moves closer to Ark.]

Fyda: Sorry about that. Not everyone here is that low. Don't think badly of us.

[Fyda is about to leave and walks to the door, but turns around before stepping through.]

(Fyda:)Odd. I get this feeling I have met you before. If you plan to become the groom, you'll see the Princess tomorrow.

[Fyda leaves with these words. Ark can finally get some rest. For free!]

(after Fyda left)

(Bounty:) Okay! I'm sorry! You can stay as long as you want free! Darn!! I sure don't want to lose my head to Lady Fyda!

(if you talk to him again after that)

(Bounty:) If you plan to stay, shout at the old lady at the counter!

(after Fyda left)

(Dancer:) That lady with the sword, she's Lady Fyda who guards the Princess. A lady but a fantastic swordsman. She's my heroine!

(in the back room)

(Woman:) What is it? You staying? Then use the room (right). If you make a racket at night, out you go!

[As Ark wakes up the following morning, he notices that there is a new guest sitting at the table.]

(Chemist:) I make medicine. My Sleeping Potion is popular among insomniacs. I came to Mush Woods looking for ingredients but found no Mushroom. This season, you would expect even one to be growing.

(if you talk to him again)

(Chemist:) If you find a Mushroom, please let me know. I'll compensate you.

To make the Chemist appear at the inn, you don't actually need to spend the night. Going out of the room and back in suffices. The same goes for the new dialogue of the dancer.

[Meanwhile, Bounty's employee tries to justify her behaviour.]

(Dancer:) I don't do stuff like that 'cos I want to, you know. The boss says I have to so I do. Don't think of me as evil, honey.

3.5 Loire Castle

3.5.1 Audition

[Remembering that the groom hunt takes place at the castle today, Ark gets on his way to see what it's all about. The guard that blocked the entrance the day before is gone and Ark can freely enter. There are two more guards further back in the room, but they make no attempts to stop Ark, either.]

(either of the guards)

(Guard:) I'm on watch.

[Ark can freely move around the castle. He enters the next room and climbs the stairs, finding the room that leads to the king's chamber.]

(if you try to enter the left or right lounge without talking to the guard)

(Guard:) You're a candidate too? Come this way for your orientation!

(Guard:) Are you here as a potential groom?

Yes.

Just checking.

(if you choose "Just checking.")

Ark: I'm not interested but I did want to see what the Princess looked like.

Guard: How dare you! If you have no business here, be gone now!

(if you speak to him again after that)

Guard: Anything else?

Want to join.

Just checking.

(if you choose "just checking" again)

Ark: Hey, don't be cheap. Just a quick peek.

Guard: How dare you! If you have no business here, be gone now!

(if you choose "Want to join.")

Ark: Maybe I will try out as a groom. But hey, is the Princess cute?

(if you choose "Yes." the first time he asks)

Ark: Yeah, something like that. But hey, is the Princess cute?

(in either case, he continues with)

Guard: Well of course.... Shut up! Before you are called, stay in the Waiting Room at the right.

(if you try to enter the room at the left)

(Guard:) Fool! That's left! Can you even tell left and right apart?

[Ark enters the waiting room at the right. Four other candidates are waiting there. One of them has long, blue hair.]

(Left man:) If I become the Princess's groom I can take it easy forever! Yeah!

(Bottom man:) When it comes to strength, I will never lose. Bwahahaha!

(Middle man:) Is the Princess cute? I hope so!

(Royd:) Hey boy. You want to become the Princess's groom? Humph. Cute. Boy, let me tell you something. You don't have the strength, the looks or brains to be chosen.

Ark: ...So? You're telling me that you are perfect?

Jerk: Something like that. Don't look angry, you look worse. I'm Royd. I'm not interested in the Princess, but I do like her wealth. Now that I'm here, you don't stand a chance boy.

[The guard finally comes in and calls for Ark.]

Guard: You! The last to enter with the pointy gold hair. The interviews shall start with you. Enter the chamber.

[The guard stands next to the door and waits.]

Royd: Well, give it your best shot. Though it will be a wasted effort.

(Guard:) Behave yourself in front of the King and Princess!

[Ark enters the King's chamber. He and the Princess are sitting on two elevated thrones. Fyda is with the latter. Butlers are lined up on the left and right sides next to the carpets leading up to the thrones. The head butler stands just below the stairs to the thrones.]

(Side butler:) This is our Royal Highness, the King. Behave yourself.

(Butler:) First, pay your respects to the King and Princess Elle.

[Ark is surprised that the Princess has the same name as Elle back in Crysta but thinks little of it and pays his respects to the king.]

(King Henri:) Welcome. Speak to the butler for the rules. I'm counting on you, for the Princess and for the country.

[He wants to pay his respects to the Princess next, but is shocked. He was surprised before but is completely baffled now.]

Ark: Princess Elle? She looks identical to the Elle I know. Even her name is the same. What's going on?

Princess:

[The Princess turns her face to the side.]

Ark: Wha...What? She ignored me! Darn! Totally unlike my Elle!

(if you try to talk to her again)

(Princess:)

(Fyda:) So you did come. Princess Elle is to be pitied. Help her if you can.

[Having paid his respects but still confused, Ark asks the butler for the rules.]

(Butler:) I will now explain the rules for choosing Princess Elle's groom. Princess Elle is of age, so a suitable groom is desired by the King. Tragically, a psychological problem has made the Princess mute. The King is extremely saddened by this. The King decided that anyone who can cure her shall be her husband. Any person finding a cure shall return and report his findings. You will be granted a certain amount of time to find the cure. ...Understood?

Yes.

Pardon?

(if you choose "Pardon?")

Ark: ...I'm sorry but your speech was so long. Can you repeat it for me?

Butler: ...Fine. I will explain once again.

He will repeat the above.

(if you choose "Yes.")

Ark: Okay. So I have to find the cause of the Princess's muteness.

Butler: Correct. If you discover anything, report it at once.

(if you talk to him again after that)

(Butler:) If you discover anything, report it at once. We are counting on you.

(Fyda:) If you want to learn more about her, speak to the Castle residents. They may tell you what they won't say to me.

3.5.2 Exploring the Castle

[Ark decides to look around the castle for any clues and reaches the Quarters.]

(Yellow guard:) Hey, you want to hear about my heroics?

(if you talk to him again)

(Yellow guard:) See, I caught that thief White Wind. I caught him by surprise trying to sneak into the King's room. See? This scratch on my forehead? I got that when he fought back.

(if you talk to him a third time)

(Yellow guard:) White Wind? He's probably locked up in the underground dungeon.

(Red guard:) The Princess is from Storkolm, a village in Norfest Forest. I think the King had the village totally destroyed though.

(to the far left)

(Red guard:) If I had any say, we wouldn't have that Princess. She's like a toy doll! She can't say a word. And I hear she's pretty self-centered.

[Ark takes the stairs down and enters the jail.]

(Guard:) If you're talking to a prisoner, keep it short.

[All jail cells but one are empty.]

(White Wind:) Yo brother, don't be so scared. Come over for a chat.

(if you talk to him again)

(White Wind:) I may not look it, but I'm a famous thief. But don't get me wrong. I just take from those with too much and redistribute it fairly. I don't think I'm doing anything wrong, hey? What do you think?

(if you try to interact with the door of White Wind's cell)

Ark: Darn! It's locked! But that's a given in jail, I guess.

[Not knowing what to think, Ark moves on and enters the dining hall. Food is being cooked in two large pots. Ark enters just as the cook and her two cookmaids are having a conversation.]

(Bottom maid:) The King is bad to take advantage of the Princess's inability to talk.

(Left maid:) Watch it! If the King hears that, you'll be lucky if he just fires you!

(Bottom maid:) But no one knows what kind of person will become her groom.

(Cook:) Do you think the King will really bequeath his crown to a stranger? I think there has to be something going on. I'm being logical!

[They notice that someone has entered the room.]

(Bottom maid:)Shush!

[The bottom maid walks to a table to the left, while the left maid walks to a table to the bottom. The cook keeps walking back and forth between the pots and a table right next to them.]

I'll keep referring to them by the positions they had when you entered the room for consistency, even though they have effectively switched positions now.

(Bottom maid:) Hahaha. Oh no, I wasn't saying anything bad about the King.

(Left maid:) You're my style! Forget the Princess, be mine! The Princess isn't the King's daughter, she's just an orphan.

(if you talk to her again)

(Left maid:) She's from that village in the north forest the King destroyed. She's just a plain hick. You find me more attractive, right? Right?

(Cook:) I make meals for everyone at the Castle using this huge pot.

(when Ark approaches the right cooking pot)

(Cook:) Don't touch the pot! It would be awful if anything was put in it!

[Being unable to get more information out of the three women, Ark moves back out and enters a large hall. He can access a library and a guest room up a flight of stairs. He enters the guest room.]

(in the guest room)

(Maid:) This is a guest room. You saw that sign? The interview stairs.

This is not a mistake, it's the actual text. There is a line break between "interview" and "stairs" and I imagine a line in between them was accidentally deleted.

(bedroom to the right)

(Maid:) A while ago, a handsome man with long hair stayed here. The King discussed something with him. I wonder if he's a prince.

[Wondering what they might have been discussing, Ark enters the library to get more information.]

Librarian: What do you want?

Lovely library!

Nothing.

(if you choose "Nothing.")

Ark: No real reason. I just got lost.

Librarian: Is that so? Make yourself at home.

Ark: Oh, I just thought that this is a wonderful library.

Librarian: For a young man, you have taste.

[Ark checks the books on the shelves from left to right to find useful clues.]

Storkolm Campaign Log

Norfest Forest, because of its terrain, made for slow progress. But when a lone soldier obtained a Protect Bell, the situation turned. The Bell led King Henri and his Royal Guard to Storkolm. But the desired treasure was not found, disappointing the King. All villagers of Storkolm were executed for rebellion.

Report on the Intruder

X/X A thief by the name of White Wind was captured by guards. It is thought he was after the golden statue in the King's room.

Norfest Forest After the Campaign

Norfest is now infested by roving packs of wolves. They appeared when the forest was abandoned after Storkolm's fall. In the past, the people of Storkolm used dog whistles to control dogs.

The Illness of Storkolm Mayor's Daughter

The girl has suffered partial memory loss and total speech loss. No treatment has been effective. More time is needed.

[Satisfied, Ark leaves the library and accesses the stairs to the upper floors.]

(Maid:) Where are you going? Ahead are the King and Princess's rooms. Even if you went there, you won't be allowed in.

[Ark tries to go further anyway because he hopes to find out more. A guard blocks his path.]

(Guard:) The likes of you aren't permitted past this point. Get lost!

(when you talk to him again)

(Guard:) If you don't go yourself, I'll throw you out.

3.6 The Protect Bell

3.6.1 Obtaining a Sleeping Potion

[Having exhausted all options, Ark leaves the castle. He heads to Norfest Forest in hopes of finding the village where the Princess grew up. But Royd apparently had the same idea.]

(Royd:) Where are you going? Not into this forest? Don't be foolish. Haven't you heard of the fiends in the forest?

[Though Ark has heard of the rumors, he tries entering the forest. But Royd warns him again.]

(if you try to enter the forest without a Protect Bell)

(Royd:) I admire your spirit, but you might be smarter to stop. This forest is a maze. I hear many have entered but never emerged. ...Unless of course, you have a convenient item that shows the way...

[Ark accepts that it would be unwise to proceed without a Protect Bell. He remembers what Louis told him about it and that one might still be at the castle. But Ark would need to be able to look for it without the guards noticing him. He therefore plans to put everyone at the castle to sleep with a sleep potion from the chemist. But he needs a mushroom as ingredient first. Ark decides to ask Molly if he has advice on how to find one.]

(after talking to the King)

(Molly:) Mush Forest in (right) direction has mushrooms for medicinal use. They are difficult to find as they hide in the shades of trees.

[Ark enters Mush Forest. He carefully looks among the shades of trees and finds one.]

Ark obtains Mushroom!

[He takes it back to the chemist at Bounty's inn.]

(Chemist:) Goodness! That Mushroom! That's a Mushroom I couldn't find! Would it perhaps be possible for you to relinquish your Mushroom? I will of course repay you somehow.

Give Mushroom up.

No way.

(if you choose "No way.")

Ark: No way! I found this!

Chemist: Oh dear, dear... You are so unkind.

(if you choose "Give Mushroom up.")

Ark: Sure, you can have it. I'm a nice guy.

Ark gave the Mushroom away!

Chemist: Thank you! People suffering sleepless nights will be relieved. For thanks, I will make you a Sleep Potion. It is wildly effective. It will take a small while, so come back later please.

(if you talk to him again)

(Chemist:) I'm sorry, the Sleep Potion isn't ready yet. Just a little longer.

You only need to re-enter the screen and the potion is ready. You can actually get the mushroom much earlier and give it to the chemist when he appears after talking to Fyda. The potion can only be collected after you have been at the castle and heard about the rules for the groom hunt, though.

(coming back later)

(Chemist:) Thank you for your patience. Here's your Sleep Potion! Even a heavy insomniac will fall asleep immediately. Cooked in a pot, it could put everyone at the Castle asleep. Please read the instructions carefully and use it correctly.

Ark obtained Sleep Potion!

(if you talk to him after getting the potion)

(Chemist:) Have you tried the potion? It can put down everyone at the Castle!

The chemist disappears as soon as you have used the potion at the castle.

3.6.2 Sneaking into the Castle

[To set his plan in motion, Ark goes back to the castle's dining hall and carefully approaches the pot.]

Ark slipped Sleep Potion into the pot!

[The cook, unaware of what Ark did, asks him to leave moments later.]

(Cook:) There! Dinner's ready! I'm busy now, so please leave.

[Ark leaves the castle and returns shortly after. The castle residents seem to have fallen asleep. Even all of the guards are sleeping soundly. Ark remembers the thief White Wind who was locked up in jail and decides to pay him a visit.]

(White Wind:) For some reason, the guards all fell asleep after eating. Hey listen, how about doing me a small favor? I want you to open this door for me using a key that the guard has. How about it?

No problem!

No way!

(if you choose "No way!")

Ark: No way. I'm not in the business of saving thieves.

White Wind: Tsk! Gee that's cold. I'm such a good guy, too.

(if you talk to him after saying "No way!")

(White Wind:) Hey, are you listening. You, all you have to do is bring me a key. Reconsider? How about it?

No problem!

No way!

(if you choose "No way!" again)

Ark: Sorry, but I haven't changed my mind so far.

White Wind: Tsk! Gee that's cold. I'm such a good guy, too.

(if you choose "No problem!")

Ark: Oh all right. I just fetch the key the guard has right?

(if you choose "No problem!" the first time he asks)

Ark: Sure, no problem. I just fetch the key the guard has right?

(in either case, he continues with)

White Wind: Absolutely! You catch on fast! Counting on you.

(if you talk to him again)

(White Wind:) Hey where's the key? You're not going to bail out on me now?

[Ark decides to free White Wind for the sake of the villagers. He nabs the key from the guard.]

(if you interact with the sleeping guard)

Ark: Here it is. This must be the Jail Key.

Ark obtained Jail Key!

[Ark approaches White Wind's cell and uses the key to open it.]

Ark used Jail Key!

Ark: Here, pal. You're free.

White Wind: Thanks bro'! I owe you a big one! For thanks, I'll tell you where the King has hidden his treasures. Behind an object in the King's room is the door to the treasury. If you're so inclined, check it out. The treasures are yours. Okay. Be seeing you.

[White Wind leaves his cell and makes his escape.]

(if you interact with him on the way out)

(White Wind:) I won't ever forget your favor.

That's the last we see of White Wind, though the text dump suggest that it was planned for you to be able to meet him again. See below.

[Having done the deed, Ark heads for the King's room just like White Wind suggested. He meets Princess Elle on the way.]

Ark: Ooops!

Ark: Oh. If it's not the Princess.

[The princess moves up and faces Ark.]

Ark: What, Princess? Why are you awake? Didn't you eat?

Princess:

[Princess Elle turns around and leaves through the opposite door. Yomi appears.]

Yomi: Hehehe. Ark. Looks like the Princess dislikes you.

Ark: Get lost! She looks like Elle, but her personality is opposite.

[Yomi disappears after taunting Ark and the latter continues on his way. He has little trouble getting past the sleeping guard. He enters the King's room, the King is fast asleep in his bed.]

(when you interact with the King)

(King Henri:) Snuffle...snore... Don't touch that statue... Snore...

[Ark pushes the golden statue in the corner out of the way and crawls through a hole in the wall. After climbing up a few stairs, he finds what he seeks in a treasure chest.]

Ark obtained Protect Bell!

[Having found the Protect Bell, Ark decides to finally enter Norfest Forest. But before he goes, he asks Molly for advice.]

(after obtaining the Sleeping Potion)

(Molly:) I know everything about this forest. People call me Molly. Norfest Forest in (left) direction once had a village called Storkolm. For some reason, the king of Loire had the villagers massacred. The despair and fury of the villagers haunt the forest.

(when you talk to him again)

(Molly:) Norfest Forest is a maze. The correct path cannot be told. The people of Storkolm were different. They had odd bells. They claimed those bells told them the correct path.

Molly will tell you this after you have obtained the potion. It doesn't matter if you use it. I put this here since it made more sense than to putting this earlier.

3.7 Norfest Forest and Storkolm

[Ark arrives at Norfest Forest. Royd is waiting at the entrance, apparently still stuck. As Ark is about to enter, Royd speaks up.]

(when trying to walk in)

(Royd:) You really intend to enter the forest, child? You have spirit at least. Be careful. It's not all fiends that live in the forest.

(if you talk to him again)

(Royd:) What's the matter child? Turning tail already? That's right. That's smart. It only matters if you're alive.

[Ark enters the forest with Protect Bell equipped. It is full of wolves, just like the campaign logs at the castle said. The forest is indeed a maze, but Protect Bell rings out when Ark is on the right way. Ark fights his way through the maze and comes across a collapsed bridge.]

(sign)

Starview Bridge
Storkolm is right across the bridge.

Ark: Since the bridge is out, we better find a different way. We don't have a choice but to use this animal trail.

[Ark follows the animal trail and goes deeper into the forest. It gets much darker. The silhouette of a person is seen following Ark. A bit later, Ark has a strange feeling.]

Ark: Something's wrong. I get this feeling something is trailing me. Could it be a ghost spoken as rumors in Loire? Or an animal? What about me?

Not scared.

A bit scared.

(if you choose "A bit scared.")

Ark:Aww, darn! Ark! Don't be such a wimp! The world's savior can't get a thing done if he's chicken!

(if you choose "Not scared.")

Ark: That's right! When it comes to Ark, nothing is scary. A ghost, a toast, a roast, bring'em on!

[Ark continues through the forest. He finds a chest near a lake that contains a Dog Whistle.]

Ark obtained Dog Whistle !

[Remembering that this may help him to calm wolves, Ark takes it with him. A bit further into the forest, Ark hears something.]

(Meilin:) Yaaaaaargh!

There was a sudden scream from behind!

(if you try to move on without checking)

Ark: I better check what that scream was about first.

[Ark turns around and sees a person attacked by bats. It is Meilin. Ark defeats the bats. Meilin cries, but calms down when Ark approaches her.]

Meilin: Waaaaaa! It was scary!

Ark: Meilin! What are you doing here?

Meilin: Hehehe. I was just bored. Hey Ark, you're really strong. You're going to Storkolm that's supposed to be in this forest right? I'll go with you. I promise I won't get in your way.

[Ark and Meilin fight their way through the forest and arrive at the big lake again, with a bridge leading to Storkolm.]

(sign)

5 meters to Storkolm

[Ark and Meilin cross the bridge and enter Storkolm. Ark can't believe his eyes.]

Ark: What is this?

[Ark dashes forward, stopping in front of a house that looks exactly like the Elder's in Crysta.]

Ark: This looks identical to the village I came from!

Meilin: What's the matter? You started running all of a sudden.

Ark: This looks identical to my village. This can't be...

Meilin: Rural villages often look alike. Isn't it just coincidence?

Ark: It doesn't just look close, this is what you call identical!

Meilin: You don't have to shout. Come to think, I don't know anything about you Ark.

[Six wolves are approaching the two of them. They are surrounded.]

Meilin: It's a pack of wolves! Ark! They're after us! What'll we do? One false move and they'll tear our throats out. What to do... Beat a hasty retreat?

If you move, Ark and Meilin get attacked. The screen blacks out. Both are seen on the other side of the bridge, with Ark collapsed on the ground.

Meilin: Ark! Do something! Ark!

Ark gets up, and you can go back in.

Ark used Dog Whistle !

Meilin: You did it, Ark! The wolves are leaving.

[The wolves scatter in all directions. Ark and Meilin walk around the village. Wolves are sitting in many places around the village where the villagers in Crysta could usually be found.]

(if you try to open any door but the weaver's cottage or the house that looks like the Elder's)
The door appears broken and will not open...

[The two come across a house that reminds Ark of Elle.]

Ark:This was the weaver's cottage. I wonder how Elle is doing...

Meilin: Ark. What's the matter?

Ark: I was just thinking about how I left my village.

Meilin: Ark. You have many memories of places I don't know at all. But, but. I have my own memories that you don't know Ark. Wouldn't you like to know some?

Ark: Meilin, let's hear them slowly some other time, okay?

Meilin: Tsk! You always smoothly drop the subject.

[The two enter the house at the entrance of the village. Even inside, it looks like the Elder's. There is even a blue door there. They open a treasure chest in what corresponds to the Elder's room.]

Ark obtained Portrait !

Meilin: A portrait of Princess Elle's family. I feel a bit jealous.

Meilin: They look so happy. Elle doesn't look like the Princess now.

Meilin: Listen Ark. I can make these two people appear in front of Elle. Ark, you saw them in Louran right? The mirages I created? If I show her her parents, maybe the Princess will be cheered up. But that's only if you, Ark, don't plan to get married to her.

[Ark and Elle leave the house and go back to the village's entrance.]

Meilin: What do you think? Do you want to go back?

Ark: Let me think...

Let's go back.

Let's check more.

(if you choose "Let's check more.")

Meilin: If you say so, Ark, let's look around some more.

(if you choose "Let's go back.")

Meilin: Then let's meet at the castle. Don't forget to bring the portrait before your interview.

Ark and Meilin parted at the forest's entrance.

You spawn back on the world map. If you check the forest's entrance again, you'll notice that Royd has disappeared.

3.8 Curing the Princess

[Ark takes a rest at Loire before he heads to the castle. He decides to see Louis again since everything he heard from him turned out to be true. But Louis is simply thankful that Ark listened to his story earlier.]

(Louis:) Thanks. Thanks. I wanted to tell somebody for so long. But nobody would listen to a rummy like me. You're a good guy.

He says this after you get the portrait in Storkolm. You'd miss it by going to the Castle first.

[It is time for Ark to head to the castle. He is surprised that nobody seems to have noticed White Wind's escape.]

Actually, there is a sign in town that is changed from announcing his capture to announcing his disappearance. It is changed as soon as you help White Wind escape by opening his cell's door. You can go to the town while everyone at the castle is still sleeping and read it. But this makes no sense here whatsoever, so I put this below.

(at the Quarters)

(Yellow guard:) White Wind? He's probably locked up in the underground dungeon.

[When Ark takes the stairs to the jail down below, he realizes why.]

(when interacting with the sleeping guard)

Ark: Look at this guy. Still asleep. Sure makes a great guard.

[Leaving this aside, Ark goes to report to the King. As he enters the room that leads to the King's chamber, he hears a voice from behind.]

(Meilin:) Ark!

[Ark turns around. Meilin walks in from behind.]

Ark: Oh, it's you.

Meilin: Hmph! What do you mean by that? That's so rude of you! Hehehe, you have the interview soon, right? Ark, you don't have to do anything. Oh hey, I'll take that Portrait! I have to remember those two faces.

Meilin took the Portrait!

Ark: Are you sure it's okay? I don't know what you're up to, but be careful.

Meilin: Leave it to me! You better go, too.

[Ark enters the throne room.]

(Butler:) So you have found the cure for the Princess's problem? Report to the King at once!

(King Henri:) So you found the means of curing the Princess's problem? Then let us not waste time. Cure the Princess at once!

[A flash of white. The screen transitions to a mirage of Storkolm. Princess Elle, King Henri and Ark are seen standing in front of the weaver's house in Storkolm, next to the pond. King Henri looks around, confused.]

King: Wh-what is this! What is happening?

[A voice can be heard from below.]

(off-screen)

(Elle's parents:) ...Elle.....Elle...

[A man and a woman come walking in from below. The mirages of Elle's parents walk up to her, her mother standing to her left, her father standing to her right. Both are looking at her.]

King: Impossible! This can't be happening. They died years ago. Not just them, everyone in this village! The lone survivor was this child, Elle! I know! I had them all killed!

The following is possibly said by Elle's father alone because he turns towards whoever he is talking to.

(Elle's father:) Your highness. We are but a dream. We are not of this world. We came to awaken the eyes of Elle's soul. That is what you desire.

(facing Elle again)

(Elle's father:) Now. Elle. Arouse the eyes of your soul. Let your father and mother hear your lively voice again.

[A flash of white. Ark, King Henri and Princess Elle are seen back at the castle. Princess Elle gets out of her seat, taking a few steps. She starts talking.]

(Princess:) ...Father... ..Mother... ..Ah...Ah...I... Nooooooooooooo!

[Fyda walks in front of the Princess and looks at her.]

Fyda: Princess Elle? Are you all right? Snap out of it!

King: Er, it appears the Princess is not well today. Today's interviews are canceled. You, you wait at the inn! Anyone! Have this clown thrown out of here at once!

[The screen fades to black. Ark is seen back in the room leading to the throne chamber. A guard blocks the chamber's entrance. A voice can be heard from below.]

I believe the guard that is standing here was originally supposed to have some dialogue. But you can't talk to him because a cutscene starts automatically. See the "unused lines" section below.

(Meilin:) Ark!

[Meilin walks in from below.]

Meilin: Hehehe. It looks like things went well. But something looked odd. The King went totally pale. It's something in that girl's past.

Ark: Did it really go well? I got chased out of there.

Meilin: No problem! Let's rest at the inn. I'm hungry!

[The screen turns black and transitions into a cutscene. The script of an unknown language can be seen at a wall in the background, the latter scrolling from left to right. The center of the screen is barely lit, and the Elder's silhouette can be seen there.]

(Elder:) Ark...Ark. Can you hear me?

(faded in)

(Elder:) The world of humans is still but in infancy. To make the infant walk and grow require humans called geniuses. Can you hear their voices? Voices imploring to be freed from darkness. Cross tall mountains and head south. There, a genius bearing a babe to the sea requires your help.

[The screen turns to black again. Ark and Meilin are seen sleeping in separate rooms at Bounty's inn. Ark wakes up.]

Ark: A dream of the old timer? ... Urgh, what a start to a day. ... He said to head south... Was it just a dream? Or...

3.9 Deciding Loire's Future

[Ark gets out of bed and leaves his room. The lady at the counter has a warning for him.]

(as you leave your room)

(Woman:) Oh it's you. Be careful if you're going out. The King died. They're claiming illness but some are rumoring he was killed. I guess the groom hunt is off now.

(if you talk to her)

(Woman:) This is bad. I wonder what will happen now.

[Meanwhile, Meilin seems fast asleep in her room.]

(Meilin:) ..Snore.. I can't eat any more....

(if you interact with her a second time)

(Meilin:) Gee, don't do that. Keep your hands to yourself Ark.

(if you interact with her a third time)

(Meilin:) Hehehehe...

[Ark leaves Meilin be and gathers reactions from the townsfolk.]

(in the next room)

(Dancer:) Did you hear? The King is dead. People are saying he was killed. I wonder who killed him. A lot of people really hated him, though.

(in front of the inn)

(Keinz:) The king's death signals change. Growth depends on the new leader. When the doors to free economy are opened, the town can grow.

(at the winery)

(Winemaker:) The King is dead! Maybe things will change around here!

(outside, right sign)

White Wind the thief escaped! Reward for any information.

(middle sign)

The King's death marks the end of the old ways. The masses shall rule. Let the likeminded gather to discuss the future of our country.

Jean

(left sign)

Loire King Henri 13 has passed away. The time of mourning is come.

(at Matis's house)

(Matis:) I heard the King died. But it doesn't matter to me. I'm happy if I can just paint whatever, whenever and wherever I want.

(in front of Louis's house)

(Girl:) Lush Louis is plain Louis now. He's quit drinking. He's even started reading difficult books. Wonder what happened?

(inside of Louis's house)

(Louis:) I been drinking it up every day, but I can't keep going on like this. I hear the King is dead. The times are changing. I'm going to think about atoning my past sins in this new age.

(at Simone's house)

(Simone:) I heard White Wind escaped from the Castle. I'm so glad and relieved.

[Ark finally decides to see what the declaration Jean made is about. He finds him at the village square in front of the fountain. Four other people have gathered there.]

(Jean:) We will soon convene the meeting to decide upon our future. Participation by foreign people is invited as historical witnesses.

(Young man:) It, it's terrible! The King has died! There's no more taxes and no more decrees! ...Hey? There's nothing wrong with that!

(Young woman:) Jean's giving a speech about the country's future. It's exciting.

(Woman:) They're picking a new leader. What's the difference from the King?

(Man:) The King's death is springtime for Loire. Where's Princess Elle?

[Ark decides to position himself among the crowd. Jean begins to speak.]

(Jean:) Countrymen! As you know the King no longer rules us. Without a ruler, we have gained an inalienable right to freedom. The time has come for all of us to move the country. I hereby declare my candidacy as the representative of the people. Naturally, anyone can become a candidate. Anyone else?

(off-screen)

(Louis:) I declare my candidacy also!

[Louis walks in from above and stands right beside Jean.]

(Louis:) I'm not smart, but I love this village and country. I can help.

(Jean:) Thank you Louis. You must now choose your representative. I would like to hold an election to determine your intentions. I would like to call for a recess to prepare for the election. We ask that you evaluate the candidates carefully before you vote.

[Ark asks the two candidates and the other townspeople about their plans for the upcoming election.]

(Jean:) The future is bright so long as there are those like Louis. I would like to use taxes the King held to develop our town. By enabling more economic freedom, people should get better lives.

(Louis:) What Jean had to say really struck a chord! Make people happy by helping make a better country. It's perfect! I disagree with Jean. Wealth without fulfilment is meaningless. We should all make and share what we need equally without favor.

(Young man:) My Gramma always said to me. Before you make a big decision, you should make a record of your tale. You should also pay heed to the opinions of specialists.

(Young woman:) I'm totally going to vote for Jean. He's soooooo intellectual!

(Woman:) It's amazing that lush Louis would say something like that.

(Keinz:) The future of the town will be decided by who is elected. If the conservative Louis wins, the town will remain the unchanged. If the progressive Jean becomes the leader, growth can be expected. When casting your invaluable vote, you should weigh the consequences.

[After a short recess, a ballot box has been arranged in front of the billboards. The crowd in front of the fountain has thinned out a little as people are still casting their votes. Ark asks around town.]

You just need to re-enter the screen to make the ballot box appear.

(Jean:) Voting has started already. The ballot box is over there. I would like to use taxes...

He repeats his plan from above

(Louis:) Voting has started at the ballot box. Just feel the tension! I disagree with Jean....

He repeats his plan from above

(in front of Louis's house)

(Girl:) Kids aren't allowed to vote... Can you vote for Louis for me?

[Since Ark is allowed to participate as a historical witness, he makes his way to the ballot box. Two people are in line in front of him.]

(if you interact with the woman as she is casting her vote)

(Young woman:) Oh! Wait! I'm still writing!

(if you talk to the man behind the woman as she casts her vote)

(Man:) Hurry it up!

[After the man and woman in front of Ark have cast their vote, it's finally his turn.]

Ark: Who should I vote for?

Vote for Jean!

Vote for Louis!

For everything that happens when you choose "Vote for Louis!" from this point on, see the respective section below where the expanded Loire is revisited.

(if you choose "Vote for Jean!")

(Ark:) I'm voting Jean! He looks well prepared and dependable.

[After Ark cast his vote, he gathers opinions from the crowd.]

(Man:) Just think, this vote could decide the future of this country.

(Young woman:) Who did I vote? Jean, naturally! He's soooooo intellectual!

(Woman:) I wonder how Loire will change. I'm excited.

(Young man:) I wonder who is going to win? I'm excited.

[Ark lines up with the crowd again. As voting closes, Jean speaks up.]

(Jean:) Thank you for your cooperation. We will now tabulate the ballots. Tabulation could take a while. Please return later.

(if you talk to him again after he called for another recess)

(Jean:) Just wait a while. We'll have the votes tallied up soon.

(Louis:) I tried to explain my feelings to everyone. I can only wait now.

[After another while, the ballot box is gone and the votes have been tallied. Everyone is gathered once more for the results.]

(Jean:) They're just about to announce the voting results.

That is right, he says "they", even though he is pretty much the only one doing any announcements.

(Young man:) They're going to announce the voting results. I'm excited.

(Man:) Whoever wins will be chosen by the majority. Let's hope for the best.

Maybe the line from this man should be said by Jean and vice versa?

[Ark joins the crowd. Jean announces the results.]

(Jean:) Sorry to keep you waiting. We wish to announce the election results. For myself, Jean, 25 votes. For Louis, 24 votes. For just one vote, I was elected the representative. However, I would like to ask Louis for help in this difficult role. I also beg all of you for your support.

[The reactions to Jean being elected are mostly positive.]

(Young woman:) Yeeeeaaaaah! Jean's in! Loire's future's bright!

(Young man:) I wonder what will happen to Loire? I'm excited.

(Jean:) We are gathering the opinions of people about this town's future. From now on, it's everyone's opinion that's going to shape this town.

(Louis:) To be honest, I'm relieved. It could be better for the town this way.

(in front of the inn)

(Keinz:) Loire, led by the progressive Jean, can be expected to grow steadily. However, Jean will require time to build the town's foundations.

[But not everyone is pleased with the result.]

(in front of Louis's house)

(Girl:) If Louis became our leader, he could have tried even harder.

[There is also confusion about the future of the of the crown.]

(in front of the billboard)

(Man:) Is Princess Elle going to succeed the throne? Nothing came of that groom search, too.

This man will spawn if you re-enter the screen after the results are announced, e.g. by going into a house and coming back out or leaving town and coming back.

[Ark also wonders about the castle's future and pays it a visit. A guard blocks the entrance.]

(Guard:) What do you want? No one is allowed entry into the Castle! Be gone!

[Ark decides to head south like the Elder instructed. He has said his farewells to everyone except Molly, who was helpful to him in the past.]

This may seem hamfisted, but Molly gets new dialogue, after all. It is changed to what follows below after you see the Elder in your dream. I believe you miss it if you go to North America since you need to go to Gumin forest before you can return back to Europe. And that should be what changes his dialogue back into the generic introduction he gives when you meet him for the first time.

(Molly:) The forest is protected by an elemental. I call it Gumin. Gumin is said to punish those harming the forest. You behave now.

[Ark bids Molly farewell and travels to the tollgate in the south. But just as he arrives, Ark realizes that Meilin is still sleeping at the inn and turns back. He goes to Loire's inn to check on her.]

(Woman:) That girl with you? When I told her you went out, she stormed out. Where did she go? How should I know?

This can be missed easily, I feel. Meilin disappears when you enter the "toll gate" from the world map (you don't need to speak to anyone there or go through it). She can not be found in her bed if you check back at the inn. She is also gone in Loire's second state, but the lady at the inn will not react like this.

[Having missed Meilin because she has gone off on her own, Ark has no choice but to continue alone again. He arrives back at the toll gate and notices that the guard outside is gone.]

(in the house)

(Guard:) You wish to go through the toll gate? Go right ahead. The King's death clouds Loire's future. Who cares of a toll gate?

3.10 Litz

[Ark crosses the toll gate and arrives at the neighbouring country. He crosses it to arrive at the town Litz. It is a small town populated by sardine fishers. Ark asks around in town.]

(in Dr. Emilio's hospital)

(Nurse:) If there was better medicine, more lives can be saved. Dr. Emilio always despairs about that.

(Young man:) Dr. Emilio also studies medicine for infectious diseases. He says he could save many people when it's made.

(Woman:) Dr. Emilio is a fantastic doctor. He treats the poor like us for free.

(Young woman:) Dr. Emilio's friend is missing. The friend is Columbus. Dr. Emilio is very worried.

(in the top right room)

(Dr. Emilio:) What is it? Are you sick? You appear totally healthy.

(if you talk to him again)

(Dr. Emilio:) What? My studies? Haha, it's not anything to show anyone yet. It infuriates me that people die of fever every year. My friend, an explorer, said he got a fever-curing herb on a journey. I haven't been able to get hold of him. My study is back to zero.

(if you talk to him further)

(Dr. Emilio:) My friend? Columbus, a man with a grand dream. Supported by the Queen of Spain, he explored the seas over many years. He came back in tatters claiming he discovered a new continent. He went to report that to the Queen, and I have not seen him since. Spain I hear has changed. I have no idea where he is.

[Thinking that Columbus might be the genius the Elder told him about in his dream, Ark decides to further inquire in town.]

(room next to Dr. Emilio's office)

(Woman:) Our child caught a fever... Dr. Emilio is doing the best he can for us...

(Girl in bed:) Groan... It's so hot... I feel awful...

(outside, in front of the craftsman's house)

(Woman:) The castle in Spain is called Sylvain. The Queen ruled it. But she went insane after her three sons died on a ship.

(in the craftsman's house)

(Craftsman:) I like making pots and objects like these. I was asked to make a decoration for the church. What should I do? It might be interesting if I make something with a rare mineral.

(outside, in front of a tree)

(Keinz:) There is no local industry here. At least one key industry is needed. Without such, the progress of this village is not possible.

(inside a fisherman's house)

(Fisherman:) I always think, sardines are plentiful, but they rot quickly. I wonder if there is a way of preserving them for a long time.

(outside, next to the church)

(Man:) Boy, you know the Quatros? They're nomads who live in camps. They dance, sing, trade with the locals to earn money, I hear.

(inside the church)

(Nun:) People are all the children of God. We are all equals in the eyes of God. Let us pray. Amen.

(Young woman:) God is compassionate. He always looks upon us the weak.

(Boy:) My sister's in the hospital sick. I pray for her to get better every day.

(in a fisherman's house, northwest)

(Fisherman:) There's this portrait at Sylvain Castle in Spain. It supposedly has precious jewels in the place of eyes. That rumor attracted many thieves to the Castle... None have ever come back.

[A cold shiver runs down the mans spine as he finishes talking. This is not the first worrisome thing Ark hears about the neighbouring country Spain. But it gets worse.]

(outside, next to the fisherman's house)

(Young woman:) Have you heard about Spain? An evil spirit descended on the castle and doomed the country.

(in front of the shop)

(Young woman:) To the south is the port of Litz. It's a small port, but it has a thriving sardine fishery.

(Young man:) Litz's specialty is fresh and tasty sardines!

[Ark decides to take rest at the inn. Three men are sitting at a table and having dinner. Of of them is Royd, the man he met at the castle and Norfest Forest before. Ark hears even more disturbing things about Spain here.]

(Left man:) I've never seen you around. Where are you from? ...What? Underground? Bwahahaha, I've heard some tall tales, but... There was this guy who used to come and talk about his big dreams. Name was Columbus. Said he was going to search for a new continent. He went off to Spain to tell that tall tale and hasn't come back.

(if you talk to him again)

(Left man:) I wonder what happened to him? I hear Spain is in a bad way.

He says it exactly like that.

(Young man:) I, I escaped from Spain, the bordering country. It was horrible. A ghastly killing light flared from the Castle. I managed to escape with my life, but my wife and child...

(if you talk to him again)

(Young man:) What happened at the Castle... Sob...

(Royd:) We meet again! Maybe we're alike in our thinking. Listen, have you seen Loire's Princess around? You see, after the King's death, the Princess disappeared from Loire. I thought just maybe she eloped with you, sonny.

(if you talk to him again)

(Royd:) What's that? You don't like me. Your expressions give you away. You're still a child that way.

(in the room at the top right)

(Woman:) You want to eat? The best known delicacy here is grilled sardines. What do you think? You want to try it?

She does not actually give you anything to eat, and there is nothing in her room. Maybe she refers to the sardines on the table in the other room? You can eat those.

[Ark is tired and talks to the inn owner who is standing in front of the door to the bedroom.]

(Master:) You came through the toll gate? It must have been hard. I hear the king of Loire was killed, and there's an uproar about it. ...Oops, I shouldn't keep our tired traveler chatting. It's 10 Gems a night. Will you be staying?

Yes

No

(if you choose "No")

Ark: No, not now.

Master: ...You won't stay?

(if you choose "Yes" but don't have enough money)

Ark: I want to stay but I have no money. Can I stay for free?

Master: ... Sorry! I can't do that for you!

(if you choose "Yes")

Ark: Okay, I'll stay.

(Master:) Your room is back here. Rest easy.

[The inn keeper steps out of the way and Ark goes to sleep. The next day, he decides to go to the port of Litz.]

(Master:) Good morning. Sleep well?

(at the port)

(Sailor:) Big haul makes me happy. Big haul makes my day!

(on the ship)

(Sailor:) You want to go to another continent? That's impossible. We don't have the navigation skills. In the past, a Spanish ship set sail looking for new continents. If they succeed, it could open the way for sailing to new continents.

(if you try to open the door to go under deck)

It's locked...

[Ark has all the more reason to find Columbus in Spain now. He gets on the way to Sylvain castle in Spain in hopes of finding Columbus there.]

3.11 Sylvain Castle

[Ark has all the more reason to find Columbus in Spain now. He gets on the way to Sylvain castle in Spain in hopes of finding Columbus there. He arrives at the castle and notices that the moat's water has a strange color. As he tries to inspect the fountain near the entrance more closely, he almost falls in, but Yomi warns him]

Yomi: Ark! Watch it! This liquid, it's acid! You swim in that, you'll be the soup in no time flat! Boneless, too!

[Ark enters the castle. In the great hall, he goes straight and climbs a flight of stairs. There are four large portraits on the wall.]

Ark: Whoa! What's with this painting?

Ark: The eyes of people have been cut out. This is spooky. Looks like the stuff of nightmares.

(if you interact with one of the paintings)

Ark: The jewel of one eye appears to be missing...

[Ark enters the western wing and climbs the stairs further upwards. He enters the throne room in the northern direction. A pile of bones can be seen in front of each of the thrones. As Ark approaches, the light goes out and only the two thrones are illuminated. A voice can be heard.]

(Bloody Mary:) Give me back my children... My c h i l d...

Presumably. Who else would demand to get back her children?

[The room turns bright again. The two bone piles turn into skeletons that attack Ark, and he fights and defeats them. This frees two souls.]

(in front of the left throne)

Soul: I was once an attendant to the Queen. The Queen had 3 children. Tragically, they all lost their lives while young.

(in front of the right throne)

Soul: I was once an attendant to the Queen. The Queen loved her 3 sons totally. The Queen used the year of their deaths as an important number.

[Ark leaves the chamber and takes the stairs down the eastern direction. He fights his way through and finds a library teeming with more monsters. He reads the books there after defeating them.]

(bottom row, right)

Ark took an old book in hand. There appears to be a poem.

I met four men. The first man had clear blue eyes. The second man was an oriental with impressive deep black pupils. The third man had eyes that burned with passion. The last man had a brown false eye. I decided to show them to the special room.

"Row" refers to the rows of shelves, not the row on an individual shelf. Left/right/middle refers to where the book is located on that row relative to the other books you can actually read, and not to a single shelf.

(bottom row, middle)

Castle Renovation Work Order

Description: Make main chandelier operable for repelling intruders. Chandelier can be elevated using a numeric panel on the winch system.

(bottom row, left)

Sewer Renovation Work Order

Enable exchange of moat and fountain lling intruders. A stone serpent with a switch changes the waters of the sewer.

(middle row, right)

Ark took an old book in hand. It is a journal of Columbus' departure to the new continent.

We finally set sail for a new continent. The sky is clear, the perfect send off to uncharted waters. In return for support, Captain Columbus has taken 3 Princes aboard.

Columbus appears to have taken them on reluctantly.

(middle row, middle)

Ark took an old book in hand. It is a soldier's diary.

On tour in distant Scandia, we discovered the ruins of a village. I hid a small treasure there. Has it been discovered?

(middle row, left)

Ark took an old book in hand. It is a soldier's diary.

Our armors arrived today. All men on duty were ordered to don them. Wearing the heavy armor and carrying a morning star on duty is torture. I long for the peaceful times...

(top row, right)

Ark took an old book in hand. It describes the return of Columbus from his long journey.

Several years have passed since the voyage's start. The year 286 Sylvain. Columbus returned, his ship in tatters. On it were Columbus, several of his crew, but not the 3 Princes. A historical event, yes, but the worst day for the Queen. The Queen blamed Columbus for the Princes' deaths and jailed him.

(top row, middle)

Ark took an old book in hand. It contained a mystifying lore.

The world is steadied by a balance of light and dark. When that balance is disturbed, a hero will appear to restore it. The hero will fight courageously with a weapon first held by man.

(top row, left)

Ark took an old book in hand. It is a journal on an explorer named Columbus.

[Ark turns back and leaves the library, arriving where he came from. This time, he takes the southern exit. There is a large chasm, but Ark is careful not to fall. Large chandeliers are seen hanging from the ceiling. Ark takes the left door and reaches the royal quarters. Ark finds the king's diary.]

Ark took an old book in hand. It is a king's diary.

A week has passed since my wife has taken ill. She has steadily worsened. The cause is known. The loss of our sons has broken her spirit. She moans in her anguished sleep that she will get revenge on him.

[Going back where he came from and taking the door on the right this time, Ark fights his way through more monsters and reaches the castle's chapel. The room is barely lit and almost completely dark. Three skeletons appear as Ark walks up to the altar. He disposes of them and frees a soul in the process.]

(Soul:) I have a request. Until I get my body back, may I come with you?

Ark: Let me think...

Okay, come along.

No way!

(if you choose "No way!")

(Soul:) I see. That's too bad...

(if you choose "Okay, come along.")

(Soul:) Thank you...

[The soul follows Ark. Ark goes back to the great hall and tries entering the eastern wing, but he can't proceed because a deep chasm blocks his way. Ark goes back up the stairs in the main hall and tries the door to the east. He finds a large armor there.]

(Soul:) My body... My b o d y...

A soul burst out with an eerie voice!

[The soul joins with the body. The armor, now possessed, attacks Ark. Ark defeats it, resulting in a bridge appearing. This allows Ark to proceed into the eastern wing. Going to the left, Ark finds a tower key in a storage room.]

Ark obtained Tower Key !

[Taking the the stairs straight across the entrance leads Ark to a room with a strange contraption. Three winches are attached to the walls. There are numbers above them. Their chains lead to the room below. Behind, there are metal cans embedded into the ground.]

(Yomi:) Ark! Come check this out! What is this oil can? Maybe it can be turned by kicking it while shoving the wall.

[Ark pushes against the wall and kicks the cans. The numbers on the wall change as he kicks further. Ark puts in the code "286", the year when the Queen's sons died.]

A mechanical sound echoed somewhere.

[Ark goes back down the stairs. He takes the path to the right and goes through the dining hall, arriving at the kitchen. He crawls into the fireplace.]

The Black Opal was buried in the soot of the fireplace.

Ark obtained the Black Opal!

[Ark continues on his way and gets outside. The castle's towers can be accessed here. Ark goes to the western tower and climbs it.]

(when you interact with the door before unlocking it)

Ark: Tsk... It's locked.

(when you equip the key and use it at the door)

Ark used Tower Key!

[At the top of the tower, Yomi notices something in the distance.]

Yomi: Whew! We're high up! Makes me dizzy! Ark! Hey! Look! The wall of the tower at the other side.

Yomi: The eye of the dragon on the wall is glowing. That's a jewel for sure!

Ark: Great. How do I get across to the other side? Like some thief somewhere, I'm supposed to jump across roofs?

Yomi: Bingo! I'll give you a good shove to get you started good, don't worry. Ready? Blast off!

[Yomi is not joking. After being shoved by Yomi, Ark jumps from rooftop to rooftop and makes it safely to the other side, somehow. He climbs down a vine growing at the top of the tower and drops from there, catching the jewel while falling.]

The Topaz is fitted in the eye of the serpent carving.

Ark obtained the Topaz!

[Ark lands at the bottom of the eastern tower and enters it. The sewer can be accessed from here. Ark finds a weird serpent statue after more fighting.]

Ark: What is this statue? There's something in its mouth... It looks like it might bite...
Put a hand in it. Don't touch it.

(if you choose "Don't touch it.")

(Ark:) To put some device at the back of a statue's mouth. Some taste!

(if you choose "Put a hand in it.")

Ark: Heh! What's an arm or two?

Ark placed his hand deep in the statue's mouth!

[The water turns into clean, blue water. Ark returns back to the room with the chandeliers he has visited earlier. They are lowered, unlike before, and Ark can jump on them to reach a platform to the right. He finds a jewel in a chest.]

Ark obtained Ruby!

The Ruby was originally supposed to be embedded in the chandelier's side. See the "unused lines" section below.

[Now that the water has returned to normal, Ark can inspect the fountain outside the castle more closely.]

The Sapphire was submerged where indicated by the statue's gem.

Ark obtained the Sapphire!

[With all the jewels in his pocket, Ark approaches the four portraits in the main hall. Everything but Ark and the portraits fades to black.]

The jewels started moving as if they possessed life!

[The Sapphire, Opal, Ruby and Topaz embed themselves in the portraits from left to right as the poem about the men depicted in them is recited.]

The colors of the jewels as seen here do not match the colors of those seen circling Bloody Mary when fighting her.

The first man had clear blue eyes.

The second man was an oriental with impressive deep black pupils.

The third man had eyes that burned with passion.

The last man had a brown false eye.

[The screen fades to black. A winch can be seen turning. The screen transitions back to the main hall where a chandelier falls down from the ceiling. It creates a large hole in the ground on impact. Ark jumps through the hole it created into the castle's jail. Four dolls almost looking like zombies circle around Ark, reciting a nursery rhyme.]

Round, round and round we go. The watcher's in the bush we go round. When oh when will the watcher rise? At the dawning of the long nighttime. When the early bird does take flight. Who's in the eyes of the one behind?

At least it's a nursery rhyme in the Japanese version, or so I heard. It is also supposedly not out of sync with the dolls' movement and gives you the correct hint to hit the doll behind you when they stop moving.

[Ark chases away the dolls and finds Columbus in the prison. He tries talking to him.]

From somewhere, a crystal clear voice called out.

(Bloody Mary:) Welcome to my room. You will enjoy a dream like time. Enjoy playing with my adorable children...

[Ark is teleported into another room in the dungeon. A lone doll at the other side wants to play red light / green light with Ark.]

(Doll:) Simon says walk. Simon says Stop!

(if you move after the doll says "stop" and before she says "walk" again)

(Doll:) Yaah! Ark moved!

Four dolls surround Ark and carry him back to the left side of the room.

[Ark plays along, but he attacks the doll at the end.]

(when you reach the doll on the right side and damage it)

Doll: Ouch, ouch... Mommy help... Ark is mean!

[Ark is teleported into a large room with pits covered in spikes in it. The vengeful ghost of the Queen, Bloody Mary, prepares to battle Ark using the four jewels. Though she is a tough opponent, Ark perseveres.]

Defeated Bloody Mary!!

The Queen's vengeance was lifted from the castle...

[Ark is teleported back to the dungeon where Columbus is incarcerated.]

(Columbus:) Ur...Ugh... Groan... Huh? What have I been doing? Days of torture... In a short slumber, had I been dreaming an endless dream? I am Columbus. An explorer and a navigator. Why did you risk danger to come rescue me?

Ark: Well...

Want to go out.

Just did it.

(if you choose "Just did it.")

Ark: It just happened this way. Rescuing people feels good!

(if you choose "Want to go out.")

Ark: I heard of a skilled navigator named Columbus.

(in either case, he continues with)

Ark: Columbus, can I ask you a question? Why were you being tortured here? Isn't torture just for punishment of crime?

Columbus: People probably believe this. I was unjustly jailed because the 3 Sylvain Princes died on my voyage. But that isn't the truth. Perhaps I accepted torture for atoning my own human greed. Loire's King, Sylvain's Queen. Those in power are always the same. I'm sorry but I cannot tell even you the real reason. When the true hero is born, I plan to reveal my secret.

[Columbus finds the strength to get up and walks behind Ark. Ark turns around.]

(Columbus:) When we finally discovered the new continent, I became convinced. Wherever we may live, we are all red blooded human beings. We all laugh, we all cry. We're all the same. As one family of humans, we should cross borders in friendship. So I intend to widely pass on my knowledge of navigation. Now let's get back to Litz.

3.12 Exploration after Sylvain Castle

3.12.1 Back in Litz

[Ark and Comlumbus are seen at Dr. Emilio's hospital, in the room to the top left. Columbus is lying in the bed to the left.]

(Columbus:) I taught all the sailors here all my navigation techniques. I'm sure they will make your wishes come true. I'm tired... I want to get some sleep...

(if you try to talk to him again)

(Columbus:).....

[Ark lets Columbus rest and explores the town.]

(Young man:) Dr. Emilio's friend brought a fever cure from the new continent. He is distributing it for free at the reception desk.

(Nurse:) Do you need a fever medicine?

Yes!

No.

(if you choose "No.")

Ark: I don't need it. I'm healthy.

Nurse: That's good. Being healthy is the most important thing!

(if you choose "Yes.")

Ark: A medicine for fever. Can I have some?

Nurse: Here. If someone is suffering from fever, give them this to drink.

Ark obtained Fever Medicine!

(if you talk to her again with a Fever Medicine in your inventory)

(Nurse:) I'm sorry, there's just one medicine per person.

I am fairly sure you can get new Fever Medicine after giving it to the couple in the Suncoast inn.

(Young woman:) Dr. Emilio's friend was found! The Dr. seems very happy.

(Dr. Emilio:) It seems Columbus is both physically and mentally exhausted. I will make him rest at my hospital for a while.

(at the inn)

(Man:) Did you hear? A boat is going out to the new continent. Columbus taught navigation and the route to the new continent.

(in front of the shop)

(Woman:) An expedition to a new continent is going to sail tomorrow.

(in the northwest of Litz)

(Woman:) A good breeze is blowing. It's perfect for sailing I hear.

(in the church)

(Boy:) My sister got better! I have to give my thanks to the Lord!

[Ark decides to head to the port to see if ships are heading out to the new continent.]

(at the port)

(Sailor:) We're sailing on a ship to the new continent tomorrow. Hauling sails makes me happy!

(on the ship)

(Crew:) We're leaving for the new continent tomorrow, so we're getting ready. Do you want to go?

Yes!

No.

(if you choose "Yes!")

Ark: I sure do! Can I get on board?

Crew: Unfortunately, this is a test voyage so we can't take civilians.

(if you choose "No.")

Ark: I don't want to go.

Crew: That's good. This is a test voyage so we can't take civilians.

(in either case, he continues with)

(Crew:) The next voyage? It's not scheduled yet.

3.12.2 The Quatros

[Being stuck for now, Ark decides to visit the Quatros he had heard about in Litz.]

This could be done much earlier, of course. But I thought it fit in here, together with Loire's second state after that.

(Quatro:) I'm the head of the Quatros, I'm Quatro! This is an oasis for soothing the souls of weary travelers. Relax!

(in the top left tent)

(Man:) The Quatros are fickle travelers. If they disappear, they'll be back.

(in front of the bottom tent)

(Man:) Hey buddy. Wanna play?

Play.

No way.

(if you choose "Play.")

Ark: Sure I'll play. What are we playing?

Man: Uh...well, on second thought, playing with a guy...

(if you choose "No way.")

Ark: Playing with an old dude...

Man: Yeah, I think so, too.

(in front of the right tent)

(Guitarist:) The Quatros appear randomly anywhere. We travel where the wind blows us.

(Dancing woman:) We're happy just to party every day! You only live once!

(in the right tent)

(Lady:) Hey cutie! I dance every day, so I get sore all over. How about a massage?

Sure.

No way.

(if you choose "No way.")

Ark: No way. Massage someone? Nah!

Lady: Hmph! Cheapskate!

(if you choose "Sure.")

Ark: Sure. Where?

Lady: Great! My back. Press firmly.

(if you try pushin her from the front)

(Lady:) Whoa! Don't get fresh!

(if you talk to her after agreeing to massage her)

(Lady:) Hey! Hey, massage me properly.

(after you have pushed from the back for a while)

(Lady:) That feels good!

(after you have pushed from the back for a little longer)

(Lady:) Thanks, I feel much better! Here's a tip!

Ark obtained 1 Gem!

(if you talk to her after massaging her)

(Lady:) You give a good massage! Come again okay?

(if you come back and massage her again successfully)

(Lady:) You're a bit better than before. I'll tip you more.

Ark obtained 5 Gems!

(in the top left tent, after you massaged the Lady once)

(Man:) The man who came here a bit back was very conceited. But then he told me about his trying to avenge a friend.

Talking about Royd. It is possible that you're meant to see this message when meeting the Quatros again in South America, since the Quatros move after you massage the Lady and get onto the world map. But you can get it here.

[The Quatros, being a traveling people, take their belongings and move to their next destination. Meanwhile, Ark wants to see how Loire has been doing after Jean was elected. He comes through a now completely abandoned toll gate and arrives at an expanded Loire.]

3.13 Loire, Second State

(in front of the fountain, 1st Ave)

(Dog:) Arf! Arf! Arf!

(1st Ave, bottom left, in front of Pierre's house)

(Woman:) The Castle has been opened to everyone after the King's death. They're supposed to be holding a speed-eating contest.

(1st Ave, Matis's house)

(Matis:) You travel all over the world, right? I've got a favor to ask. I want to know if my art will be accepted by people of other towns. Can you help me?

Sure.

No.

(if you choose "No.")

Ark: Sorry. I don't have time for errands.

Matis: ...I see. Okay, when you're not busy come by again.

(if you choose "Sure.")

Ark: Sure. What would you like me to do?

Matis: Really? Then take one of my paintings with you. If you meet someone that likes art, please get their opinion.

Ark obtained Matis's Painting!

(if you talk to him again)

(Matis:) I can't pay you, but please make sure you get someone's opinion!

(sign in front of Pierre's house)

Tools Repaired

Craftsman Pierre

[Ark enters Craftsman Pierre's house. Pierre is working on something.]

(Pierre:) I'm Pierre! I'm 18 and I love tinkering with machines. You want to see my invention?

Sure!

No thanks.

(if you choose "No thanks.")

Ark: Not really. I'm not interested.

Pierre: ...Okay.

(if you choose "Sure!")

Ark: Invention? Sounds interesting.

Pierre: What I'm making now puts pictures of people on paper. Can I get you to stay still? Okay, ready?

[Pierre operates the machine. A flash of light. Ark is electrocuted.]

Pierre: Oh oh... I think I blew it.

(if you talk to him again after that)

(Pierre:) Sorry about that! I'll rectify things so come back again.

[Ark is curious about Pierre's invention, so he comes back another time and helps again. But this time, he gets toasted, and it's another failure. But Ark does not give up yet and decides to help Pierre further, even after two failures. The third time is a success.]

Pierre: ...Hey? Nothing happened? ...That means... I did it! It worked! A machine that puts pictures on paper! Thanks for your help and sacrifice for making this machine. I'm going to call this machine Camera! I'll give you one for all your time and trouble! Thank you!

Ark obtained a Camera!

(if you talk to him after that)

(Pierre:) With your help, I was finally able to show it to other people.

[Ark decides to put the camera to use to take pictures from Loire and other cities he visits.]

(when you use the camera in a town)

In Loire, Ark took scenery photos.

The camera can be used to take photos in all towns except Lhasa and Mosque, i.e. Loire, Litz, Freedom, Nirlake, Liotto, Yunkou, Neotokio and Suncoast.

(1st Ave, bottom right, in front of the inn)

(Man:) Since Jean became Mayor, Loire has progressed far.

(at Bounty's inn)

(Woman:) What is it? It's 10 Gems.

Yes

No

(if you choose "No")

(Woman:) If you don't need anything, don't talk to me!

(if you choose "Yes" but don't have enough money)

(Woman:) You've got guts for someone without any money.

(if you choose "Yes")

(Woman:) Use the room at the (right) side.

(if you talk to her after again after choosing "Yes")

(Woman:) If you want anything, talk to the oldster at the bar counter.

(if you pay for a room but go out the door without sleeping)

(Woman:) You! You leaving?

Will stay.

Leaving.

(left room)

(Man:) Why a little girl and a penguin?

(second floor, lower right room)

(Sailor:) On a small island in the north, I hear there's a super rich guy.

(sign outside the house to the right of the inn)

Perfect readings of your stars

Fortunes

(Fortune teller:) Mmm? What? Your lucky item is a Flower!

She says this even if Loire isn't expanded and King Henri is dead, or possibly even after having used the Dog Whistle in Storkolm and obtained the portrait.

(on the way to 2nd Ave)

(Woman:) Jean is something. I don't think Louis could have accomplished this.

(entrance to 2nd Ave)

(Keinz:) The key to this town's growth is stimulation of its economy. Trade with other countries will affect the future of this town. When the doors to free economy are opened, the town can grow.

(2nd Ave, on the road up)

(Young man:) I hear a super rich guy lives on a small island in the north. He's supposedly a generous man with an interest in the arts.

(2nd Ave, house to the top right from the entrance; top left room)

(Girl:) We have more room so I got my own room!

(top right room)

(Grandma:) I see. Finally free. That's good...

(2nd Ave, bottom right, in front of Jean's house)

(Girl:) Louis is helping Jean now. He's not a lush any more.

(Man:) I just realized the town can go on even without the King.

(in Jean's house)

(Louis:) Jean asked me to help him. It's busy, but fun, every day.

He does not seem to live there, though. Maybe the empty house in the bottom row, left side of 2nd Ave is his?)

(back room)

(Jean:) Well hello! What do you think of the reborn Loire? The real progress is still ahead of us. I have to keep studying. Economy, cultural exchanges, civil facilities. There is much to do. The real progress is still ahead of us...

(2nd Ave, bottom row, left side)

(Young woman:) stress named Marily works at Mme. Papilo's. It's a shame she has to work for a haughty woman like Mme. Papilo!

There seems to be a line cut off here in the game, this is not a mistake.

(middle house)

(Man:) I was thinking about starting a business here. Because many people move here, a real estate agent is needed.

Later called "Realtor", but he is not a realtor yet and still a simple "Man".

(left house)

(Michelle:) I'd like to run a furniture shop where I can shop cheaply.

Her name is revealed in the town's third state.

(2nd Ave, top row, left side)

(Young woman:) Pierre is very clever. He fixed my pendant.

This young woman is standing in the place where the tourism bureau is located, which appears after you have helped Pierre invent the camera. There is just lawn in its place before that. Afterwards, she has the following to say:

(after you've helped Pierre)

(Young woman:) Pierre made something called a camera! Why is it called a camera?

(inside the Tourist Bureau)

(Man:) I read a wonderful travel journal written by a man named Hedyn. Maybe I ought to go traveling too.

All lines related to showing pictures will be given later when expanding Suncoast, since that is the only time you need to see them.

(2nd Ave, near the T-junction)

(Woman:) I tried out for the speed-eating contest. Volume I can handle but speed kills me.

This woman has something interesting to say after Beruga's resurrection, but only if Loire is still in its second state. See below.

(At Madame Papilo's shop)

(Mme. Papilo:) What is it? What ever happens, we shall never work for the masses.

(back room)

(Bottom left seamstress:) The town has grown, but my life hasn't changed. It's very boring.

(Middle left seamstress:) Sigh... Maybe I'll quit the shop, too.

(Top left seamstress:) Even after the King's death, Mme. still keeps making expensive clothes. But nobody would buy clothes like that. The shop will fold.

(Marily:) I'm Marily. You're a traveler aren't you? Can I ask you a favor? Are you willing to listen?
I'm all ears. Sorry.

(if you choose "Sorry.")

Ark: My ears are on their lunch break. It's too bad.

Marily: I asked too much of you. Things never work out the way you want...

(if you choose "I'm all ears.")

Ark: What favor is that? I'm listening.

Marily: Thanks! I have some clothes I made here. Sell it at another town. I want to test the appeal of my clothes. May I ask you that favor?

Sure!

Sorry!

(if you choose "Sorry!")

Ark: What? Why should I become a clothes salesman?

Marily: I asked too much of you. Things never work out the way you want...

(if you choose "Sure!")

Ark: Sure. I just take those clothes there?

Marily: Really? Thank you! Please do take it!

Ark obtained Fancy Clothes!

(if you talk to her again after accepting)

(Marily:) If it sells, you can keep the money. It doesn't matter to me. I'll be satisfied knowing someone somewhere else enjoys my clothes.

(2nd Ave, top row, right side)

(Man:) Princess Elle has been missing since then? Maybe the King was killed by Princess Elle...

(at the winery)

(Boss:) Smooth and refreshing taste! Relaxing, mellow feel! I'm trying to make such a drink. Want to try a swig?

Sure!

No, thanks.

(if you choose "No, thanks.")

Ark: I think I'll pass. I don't feel good about this at all.

Boss: Gee, that's a shame.

(if you choose "Sure!")

Ark: I'm willing to drink this, but is it really good?

Boss: Of course! The taste is guaranteed! Down it in a chug!

[The boss places a bottle on the counter.]

(if you talk to him again after that)

(Boss:) Just try some, I'm real confident about this one!

[Ark tries it, spitting it out as quickly as it went down.]

(Boss:) What? You don't find it delicious? That's odd.

(if you talk to him after that)

(Boss:) I'll try a new mix next time. Come sample it okay?

Just talking again does not trigger this line. Go through the door at the back and come in again. If you go out and come back, he will say the line below.

(if you come back to help him for a second or third time)

(Boss:) You've come at the perfect time! I'm uncorking my latest creation. Want to try a swig?
Sure! No, thanks.

[Ark helps him again, but still feels that his wine tastes awful. But Ark does not give up and helps him out another time.]

(if you choose "Sure!" when helping him for the third time)

Ark: Is it really, really okay this time?

Boss: Of course! The taste is guaranteed! Down it in a chug!

[Ark tastes the latest creation and to his relief, he finds it delicious!]

Boss: What? It was good? Great! So it was good? Bwahahahaha! This is made of grapes. I can sell this now! Here, take a bottle.

Ark obtained Wine!

(if you talk to him again after obtaining the wine)

(Boss:) If you don't mind, show that Wine in other regions. I'm real proud of it!

[Though he does not know who to give this wine to, Ark takes it with him in case he finds someone who appreciates it. With his stomach being empty after this ordeal, Ark decides to check out the speed-eating contest that's supposed to be held at the castle.]

(if you interact with the food before the game begins)

(Guard:) Don't start eating until I give the signal.

(if you try to take the magirock before winning)

(Guard:) This is awarded to anyone who eats the specified amount.

(Guard:) A new challenger! You have 60 seconds to eat as much as you can. Beware, there are dishes containing bad medicine. Ready? Start!

Remaining time

X sec Y points

(if you talk to him while the game is running)

(Guard:) The challenger appears loose and limber.

(when you lose scored less than 25 points)

(Guard:) Time's up! You scored (<25) points! We await your return challenge.

(if you talk to him after eating)

(Guard:) If memory serves, you just ate already.

(if you win by scoring more than 25 points)

(Guard:) Time's up! You scored points! Excellent! For commemoration, you may have the stone behind me.

(if you come back after winning and interact with the food before the game startss)

(Guard:) Champ, no sneaking bites ahead.

(if you play again after having won once before)

(Guard:) You rose to the challenge of a new record in speed eating too! Great! Ready? Start!

[Northeast of Loire, a chicken farm was built as Loire expanded. Ark goes there to check it out.]

(Man:) With a subsidy from the country, I started raising chickens.

3.14 Loire under Louis's Leadership

Everything up until the moment Ark casts his vote will not be repeated; it can be seen above.

(if you choose "Louis" when casting your vote)

(Ark:) Let's go Louis! He's hard to read but he appears to love this country.

Everything between casting the vote and the announcement of the result is the same and will be skipped.

(when you have voted for Louis)

(Jean:) Sorry to keep you waiting. We wish to announce the election results. For myself, Jean, 24 votes. For Louis, 25 votes. For the difference of just one vote, Louis won the election. Everyone, let's give a big hand to our new leader, Louis!

(if you talk to him after he announced the result)

(Jean:) Louis will make a good town.

(after the results have been announced)

(Louis:) I'm going to do the very best I can. Just you watch me!

(in the crowd)

(Young woman:) Oh no! It's not Jean? That's not fair!

(in front of Louis's house)

(Girl:) Louis will do his best won't he?

If you save at a diary outside of Loire, the town will now "expand". Its layout does not change, only the places where NPCs walk around and the things they say.

Fun fact: after you bring the portrait to the castle and cure the Princess, Ark and Meilin go back to the inn to rest, Meilin will still be sleeping in bed the next morning. She disappears as soon as you enter the "toll gate" from the world map. If you were to go to Litz to save at the diary, Meilin would therefore have disappeared. But you can instead go all the way back to Lhasa and save there. If you go back to Loire now, it has "expanded", but Meilin is still found in the bed at the inn, having slept through the whole election and Louis's leadership. This does not work if you vote for Jean, since the town actually changes in that case.

As it turns out, many people are unhappy with how Louis runs the town.

(near the entrance)

(Woman:) The King is gone and the taxes are lower... But things are very dull from day to day.

(in front of Louis's house)

(Girl:) Louis appears tired lately. Louis said we should fairly divide what we make... But everyone complained. It's not fair!

(inside)

(Louis:) Everyone should live with equal distribution of wealth. I've promoted that view, but there have been some complaints. Why does everyone seek happiness only by material means?

(next to the house to the top right of Louis's house)

(Man:) I don't think progress is always good for a town. Once people start looking up, they know no bounds.

(in Matis's house to the top left of there)

(Matis:) Whatever happens to the village or the world doesn't concern me.

(outside of Matis's house)

(Young woman:) That's why I said Jean would be better! What can Louis do for us?

(inside of Jean's house to the north, back room)

(Man:) I have to admit, I can't condemn Louis's way as totally wrong...

(Young man:) I really thought Jean would become the leader. I don't understand what made people vote for Louis.

(Jean:) I recognize that Louis has his own ideas. But Loire will never progress under Louis.

(outside, at the sign in front of Mme. Papilo's shop)

(Young man:) I know there's some discontent but I like Loire the way it is. Time flows by slowly, and no one has to work hard all the time.

(middle sign)

A free speedeating contest will be held at Loire Castle.

Curiously, this sign is absent in Loire's second and third states. In fact, you can't interact with any of the signs in them.

(in Madame Papilo's shop)

(Mme. Papilo:) Now that we share what we make, I'm not concerned about profits. Mme Pailot's shop will make clothes loved by people!

Yes, she says "Pailot's".

(back room)

(Marily:) I think I can work with Mme. the way she is now.

(Bottom right seamstress:) Mme. appears less driven since she doesn't have to chase profits.

(Top left seamstress:) Mme. has changed. All her clothes are designed for the common people.

(Bottom left seamstress:) Maybe we were mistaken about Mme.

(winery next door)

(Boss:) It's dull. Everyone makes the same money and lives the same way. You start getting the feeling even the drinks are all the same.

(in front of the inn)

(Keinz:) The new leader is very conservative. Peace and stability are favored. So long as he is the leader, there is no chance of progress here.

Keinz is so disappointed in Ark's choice that he does not even give a development index this time.

(inside)

(Dancer:) Business is real slow lately. No customers at all.

Life keeps being dull in Loire, with no progress ever made. This also means that you can not expand Nirlake and Suncoast fully. The former because you can't deliver four of the Nirlake letters now, the latter because the camera is never invented and you can't show pictures of Suncoast anywhere. Freedom is unaffected since you only need to tell Bell the truth, test his telephone later, help Eddy twice and help Will invent the airplane, the latter of which is required to complete the story. The same goes for Litz, which can't be permanently messed up since you can always give Stoma the Tinned Sardines and buy the Crystal from the nomads.

3.15 To the New Continent

[With nothing more to see, Ark returns back to Litz's inn and spends the night there. Fyda comes into his room during the night.]

(Fyda:) Ark... Ark...Wake up!

[Ark wakes up and notices Fyda right next to his bed.]

(Fyda:) Sorry for the late hour, but there is little time. We need your help. Princess Elle is in danger. Someone is out for her life. I can't explain all now... But I must get her far away from here. She can board the boat to the new continent. But she is not safe alone. I need someone to protect her while I deal with the pursuit. Can you escort the Princess for me?

Leave it to me.

No way!

(if you choose "No way!")

Ark: You've got to be joking! I don't care what happens to that Princess.

Fyda: You're a skilled warrior who can be trusted. Am I right? I need your help. Her life depends on it! Please reconsider!

(if you choose "No way!" again)

Ark: No thanks! That spoiled Princess? No fun times up ahead!

Fyda: That's not true. She is actually an honest and caring person... What has happened to her has closed her heart to the world. I need your help. Her life depends on it! Please reconsider!

If you say "No way!" repeatedly after that, Ark's answer alternates between his first and second, and Fyda will not stop asking until you accept.

(when you choose "Leave it to me.")

Ark: I very well can't say no to a request like that. Sounds serious. If I turn you down, the mighty Ark isn't a man!

Fyda: You accept then! ...Thank you. Now I can save my friend... I will throw off the pursuit and follow you. Take care of her. I shall join you in Litz tomorrow morning. I count on you Ark!

[Fyda leaves the room. Yomi, who heard everything, appears just to mock Ark.]

Yomi: What was that about? Really Ark? Couldn't have said yes any faster could you?

Ark: What could I do? If I didn't agree, that lady wouldn't have left. And a new continent does sound interesting.

Yomi: Heh. Oh well. Surprisingly docile to older women, he is.

Ark: ...What are you getting at fella?

Yomi: Oh nothing. Get some sleep. It's going to be a tough trip.

[Ark goes back to sleep after Yomi disappears. The next morning, Ark goes around town once again. Royd seems to be gone.]

(in front of the shop)

(Young woman:) A ship is sailing for a new continent today. I should go see!

[Ark finally goes to the port where he is supposed to meet Fyda and Princess Elle.]

(Sailor:) The voyage could be long so you should be fully prepared. It's forbidden to use magic and other dangerous items on board.

[Fyda is already there talking to the ship's captain. Princess Elle is just about to get on board.]

(Captain:) Are you Ark? The ship will soon depart. Get up on deck.

(on deck)

(Captain:) Thanks to Columbus, we gained the ability to sail the seas. We can even sail nent at the other side of the world.

Easy to miss. Talk to him before talking to Fyda and follow him on deck. If you talk to both before going on deck, the game will automatically progress when you do. And something got cut off there, again.

Fyda: You've come. Good. I trust you with the Princess's care. Princess, please get on board. I will follow on the next sailing.

[The Princess gets on board, but Fyda waits at the pier.]

Fyda: I sincerely appreciate your help. Take care, Ark.

[As Ark gets up on deck, too, the ship sets sail for the new continent.]

(Captain:) Raise the anchors, we're sailing for the new continent!

[The ship leaves the port. Halfway through the trip, Ark and Elle are seen standing on deck, looking at the ocean.]

Ark: Hey Princess, you stay here too long you'll catch a cold.

Princess:

Ark: Okay, the silent treatment as usual.

(to the right)

(Sailor:) You keep watching the sea, the sea spirits will come ... And eat you up!! ...You could be a little bit scared...

(to the left)

(Sailor:) If you're feeling sea sick, you should lie down in your cabin.

(ship's bow)

(Sailor:) There's a good wind blowing. It's going to be a good voyage.

(Captain:) If this voyage succeeds, we will carry many people to distant lands. This ship will become the bridge between different cultures. I am happy.

[Ark decides to go catch some sleep and enters his cabin below deck.. During the night, as he sleeps tightly, he suddenly hears something.]

(Princess Elle:) Screeaaaam!

Ark: ...What was that? It can't be, Princess Elle?!

[Ark gets back on deck quickly. Princess Elle is lying on the ground, unconscious. A ghost appears right above her. Ark attacks the Ship Ghost and defeats it. He checks on Princess Elle]

Ark: Are you all right Princess?

Princess: ...Ye....Yes... ... You're a strange person. I'm no longer a princess. You have nothing to gain by being with me. Why did you come?

Didn't want to.

You look like Elle in Crysta.

(if you choose "Didn't want to.")

Ark: It's for Fyda. I'm doing this for her sake. She's more odd than I am.

Princess: Fyda? ...She did that? I didn't know...

Ark: That kind of naiveness is a bit like the Elle I knew. Elle's a girl I grew up with. She looks identical to you.

(if you choose "You look like Elle in Crysta.")

Ark: I wonder. I just couldn't leave you. You look like a person I know.

Princess: An acquaintance of yours? I look that much like her?

Ark: Like an identical twin. Even the names. I was taken back at first.

(in either case, she continues with)

Princess: What about our personalities?

Different.

Could be close.

(if you choose "Different.")

Ark: Not at all. Elle's quiet and caring. You appear strongwilled.

Princess: How dare you! You have no sense of delicacy at all!

(if you choose "Could be close.")

Ark: I don't know. I thought you were nasty, but maybe not after all.

Princess: ...Is that so? You can't tell people just by talking a bit. If you learned the truth, you may be displeased I look like your friend.

(in either case, she continues with)

(Princess:) ... But I do want to say this. Thank you... for saving me.

(if you talk to her again after this)

(Princess:) I want to stay here a while. Don't mind me.

[Ark leaves the Princess be and goes back to bed. While Ark still sleeps, a sailor on deck spots the new continent.]

(Sailor:) La...Land! I see land!

[The ship reaches a harbor. Meanwhile, Ark is seen lying on the ground in his cabin, Yomi right next to him.]

Yomi: Ark! Hey! Ark! Get up you lug!

[Ark does not wake up, and Yomi decides to give him a shove.]

Yomi: Hey! How long do you plan to sleep? We've landed.

Ark: Huh...? Snort. Wha-what? Land..? ... The new continent? We're here?

(after getting up)

Ark: Where's the Princess? Do you know?

Yomi: What? Hey instead of dawdling, let's get ashore!

[Ark gets on deck and realizes that everyone has left. A sailor is standing at the pier.]

(Sailor:) You're a slow starter. Everyone else has already gone ashore. You're Ark, right? That girl you were with left a letter for you.

Ark obtained Royal Letter!

Ark read Royal Letter!

Ark. Thank you, but I can no longer be a burden to you. I couldn't say yesterday, but I killed the King of Loire. I have a secret that has been vested in me by my parents. The King destroyed my village and adopted me to find that secret. The search for a groom is a sham. He needed me to speak the secret. When I regained my past entirely I could not forgive. I had no choice. But it isn't just the King after the secret. They came to the Castle. Fyda, alerted to the situation, spirited me out of Loire. I cannot bear involving others in this. I will depart alone. Please forgive my rudeness.
PS: I enjoyed last night. Please take care of your Elle.

(when talking to him again)

(Sailor:) Hey don't take it too hard. I forget how many women broke my heart.

3.16 Freedom

[Ark talks to the sailors at the port.]

(Sailor:) Foreign trade means exciting exchanges of things and people!

(in the house)

(Sailor:) Sailors talk of an armor made by mermaids. Apparently, it's much better than anything made by man!

[Not knowing where to go, Ark decides to enter the closest town, Freedom.]

(at the entrance)

(Woman:) First time in Freedom? You must be surprised by all the people. Freedom has always had many people from other places.

(at the inn)

(Woman:) What? You want to stay? It's 10 Gems.

Yes

No

(if you choose "No")

(Woman:) Humph. What, you're not staying?

(if you choose "Yes" but don't have enough money)

(Woman:) We don't cater to the moneyless! Someone, hose down the doorway!

(if you choose "Yes")

(Woman:) Use the room at (right).

(if you paid and try to leave the inn without sleeping)

(Woman:) Hey you! Aren't you staying? I'll put another guest in.

Will stay.

Leaving.

(left room)

(Keinz:) New talented people are emerging in this city of freedom. Such new talents will influence the growth of culture. The growth of creativity is the key to this country's progress.

(behind the shop, next to the pub)

(Man:) To the (left) of the town is the rough, fast flowing Colorado River. We're trying to build a bridge, but we haven't had much success.

(in the pub)

(Owner:) We only serve blazing hard liquor. Ya don't like it, get lost.

(Layabout:) This is a free country! What's wrong with getting drunk at lunch? What?

(after entering the bar)

(Layabout's mother:) Of course it's wrong you layabout! Get back to work!

She drags him out of the bar, but he is back if you re-enter it and this can be repeated.

(Woman:) Bourbon's not bad but I would prefer a smoother, refreshing drink.

[Ark remembers the wine he got in Loire and shows it to the lady.]

(if you have equipped the Wine)

(Lady:) What is that bottle you have there? May I try a sip?

Sure.

No way.

(if you choose "No way.")

Ark: I went through great danger to get this. I can't let you have any.

Lady: Well aren't you cheap. But that Wine sounds interesting.

(if you choose "Sure.")

Ark: Sure. Try some. It's Wine made of grapes from a town called Loire.

(Lady:) How exotic! Please pour some. This is delicious! It's smooth and refreshing! I think even women can drink this. I'll have to tell my friends!

(if you talk to her again after giving her the wine)

(Lady:) That Wine was delicious. I have to tell my friends about it.

(on the empty space on the left side, below the lottery booth)

(Woman:) I hear Liotto on the (down) continent has a carnival going every day. I like that! I love fighting and carnivals!

(middle left, lottery booth)

(Ticket seller:) Hey, you there! Try your luck at our lottery! It's 20 Gems each ticket!

Buy.

Don't buy.

(if you choose "Don't buy.")

Ark: Nah, no thanks. I don't need a lottery ticket.

Ticket seller: Is that so? Well whatever suits you.

(if you choose "Buy." but don't have enough gems)

Ticket seller: You've got the spirit, but not the cash.

(if you choose "Buy.")

(Ticket seller:) Okay! Choose any ticket you like!

Grab at bottom.

Grab at top.

Mix and grab.

(if you win a normal prize)

(Ticket seller:) Number X! The prize is S.Bulb! Here you go.

The other normal prizes are Pretty Flower, M.Bulb and L.Bulb.

(if you win nothing)

(Ticket seller:) The prize is ...Nothing! You missed. Too bad.

(if the prize is an item you can't carry more of)

(Ticket seller:) The prize is ...Hey. You have too much stuff with you. I'll give you a refund okay?

(if you win the grand prize)

(Ticket seller:) We've got a grand prize winner! The prize is Fancy Clothes!

This is the grand prize in the first state. The other grand prizes are Thunder Spear and X-Spear in the second and third states of Freedom, respectively.

(if you want to play again after winning the first prize in that state)

(Ticket seller:) Actually, the first prize is gone. You can still play, but..

(on the square, in front of Stoma's house)

(Man:) Our original drink! Made of flavored plant sap. It's 10 Gems. Want to try some?

Sure!

Pass.

(if you choose "Pass.")

Ark: A plant sap juice? Sounds hideous. I'll pass.

Man: Oh hey, don't criticize something until you've tried it.

(if you choose "Sure!" but don't have enough money)

(Man:) Try it when you have some money!

(if you choose "Sure!")

Ark: Plant sap? I'll try some!

(Man:) Thanks! Chug it right back!

(after Ark finished)

(Man:) My cousin likes thinking up new menus, too. If you ever visit Nirlake, go check on what he's come up with.

(after you drink some again)

(Man:) My cousin must be working hard.

(in front of Stoma's house)

(Woman:) Don't you think that skateboarder kid is good?

[Ark pays no attention to the skateboarder kid for now and keeps looking around.]

(inside)

(Stoma:) I'm Stoma and I'm the gourmet everyone in town knows. Bring me food that delights me, and I will reward you!

(middle right of Freedom, 3 girls' place, when talking to any of them)

(Girl you talk to:) We're a little fussy when it comes to fashion.

(All of them:) That's sooooo right!

(Girl you talk to:) We're at the fore front of the fashion trends.

(All of them:) That's sooooo right!

(Girl you talk to:) If you can show us a fashion style that excites us, we'll reward you.

[Ark remembers that Marily gave him some clothes back in Loire and shows them to the girl.]

(Girl you talk to:) Oh woweee! What are those clothes? They are so with it! Please, can we have them?

Sure.

No way.

(if you choose "No way.")

Ark: No way! I'm not giving these to people like you!

Girl: Oh yeah? Aren't you the lippy little boy? Unbelievable!

(if you choose "Sure.")

Ark: Uh, if you want these that badly, sure you can have them.

Girl: Oh wow! Really? Yippee! Lucky! Here's a little something for you. Thank you honey!

Ark received kisses in thanks!

Ark's blood pressure rose 10 points!

(if you talk to a girl after handing over the clothes)

(Girl you talk to:) Planning on staying long? We want to get changed!

[Ark decides to give the girls some privacy to get changed and comes back a bit later.]

(after they have changed)

(Girl you talk to:) Look, look. These are the clothes you gave us. They're really easy to wear and soooo fashionable!

(All of them:) That's sooooo right!

(top row of Freedom, right, behind 3 girls' place)

(Woman:) There is this craftsman in town who makes odd things. But the town recognizes his talent like it does the skills of others.

(Bell's house)

(Bell:) Oh hey! You've come at the perfect time! I have a favor! Will you lend me your ear?

Sure.

No way.

(if you choose "No way.")

Ark: No, sorry. I'm sort of busy.

Man: ...I see. Oh...Amanda. What should I do?

(if you choose "Sure.")

Ark: Sure, what's your favor?

Man: Um, er. My girl friend Amanda lives in Nirlake. But I've been so busy, I haven't been able to see her or even write. Can you go see her and tell me how she is doing? My name is Bell. Please tell Amanda Bell always thinks of her. I'm embarrassed to ask this, but... I will repay you somehow.

(if you talk to him again after that)

(Bell:) Please tell Amanda of Nirlake that Bell always thinks of her. I'm embarrassed to ask this, but... I will repay you somehow.

The textboxes do not refer to Bell by his name, but just as "Man", even after he told you his name. But just to be clear, you are talking to Bell the whole time here.

[Ark decides to look for Amanda in Nirlake later and explores Freedom further.]

(Eddy's house)

(Eddy:) ...Groan. It doesn't work! What exactly is wrong?

(Eddy:) My name is Eddy. I study something called electricity. But all of a sudden my test machine stopped. Can you push it for me?

Sure.

No way.

(if you choose "No way.")

Ark: No way. Do it yourself.

Eddy: Too bad. I guess I have to...

(if you choose "Sure.")

Ark: Push this? That'll fix it? What a weird machine.

Eddy: Please! Push it with all your might!

(after pushing for a bit)

Ark: Hey! Do I keep pushing?

Eddy: Please! Push it with all your might!

[Ark keeps pushing the machine, but something explodes and Ark gets toasted.]

Eddy: I...I've got it! I should use heat from motions for electricity! Thank you! You gave me a great hint on electricity! I'm going to get started on a new research project right away!

[Ark recovers from this incident quickly and moves on.]

(in front of Kidsgart, northwest of Freedom)

(Woman:) You a newcomer at Kidsgart?

That's right.

What's that?

(if you choose "That's right.")

Ark: That's right. Is it a problem if I'm a newcomer?

Woman: Of course it is! Hurry up and pay your rent or get out of here now!

(if you talk to her after choosing "That's right")

(Woman:) Hurry up and pay your rent or get out of here now!

(if you choose "What's that?")

Ark: What's that? I don't know what you're talking about.

(Woman:) Is that right? Sorry, I jumped to conclusions by the way you look.

(if you talk to her after choosing "What's that?")

(Woman:) Kidsgart is like the last resort of orphaned children. They're not bad children, but they are noisy and behind in rent.

(if you try to enter Kidsgart before meeting Perel)

(Kid:) Who's there? Perel will be mad if I let a strange person in.

[Ark is bored and decides to see the skateboarding kid's show, after all.]

(Perel:) ...Why the beat down look bro'? Girl friend walk out on you? ...I knew it! I'll show you something to cheer you up! Check it out! I need your opinion when I'm done.

[Perel shows the best of his tricks to cheer Ark up.]

(Perel:) There! Feeling better?

Better!

No.

(if you choose "No.")

Ark: Not one bit. Sliding around on a board with wheels, I could do that!

Perel: Sigh... My performance isn't good enough yet...

(if you choose "Better!")

Ark: Wow! Aren't you something wild? I feel much better!

Perel: What'd I say? My board performance can make anyone smile!

(in either case, he continues with)

(Perel:) You came on that boat right? You come from another continent? Wow! Can you come with me and tell the little guys about that? C'mon, just a little while!

Sure. No way.

(if you choose "No way.")

Ark: No way, not possible. I'm too busy.

Perel: Is that so? You looked like you had nowhere to go. Fine then! If you change your mind, come over. I can put you up. If you say Kidsgart, most people will know. Later bro'!

(if you said "No way." and talk to him as he is on the way to Kidsgart)

(Perel:) You change your mind? I'll guide you then! Come after me, okay?

(if you choose "Sure.")

Ark: If it's just talk, sure! Your kid brothers?

Perel: Something like that. Follow me!

(if you said "Sure." and talk to him as he is on the way to Kidsgart)

(Perel:) This way! Come after me, okay?

(in front of Stoma's house, after you have talked to Perel)

(Woman:) A man who is very particular about good food lives here. It's said that any food he says is delicious becomes famous.

[Ark decides to come with Perel to tell the kids of his journey and follows him.]

(at Kidsgart)

(Perel:) We've got a guest here! Everyone gather round now! I want you to meet this guy, he came by boat from another continent. Ten-hut! Okay everyone, introductions! There's another older kid named Will but he's out right now. From the left, Linda, Paul, Harry, Ani...Hey. Where's Anita?

(One of the kids:) Perel, Anita went out looking for Will.

No indication who says this.

Perel: What? She's got hardly any money. Oh my God. Listen! I'm going to look for Anita! No one leaves till I get back! Sorry. I got to go out as you just heard. Just hang out here okay?

[Perel leaves after he hearing the news. Ark talks to the other kids at Kidsgart.]

(Harry:) The oldest guy here is Will. Will is making a flying machine. Isn't that great?

(Paul:) Anita said she was going to see Will. Will is designing a flying machine at the village of Nirlake.

(Linda:) Are you Perel's friend? Then you're our friend, too!

3.17 Nirlake

[Ark is curious about the flying machine Perel's friend is making and wants to help Perel find Anita. He travels to the town Nirlake north of Freedom.]

(at the field next to the entrance)

(Man:) I was blessed with good corn as my first crop this year.

(Woman:) We rely on the lake ahead for water, but we don't trust it. Water can be a god or a devil. So we don't go to it without cause.

(in front of the house next to the field)

(Man:) Have you ever experienced deadly poison? It saps you steadily. When I was hit with deadly poison, I used a Serum. I shudder thinking how I would have died if I didn't have a Serum.

(in the house)

(Woman:) My only boy Servas went to Freedom for the city life. This place is plain and quiet but you can live your life happily.

(in the room to the right)

(Young man:) I love working with sweat on my brows. However many times I'm reborn, I hope I'm always a hard worker.

(outside, on the way to the inn)

(Sailor:) I saw something! While working, something flashed in the sky. Spewing smoke, it fell towards the lake. It was quite a sight!

(if you talk to him again)

(Sailor:) Maybe that's what you call a UFO.

(on the pasture to the left)

(Cow:) Mooooooooooooo!

(house in the nothwestern part of Nirlake)

(Mick:) I'm Mack. I might not look it, but people call me master chef. I studying a cheap and handy beef item we eat while farming. But I stuck. My reputation it not mean anything... How should I prepare beef?

Grind it.

Roast it whole.

That is correct. He does indeed introduce himself as "Mack", it's in the game. What's with the broken English, though?

(if you choose "Roast it whole.")

Ark: Why don't you roast it whole?

Mick: Whole? That expensive, but okay I try that.

(if you talk to him after giving him any advice)

(Mick:) The basics of cooking is love. I won't quit making cheap, good food!

(if you come back later after choosing "Roast it whole.")

(Mick:) I roast whole but it not cheap, not handy and not for eat while farming. What should I do?
Grind the beef. Give it up.

(if you choose "Give it up.")

Ark: Maybe it better to give up now?

Mick: ...Groan. Maybe I make a mistake?

(Mick:) A man know when to quit. I be satisfied with cooking as a hobby.

If you tell Mick to "give it up" at any point he asks you for advice, Nirlake won't be able to expand. You can't mess up otherwise.

(if you choose "Grind the beef.")

Ark: Why don't you grind the beef?

Mick: Ground beef? Okay, I try that.

(if you come back later after choosing "Grind the beef.")

(Mick:) I grind beef and grill it like you say, but it not enough. What should I do?
Put it in a bun. Wrap w/lettuce.

(if you choose "Wrap w/lettuce.")

Ark: Why don't you wrap the beef patty with lettuce?

Mick: With lettuce? Sound easy. Okay, I try that.

(if you come back later after choosing "Wrap w/lettuce.")

(Mick:) Like you say, I wrap beef patty in lettuce. Lettuce all go soggy. What should I do?
Put it in a bun. Give it up.

(if you choose "Put it in a bun.")

Ark: Why don't you put the beef patty in a bun?

Mick: In a bun? Sound easy. Okay, I try that.

[After Ark has helped Mick with his culinary efforts, it does not take long for the new dish to become popular.]

(if you come back after helping him invent the Burger)

(Mick:) Like you say, I put grilled ground meat in a bun! It delicious! It's very popular in town. I'm happy and proud.

[Other townspeople have also tried it.]

(on the field, after you helped Mick)

(Man:) Mick the town chef made a delicious food with a meat patty in a bun. It's really delicious. He calls it Burger, I think.

[But Ark has not forgotten what he came to Nirlake for. He keeps looking for Anita, but finds Amanda's house next to Mick's first. He decides to deliver Bell's message.]

(if you come here before accepting Bell's request to check on Amanda)

(Amanda:) Who are you? Who told you that you can come in here?

(if you talk to her again)

(Amanda:) Hey! Get out of here! I'll throw you out if I have to myself!

(if you have accepted Bell's request to check on Amanda)

(Amanda:) What? I'm Amanda. Who are you? What? Bell set this up? ...Hahahaha. He said that? Sorry to waste your time, but I've had it with a bore like him. I'm sick of a man who would play with odd machines than with me! I have a new friend now. Please tell Bell that!

(in either case)

(Amanda's new boyfriend:) Arrrrrrrrgh!

This is all he has to say for the rest of the game. Nirlake burning, growing into a huge city, he comments on neither.

(outside Amanda's house)

(Woman:) At the Five Lakes up ahead, the Lake Godis supposed to live there. My dead husband used to claim he saw a big animal there.

(house to the right of Amanda's)

(Girl:) My dead Mom used to say that women who die at sea become mermaids. My Mom died at sea, too. I wonder if Mom became a mermaid.

(at the inn, in the middle of Nirlake)

(Sailor:) I'm looking for a mystic Anchor that's under the Great Lakes. If you have it, you won't get washed away in rapids. I want to check the Great Lakes area, but it's creepy there. I might look wimpy... And you bet, I am inside too!

(Woman:) Well, isn't it a surprise! We don't get visitors here often.

(if you have talked to Perel at Kidsgart, this is followed by)

(Woman:) I remember seeing a girl I didn't know scurrying around.

She is talking about Anita. Anita is not seen in Nirlake before you visit Kidsgart with Perel. See below.

(in either case, the preceeding is followed by)

(Woman:) You have somewhere to stay? You can stay with me for 5 Gems.

Yes

No

(if you choose "No")

(Woman:) Leave!

(if you choose "Yes" but don't have enough money.)

(Woman:) No money!

(if you choose "Yes")

(Woman:) Stay!

(if you talk to her again after choosing "Yes")

(Woman:) the back room.

This is not a mistake. Some line must have gotten cut off again.

(if you pay for your room but leave without sleeping at the inn)

(Woman:) Hey you forgot to stay. What are you going to do when you get older? Be more aware!

Will stay.

Leave.

(outside the house on eastern border of Nirlake)

(Old man:) In a building up ahead, a young fellow's making something big. Don't know what he was making. I've not seen him for a good while.

Talking about Will, of course. You'll miss this if you come here after visiting Perel at Kidsgart.

(if you have visited Perel in Kidsgart)

(Old man:) A little while ago, a cute young girl went into a house up ahead. But later, I didn't see her anywhere. Wonder where she went?

Talking about Anita.

(in that house)

(Old woman:) ...Snuffle... Chuckle... Oh you dear...

[Ark comes across a house a bit outside of town.]

(Keinz:) With the placid populace here, it is difficult to motivate progress. For the people and the town to change a catalyst is essential. When the foors to free economy are opened, the town can grow.

[Ark enters the house. Lots of metal parts are lying all over the floor. Ark finds a book on a table.]

Ark: What's this? Looks like a diary. Let's see...

X/X Prototype 9 fails. Crashes in village to much damage.

Y/Y Something is missing. What's wrong?

Z/Z Prototype 10 completed! This time... The test flight will be by the lake. I pray for success.

[Ark concludes this must be Will's diary. He is about to head to the great lakes to look for him but he notices something odd. The bookshelf seems weirdly out of place. Just behind it, Ark can see the tip of someone's pigtail. Ark decides to push the shelf out of the way and finds Anita.]

Anita is not here if you haven't talked to Perel at Kidsgart. You can actually also walk behind the shelf and talk to her instead of shoving it out of the way. According to the text dump, someone – probably Yomi – suggests that the shelf seems out of place. But I could not get this line to trigger. See "unused lines" section.

(Anita:) No! Don't hit me! I just came looking for Will! ...What? You're a friend of Perel's? That's great! I was worried about Will... Is Perel angry?

(if you talk to her again)

(Anita:) Will's not back yet. I wonder where he went.

After you have found Anita, she will stand in front of the shelf the next time you come back.

[Before Ark leaves, he finds a tin sheet lying on the ground and liberates it from Will's possession.]

Ark obtained Tin Sheet !

There is another bit in the text dump which suggests that Will offers it to Ark after Ark frees him, but I could not get that line to trigger, either. See below.

[Ark travels to the Great Lakes north of Nirlake. There seems to be a large cave there which can be accessed by crossing a bridge to it. But on this bridge, a young man is waiting.]

Servas: I'm waiting for my fiancée Nana right now. This lake is where we first met. She's coming back from Liotto down south. I can't wait!

3.18 Way to Liotto

3.18.1 The Harsh Truth about Amanda

[Servas will not budge, and Ark can't pass as long as he blocks the bridge. Ark decides to head to Liotto to see what's keeping Nana, since no ships have arrived in Freedom in a while. But first, he makes a stop at Freedom and tells Bell the bad news.]

(Bell:) Hello! How are you! Did you see Amanda? What did she say?
Tell the truth. Lie.

(if you choose "Lie.")

Ark: She's doing great. She said for you to take care.

Bell: ...That's all? Something smells odd here. Are you hiding something? Tell me what really happened.

Tell the truth. Lie.

(if you choose "Lie." again)

Ark: It's true, she said don't worry about her and focus on work.

Bell: ...Okay! That is surely reassuring! That's right! I must repay you! It's not much but please take this.

Ark obtained 100 Gems!

(if you talk to him again after lying twice)

(Bell:) I'm going to work hard for Amanda!

If you lie to Bell about Amanda, he will not invent the telephone and Freedom will not expand.

(if you choose "Tell the truth.")

Ark: Listen. I think she has a new boy friend now. She's finished with you.

Bell: ...What?

[Bell, stunned by this revelation, stares at the wall.]

(Bell:) Ohoh...Amanda! What did you find wrong with me?

[Bell slowly walks to the door.]

(Bell:) Thank you. I'm going to the pub. I feel like having a drink.

[Ark follows Bell to the bar to cheer him up. But Bell is in no mood to talk.]

(Bell:)

(Owner:) There are times when a man has to drink. You might be too young to understand that. Let him be.

[Ark decides to follow that advice for now and leaves. But he can't let Bell sulk forever and comes back later. Bell has regained his composure in the meantime.]

(Bell:) I'm sorry about this. I'm okay now. I'll get over Amanda. I was working on a machine that will let you talk to someone far away. I didn't think anyone would need something like it. But I will make it now. Even when you're apart, if you can talk, you can convey your feelings. If anyone can be saved that way, then my machine is meaningful. Oh yes, I entirely forgot I had to repay you. Let's go to my house.

[Bell leaves the bar and goes back home. Ark follows him there.]

(when talking to him before taking the magirock)

(Bell:) That blue rock is for your favor. You will take it?

(when talking to him after taking the magirock)

(Bell:) I feel much more inspired. I can make more amazing things!

[Having made sure that Bell wouldn't get overwhelmed by sorrow, Ark gets on the way to Liotto. He has to cross the mighty Colorado River to get there, but there's no bridge across it.]

(Man:) I'm putting a bridge across this river, but it always washes away. I think I need better lumber that is more resistant to water. There's good wood in the forest NW of Nirlake, but... I hear fiends stalk there now. I'm frightened of going...

3.18.2 Building a Bridge

[Ark heads to Gumin Forest northwest of Nirlake to help build a bridge because he will be stuck otherwise. There are scary-looking tree stumps with faces carved into them there. When Ark attacks one, a large, orange blob-like creature rears its head. It attacks Ark and even talks.]

(Gumin:) Who's wrecking the forest?

Presumably. Anyway, remember Molly talking about this?

(Gumin:) You're gonna hurt! 'Cos I'm gonna hurt you!!

[Ark defeats the monster and obtains a log. He spends more time collecting logs in the forest until he has enough and heads back to Colorado River.]

(if you have a log equipped)

(Man:) ...Wha? Excuse me! Where did you get that log? This is truly the ideal log! It's perfect for building a bridge! Please! May I have it?

Sure.

No way.

(if you choose "No way.")

Ark: No way! I found this!

Man: I see. I thought I would be able to build a bridge with it...

(if you choose "Sure.")

Ark: Sure. You can have it. I'm a nice guy.

(if you have more logs in your inventory, he will keep asking)

Man: ...Wha? You have more good lumber with you! This is truly the ideal log! It's perfect for building a bridge! Please! May I have it?

Sure.

No way.

(if you run out of logs but haven't given him nine in total yet)

(Man:) But I can't build a bridge with just this. Can you bring me more quality lumber like this?

(after you have given him the ninth log)

Man: Tha... Thank you! With this much good lumber, I can make a good bridge! Thank you! Really, thank you!

(when talking to him again after having given him nine logs)

(Man:) I'm going to make a good bridge! Just wait!

[Ark decides to spend time back in town to wait for the bridge to be built. A man there tells him that it is apparently finished.]

You only need to leave the screen and come back from the world map to make the bridge appear; but the new dialogue below can be missed if you go ahead and do Liotto already.

(outside the pub)

(Man:) I tried to get friendly with this super cute girl, but I screwed up. I last saw her at the other side of the bridge then she took off.

This is the man who was talking about their earlier attempts to build a bridge before. And he is talking about Meilin.

[With the stable bridge enabling passage across the Colorado River, Ark can finally get to the southern continent. He crosses the bridge and passes the mountain ridge where Windvale is located. Ark wonders how the birds of Sanctuar are doing and pays them a visit. They seem to be okay, even though Ark can't understand them anymore. All but one.]

(below King Kingbird's throne)

(Merchant bird:) If you can't speak with humans, you can't make it in this business. Talk to me across the counter. I'll give you a good deal.

You can take a gull to Safarium, if you want. Nothing has changed there, either. From Safarium you can go all the way back to Litz where you came from. There is some dialogue at the port you can only get by going there this way. See below. You can also go to Neotokio by talking to the middle gull and flying to Kamiyo. It still does not quite make sense yet, so that comes later.

[King Kinbird seems to be doing fine, too. Ark moves on and passes through Guiana, reaching the southern continent. The Quatros have moved here, and Ark pays them a short visit. Down south in Evergreen, the plants seem to be doing fine, just like the birds. Evergreen has not changed since the last time Ark saw it. Ark finally reaches Liotto's port and wants to know when Nana's boat takes off.]

If you enter South America, you can go to the stopover and have a gull there take you to Greenland. You can actually get a starstone from the penguin already, if you have a Pretty Flower for him. This is the only starstone you can get before resurrecting Beruga, as far as I'm aware.

As far as King Kingbird is concerned: if you expand Freedom, he is not at his usual place in Sanctuar because he was caught and is being sold at the black market. You can actually expand Freedom before building the bridge. The question, then, is how people got so Sanctuar to snatch him? There is no bridge and no ships sail between Freedom and Liotto... Anyway, after freeing him he is back and rewards you with a magirock.

The Quatros have nothing new to say, everything is in the section after Sylvain Castle. The text dump suggests an abandoned subplot about at least some of them wanting to settle down. See the "unused lines" section below. Evergreen is unchanged, but the text dump suggests an abandoned subplot about it being turned into a resort. See the "unused lines" section below.

(top landing)

(Sailor:) Many have been lost. We can't go out to sea any more. It's all since that Mermaid Tower appeared.

(middle landing)

(Sailor:) Mermaid Tower appeared in the east sea, and with it monsters.

(bottom landing)

(Sailor:) Monsters appeared in the east sea. We lost many fish boats and crew.

(on the boat, bow)

(Captain:) We can't go fishing like this! We must get rid of those monsters...

3.19 Liotto

[Ark now knows that no ship can sail from Liotto because of the monsters around Mermaid Tower. But he can't do anything about it right now and decides to go to Liotto.]

(fountain right at the entrance)

(Woman:) Liotto is a full time carnival town! Enjoy your stay!

(clown above her)

(Clown:) The same life never comes twice. It's a shame to waste it!

(bottom right, in front of the general store)

(Man:) Weapons named something Staff have special effects. If you get something like that, you should equip it.

(fortune teller, next to the shop)

(Fortune teller:) I see you riding the waves in high wind. Your lucky item is a bulb!

(bottom left, inn)

(Girl:) Mama went to the carnival. Is mama back from the carnival yet. I'm lonely so you can stay if you want.

(behind the inn, in Liotto's western part)

(Clown:) In (up) direction is Corcobad Hill. Lovers who declare their love to each other there will find happiness.

(in front of a fenced-off area next to that)

(Man:) Yo buddy, you want to play Cream-a-Cat. I know it. ...Am I right?

Maybe.

No.

(if you choose "No.")

(Man:) Maybe I'm losing my touch.

(if you choose "Maybe.")

(Man:) Throw the balls and knock cats down. It's pretty obvious, right? Start any time.

(if you touch the magirock before you won)

(Man:) Buddy, if you touch my stones you'll get burned. ...Maybe.

(if you lose)

(Man:) Way to go. Go for perfection and set my heart on fire!

"Way to go" doesn't seem like something to say to someone who has lost.

(while the game is still going, but also after the game is over)

(Man:) Snap your wrist and throw with your mind blank.

(if you win)

(Man:) You did it! I knew you had it in you. I got a thrill... As commemoration, I'll give you my treasure, a stone I held dear.

(if you talk to him, trying to leave before taking the magirock)

(Man:) Grrrr... Refusing my gift? You're just so cold!

(after the game is over and you have won)

(Man:) Think of that stone as me, and give it your all.

This seems like something to say before the game is over, not after. Maybe as an inspiration for the next attempt. I feel like some of this guy's lines would make more sense if you switched them around. See above.

According to the text dump, he also has a line when you take his magirock before talking to him after the game finishes, but it doesn't trigger. See below.

(if you come back again after you have won)

(Man:) Yo buddy. You want to play Cream-a-Cat? Or did you come see me? Which is it?
Cream-a-Cat. See you.

(if you choose "See you.")

(Man:) ...Actually, I did, too.

(if you press the "cancel" button.)

(Man:) Neither? Don't torment me like that!

(if you win and take the magirock before talking to him; or if you win again after having taken the magirock)

(Man:) You're good. I'm happy you love Cream-a-Cat so much.

(in eastern Liotto, in front of a house)

(Man:) I've eaten so much, I'm flat broke!

(in the house)

(Woman:) My son loves soccer. Never studies, just plays soccer. But that's his life. I think he can do whatever he wants to do!

(in the back room)

(Boy:) I love carnivals and soccer! You like soccer right?
Yes. Don't know.

(if you choose "Don't know.")

Ark: I didn't say sock her! What's soccer? I don't know.

Boy: You... You don't know soccer? Unbelievable!

(if you talk to him again after saying "Don't know.")

(Boy:) I don't want to talk to anyone who doesn't know soccer!

(if you talk the mother again after saying "Don't know.")

(Woman:) I heard. You don't know soccer? Hahahahahaha!

I am not 100% sure, but I think she never goes back to not mocking you after this.

(if you choose "Yes.")

Ark: I like soccer. I like lollipops.

Boy: ...Yo big guy. ...That's sucker.

(if you talk to him again and choose "Yes.")

Ark: I like soccer. One born every minute.

Boy: ...Yo big guy. That's sucker too.

(if you talk to him a third time and choose "Yes.")

Ark: I like soccer. I don't hit women.

Boy: ...Yo big guy. I didn't say sock her!

The boy will cycle to the three answers he gave when you ask repeatedly and answer "Don't know." every time.

(outside, next to the Cream-a-Cat area)

(Woman:) A sailor claimed Astarica is behind the mountains in the northwest. The people of Astarica held rituals to get closer to God.

(house in the northeast)

(Woman:) My husband is a fisherman, but the catch hasn't been good lately. He said they can't go out fishing since that Mermaid Tower came up.

(outside, in front of the house to the left)

(Woman:) The carnival by day is exciting, but it's also exotic at night.

(in that house)

(Woman:) Isn't our monkey cute? He can really samba!

(if you throw the pot at the monkey; it stops dancing and looks around, confused)

(Woman:) Hey! What are you doing with my monkey?

(if you talk to the woman after hurting the monkey)

(Woman:) Violence against animals is for low lifes! Unbelievable!

(if you leave and try to enter the house again)

(Woman:) People who abuse animals aren't allowed back here!

I believe you are locked out of that house for the rest of the game after doing this, but I haven't tested it thoroughly.

(in front of the restaurant in the northwest)

(Man:) In (down) direction is the port where you can find the sailors.

(in the restaurant)

(Restaurant lady:) Hey, for a change of pace, want to try some Brazilian food? It's 10 Gems an item.

 Fuejoada

 Suras.

 Caipilina

 No.

(if you choose "No.")

(Restaurant lady:) You won't eat something this delicious? You're wasting your life.

(if you choose "Fuejoada")

(Restaurant lady:) Fuejoada is a bean dish.

(if you choose "Suras.")

(Restaurant lady:) Surasco is a beef dish.

(if you choose "Caipilina")

(Restaurant lady:) Caipilina is a cocktail. You might be too young for it

Caipirinha. Drinking it sets Ark's heart aflutter, a reaction he has to other alcoholic beverages. See Neotokio.

(when you ordered something and Ark consumed it)

(Restaurant lady:) What do you think? It's addicting.

(if you order anything but don't have enough money)

Ark: It's a shame, but I spent too much so I have no money.

Restaurant lady: What? You partied too much? I didn't see you that way.

[After Ark has seen most of the town, he goes back out to see more of the carnival. He notices Meilin in front of a cotton candy booth.]

(Meilin:) Hey! I finally caught up! You shouldn't have just left me! I decided! I'm not leaving your side again, Ark! Okay?

All right.

You're joking.

(if you choose "You're joking.")

Ark: What? I didn't leave anyone, you just tagged along!

Meilin: But I was useful! You do admit that! For reward, let's go look at the carnival, okay?

(if you choose "All right.")

Ark: Yeah, whatever. Why do you always chase around me?

Meilin: Oh come on now! Let's hit the carnival! I've never seen a carnival this spectacular!

[Meilin tags along with Ark. The two want to see more of the carnival and check out some more food stalls.]

(if you try to leave Liotto or enter any house)

Meilin: Ark. Where are you going? Let's check the carnival more!

(at the cotton candy stall right where you found Meilin)

(Candy seller:) Hello! How would you like some cotton candy? Just 10 Gems! Would you like one?

Yes.

No, thanks.

(if you choose "No, thanks.")

Ark: I can't eat anything that sweet.

Candy seller: Why? Are you on a diet?

(if you choose "Yes." but don't have enough money)

(Candy seller:) Oh you don't have any money.

(if you choose "Yes.")

(Candy seller:) Here you go!

(right after Ark finishes it)

(Candy seller:) Gigggle. What a manly way of eating!

(to the right of the entrance to Corcobad Hill)

(Fruit seller:) Fruits for your thirst! Apples are 8 Gems and watermelon is 12 Gems.

Apple!

Watermelon!

No, thanks.

(if you choose "No, thanks.")

(Fruit seller:) Come back when you're thirsty!

(if you choose either "Apple!" or "Watermelon!" and don't have enough money)

Ark: Oops! I don't have any money.

(Fruit seller:) Haha, you forget your wallet?

(if you choose either "Apple!" or "Watermelon!")

Ark: I'm thirsty. I'll take one.

Fruit seller: We've got a good harvest this year. Chomp right down!

(right after Ark has eaten)

(Fruit seller:) Thanks!

(to the right of the entrance to Corcobad Hill)

(Clown:) We sell soft ice cream cones and coffee. Both are 10 Gems each.

Ice cream.

Coffee.

No, thanks.

(if you choose "No, thanks.")

(Clown:) Okay. Please come again.

(if you choose either "Ice cream." or "Coffee." and don't have enough money)

(Clown:) I'm sorry but you don't appear to have enough money.

(if you choose either "Ice cream." or "Coffee.")

(Clown:) Here you go.

(right after Ark has consumed his order)

(Clown:) Thank you very much.

[After a while, Ark and Meilin have seen all of the carnival and all that's left to see is Corcobad Hill in the north. A large statue is located at the middle.]

Meilin: Wow... This is a beautiful place.

[Meilin slowly walks forward, looking at the statue, and turns around.]

(Meilin:) I heard lovers who declare their love here at night will become happy. Isn't that a nice story?

It might be.

That's silly.

(if you choose "That's silly.")

Ark: That's silly. It's just superstition.

(if you choose "It might be.")

Ark: That's a nice story, but maybe a bit put on.

(in either case, Meilin responds with)

Meilin: Sheesh! Ark, you have no sense of the romantic at all!

(looking back at the statue)

(Meilin:) ...But you know... I want to believe that story...

(turned back to Ark)

(Meilin:) Listen Ark. It won't be odd if I got to like someone right? Even if it happened to be you, Ark... But when I like someone, I want him to like me back, just me. I'm going to come back here tonight. Please tell me how you feel tonight Ark.

[Meilin slowly walks up to Ark.]

(Meilin:) Ark! I love you! Please come here tonight!

[Meilin leaves Corcobad Hill, running past Ark. Not sure how to feel about what Meilin said, Ark returns to the inn to go to sleep. He wakes up at night and comes back to Corcobad Hill to meet Meilin, just like she asked him to. Meilin does not seem to be there, but Ark hears a voice.]

(Elle's mirage:) Ark? Ark.

[Elle of Crysta comes out from behind the statue and walks up to Ark.]

(Elle's mirage:) I came here with the Elder's permission.

(turned towards the statue)

(Elle's mirage:) It is a beautiful world here. This is the world you fought for, Ark.

(turned towards Ark)

(Elle's mirage:) I... After Ark left, I realized something. The colors of crystal blue and the pretty scenery of Crysta... They were beautiful because I was with Ark. They all glowed. I knew for the first time how lonely it is without you Ark.

(having walked up to Ark some more, standing even closer to him)

(Elle's mirage:) Ark... I want to be with you Ark, like back then.

[As Elle disappears, turning out to be a mirage, Meilin reveals her presence. She comes out from behind the statue and stops in front of it.]

(Meilin:) You, Ark saw the person in your heart. But it wasn't me... That's who you love Ark. You don't think of me at all... I know now... I don't need this. Ark... I hate you!

3.20 Mermaid Tower

[Meilin runs past Ark, leaving him behind. Ark turns in for the night. The next morning, he goes back to Liotto's port to see if the situation has changed. The ship is still docked. The Boss is giving a speech to his three sailors who are lined up on the pier.]

(Boss:) You all understand? If we don't do something, we can't survive! I'll give a boat to anyone that defeats those monsters! Anyone have the courage to fight the monsters?

(after a pause with no response)

(Boss:) All these rough sailors, and not a one with courage? What?

[Ark decides to rise up to the challenge.]

(sailor to the right)

(Sailor:) Well, the boss should go...

(Boss:) You! Stranger! You want to fight monsters? In the east sea are monsters. Get rid of them, and a boat is yours. What do you say?

Sure!

No way!

(if you choose "No way!")

Ark: What a bunch of wimps. It's your problem.

Boss: There's not a lot we can say to that...

(if you choose "Sure!")

Ark: What a bunch of wimps. Leave it to me!

Boss: What? Did you hear that? That's great! When you're ready, get on board. I'll take you to Mermaid Tower!

(left or middle sailor, after you have accepted)

(Sailor:) You volunteered to fight monsters for no reason? You must be brave.

(after accepting)

(Boss:) You ready?

Ready!

Not yet.

(if you choose "Not yet.")

Ark: Hey don't be so hasty. Good things come, right?

Boss: Hmph! I'm just worried you'll run away!

(if you choose "Ready!")

Ark: As ready as they come! Let's go!

(Boss:) Heh, we're counting on you! Get on!

[Ark gets on the boat, and the captain sets sail for the sea to the east of Liotto. A large tower rises above the sea's surface. Ark is dropped off there and enters.]

(if you try to go back before clearing the tower)

Ark: The boat has left... So we can't leave until we defeat the monster.

[Ark jumps down into the tower. Protected by a bubble, he can climb down deeper to find the source of the monsters' presence. He fights his way through many fish monsters to reach the bottom of the tower. Big Fish and Cally attack Ark. While Cally are aggressive but nigh invulnerable, Ark patiently manages to get the more cautious and vulnerable Big Fish to get close while avoiding their attacks. As Ark defeats Big Fish, the monsters disappear.]

The presence of fiends disappeared from Mermaid Tower... And the whisperings of mermaids began...

(right where you climb back up)

Mermaid: Thank you. We have a lot to do ahead of us. Humans are so easily lost at sea! But they probably don't know we give them a helping hand...Giggle.

(right up the stairs)

Nana: I was once a human girl. I was on a ship to Freedom to meet my fiance. A sudden storm whipped up and the ship went down in heavy seas. When I came to, I looked like this. I must ask you a favor. Please give this ring to Servas living in the Great Lakes area. And please tell him, when we are reborn, let's get together again.

Ark obtained Engagement Ring!

(if you talk to her again after obtaining the ring)

Nana: Please give the ring to Servas who lives in the Great Lakes area.

(going along the left side)

Mermaid: Living things originally emerged from the sea. So perhaps a mermaid is the real form of humans.

(taking down the stairs opposite the entrance)

Mermaid: This tower is a beacon for sailors. This is where all ships come when they become lost at sea. It is also where the souls of those who died at sea gather...

(to the left of the entrance)

Mermaid: At the south edge of the world is the 6th continent locked in ice. The treasure of mermaids sleeps there. As thanks for rescuing us, please do take it.

(to the right of the entrance)

Mermaid: We protect the seas. We will pray for your safe voyages always.

[Ark heads toward the top level, but two Mermaids block the entrance. They have something they wish to give to Ark.]

(speaking to either of them)

(Mermaid:) Thank you for returning us to normal. This is a show of our thanks. When you need, please summon us with it. We will shield you with magic bubbles against danger.

Ark obtained WaterPin!

Apparently, there is a bug which makes it possible to get a WaterPin from each of the two mermaids. I am not sure in what versions of the game it works, though.

[The mermaids clear the way. Ark can now get above the surface. The ship is already waiting for him and takes him back to Liotto's port.]

(if you try to leave the tower without having talked to Nana)

Yomi: Hey Ark! The mermaids have been restored! Talk to them at least! You'll regret it if you don't!

(back at the port)

(Boss:) Thanks to you, the sea has become calm. A sea man's promise is his honor, I'll give you a boat! At a pier, press down. You can row out to sea. To land, find a pier and press up.

Ark obtained a Boat!

After obtaining the boat, the game becomes a lot more non-linear outside of the things you need to do to progress the story. Things like expanding towns can be done in any order. I have tried to weave this together with the story in a way that seems reasonable, e.g. not letting Will rot in the Great Lakes cave forever while sailing around the world and expanding towns. But a lot of content can be done now, like expanding Litz and Loire to their final states, visiting various subareas and other towns etc.

(sailor on the right)

(Sailor:) Thanks to you, we can go out fishing again!

(sailor in the middle and left)

(Sailor:) A boat can moor in ports, too. Visit again some time!

[Fishermen and sailors can leave the harbour again. The good news have reached Liotto, too.]

(in the northeastern house)

(Woman:) They can go fishing again. My husband's happy. He'll have to work hard to make up for his holidays!

3.20.1 Racing Minigame on the Way Back

[Before Ark leaves Liotto on his new boat, he explores the continent a bit more. He comes across a curious maze of mushrooms in the forest. Two gerbils have built a race track there.]

I have no ideas what these animals are, actually. Any takers?

(at the entrance)

(Gerbil:) My goal is at the left. If you're really fast, I will give you something nice. You want to play?

Sure.

Zero interest.

(if you choose "Zero interest.")

(Gerbil:) I guess you don't want the nice thing.

(if you choose "Sure.")

(Gerbil:) Ready... ..Go...

(when talking to it after the race has started)

(Gerbil:) Hurry. Hurry.

(to the far left, when you try to take the magirock before having won a race)

(Gerbil:) No. That's a no-no.

(at the inn)

(Young man:) Welcome! To the city named after freedom!

(when going there for the first time, this is followed by)

(Young man:) Pardon? The person here before? I hear she was fired for some trouble. I have no idea where she is. She was frightful, and had no friends.

(in either case, he continues with)

(Young man:) One night accommodation is just 10 Gems!

Yes

No

(if you choose "No")

(Young man:) Please visit again.

(if you choose "Yes" but don't have enough money)

(Young man:) This is a city of freedom. But it is cold to those without money.

(if you choose "Yes")

(Young man:) Please use the (right) room on the 2nd floor.

(if you pay for a room and try to leave without sleeping)

(Young man:) You're not staying? That is your own free choice.

Will stay.

Leave.

(2nd floor, top room)

(Guitarist:) Her hot dancing and my cool guitar, we'll make it worldwide.

(Woman:) I want to make everyone in the world swoon to my dancing! Freedom is the town with the chances to make those dreams true!

In the text dump/the game file, the dialogue of these two is located in the section with the Quatros' dialogue. Maybe these two were originally supposed to be the ones who wanted to settle down? See below.

(2nd floor, left room)

(Man:) I study animals. There is a curious breed of penguins in Greenland. Just like humans, they build homes and fish. I saw one that was carefully guarding what looked like a shining stone. I never did find out what that was, though.

[Civilization's growth also has downsides, as Ark realizes when he enters the store and climbs down the stairs. Exotic animals are being sold on the black market. King Kingbird is kept in a large cage, crying. Ark demands to know what is going on.]

(if you interact with King Kingbird)

(King Kingbird:)

(Man:) A bird this big... I'm in a bind, nobody wants to buy this bird. Hi buddy want to buy a bird? It'll make a hefty roast chicken! Yours for just 5,000 Gems!

Buy.

No thanks.

(if you choose "No thanks.")

Ark: No. I'll pass.

Man: Yeah? I guess I have to turn it into a roast chicken myself.

(if you choose "Buy." but don't have enough money)

Ark: I'll pay! But you've got to set it free.

(Man:) ...Having said that, you don't have the money do you?

(if you choose "Buy.")

Ark: I'll pay! But you've got to set it free.

Man: You're so kind. Well, so long as I get paid, I don't care what you do. I'll free the bird from the cage later on.

[Ark returns a while later to see if the man has kept his promise. Indeed, the cage is empty.]

(Man:) Like we promised, I let that bird loose. That's what you wanted right?

There is another cage here with three frogs. They are unaffected by your purchase, but in Freedom's third state they are gone.

[A quick trip to Sanctuar confirms that King Kingbird is indeed back, sitting on his throne. Ark travels back to Freedom to explore the town more.]

(in front of the bar)

(Man:) Let's take it easy bro!! Things happen when they happen.

It's the man who told you they were trying to build a bridge, and how he saw Meilin cross it later. He says this line after you have met Meilin in Liotto regardless of Freedom's state.

(in the bar)

(Layabout:) This is a free country! What's wrong with getting drunk at lunch? What? ...Heh! Perfect looks like Mother's not coming today!

(at the 3 girls' place, back room)

(Man:) Hello, sir! I do all the house chores here. Don't I hate it? Not at all! Men are expected to do chores today.

(on the large square to the left)

(Man:) Jogging is it for health! But I get worn out so I walk, too.

(if you talk to him a second time)

(Man:) What? Well, it's okay to walk isn't it?

(if you talk to him a third time)

(Man:) Aww come on. Just turn a blind eye okay? Please?

[Ark decides to visit Bell again to see how far he got with the invention he worked on.]
(northeast, Bell's house)

(Bell:) Bwahahaha! Listen! A machine that lets you talk with someone far away is now fi-ni-shed!!
If you think I lied, talk to the machine like this in the back room.

(if you talk to him again without testing the machine)

(Bell:) Hey, there. Try this out, our new test sample. In the back room, there's a machine like this one. Just talk to it.

(telephone in the back room)

(Bell:) My name is. My name is. It's me, Bell. Can you hear me? You can hear my voice clearly right?

(after you have tested the telephone)

(Bell:) See? If everyone has these at home, no one will ever go lonely. My wish finally came true!

[Having successfully tested Bell's telephone, Ark remembers that Eddy, too, was working on something. He visits him next door.]

(Eddy:) Oh hi. Thanks to your help, I'm getting to understand electricity. I'm thinking of running the final experiment. Can you help me again?

Sure.

No way.

(if you choose "No way.")

Ark: I can't take another of your accidents! I won't do it!

Eddy: ...I see. It's this time. Almost finished. That's a shame...

Something seems to have been cut off or shuffled around again. Should probably be "It's almost finished this time."?

(if you choose "Sure.")

Ark: Sure. What do you want me to do next?

(Eddy:) At the same time as me, press the switch at the left of the machine. I'll give you a signal to cue you.

(when you walk up to the machine on the left)

(Eddy:) Ready? One, a two, and a three!

[The room goes dark, except for a dim light that flickers on the machine in front of Eddy.]

(Eddy:) ...Yeah! We did it! Look at that. That's light of electricity. It's weak and small now, but it will grow. People will return to homes lit by this light at night. Like fire enabled human civilization to advance, I think the light of electricity will show the way to more progress. I sincerely hope this light will show the correct way for progress.

(if you talk to him again after helping him)

Eddy: I'm grateful for your help. I've still got a lot to do. I have to study how I can get this light of electricity to people.

[After helping Eddy with a potentially groundbreaking invention, Ark leaves him to figure the rest out on his own.]

(in the Tourist Bureau, western side of Freedom)

(Man:) Did you decide to travel after reading Hedyn's book?

(on the large square where the man jogs; appears after helping both Bell and Eddy)

(Woman:) So walking like this is jogging? The man in front said so.

(when talking to her again)

(Woman:) Life has gotten easy, so I began putting on weight. I must exercise!

3.22 Great Lakes Cavern

[But Ark has not forgotten that he wanted to save Will and leaves Freedom to head to the Great Lakes. Equipped with the Engagement Ring, Ark delivers Nana's message.]

(if you have equipped the Engagement Ring)

Servas: Oh! That ring... Something happened to her!?

Ark: Yeah... Apparently a ship accident...

Servas: I see... She had never been late before... Thank you for telling me. I will go see her.

[Servas disappears right in front of Ark's eyes, as if vanishing into thin air. The way into the Great Lakes cavern is now open and Ark loses no time. He sees no way to progress at first, but finds something guarded by two Douma.]

Remember the woman in Nirlake who talked about her son Servas? Yeah, he apparently died some time ago, too.

By the way, there is a dolphin of the same name in Soul Blazer. He died in a shipwreck before was he reincarnated as a dolphin. In Illusion of Gaia, "Sabas" and his sister Nana are the children of an explorer, whose remains you find some time before meeting them.

Ark obtained Air Herb!

[With the Air Herb, Ark can now dive for extended periods of time and explore the cavern further. He comes across a room with a large waterfall at the end.]

Ark: What? That shadow!

[A large shadow can be seen in the water. Something or someone seems to be struggling underwater.]

Ark: What is that shadow?!

(Voice:) Help. Someone help...

I think the shadow is supposed to be Will being attacked by Hitoderon, with Will struggling to free himself. The voice would then be Will's, if that is the case.

Ark: What? I thought I heard someone.

[The shadow moves along the current and is soon out of sight. Ark decides to jump down the waterfall. Falling down its left side, Ark lands on a ledge with a treasure chest on it.]

Ark obtained Magic Anchor!

[With the magic anchor he heard about before, Ark will not get swept away even by the strongest currents. This allows him to proceed through the rest of the cavern. He jumps down yet another waterfall and lands on a drifting trunk of a tree. In the background, a giant double-headed creature is seen being assaulted by two starfish. A third pops out of the water and attacks Ark, with the others joining it. The large creature, Gossie, helps Ark out by spewing fire on the starfish to chase them away when they adhere to Ark. Soon, all the starfish are defeated.]

Defeated Hitoderon!

Gossie looks intently at Ark.

Ark obtained HornPin!

Ark: Mmm... I don't understand your language. But I guess you want to help me. Wha? Where are you taking me now?

[Gossie takes Ark up the waterfall to a boy wearing a pair of aviator goggles. He looks exhausted.]

It's in the middle of the area where you jump down the waterfall into the boss fight. You can swim to the place where you meet Will later, but he isn't there yet, of course. You can't jump back down the waterfall after defeating Hitoderon. I have not tested it, but you can probably just leave the cavern without talking to Will. You can get back here if you do.

(Will:) Yahoo! I'm saved! I have no idea who you are but thank you! I'm Will. Ever since I was a kid, I studied flying free as a bird. I finally made it, my dream machine called an airplane! But on my test flight, I crashed into the Great Lakes. I was attacked by these strange beasts like starfish. A huge dragon suddenly appeared and shielded me. The Lake God really existed... I want to repay you so come with me. I have something to show you.

[Ark and Will head back to Will's house near Nirlake, where Anita was waiting for Will's return.]

(Will:) ...So. You were Perel's friend. No one was hurt but I can't go on. I can't get the parts any more. Lon Trade in Yunkou began buying up metal for the parts. I scraped together the last few parts to make that plane. Moan...

(if you talk to him again)

(Will:) Until the price of metal comes down, I'm stuck.

(if you talk to him a third time)

(Will:) I want to give the kids a dream. A dream of flying free in the sky. That's why I have to keep working. But to be stalled like this!

(Anita:) I'm going to stay here and help Will! Please tell Perel when you see him!

3.23 Exploration with the Boat

3.23.1 Polynese

[Hoping that the high metal prices come down by themselves, Ark decides to use his boat to explore the globe and see new places. He comes across Polynese in the middle of the Pacific Ocean and decides to stop there. The island seems to be uninhabited. Mostly unspoiled nature with lots of palm trees and the occasional lounge to bask in the sunlight. Only one man, his dog, and a young woman are on the island.]

(Dog:) Arf! Arf!

(Man:) Friend. You came here expecting a fancy resort didn't you? The ultimate luxury is relaxing where nothing can disturb you.

[The young woman offers Ark to use one of the loungers.]

(Girl:) It's nice in the tropical sun. Want to catch a nap?

Sure.

No.

(if you choose "No.")

Ark: No, thanks. I'm a bit busy.

Girl: Oh, too bad. It's so nice.

(if you choose "Sure.")

Ark: Maybe I will do that. That looks nice.

Girl: Pleasant dreams. Don't sleep too long.

[Ark takes a nap in the sun. Despite the girl's warning, Ark sleeps too long.]

Ark was crisply toasted!

Ark's macho appeal up 10!

3.23.2 Desert Oasis

[With his macho appeal greatly increased, Ark sets sail once again. He finds a pier on the shore of Africa and stops there. Near the Sahara desert, he finds an oasis where a merchant caravan is resting.]

(north of the small pool of water, on the left)

(Man:) We are desert merchants. We buy goods in towns and sell while moving. You wish to buy?
Yes. No.

(if you choose "No.")

Ark: I don't need anything.

(if you choose "Yes.")

Ark: What are you selling? Let's have a look.

If you choose yes, you can interact with him like with any shopkeeper in the game by talking to him again.

[Ark buys a rare crystal from the merchant, knowing someone who might have use for it.]

(on the left)

(Man:) We desert merchants set camp at oases.

(at the top)

(Man:) Never trust the desert. Many have died in its harsh sands. They become merely bleached bones in the middle of the desert.

The other men have nothing new to say.

3.23.3 Alaska

[Ark leaves the desert's extreme heat and sails to a place with a very cold climate instead. He finds a pier on the shore of Alaska and visits a man who has set up a tent at Alaska's northern edge.]

(Man:) I study migratory birds here. Migratory birds have different flight paths. For example, Alaska and Australia, N America and Kamiyo, N America and Savannah, and S America and Greenland are flown. Birds are wonderful. I wish I was a bird.

3.24 Suncoast

[Ark leaves the man to his studies and explores Alaska. He finds a gull's stopover and has the gull carry him to another continent. He arrives at Australia, just like the man in Alaska told him.]

(near the entrance, next to the inn)

(Man:) The tropical sun sets the hearts of men and women on fire! Great place!

(at the inn, to the right of the town's entrance)

(Inn keeper:) Very good you come to my inn. This is a good place. You like it here? But nobody visit us. I make it just 5 Gems, so you stay?

Yes

No

(if you choose "No")

(Inn keeper:) Okay. Too bad.

(if you choose "Yes" but don't have enough money)

Ark: But I have no money. How about a bigger discount?

Inn keeper: Sorry no. If I go any cheaper, I lose money.

(if you choose "Yes")

(Inn keeper:) Good. Use the room on (right) side.

(if you talk to him again after paying)

(Inn keeper:) You hard of hearing? Room (right) way.

(if you try to leave the inn after paying but not sleeping in your room)

(Inn keeper:) Where you going? Your room's not that way. Not going to stay?

Will stay.

Leaving.

(in the top left room, top side of the table)

(Sailor:) I came here by boat from Litz. This is a nice town. This is the oasis of my soul. I'm going to keep it a secret!

(left side of the table)

(Sailor:) It is a nice place... But coming with another guy...

(in the house to the left of the entrance)

(Man:) I'll leave if this town is turned into a tourist attraction!

(behind that house, in front of the Gift Shop)

(Man:) Isn't this a nice place? We don't get many visitors, so it's quiet. The leaders are apparently trying to attract more visitors.

(to the left of the gift shop, on a lounge)

(Man:) The sun feels great! Heaven!

(to the right of him, middle of the town square)

(Woman:) Coconut juice. It's 10 Gems. Would you like some?

Yes.

No, thanks.

(if you choose "No, thanks.")

(Woman:) It's really delicious.

(if you choose "Yes." but don't have enough money)

(Woman:) Um... It's 10 Gems.

(if you choose "Yes.")

(Woman:) It's delicious.

(right after Ark drinks the coconut juice)

(Woman:) Thank you!

(a bit to the right, in the middle of town, on a lounge)

(Man:) ...Snoooooore!

(in the seafood house behind the Tourist Bureau, northeast)

(Waitress:) Welcome! All you can eat seafood smorgasbord for just 15 Gems! We take pride in our low prices!

Yes, please!

No, thanks.

(if you choose "No, thanks.")

Ark: I can't eat that much. Don't you have anything else?

Waitress: We've only got smorgasbord on right now.

(if you choose "Yes, please!" but don't have enough money)

Ark: I'd love to eat, but I have no money. Can I eat for free?

Waitress: We are a business, you know.

(if you choose "Yes, please.")

(Waitress:) Thank you.

You can now eat by interacting with the seafood plates.

(if you talk to her after paying)

(Waitress:) Please feel free to eat as much as you like.

(if you touch the food before paying)

(Waitress:) Sir! You haven't paid yet!

(in the house to the left of the restaurant, right side of the table)

(Man:) People don't come here because we're an island. If we had access...

(right side of the table)

(Man:) People that come by boat all get to like this village.

(top left side of the table)

(Man:) We hold meetings every day for promoting our village worldwide.

(top right side of the table)

(Mayor:) This town has many attractions. The food is great! The koalas are cute! But we don't get many visitors. I wonder what's wrong?

(in the back room)

(Woman:) What are the men yakking about all day long? I would rather not see many strangers coming to this quiet place.

(house in the northwestern corner of suncoast)

(Young man:) To the (left) of Suncoast is a huge stone mountain named Airsrock. A scientist there said he was going to observe the end of earth. The world is so peaceful and yet we still have disturbed people.

(on the ranch in the north, right in front of the house)

(Keinz:) This town desires progress, but its location is extremely bad. Attracting people and promoting the town's name are essential.

(in the house)

(Man:) I think my beef is the best in the world. I wonder how I could let the whole world know about my beef. Can you advertise for me?

Sure.

No way.

(if you choose "No way.")

Ark: No way! I'm busy!

Man: No! I won't give up. I'll keep asking you this favor.

(if you choose "Sure.")

Ark: No problem. But how do I advertise?

Man: A single bite is worth a thousand word. I'll give you a sample. Give this to someone who can appreciate this sample.

Ark obtained Tasty Meat!

(when talking to him again after obtaining the Tasty Meat)

(Man:) A real gourmet will appreciate the quality of the world's best beef!

3.25 Revisiting Europe

[Because it has been a while since his last visit, Ark wants to know how Litz and Loire have been doing. He arrives at Litz's port, where a sailor has an interesting tale to tell.]

(on the pier, right off the boat)

(Sailor:) Legend tells of an explorer finding an animal paradise in Africa. He supposedly found a most brilliant and beautiful gem. But he disappeared afterwards in the Sahara Desert. Maybe that treasure was also lost with him. What a waste!

You can not go there and get the starstone yet, but you can enter the subarea.

(on the ship)

(Sailor:) Departing for the new continent! All aboard!

If you have obtained the boat, you can't actually get on the ship and talk to him since you will be controlling your boat on the world map instead. You need to come here by taking a gull in Sanctuar and walking all the way from Safarium to Litz before obtaining the boat to see this line.

[Ark arrives back at Litz. The crystal he bought in the desert catches the craftsman's attention.]

(if you have equipped the Crystal)

(Craftsman:) Hello. You have something nice there. That sparkling stone. May I have it?

Sure.

Sorry.

(if you choose "Sorry.")

Ark: I can't give it away. It cost 1,000 Gems.

Craftsman: Oh is that right. That's too bad.

(if you choose "Sure.")

Ark: Sure take it. I'm generous.

Craftsman: Thank you! It gives me the feeling I'll make something good!

Ark gave one Crystal away!

(if you talk to him after giving him the Crystal)

(Craftsman:) I got this idea from the crystal you gave me!

[Ark lets the craftsman get back to work and visits the fisherman next door instead. He, too, is interested in something Ark is carrying.]

(if you have equipped the Tin Sheet)

(Fisherman:) What's that you have there? What is it? Metal? ... That's it! I just thought of something to preserve sardines. Can you give me that?

Sure.

No way.

(if you choose "No way.")

Ark: No way! I found this!

Fisherman: Uh huh. Okay. I thought up something good but...

(if you choose "Sure.")

Ark: Sure, take it. I just found it anyway.

An unused line suggests that Will offers it as a reward for freeing him. See the "unused lines" section below.

Fisherman: Uh huh! Really now? That's great help!

Ark gave the Tin Sheet away!

(if you talk to him after giving him the Tin Sheet)

(Fisherman:) I might be able to make big money with this!

[Ark decides to come back later. In town, word got about that Ark took a ship to North America.]

(in front of the shop)

(Young woman:) You went to the new continent? What is it like? I want to go!

[Ark decides to see what the fisherman did with the Tin Sheet after spending time in town.]

As usual, you only need to go out and re-enter the house.

(Fisherman:) I took what you gave me, polished it and packed sardines in it. I tried making some. I'll give you one as thanks for your idea.

Ark obtained Tinned Sardines!

(if you talk to him after obtaining the Tinned Sardines)

(Fisherman:) But if no one will buy these Tinned Sardines, it won't be a business.

[Ark takes the sardines with him, knowing someone who might appreciate them. But first he takes the opportunity to visit Britain with his new boat, remembering the rumors about a rich man living there who loves art.]

(outside)

(Dog:) Arf! Arf! Arf!

(inside, ground floor)

(Maid:) This is super wealthy magnate Sir Rich's mansion. Sir Rich is selfcentered, but people like his generosity.

(back room)

(Rich:) I am Rich. If I may say so, I am super Rich! I wish to decorate but I can't find a thing worthwhile. Have a suggestion? Money is no object! As I said, I am super Rich!

(upstairs)

(Maid:) Don't let his appearance fool you. He is a shrewd judge.

[Trusting the maid's insight, Ark decides to show Matis's painting to Rich.]

(if you have the painting equipped)

(Rich:) What is that painting? It is fantastic! I want it! I care not about the price!

It's yours.

Sorry.

(if you choose "Sorry.")

Ark: I can't just give you this.

Rich: Grrr.... If you became my friend you could have had life easy.

(if you choose "It's yours.")

Ark: Sure, it's yours. It's by Matis who lives in Loire.

Rich: Is that so? I will hang it right away! This is my thanks.

Ark obtained 1,000 Gems!

(Rich:) I think it would be a shame if I alone enjoyed this much talent. As super Rich for the arts, I shall amply support his artistic efforts! I ask that you inform...who was it? ...Matis for me.

You can actually see the painting hanging there if you come back. When Loire has expanded to its third state, there are even more paintings in his house.

[Ark wants to tell Matis the good news and heads back to Loire. Matis already knows.]

(Matis:) Listen, listen. A person recognized my talent! He says he's going to support me so I can paint as much as I want. But I'm happier because someone liked my paintings enough to do this!

(if you talk to him again)

(Matis:) I'm going to do my best for the people who like my paintings!

[In town, a young woman tells Ark that Marily left Mme. Papilo's boutique.]

(2nd Ave, bottom row, left side)

(Young woman:) Marily opened her own boutique. I'm going to be a frequent customer!

This woman previously complained that Marily's talent is wasted at Mme. Papilo's. See above.

[Ark visits Mme. Papilo to confirm this.]

(Mme. Papilo:) My workers have all left me! What has entered their minds?

[Indeed, her seamstresses have left. Ark finds Marily's boutique in the northwest of Loire, next to the Tourist Bureau.]

Assuming it's there, i.e. you have a camera.

(inside the boutique, either of the seamstresses)

(Seamstress:) We left Mme.'s shop so we can help Marily.

(in the back room)

(Marily:) After I gave you those clothes, I started getting many orders. I can now run my own boutique.

[Knowing that Marily is doing well, Ark visits the winery, hoping it is equally successful. Indeed, it now has ordinary customers, whereas the King claimed all the wine before.]

(Boss:) Since I gave you that Wine, more people have come looking for it. I'm too busy just to keep up with the demand.

(to the right of the counter)

(Young man:) Give some to my lady friend... Hehehe...

(bottom left shelf)

(Young man:) Well, I got tired of hard liquor.

(back room)

(Young man:) I came to study here because I heard they made a fantastic drink. We get so much orders, it's hard just keeping up.

[Having seen that the town's citizens are doing quite well for themselves, Ark decides to leave again. He wants to show Stoma the Tinned Sardines from Litz, and also the Tasty Meat he had gotten as a sample earlier. On the way back, he first stops in Britain again.]

(after talking to Matis when the picture was delivered)

(Rich:) Oh it's you. I have decided that Rich shall support Matis! Talent of his caliber must be given more support!

3.25.1 Expanding Litz – Visiting Stoma, the Gourmet

[Ark travels back to Freedom and finds Stoma, the local gourmet, to give him tasty food.]

(if you have either Tinned Sardines or Tasty Meat equipped)

(Stoma:) Oh hey! You have something that looks delicious. I'm a gourmet. Let me sample some!

Sure.

No way.

(if you choose "No way.")

Ark: No way! I was given this!

Stoma: Food would be happier if it was eaten by me...

(if you choose "Sure." and have the sardines equipped)

Ark: You want to try? It's tinned sardines from Litz.

Stoma: Tinned? I don't know that cooking method. Well, let me try.

Ark handed Tinned Sardines to Stoma!

(if you hand him either sample, he continues with)

(Stoma:) Hmmmm... The appearance is extremely appealing. Pass. Sniff. Sniff! Aroma is also not unpleasant. Pass! Chomp, chew. Mmm? It tastes great! Pass! I, Stoma give it my vote of confidence. This will become popular! I must reward you for your most delicious gift. Please take this.

Ark obtained 100 Gems!

(if you talk to him again after having handed him at least one sample)

(Stoma:) If you find anything delicious bring it to me!

(if you choose "Sure." and have the beef equipped)

Ark: Sure. You want to try? It's beef from Suncoast.

(Stoma:) Suncoast, huh? Haven't heard much about that place. Well, let me try.

Ark handed Tasty Meat to Stoma!

He repeats what he said above.

(if you talk to him after you have given him both the Tasty Meat and the Tinned Sardines and have also successfully helped Mick invent the Burger)

(Stoma:) What I like now is something by Mick of Nirlake. A juicy grilled meat patty nestled in a fresh baked bun. Delicious!

3.26 Litz, Final State

[Ark spends some more time in Freedom. After a while, he is curious about whatever the craftsman was making with the crystal and sails back to Litz. To Ark's surprise, Litz grew bigger, with its sardine fishing industry being a big factor in it. He decides to visit Dr. Emilio's hospital, which seems to have attracted patients even from the new continent.]

(Lady:) I heard the doctor here was good. So I came out all the way from Freedom. It's free, too!

[Dr. Emilio seems to have taken on an assistant who treats patients in the top right room.]

(Woman:) It's good my daughter became better, but now she fell out of a tree...

(Girl:) Waaaaa! Waaaaa! It hurts!

(Assistant:) I'm a doctor. I heard about Dr. Emilio and came to help. Compared to Dr. Emilio, I am still inexperienced.

[Ark wonders how Columbus has been doing but can't find him. He asks Dr. Emilio about him.]

(top left room)

(Dr. Emilio:) As soon as the town expanded, I got more patients. What is happening? Are people so busy they can't even relax?

(if you talk to him again)

(Dr. Emilio:) Columbus? Maybe he stepped out for a stroll. He's gotten much better. He chats with the neighbors now.

That does not mean you can find him anywhere, though.

[Ark decides to see how the rest of the town has changed.]

(right next to the hospital)

(Woman:) Did you see the church windows? It's called Stained Glass!

(to the left, in front of the cannery)

(Keinz:) It is a small town that grew with its fisheries and cannery industry. In the future, more affluent life styles will be desired.

(inside the cannery)

(Fisherman:) You won't believe this! Ever since I gave you some Tinned Sardines.. I've been getting orders upon orders for them. I can't keep up alone. I'm getting my neighbors to help now. *You can get this line in Litz's first state as long as you give the sardines to Stoma. But you can only talk to the neighbors who help out in Litz's second state.*

(room to the right)

(Woman:) Tinned sardines have made Litz very famous. To think we were only a small, isolated fishing village.

(Young woman:) Tinned sardines are packed in cartons and exported.

(outside, to the bottom left)

(Coffee seller:) The quick booster, coffee is 10 Gems. It has a somewhat bitter, adult flavor.
Want some. No, thanks.

(if you choose "No, thanks.")

(Coffee seller:) I guess you don't get tired.

(if you choose "Want some." but don't have enough money)

(Coffee seller:) You don't carry cash?

(if you choose "Want some.")

(Coffee seller:) Coffee break.

(after Ark finishes drinking)

(Coffee seller:) Feeling less tired?

(northeastern part of Litz, in front of the inn)

(Young man:) Litz's specialties are Tinned Sardines and Stained Glass!

Before, he just said "fresh sardines". See above.

(in the inn)

(Inn keeper:) Hello. It's 10 gems a night. Would you like to stay?
Yes No

(if you choose "No")

(Inn keeper:) You aren't going to stay?

(if you choose "Yes" but don't have enough money)

Ark: I've got no money. Will you let me stay for free?

Inn keeper: You have to spare me that fate.

(if you choose "Yes")

(Inn keeper:) The room is (right)(up). Rest up good.

(if you have paid for your room but try to leave without sleeping)

(Inn keeper:) Change your mind? I won't stop you if you don't want to stay. hat do you want to do?
Will stay. Leave.

(in the top left room)

(Man:) Groan... No more sardines, please...

(in the left room)

(Woman:) Everything here I'm proud of. Eat plenty!

Unlike the last time, there are actually sardines on the table which you can eat, in her room.

(in the second house to the left from the inn)

(Fisherman:) I spoke with a man named Columbus... He told me about a small village in Norfest Forest.

(in the church)

(Nun:) We had lovely Stained Glass windows put in. This too is a blessing from God. Amen.

(room to the left)

(Nun:) To make better towns, we must educate children as future workers. We established this school under that ideal.

(first row, left seat)

(Boy:) I'm studying history now. There were many important people who made different cultures.

(first row, right seat)

(Girl:) This is boring. Why do we have to do this? People in primitive days never had to go to school!

(second row, left seat)

(Girl:) Our teacher's stories are easy to understand. They're neat, too!

(second row, right seat)

(Boy:) Swinging a weapon around now is so old! From now on, it's the people with brains who will run the world.

(small, separated room in the bottom right)

(Boy:) Shhhhh! Don't tell the teacher I'm skipping out!

[Ark finally finds the craftsman's place in the far western part of Litz. He almost stumbles over the many pots lying around everywhere.]

(Apprentice:) Very good of you to come. This too is another example of my works.

(in the left room)

(Apprentice:) I became an apprentice after seeing that stained glass. I want to become an artist who creates work that inspires people.

(Craftsman:) Did you see the Stained Glass at the church? I made it. I made it using the crystal you gave me. It looks good, right?

3.27 Loire, Final State

Something curious can happen when you try to expand Loire to its third state. When I was trying to expand Loire independently of the other cities, it just wouldn't grow into its third state, despite me having helped Pierre, delivered the wine, Marily's clothes and Matis's painting. Keinz had the following to say:

(Keinz:) Not just this town, but the culture level overall is low. At the present culture level, no further progress can be expected.

As it turns out, you need to help Eddy with his second electricity experiment when Freedom has reached its second state. Only when this requirement is met can Loire expand. The reason is of course the fact that electricity is present everywhere in the fully expanded Loire, and that won't make much sense unless Eddy has figured out how to make it widely available.

[Having seen the town grown even bigger, Ark leaves Litz and heads to the port. He decides to visit Rich again, who has troublesome news.]

(Rich:) What ails Matis? His reputation grows but he has stopped work. What happened to him? Do you have any idea?

[Ark decides to see what is wrong and heads back to Loire. The town has changed considerably. Cobbled pavements cover most of the city. The houses have become taller and are built in a different, more sophisticated way. Ark finds Matis's gallery on the 1st Ave.]

(sign outside)

This century's greatest genius artist Matis's Gallery

(inside)

(Receptionist:) You wish to speak to Matis? He is in his studio now.

(back room)

(Matis:) Before fame, I thought it was great just to paint. Now look! I work like a machine for money chased by time. This is no good! Even if it sells, it's no good if it's not what you want to paint.

[It seems Matis has stopped painting because he is unhappy with his current situation, even though it has brought him fame. Ark can't really help him now and decides to see the rest of the town. Pierre seems to have attained fame beyond Loire, too. People are working on more cameras for him.]

(next door)

(Man:) I love the delicate sensitivity of Cameras! This shape, these parts... I'm overcome!

(Young woman:) Camera. What an odd word!

(Woman:) Pierre's Cameras are famous not only in Loire but around the world.

(back room)

(Pierre:) Oh, hey! That Camera? I decided to make more and put them on sale. It turns out many people want it! I'm overwhelmed.

[Not only Pierre's business, but the rest of the town have become bigger.]

(right side of 1st Ave., in the inn; if you take a room)

(Woman:) Use the room (right)(up) on the 2nd floor.

(bottom left, cafe)

(Clerk:) Hello, we serve simple meals here. You pay 10 Gems in advance.

Cafe au lait!

Hot sandwich!

No thanks.

(if you choose "No thanks.")

(Clerk:) Please order after you think about it.

(if you press the "cancel" button or choose either and don't have enough money)

(Clerk:) Please pay in advance.

(if you order something)

(Clerk:) Certainly.

(after Ark eats or drinks)

(Clerk:) It's odd you would eat at the counter.

(Man:) Warm cafe au lait! Fresh croissant! Mmmm... Heh, trendy, I'm it.

(bottom right, Bounty's place)

(Soldier:) Hey hey, the booze is delicious, the lady's pretty, 's a good place here.

(Dancer:) Watch it! It'll cost you more if you touch me!

(Bounty:) Whew. When things get this fancy it's disconcerting.

(outside, to the right of the fountain)

(Accordion player:) It's 3 Gems per song. Want to hear something?
Yeah! No.

(if you choose "No.")

Ark: What? You take money? No thanks!

Accordion player: Well of course I take money. What do you think I live on?

(if you choose "Yeah!" but don't have enough money)

Ark: I'd love to hear a song but I have no money right now.

Accordion player: ...Oh. You're finding things hard, too.

(if you choose "Yeah!")

Ark: Sure! Let's hear a song.

Accordion player: Okay. The piece is Loire mon Amour.

(if you talk to him while he is playing)

(Accordion player:) Do you mind? I'm trying to play.

(at a table right above)

(Keinz:) This town has progressed sufficiently. It will keep growing. Where it will go from now is beyond my knowing.

(2nd Ave., bottom left; sign)

Mifta Apartment

(left flat, ground floor)

(Woman:) Mother... Till the end she worried about Princess Elle.

(back room)

(Girl:) With Gramma gone, the house feels bigger and emptier...Lonely.

(right flat, ground floor)

(Mifta:) I'm Mifta. I own this apartment building. Before running this building, I had a terrible, terrible job. Because of it, I can never go without a hat. Snivel...

(back room)

(Girl:) Don't talk about hair in front of papa.

(building to the right, sign outside)

Rococo Apartment

Vacancy

Inquire at Loire Realty

(inside, right door)

Ark: It says here...

Rococo room 101 vacant

Inquire at Loire Realty

(upstairs, balcony outside)

(Man:) Looking out over the town from this balcony feels just wonderful.

(upstairs, flat to the right)

(Man:) I took the plunge and bought a Matis painting. I mean, he is Loire's prized artist!

(room to the right)

(Young woman:) If you want an apartment, you should go to Loire Realty.

(2nd Ave., sign outside the building to the right)

Quality first, price second

Michelle Furniture

(inside)

(Michelle:) Quality no. 1, price no. 2. We have the furniture for you! But we can't sell furniture if you don't have a home. Be a home owner!

[Ark decides it might be nice to own a home, after all, and inquires next door.]

(sign outside the building to the right)

Quality homes and real estate

Loire Realty

(inside)

(Realtor:) Fellow, are you looking for a home?

Yes.

No.

(if you choose "No.")

Ark: No thanks. I don't need a home.

Realtor: Fine. Come back if you change your mind. You need no inn with a home.

(if you choose "Yes." but don't have enough money)

Ark: Okay! Let's do it! ...I'd like to, but I don't have that much money.

(Realtor:) Hahaha. When you become wealthy, come again.

(if you choose "Yes.")

Ark: A home? Sounds nice. How much does one cost?

Realtor: Let's see. We have apartments open at 800 Gems. What do you think?

Yes!

No.

(if you choose "Yes!")

Ark: Okay! Let's do it! I'm buying!

Realtor: The deal's done! Here's the apartment key.

Ark obtained Apartment Key!

(if you talk to him after obtaining the key)

(Realtor:) Your room is Rococo Apartment "101. Use the key at the door.

[Ark heads back to the apartment building to check it out.]

(sign outside the apartment building, after you bought the apartment)

Rococo Apartment

(if you use the key anywhere except at the apartment door)

Ark: Rococo Apartment "101. Where is it now?

(if you try to open the door before using the key on it)

(Ark:) Doesn't open! Oh right. The key.

(when you equip the key and use it at the door)

Ark used Apartment Key! The lock opened.

[Ark enters his apartment, but it is completely empty. He decides to ask the Realtor about it.]

(after you opened the apartment door)

(Realtor:) How's your room? You can buy furniture right next door.

[A furnished room apparently wasn't the deal. Ark buys some furniture next door.]

(after you bought the apartment)

(Michelle:) We have the furniture for you! Tell me what you want in front of the desired piece.

(if you interact with the rug when she follows you around)

(Michelle:) A rug will make your room more gorgeous. It's 100 Gems. Do

Yes!

No.

Something is cut off here again, in the game. There's nothing after "Do".

(if you choose "No." for this or any other item)

Ark: Mmm, this doesn't appeal to me.

Clerk: Oh. That's too bad.

Clerk = Michelle.

(if you choose "Yes!" for this or any other item, but don't have enough money)

Ark: I'd love to buy one but I'm broke.

Clerk: Oh. That's too bad.

(if you decide to buy the rug)

Ark: Gorgeous, huh? Okay! I'll buy it!

(when you buy any item)

Clerk: You've got a deal! We'll deliver right to your home.

(if you interact with an item you already bought)

(Michelle:) You want two of the same thing? One's enough, I think...

(if you interact with the desk)

(Michelle:) Every home needs a desk! I'll throw in other goodies.

(if you decide to buy the desk)

Ark: Eating on the floor is sad. Okay! I'll buy it!

(if you interact with the book shelf)

(Michelle:) If you buy this book shelf, I'll give you this teddy bear.

(if you decide to buy the book shelf)

Ark: I don't read, but okay! I'll buy it!

(if you interact with the dresser)

(Michelle:) Isn't that a nice dresser? It's big and convenient.

(if you decide to buy the dresser)

Ark: I don't have any clothes, but... Okay! I'll buy it!

(if you interact with the bed)

(Michelle:) This is a warm and plush bed. I'll throw in a fluffy down comforter.

(if you decide to buy the bed)

Ark: A plush bed, huh? Okay! I'll buy it!

[After this shopping spree, Ark explores the rest of the town.]

(2nd Ave. bottom right, Jean's house)

(Young woman:) We confer with the populace to weave their wishes into policies.

This might be the girl that was Jean's greatest fan and voted for him.

(Louis:) Jean asked me to help him. It's busy, but fun, every day. Jean decided to open up his house so people can tell him their wishes.

(upstairs)

(Jean:) People's happiness cannot be measured by material possessions. I would like to help people attain better, fuller life styles.

(balcony, accessed from the room next to this one)

(Girl:) Louis appears cheerful lately. The best thing happened, I guess.

[The winery seems to have grown, too.]

(winery north of Jean's house, back room)

(Woman:) I'm astounded at how well Wine sells. Perhaps people can't get by without drinking?

(in front of Madame Papilo's shop, next door)

(Young woman:) The clothes here are expensive. The designs look a bit old fashioned.

(inside)

(Mme. Papilo:) Shriek! What ever anyone says, I won't fold my shop!

(on the street, near the t-junction)

(Woman:) Princess Elle has been missing since then? Maybe the King was killed by Princess Elle...

This is the woman that talked about trying the speed-eating contest in Loire's second state. As alluded to in the pertinent section above, she will talk about something important after Beruga's resurrection. But she does not do that if Loire is in its third state. Instead, you'll get the above.

Originally, the line she gives here was said by a man who has the same sprite as Keinz in Loire's second state (see above.) It appears that some lines got mixed up here, and this woman is not the only case.

There is a man sharing Keinz's sprite in front of the winery who talks about Rich. A young man wearing a blue vest in roughly the same area said this in Loire's second state. Conversely, on 1st Ave. there is a young man wearing a blue vest who talks about how Loire has progressed under Jean. In Loire's second state, this is said by a man with Keinz's sprite. End of intermission.

[But not just the winery. Marily's boutique also became bigger. She hired more workers.]

(in Marily's shop, running around)

(Girl:) If you see something you like, please go up to the counter.

3.27.1 Chicken Racing

[Seeing how much the town has grown, Ark wonders how the chicken farm north of Loire is doing.]

(in the house)

(Man:) But just raising fowl isn't much fun, so I opened a race track. Check it out, if you'd like.

[Indeed, a race track is accessible behind the house. People seem to be betting there.]

(Woman:) Looking for a tip? It'll cost you 10 Gems. What do you say?

Let's hear it.

Pass.

(if you choose "Pass.")

(Woman:) Okay...

(if you choose "Let's hear it." but don't have enough money)

(Woman:) You don't have any money? Then pal, you shouldn't be gambling.

(if you choose "Let's hear it.")

(Woman:) The next race, X's the winner.

(at the table)

(Man:) The chicken races are on. You want to place a bet?

Of course.

No.

How do you play?

(if you choose "How do you play?")

(Man:) Refer to the odds and pick the chicken you like. It's 50 Gems each race. What do you think? Want to bet?

Try.

Too busy.

Don't understand.

(if you choose "No." or "Too busy.")

(Man:) Later.

(if you choose "Of course." or "Try." but don't have enough money)

(Man:) You can't bet without money. Go earn some and come back.

(if you choose "Of course." or "Try.")

(Man:) Hiya. What do you like?

1 xA 2 xB 3 xC 4 xD

A, B, C and D are the respective odds, which should be 2, 3, 4, 8 or 16, I believe.

(when you choose to bet on chicken X, with X being 1, 2, 3, or 4)

(Man:) Number X is it? It's starting now.

(at the start of every race)

(Announcer:) The chickens are in the gate and they're off!

Not sure who the announcer would be. I'd guess it is the man that takes your bets.

During the race, the following lines are shown at random. Y is either 1, 2, 3 or 4. A, B, C and D are the odds of chickens 1, 2, 3 and 4, respectively, and Z is the payout, i.e. odds of the winning chicken times 50.

(Announcer:) They're putting on a real show!

(Announcer:) The weather is beautiful, perfect for races.

(Announcer:) The chicken race track is boiling over with excitement.

(Announcer:) All four chickens are pounding!

(Announcer:) We have a hot race here!

(Announcer:) Y is fast!

(Announcer:) Y is running proud!

(Announcer:) Y is coming up strong.

(Announcer:) Y hangs in there.

(Announcer:) Y is at the lead.

(Announcer:) Chicken Y has won the race!

He says this even if the race isn't over. It's probably supposed to be a premature call, but may just be a bad translation.

(Announcer:) Oops it's turning around at the goal.

(Announcer:) ...

(Announcer:) First pay out. A Times.

(Announcer:) Second pay out. B times.

(Announcer:) Third pay out. C Times.

(Announcer:) Fourth pay out. D times.

(at the end of every race)

(Announcer:) Gooooaaaal! Number Y has finished first.

(if you lost)

(Announcer:) Tough luck.

(if you won)

(Announcer:) Congratulations! A big hit of Z Gems!

(man at the fence)

(Man:) All my chickens have been coming in. That's why I can't quit!

(Man:) I've lost every race so far. I'm not quitting till I win some back!

After every race and whenever you leave the area and come back in, either of the two above lines is chosen randomly.

(Boy:) ...Catherine...

(Girl:) That boy's weird. He's talking to himself while watching chickens.

3.28 Yunkou

[Metal prices still have not decreased. To help Will get metal parts for his airplane, Ark gets on his boat and sails to East Asia. He finds a pier near Yunkou and enters the town.]

(house on the eastern side of town, left entrance)

(Fortune teller:) Running fast brings luck. But new shoes are needed.

(same house, right entrance, up the stairs)

(Clerk:) Aiyeah, friend. Welcome. What you want today?

Shopping.

Lon Trading?

(if you choose "Shopping.")

Ark: I come shopping. What you have here?

Clerk: Unique goods, you buy only here. Dragon Spear and Kung Fu Dogi.

(if you choose "Lon Trading?")

Ark: I not come shop. Where is Lon Trading?

Clerk: Lon Trading? It beside drug store. It look like no business any more. Before, Lon work with his brother Wong. I wonder what happen?

(in the Tourist Bureau on the western side of Yunkou, girl on the right side behind the counter)

(Tour agent:) You come see Dragoon Castle?

Yes.

Not really.

(if you choose "Not really.")

Ark: Not really. But what is Dragoon Castle? Can I see it?

Tour agent: Aiyeah. I'm so sorry. It not open now. Somebody buy it, so I apologize to visitors who come to see it.

(if you choose "Yes.")

Ark: That's right. What is Dragoon Castle like? Can I see it?

Tour agent: Aiyeah. I'm so sorry. It not open now. Lately, strange people be seen around Castle. It very spooky

(if you talk to her again after either choice)

(Tour agent:) No one know who or why anyone want to buy Castle. Lately, strange people be seen around Castle. It very spooky.

(in front of the counter)

(Man:) We came to see Dragoon Castle, but it's not open to the public. Darn...

(if you talk to him again)

(Man:) A business warrior like me needs time off sometimes. Whew.

(left side, behind the counter)

(Girl:) This town have many places you go see beside Dragoon Castle.

(in the top right corner)

(Man:) Dragoon Castle was used by royal people long time ago. I was tour guide at Dragoon Castle for many years. Now there no work.

(if you talk to him a second time)

(Man:) Dragoon Castle it strange. It had many passageways like a maze.

(if you talk to him a third time)

(Man:) Dragoon Castle have dungeons and many odd rooms. Some room they cover up and hide from tourists. Listen for funny sound of wall when hit to find hidden rooms and doors.

It is true. Throw a vase at any of the walls you can destroy with your Speed Shoes.

[Ark decides to check out Dragoon Castle anyway. But a man is guarding the entrance.]

(Man:) Who are you? This place be off limit to general public!

[Ark has no choice but to turn back for now. He finds some food stalls behind the Tourist Bureau, on the way to Lon Trading.]

(right stall)

(Fruit seller:) Hey you, look. I have fruit. Just 10 Gems. Cheap cheap! You lose money not buy this!

Buy.

Not buy.

(if you choose "Not buy.")

(Fruit seller:) You no understand.

(if you choose "Buy." but don't have enough money)

(Fruit seller:) Be poor no good!

(if you choose "Buy.")

(Fruit seller:) You smart guy!

(right after Ark has eaten the fruit)

(Fruit seller:) Thank you!

(left stall)

(Broth seller:) Look! Freshly made, hot rice broth! Just 10 Gems! You eat?

Yes.

No, thanks.

(if you choose "No, thanks.")

(Broth seller:) You not like rice broth? That is sad.

(if you choose "Yes." but don't have enough money)

Ark: I'm hungry but I have no money.

Broth seller: I was poor in the past, too. It make me cry. But not free!

(if you choose "Yes.")

(Broth seller:) It best when hot. You eat quick.

When Ark drinks the broth, it is randomly either "tasty", or "hot" and Ark spits it out.

(right after you have finished the broth)

(Broth seller:) The flavoring is secret!

(if you get two in a row and talk to him after that)

(Broth seller:) Two is plenty!

(if you talk to him again after that)

(Broth seller:) I need you to understand!

He cycles between these two answers. You can get more if you re-enter the screen.

(entrance to the right of the food stalls, Lon Trading)

(Girl:) Mr. Lon he upstairs. He not talk to you, though. Mr. Lon, he act strange lately.

(upstairs)

(Lon:) What? Who are you? My business is finish! I not care about you!

(downstairs, after talking to Lon)

(Girl:) Mr. Lon he have twin brother name Wong. They run business together. Mr. Lon act strange after Wong go away. They fight maybe?

[Lon does not seem to be in any mood to do business with Ark, so there is no chance to get metal parts for Will. Ark decides to try later and explores the town some more.]

(Doctor's place behind the Tourist Bureau, upstairs)

(Girl:) He is wonderful doctor. Cure from sick ants to love sickness.

(Doctor:) There are many strange diseases. My job is to cure them. Watch sick people carefully, you always find why they are sick.

(apartment building behind the shop, room in the basement)

(Man:) Everything in this town I know. I know something good. You want listen?

Sure.

No.

(if you choose "Sure.")

(Man:) Very good you listen. You listen good to people. People say a treasure is stole from Dragoon Castle. Speed Shoes let you run like wind and charge into things. The thief hide on some island I hear.

(if you choose "No.")

(Man:) I not care if you sorry later!

3.28.1 The Lost Daughter

(in the apartment on the ground level)

(Man:) It was a terrible thing we did, abandoning a child like that. If only I knew that my daughter was even alive somewhere... ..Uh... ..Chija...

(Woman:) We live this way now, but we had lean times in the past. For want of food, we abandoned our newborn daughter in a field. I have no knowledge of what has happened to my daughter. If she is alive somewhere, I want to see her, even just a glimpse. I know I'm being selfish, but...

[Ark remembers the mute girl he had met at the nomad settlement north of Lhasa. Thinking that she might be the missing daughter, Ark travels there. On the way, he picks up the Speed Shoes a man in Yunkou was talking about on an island southwest of Yunkou. When Ark arrives at the nomad settlement, a pretty flower he is carrying catches the girl's attention and makes her speak.]

(Chija:) Flower... .. Pretty... .. can I have it?
 Sure. Sorry.

(if you choose "Sorry.")

Ark: I'm sorry. I can't give you this.

Girl:

Girl = Chija.

(if you choose "Sure.")

Ark: The flower I have here? Sure. Here you go.

Ark gave Pretty Flower to the little girl.

(Chija:) Thank you. I'm... Chija.

(if you talk to her again after giving her the flower)

(Chija:) Thank you.... ...for flower.....

(after making Chija talk)

(Woman:) Goodness! Chija speaking! Isn't that something?

I think you need to actually give Chija the flower, but I have not tested that. She does ask you a question and thus speaks even if you don't give it to her, though.

[Ark wants to tell the couple in Yunkou that the nomad child is actually their missing daughter. But he first takes a rest at Lhasa and pays Luki and Kumari a visit.]

You can get the following lines much earlier, but it made sense to put them here. You certainly get them before obtaining the boat by taking a gull to Sanctuar. Probably even right after you crossed the Taklama desert and return to Lhasa, but I have not tested this since I thought that you can't cross the Taklama desert from West to East for some reason. But you can, just don't leave the screen on the top or bottom and walk straight from left to right.

(Luki:) You're back. Ark. Make yourself comfortable! However much the world changes, Lhasa will always remain this way. Ark, you can always return here the way you remember it.

(Kumari:) All in the universe revolves as a perfect circle. And all their fates. All have been decreed by destiny deep in the distant past. But you give me the feeling that you could even alter destiny. I can help you only in a small way, but call me when you need.

Ark is fully restored!

[After resting in Lhasa, Ark gets back to Yunkou to tell Chija's parents the good news.]

(Man:) What.....? You know a child named Chija? ...What? A nomad village? That girl, she may be our daughter! We will depart right away to confirm this!

They don't, really. They are still in town even if you come back later. If you go to the nomads, Chija's parents were magically already there.

(if you talk to him again)

(Man:) Thank you! Thank you!

(after talking to the husband)

(Woman:) ...I heard. My daughter... Chija is alive!? Oh...Oh dear Lord! Thank you...

[Ark visits the nomads later. The woman that took care of Chija is in her tent, alone.]

(Woman:) Chija's gone. People who claim to be her parents came for her. She's probably living happily in Yunkou with them.

[Back in Yunkou, Ark confirms this as he visits the reunited family again.]

(Man:) There is still some distance between us and Chija. But we intend to fill this gap slowly without hurry. We are forever in your debt. As a show of our gratitude, can we get you to accept this blue stone?

(if you talk to him again after taking the magirock)

(Man:) Thank you. We will never forget this debt to you.

(Woman:) To be able to live with Chija... It's like a dream to me. I sincerely... I sincerely... Sincerely thank you!

(Chija:) Thank you.

3.29 Fyda's Nightmare

[Exhausted from the many trips he made, Ark decides to take a rest at the inn.]

(Girl:) You stay tonight?

Yes stay.

No, no stay.

(if you choose "No, not stay.")

Ark: No, no stay. Not today.

Girl: Aiyeah. Too bad. You come again.

(if you choose "Yes stay.")

(Girl:) It 5 Gem one night.

Yes stay.

No, no stay.

If you choose "No, not stay." again, you get the same reaction as above.

(if you choose "Yes stay." again but don't have enough money)

Ark: I want to stay, but no money.

Girl: Aiyeah. Too bad. You come again.

(if you choose "Yes stay." again)

Ark: I have money. No problem stay.

Girl: You use (left) room. You rest good, important for long life!

(if you have paid for your room and try to leave the inn)

(Girl:) You go already?

Will stay.

Leave.

[On the upper floor of the inn, Ark unexpectedly finds Fyda. She is lying in bed, sick. A girl is looking after her.]

(Girl:) Aiyeah. No good man come here. This room for ladies. This pretty traveler, she suddenly get sick. Sleep long time. Even best doctor in town cannot make her healthy. Poor lady.

(if you talk to her again)

(Girl:) Doctor live (up) way, he say he need something to make her better. This maybe not ordinary disease. You should go ask doctor.

(Fyda:) ...I will protect Elle... Even if...I die...

[Ark rushes to the doctor to see if he can do anything.]

(Doctor:) Aiyeah. Are you friend with sick lady at inn? She is suffer. She have fever and bad dream. She cannot escape her nightmare. An herbal medicine called Ginseng could end your friend nightmare. Lon Trading sell Ginseng before. But now Lon go out of business. No more Ginseng. I need some too.

(if you talk to him again)

(Doctor:) Lon Trading sell Ginseng before. But now Lon go out of business. No more Ginseng. I need some too.

[Lon was dismissive before, but Ark needs to convince him to trade some Ginseng.]

(Lon:) What you want?

Ginseng.

Nothing.

(if you choose "Nothing.")

Ark: Oh nothing.

Lon: ...Then you go away now!

(if you choose "Ginseng.")

Ark: A doctor told me you had an herb called Ginseng. My friend is ill and needs it. Can you sell some?

Lon: I have no business any more! You go away now! ...Aiyeah. You wait. Maybe Ginseng could be available. You want to make a deal?

Okay.

No.

(if you choose "No.")

Ark: Deal? What do you mean by deal? Forget it!

Lon: ...Then you go away now!

(if you choose "Okay.")

Ark: Deal? What do you mean by deal?

Lon: I have a younger brother, Wong. We run this business together before.

[The screen transitions to a flashback. Lon and Wong are seen in the office, at the table. Wong goes towards the door, saying farewell to Lon before he leaves. Lon is talking during the flashback.]

Lon: But Wong, he leave town one day. Nobody know where he go. Somebody buy Dragoon Castle. I think Wong. But I also hear not good things. I hear he buying up many things and keep them at Dragoon Castle. I have bad feeling Wong is involve in some bad business.

(back in the present)

Lon: I give you some Ginseng. You check on Wong. If Wong do bad things, I want to stop him. You do this for me?

Sure!

No way!

(if you choose "No way!")

Ark: What are you talking about? You look after your own brother!

Lon: ...I can not make excuse for that...

(if you choose "Sure!")

Ark: Gramps, you sure care about your brother. I'll go check on him.

Lon: You do that? You a good man! This is Ginseng. It work for any disease. Give to friend right away.

Ark obtained Ginseng!

(Lon:) I count on you. I think my brother is at Dragoon Castle.

[Ark takes the Ginseng and brings it to the doctor.]

(Doctor:) Aiyeah! You get some Ginseng! You make sick person at inn drink this. But be careful. It no good just drink Ginseng. You get rid of cause of bad dream, too. You try hard!

[Ark loses no time trying to help Fyda and goes back to her room at the inn again.]

(if you try to give her the Ginseng without having talked to the doctor)

Ark: What did you do with this Ginseng? ...Better ask the doctor.

(after having talked to the doctor)

Ark: What did the doc say now? He said make her drink the Ginseng, then remove the nightmare's cause. Nightmare's cause? Now how do I get rid of that? What to do?

Give her Ginseng.

Think about it.

(if you choose "Think about it.")

Ark: No point being hasty. I better think a bit more.

(if you choose "Give her Ginseng.")

Ark: I have to do something. She's really suffering.

Ark made Fyda drink Ginseng.

[The screen transitions into Fyda's nightmare, an event from her past. King Henri and a soldier are sitting at the table of Elle's house in Storkolm, in the room with the blue door. The background is tinted red/pink. Fyda enters the room.]

Fyda: Your Highness, we found no trace of a treasure here!

King: Enough! But there is a treasure in this village for certain! The village head had a daughter. Find her, and take her to the Castle!

[The soldier does as the king commands and leaves the house.]

King: Fyda, I am merciful. Let us give a chance to the village head. Inquire the whereabouts of the treasure. If they refuse to comply, ...Kill them yourself. The others shall be killed by our men.

Fyda: Your Highness! They are nothing but innocent villagers!

(walking up to Fyda)

King: Oh. Fyda. You disagree with me then? You cannot refuse me who has raised an orphan like you? Now! Go! Total surrender or death!

[The King leaves. Fyda keeps looking at the door in front of her as he passes her. Looking back briefly after the King is gone, Fyda enters the door next to the blue one to do the deed. Elle's parents are standing at the other side of the room.]

Fyda: I...I came to...

Elle's mother: I understand. Do not look so stricken. As guardians of the treasure we steelled ourselves to this fate. We cannot reveal the treasure's location even for our lives.

(stepping forward a bit)

Elle's father: Hurry. Execute us now lest they turn on you. But... We have but one request... Our daughter Elle. We beg that you protect her.

(turned around, away from them)

Fyda: ...I'm sorry. I'm sorry I can't save you. I'm sorry...

(turned back to them)

Fyda: But I promise I will always protect your daughter even with my life.

[Fyda walks up to them and the background fades to black just as she reaches them.]

Fyda: ...You know Ark. I killed the Princess's father and mother... I am the cause of all her miseries. I can never escape this curse of guilt... You must think me vicious...

.....

That's not true.

(if you choose ".....")

Fyda: ...Silence could be the clearest answer...

You'll be back at the inn; if you talk to Fyda again:

Ark: I wonder if Fyda is still assailed by nightmares.

You'll have to repeat the cutscene.

(if you choose "That's not true.")

Ark: That's not true! You protected Elle just like you promised!

Fyda: ...That does not absolve me of my crimes.

Ark: So what?! So you're going to quit protecting Elle? Get it together! If you don't protect Elle, who will?

(back at the inn)

Fyda: Ark ... Princess... Dragoon Castle... Must...Hurry...

(after you have alleviated Fyda's condition)

(Girl:) She breathing much better now. She will certainly become better!

[Ark decides to Ask the doctor if this means that everything will be okay now.]

(Doctor:) Is sick girl better? Best thing to treat her with love. Number 1!

[Ark wants to head to Dragoon Castle, having ample reasons to do so. He notices Perel outside.]

(Perel:) Hey! There you are! I was looking for you! Anita told me you helped Will. You even went to Yunkou looking for airplane parts for Will. That's great of you! So I decided I'll join you and help you. So, you discover anything?

Yeah.

Don't know.

(if you choose "Don't know.")

Ark: Urgh. I don't know. I can't really say.

Perel: What's that? That's pretty vague!! Oh well, whatever. I'll keep an ear open while I do my performances. If you find out anything, let me know immediately.

(if you talk to him again after choosing "Don't know.")

(Perel:) Yo, discover anything?

Yeah.

Don't know.

(if you choose "Yeah.")

Ark: I discovered that Lon's brother Wong is buying up certain materials. He appears to be involved in something shady at Dragoon Castle.

Perel: I heard that too. The guy who bought the Castle. Heh. I can feel my spine tingling. Now I know something's up! Yo bro! Let's hit the Castle! Full frontal assault!

3.30 Dragoon Castle

(looking at the castle)

Perel: Whew! So this is Dragoon Castle. Would you look at that!

(turned towards Ark)

Perel: But no time for gawking, let's get a move on. Ready bro'? While I attract some attention, you slip inside the Castle. Ready? Let's go!

[Perel gets on his skateboard. He skates up to the guard at the entrance, circles around him and makes the guard follow him into the castle. Ark can now enter without being noticed.]

After Perel has breached the entrance to Dragoon castle, some new dialogue back in Yunkou is triggered. The Tour guide in the Tourist Bureau now has the following to say:

(Tour guide:) Before, Dragoon Castle almost burn down when candle fall over. It was close that time. Now they keep vases with water everywhere.

I'm not sure how much sense it makes from a story perspective to just leave after Perel went in there, or at any other point during this section. Either way, it is a hint on how to get into the western side if the other one seems too cryptic.

[Numerous guards are patrolling Dragoon Castle, equipped with flashlights to show the way in the unlit castle interior. But Ark can sneak past them when they don't point their flashlights in his direction. Doing so, he comes across a large jail cell in the basement. Elle from Crysta is seen shackled to the wall.]

(Elle's mirage:) ...Ark...Help. ...Help....Can't... Move...Help...

[As Ark moves closer to Elle, she disappears, turning out to be one of Meilin's mirages. Ark turns around and realizes the cell has closed. Meilin is standing on the other side.]

(Meilin:) You had that coming! That's what you get for fooling around! Feeling any remorse now?
Yes. Not at all.

(if you choose "Yes.")

Ark: Hey I'm sorry! My fault entirely! Meilin! Let me out of here!

Meilin: Bzzzt to you! You'll have to suffer for hurting my feelings.

(if you choose "Not at all.")

Ark: What? You selfcentered little witch! Let me out right NOW!

Meilin: Wha... How dare you! You're just an uncaring coldblooded jerk!

(in either case, she continues with)

(Meilin:) And, by the way, I work for Mr. Wong. He gave me this order. Lose Ark forever in this dark and cold dungeon. Ark can just die and rot here! It'll make me feel better!

[Meilin leaves. Yomi, who heard everything, appears behind him.]

Yomi: Heh. Even a runt like that's a woman. Hell hath no fury...

(turned towards Yomi)

Ark: Instead of blathering, how about finding us a way out?

Yomi: Hey keep cool, keep it cool. Good things, right?

[Yomi disappears.]

Ark: Darn! Useless twit! Why do I have to always take this? Darn it! I'm gonna sulk!!

[Ark lays down on the ground to sulk. The screen transitions to a cutscene in the castle's throne room, where Princess Elle is seen. Wong and Royd enter together.]

Wong: Whew. Finally I catch up with you. I careless think you just girl. You kill King Henri then run away... I look hard for you, Elle of Storkolm.

Princess: ...It's you. You killed my parents and everyone in the village!

Wong: That not true. It Henri job to collect information. He fail, too. My job just deliver collected information and money.

Princess: It's the same thing. I don't know who's behind you... But your people killed innocent people for your own ends!

Wong: Hohohoho. Guilty or innocent not matter. Necessary or not is problem. That day will come. When only necessary people will live forever.

Princess: But why would you want to know about the treasure of some tiny village?

Wong: ...Enough talking young lady! You tell me honestly! You think about it good. It better if you talk before you get hurt.

(turned towards Royd)

Wong: You! Bodyguard!! You keep watch on girl!

[Wong leaves the room. Royd positions himself right next to the Princess, looking at her.]

Princess: I met you at Loire Castle... You visited the King. And you were a groom candidate. You were together with those men weren't you?

(looking away from her)

Royd: Who knows? I'm just a drifter working for a fistful of Gems.

(looking at her again)

Royd: I don't enjoy hurting women. You be still now.

[The screen transitions back to Ark's jail cell. Ark is still lying on his back. Yomi is right next to him.]

(Yomi:) Hey! Ark! Cut your sulking already. I heard something above.

Ark: So what? What'll that do for us? We're not going to make it this time.

Yomi: Oh I see. Well, if you so dearly love your present state I shan't complain. I merely suggested we try something, hero, rather than moaning. Later!

[Yomi disappears.]

(Ark:) A sound huh? Well, it's worth checking out.

[Ark gets back up on his feet and walks towards the other end of the cell. He hears a voice.]

(from above)

(Fyda:) ...Is someone down there?

Yes! There is!

Nobody here!

(if you choose "Nobody here!")

Ark: There's nobody here! You're imagining things!

(Fyda:) ...That voice... Ark? It's me, Fyda! I'll get you out. Just wait.

(if you choose "Yes! There is!")

Ark: Yeah! I'm Ark! Who are you?

(Fyda:) ...Ark? Really? It's me, Fyda! I'll get you out. Just wait.

[Fyda lowers a chain for Ark to climb up.]

Fyda: Grab this chain and haul yourself up.

[Ark climbs up and meets Fyda in the room above.]

Fyda: It is not like you to be caught so easily. What happened?

Meilin!

Not saying.

(if you choose "Not saying.")

Ark: Oh, it's nothing I need to tell you.

(if you choose "Meilin!")

Ark: No big deal. I was playing with this self-centered brat for a bit.

(in either case, she continues with)

Fyda: ...Fine. But why did you come? You knew it is dangerous here. Why did you come here?
Save Princess. Airplane parts.

(if you choose "Airplane parts.")

Ark: For a friend, I guess. I need to get some airplane parts. He's dedicated his life to making airplanes. I want to help his dream.

Fyda: I heard the Castle's owner has been buying up certain materials. I don't know why he's doing that or why he needs the Princess. But I don't think these matters are entirely unrelated... I'm going to the Castle's East side. You be careful.

(if you choose "Save Princess.")

Ark: You were saying that Princess Elle was here while you were feverish. For some reason, I found myself here. I don't know why myself.

Fyda: ...I see. Then our objectives coincide. You give me courage. The Princess isn't here. But the West side was a dead end... I'm going to the East of the Castle. Take care.

[Ark chooses to head to the eastern part of the castle like Fyda. He has a harder time sneaking past the guards than before but is successful. There is another mirage of Elle of Crysta in front of a doorway there.]

(Elle's mirage:) Princess Elle is held in here. Please hurry and help her...

[The mirage disappears. Ark finds a library in the second room behind it. He reads two books.]

It's written in this faded old book...

Closed paths are to be opened by one's own feet and none other.

The game gives you this hint AFTER you had to do this already. Though there is a man in Yunkou's Tourist Bureau who hints at this, see above. His hint is less direct, however.

It's written in this faded old book...

Six lights illuminate a new road by losing six lights.

[Princess Elle is standing in front of a row of bookshelf on the wall opposite to the entrance.]

(Meilin:) Chuckle... You dummy Ark. Fell for the same trick again.

It's possible that this is said by the mirage using Elle's voice, but the message is clearly from Meilin.

[The background fades to black. Images of Crysta's Elle and Storkolm's Elle appear, circling around Ark on opposite sides.]

(Meilin:) Chuckle... In Ark's heart exist two Elles. Under and above ground. Hey Ark. Which Elle do you really like Ark?

(from outside)

(Fyda:) Ark! Don't get duped! This is a mirage! I know... Nightmares sneak into the gaps of people's hearts.. Ark! Believe! Believe in your own strength to defeat nightmares!

[The two Elle's are blown away. The library fades back in in the background. Fyda is seen standing next to Ark.]

Fyda: To fool people by showing mirages of Elle's staged misdeeds...

(turned towards the entrance)

Fyda: Where are you? I know you're in this room. Show yourself!

[Meilin walks up to Fyda and stands right next to her.]

Meilin: Why are you interfering? Who are you to Ark?

Fyda: And who might you be? You appear to know Ark, but why the torments?

Meilin: pled my feelings! He should suffer, suffer and suffer in the same way!

Something got cut off here, again. Also, Meilin does not look at Fyda while saying her first sentence.

[Fyda slaps Meilin. Meilin takes a few steps backwards.]

Fyda: You were hurt, so you return the pain? You're a child. You should never be in love thinking that way.

(crying)

Meilin: Says who! Both you and Ark can be erased by Wong!

[Meilin leaves the library.]

Fyda: Some side trip. Let's go.

[Fyda follows Ark out of the library. Meilin is still there, being unable to leave.]

Meilin: The entrance is sealed. It was open before.

(from somewhere outside)

Wong: Meilin. Very good. The mouse they are caught. Mouse, you can chase them but that is futile. It finish time now. Meilin. I thank you but you are no longer needed.

Meilin: Wait a second! Mr. Wong! What do you mean?

(Actually Wong, but the game says) Fyda: You don't know? I do same to you as you do to Ark.

(Fyda:) He plans to kill us all in this room.

There is a misplaced "Fyda:" here which suggest the three sentences above are all said by her. This makes little sense, and I have indicated who should logically say what.

Meilin: Why? I worked hard for Mr. Wong!

Fyda: You don't understand do you? The purely evil treat people like ants.

(crying)

Meilin: Waaaaaaiiiiiil! I was stupid!! I'm sorry!! Ark!! Grandpa!!

[Meilin stops crying as she hears a loud sound. Something is repeatedly banging on the entrance.]

Meilin: ...What's that sound? What is it next?

[The entrance is opened. Perel skated up and down past the three of them.]

Perel: Hey, hello! If it isn't Ark! I heard a girl crying so I came over. Don't make the ladies cry! By the way, did you meet the guy that's buying up all the metal? We don't have time making girls cry, let's get our job done and get out! But this Castle is great! Totally perfect for boarding! Yahoo!

[So saying, Perel leaves the room on his skateboard again.]

Fyda: You can get out, huh? I'll be scooting ahead.

[Fyda dashes out, too, leaving only Ark and Meilin.]

(if you try to leave the room without talking to Meilin)

Meilin: Ark wait! I have something to tell you.

Meilin: Ark. You're going to rescue the Princess aren't you? Check the wall opposite the unpaired statue! Behind is the room where the Princess is held. But be careful! Royd, a bodyguard hired by Wong, is watching over her. And... I was wrong. ...Sorry.

(if you talk to her again)

(Meilin:) Okay? Check the wall opposite the unpaired statue! Hurry up and go! Don't you want to save the Princess?

[Ark heads to the western part of the castle, the only one which he hasn't explored yet. He finds a room with six candles and six vases with water in them. He uses the vases to extinguish the flames and the way forward opens. In the next room there is a large corridor leading forward with statues on each side which face each other. There is a statue without a paired counterpart near the entrance. Ark searches the wall where the paired statue would be.]

Ark: ...What's this? Looks like a switch. That's it! This is the unpaired statue Meilin was talking about! Wonder what I should do?

Push the switch.

Scary! Don't!

(if you choose "Scary! Don't!")

(Ark:) ...Wait a sec. This could be a trap. Let's wait for now.

(if you choose "Push the switch.")

(Ark:) Aww go! Push it!

[A door opens at the end of the corridor. Ark forces open another door beyond it by charging straight into it. Then he finds Princess Elle, alone in the throne room.]

Princess: I can't believe it. Imagine meeting you at a place like this. I didn't think I would ever see you again. But I always wanted to see you again. Is this a dream?

(turned towards the door)

Princess: ...Hey!

(while walking in)

Royd: Sorry boy. I harbor no ill will, but this is my business. I always wanted to see how good you were. This is a good opportunity.

(from outside)

(Fyda:) No need! I shall be your opponent!

[Fyda runs in and stops right next to Royd, drawing her sword.]

Fyda: Ark! Get the Princess out of this Castle! What are you doing? Hurry!!

(if you talk to her while escaping)

Fyda: Hurry! Take the Princess to a safe place!!

(if you talk to him while escaping)

Royd: Sorry boy, it looks our match shall have to wait another day.

[Ark and Princess Elle have a chance to escape thanks to Fyda. Meilin is waiting outside.]

Meilin: Ark! This way! You can't get past guards with the Princess. I know a hidden way. Don't worry! I won't dupe you again! Follow me!

(if you try to enter another room than the drain entrance while Meilin is still running)

Meilin: Ark! Not that way!

(if you try to enter another room than the drain entrance while Meilin is standing)

Meilin: Ark!! Why are you dawdling? Hurry, get going!

If you take the left corridor leading up to the drain entrance and turn right in the middle of it, there is a large room. It seems like there might be a door there, and apparently there was. When you walk up to it, Meilin will tell you to stop dawdling, just like she does for any other door. This suggest there was supposed to be a room there which was scrapped. Credit for this information goes to crediar. I have it from his website, anyway.

(at the drain entrance, after she stopped)

Meilin: There's a drain up ahead. I heard Mr. Wong say it leads outside. Get in!

(if you talk to her again)

Meilin: If we don't hurry the guards are going to come. Hurry!

[Ark and the Princess enter the drain. The scene shifts back to Royd and Fyda.]

Fyda: I have met you before. Was it Loire Castle? ...No... Even before that somewhere.

Royd: It's an honor to have someone as beautiful as you remember me. But a sword does not sit well with a beauty. Lay your weapon down.

Fyda: Enough blather! Draw your sword! Any who wish to harm the Princess answers to me!

Royd: Let me ask you something? What compels you to fight so much? That girl is no longer a Princess. You should be free to leave.

Fyda: If I told you, a drifter like you would never understand. Someone to be protected exists. I fight for her. That's all.

Royd: Someone to protect... Understood. Go. I won't stop you.

Fyda: ...What do you mean? Isn't it your job to kill us?

Royd: I changed my mind... That's all. Now go. Protect your precious Princess well.

[Fyda sheathes her weapon. The scene transitions back to Ark and the Princess. As they proceed to head back to the drain, the Princess stops Ark.]

Princess: Ark, wait! I'm going to wait for Fyda. Fyda always cared about me. I can't leave her here.

(if you talk to her as she waits in the middle of the room)

Princess: Please, go ahead. I will follow with Fyda.

[Ark goes on alone. The Princess is seen talking to herself.]

Princess: ...I'm sorry. Ark... I can't be a burden to you any more... And there are many things that I must do...

[The scene shifts back to the throne room. Royd and Wong can be seen, Fyda is gone.]

Wong: Ah... Waaah! Oh no my goodness no! If Dr. Beruga at Mosque find out, he be super angry!

(turned towards Royd)

Wong: Royd! You catch Elle and dispose of those mouse right now!

Royd: ...So the mastermind is Beruga. Now we know the name...

Technically, Ark does not know, so he will find out on a trip to Neotokio after this.

Wong: Wh-what are you saying? If you not go now, you fire!

(turning towards Wong, walking a few steps in his direction)

Royd: Wong. You couldn't have not known. In that work you call 'Preparation' many people have died. Among them... My closest friend.

(walking back a few steps)

Wong: What you talking about! I don't know what you talking about!

(walking up to Wong slowly, as Wong slowly steps back)

Royd: King Henri is already dead. There's just you and that Beruga you mentioned...

Wong: N-no stop! No be hasty!!

[The scene shifts back to Ark who has reached the drain.]

(off-screen)

Meilin: Wait! Ark!!

(caught up with Ark)

Meilin: Hehehe. They're in mad pursuit of Ark's mirage. ...Hey? Where's the Princess?

Ark: What do you... Didn't you see her?

Meilin: Not me. I thought she was with you Ark.

[Rumbling sounds can be heard, and Meilin turns her head trying to locate the source.]

Meilin: Wha...What?! The Castle is quaking!

[The screen shakes and fades to black. Next, Ark can be seen lying facdown outside the castle. Meilin and Perel are right next to him.]

Perel: ... Are you really all right? Didn't you die?

(turned towards Perel)

Meilin: Ark's not going to die that easily.

[Ark gets up on his feet.]

(turned towards Ark)

Meilin: Whoa!!! Are you all right? Aren't you hurt? The Castle suddenly collapsed and we were shot up the drain.

Perel: Yo bro! You okay? I'm glad you're safe! I heard in town, the price of metal is coming back down. I have to go help Will. It's going to get busy! You come see Will too. You'll be amazed at what he's making!

[Perel gets on his skateboard and leaves.]

Meilin: Ark...Sorry. I did something terrible. But Ark. You never gave up on me. You saved me. You haven't come to hate me. That's good enough for now. Hey! I'm going back to Grandpa. Back to Lhasa. Ark! Come visit sometime, okay?

[Meilin, too, dashes off. Yomi decides to give Ark some company.]

Yomi: Back to being alone.

Yomi: I wonder what happened to the Princess and the lady knight? Oh yeah, metal prices are dropping. We should go to Nirlake. That airplane guy, he's probably happily back at work by now.

[Ark goes back to Yunkou. The news of Dragoon Castle's collapsed have reached the town.]

(in the Tourist Bureau)

(Tour agent:) I hear Dragoon Castle fall down. It was a beautiful castle. It's a terrible shame.

[Ark decides to see Lon again to tell him about his brother.]

(Lon:) ...No need to say anything. I know my brother was doing bad things. Dragoon Castle eat my brother for punish him doing bad things there. I glad you stop him doing worse bad things...

3.31 Neotokio and Quintet

[With the metal prices down to normal levels, Will is working on his flying machine again. Ark decides to visit the nearby island Kamiyo in the meantime. He finds the city Neotokio there.]

(straight from the entrance)

(Man:) NO! I CAN'T SPEAK ENGLISH VERY WELL!

(if you talk to him again)

(Man:) NO! NO! What I mean is NO!

(to the right, across the street)

(Man:) Oh hello. Nice to meet you. I have to go now. Thank you. Bye bye.

Also said by the man in front of the Cabaret.

(in the hotel)

(Clerk:) Welcome. Are you looking for a room? A single is 10 Gems a night.

Yes

No

(if you choose "No")

(Clerk:) We look forward to your return.

(if you choose "Yes" but don't have enough money)

Ark: What? I've got no money. Put it on the tab.

Clerk: I'm afraid that isn't possible sir.

(if you choose "Yes")

(Clerk:) Thank you. Please use the room at the (right).

(if you talk to her after paying for your room)

(Clerk:) Sir, did you find some aspect of our hotel lacking?

(if you paid for a room and try to leave without sleeping)

(Clerk:) Are you canceling your room? We're afraid we can't make a refund. What would you like to do?

Will stay.

Leave.

(to the left of the hotel, in front of the cabaret)

(Woman:) ...to ask me on a date? But you're dressed so odd.

(in the back alley next to the cabaret)

(Man:) This place. Supposed to be one of those trendy heh, heh, spots. Check it out?

(in the cabaret)

(Hostess:) Well, hello cutie! But you're a bit too young to come here. Come back when you're legal. That's a promise to keep B A B Y!

(next to the cabaret, in front of the antique shop)

(Policewoman:) The antique shop owner is said to have a wild animal against the law. But no one has evidence. If you find anything out, call the police.

(in the antique shop)

(Owner:) I'll make it clear right now, I don't have a wild animal like a lion here!

He is most definitely the reason that Leim roams the Neotokio sewers after Beruga is resurrected. But if you return to Safarium before that, Leim can still be found there, as a child. He is gone from Safarium after Beruga's resurrection, and you find his adult form in the sewers.

[Ark takes the entrance to the underground opposite the antique shop.]

(in the pub, bottom right)

(Man:) I had it!! I quit this miserable job!! ...If I could only say that...

(bottom left)

(Man:) There's only microwave food at home anyway. I'd rather eat here.

(in front of the counter)

(Man:) Oh! Hey! Those pants you wear, they're called flares, right? Blonde hair and all, you're one hip guy!

(if you talk to him again)

(Man:) You, one of them what do you call street gangs?

(Owner:) Yo, welcome! What'll it be? It's 10 Gems an item.

Grilled chicken.

Japanese sake.

No, thanks.

(if you choose "No, thanks.", press the "cancel" button or don't have enough money)

(Owner:) Hey Mister, no leading me on, okay?

(if you choose "Grilled chicken.")

(Owner:) One grilled chicken!

(if you choose "Japanese sake.")

(Owner:) One sake!

(after ordering and drinking/eating)

(Owner:) Thank you!

When you drink sake, Ark's heart is set aflutter. He folds his hands, turns his head upwards with his eyes closed, and a heart that fluctuates in size appears close to Ark's head. He makes that same pose and expression when talking to any of the three men in the pub afterwards. They say the following:

(any of the three men, after drinking sake)

(Man:) Wha... What what?

(underground, sewer door)

Ark: What's this? It says here... Do not enter. Sewer under inspection.

(noodle restaurant, bottom table, right seat)

(Man:) Don't talk to me. I ate too much. Noodles are coming out my nose.

(left seat)

(Man:) Let's go for a million!

(top table, left seat; whenever he is the Noodle King)

(Noodle King:) You can pack away more by eating standing up. That's the secret.

(if you try taking the magirock without becoming Noodle King once)

(Owner:) That's the prize for the Noodle King.

(Owner:) Welcome to the Speed Noodle Eating Contest. Hit A Button and B button alternately to eat noodles. When you're ready, find an empty seat and face the table.

(when you take a seat after talking to him)

(Owner:) Start!

Challenger X bowls

Noodle King Y bowls

If you win, the order is reversed next time; the top is always your score. If you win, play again and lose, you're back to being the "Challenger" and the other guy has the title of "Noodle King" next time you play.

(if you lose to the Noodle King)

(Owner:) Time's up! The record is X bowls. Not enough.

(if you win)

(Owner:) Congratulations, the record is X bowls. Ark is the Noodle King.

(if you win for the first time, this is followed by)

(Owner:) Here's your prize, a beautiful stone. It's a rare item! Please do take it.

(if you talk to him before taking your prize)

(Owner:) You forgot the prize.

You can't play again without taking the magirock.

(top table, left seat; whenever Ark is the Noodle King)

(Ex-Noodle King:) I'm in training to beat you. Heya! Whoa! Wargh! Yahooo!

(if you are Noodle King)

(Owner:) Hello Noodle King. The old Noodle King wishes to challenge you. When you're ready, find an empty seat and face the table.

(if you lose to the Ex-Noodle King)

(Owner:) The challenger has won! Congratulations! Ark, too bad. Please come again.

[Ark leaves the noodle restaurant and takes the exit to the left to go back above ground.]

(left side, close to the stairs)

(Woman:) Too busy now.

(in front of the grass patch upstairs, to the right)

(Woman:) This lot's been empty a long time. A fancy building would be nice.

[Ark hears a strange voice coming out of a trash can and decides to investigate.]

(when interacting with the trash can, top right corner)

(Voice:) Somebody help me! I'll never waste food again! Oh...You there! Can you hear me? If you can, please help!

Help.

Ignore.

Nothing happens if you choose "Ignore."

[Ark decides to help. He is teleported into a room with two beds. The room is messy, with dirty clothes and food all over it. A ghost appears and Ark fights it.]

During the fight, the ghost will go through the following lines in set intervals. These are repeated after the last one, and you will hear them a lot if the ghost decides to not be nice.

(Miserly Ghost:) Who wastes food?

(Miserly Ghost:) Who doesn't clean up their room?

(Miserly Ghost:) Who doesn't sleep at night?

(Miserly Ghost:) Oh it's so wasteful!

(Miserly Ghost:) Hehehe. I'll haunt you later...

(Miserly Ghost:) Do you bathe at all?

(Miserly Ghost:) Change your sheets some times?

(Miserly Ghost:) So wasteful...

(Miserly Ghost:) Don't just eat junk food!

(Miserly Ghost:) Go home sometimes!

(after defeating it)

The miserly ghost fades away...

[Ark defeats the ghost. A chicken appears in between the two beds.]

(Miyazaki:) Thank you for helping me. I was held captive by that ghost. I was snoozing in the company crash pad like usual when...Jitters! Nobody could hear me yelling for help, but... It's strange. I'm a game designer. I design games at Quintet. I know! I'll make a game with you as the hero! Sound good? Then I better get to work! When it comes out, please buy it!

This chicken represents Tomoyoshi Miyazaki, founder of Quintet and scenario writer for Terranigma. The other people in the Quintet studio are probably also based on actual Quintet staff, but I did not bother finding out who is who.

[Ark is teleported out of the strange room. He re-appears back in Neotokio, next to the same trash can. On the patch of grass to his left, a huge building has now appeared. Ark enters it.]

(Quintet, bottom right, "Dev. Dept")

(Plant:) Hahahaha! I am the mystery helper programmer! But my identity must not be revealed so I'm dressed like this.

(Young woman:) D-do you remember me? I finally made my debut as a woman programmer.

(Penguin:) I'm programmer penguin K (fake name). I'm almost human now.

(Young man:) Make it 2-day weekends! School teachers even have more holidays! Whew...

(after you have talked to the man in the room across)

(Young man:) Two-day weekends? I wonder what I'll do with two whole holidays in a row. ...Maybe work?

(top right room, "General", left desk)

(Young man:) Come on you all! Two-day weekends starting next month! Work now!

(right desk)

(Young man:) Hi I'm S-naka. As a rookie, I'm just a bit player, but I'll get big!

(back room, "Lab")

(Young man:) Welcome to my lab. The beautiful resurrection scenes were made here. But it's lonely here alone. If you think you have it, please help me!

(if you interact with the turtle)

The single and lonely H-moto-san's secret pet. (arrow down)

The arrow is placed in the middle of the bottom line so that it lines up with the turtle.

(taking the right stairs up, "Planning")

(Miyazaki:) Thanks for last time! I started making that game starring you. The title is Illusion of Gaia 2. Pretty cool, huh?

(Middle chicken:) Miyazaki-san laid a big lie that he was trapped by monsters! As the scenario writer, he should come up with better lies!

(Right chicken:) Send your comments about this game to ENIX co. ltd. Thanks!

Amazing game!

(taking the left stairs up, "Graphic")

(Left frog:) Yeah! I bought another M*c. M*cs are great!

(Middle frog:) I need money! Aroooo! Arf! Arf! Mom send rice!

(Right frog:) I'm going out for the dimsum lunch set again!

(back room, "Crashpad")

(Woman:) Hi I'm M, and I just joined the General Affairs Section. I'm amazed at the filthiness of the place where the developers sleep!

(if you interact with the sock on the bed)

Ark sniffed a Sock!

Clang!

[Ark has to vomit from sniffing the sock. The stench is so overwhelming that he collapses. But he quickly gets back on his feet and leaves this filthy place.]

(downstairs, top left, "Pres.")

(Man:) Like the game Illusion of Gaia 2, Quintet has grown larger. It was worthwhile not shaving a while.

One of the reasons Illusion of Gaia/Time and Terranigma are considered part of the same trilogy.

(bottom left, "Sound")

(Young woman:) How do you like the music I composed? Let me know!

Fantastic Soundtrack!

(Young man:) Oh my goodness. Haven't been home for a week. My honey...

[Ark leaves the hard-working Quintet staff for them to work on the game being made about him.]

(in front of the police station, top left)

(Man:) I've shaved. I'm happy. I have no religion. Don't pray for me.

(Policewoman:) Oh dear, your poor mother will weep when she sees your hair dyed blonde.

(inside the Police station)

(Policewoman:) What's the matter little boy? Get into trouble?

(Policeman:) What? Why do I wear shades inside? ... I have cute eyes that make me look nice! That's bad for my business.

(if you talk to him again)

(Policeman:) ... Keep that a secret.

(if you talk to her after the policeman revealed his secret)

(Policewoman:)Giggle...

(upstairs)

(Policeman:) Thi... This suspect is cowardly! He's pretending to be a penguin and refuses to talk!!

(Penguin:) ??????????

[Before Ark leaves Neotokio, he visits a news agency and decides to take a tour.]

(Woman:) You want a tour? Go up to the second floor.

Unused lines in the script suggest that something needed to happen originally before you could do this. See below.

(upstairs)

(Woman:) I'm chasing a hot story. About Dr. Beruga, the genius scientist of Mosque. What? Who's Beruga? This is a hot scoop so I can't tell you!

(Bottom man:) All of us involved in news media must convey the truth. To get closer to truth, we gather information around the clock.

(Bottom right man:) Beruga is supposed to be missing. Finding him is one of my jobs!

(Top right man:) At Mosque, there are devoted followers of Beruga, the genius. They believe Beruga can give them eternal life.

3.32 Revisiting Nirlake, Freedom and Lhasa

[Having heard these strange rumors about a man named Beruga, Ark heads back to Nirlake.]

(at Will's house)

(Anita:) Will made his airplane! It really flies great! He said he'll take Perel and everyone at Kidsgart up!

(Will:) Hahahahahaha! Listen Ark! It's finished, my airplane! Metal became available again! I should never give up my dreams! Ark! You try flying! On the runway, press A button. In flight, press to L descend, and R to ascend. Press Y to accelerate. To land at any airfield, fly low and press A button.

I think this will probably depend on what controls you choose. I have not tested this yet.

[An airfield has been built close to Freedom. But before Ark checks out Will's airplane, he decides to visit Meilin in Lhasa like she asked him. He stops at Freedom on the way. Things have changed for the kids at Kidsgart.]

(in front of Kidsgart)

(Woman:) The children of Kidsgart are all honest and adorable.

This is the landlady of Kidsgart who talked a little differently about them before.

(inside, to the left)

(Harry:) Aren't you with Perel? Perel said that it was exciting being with you, so he was going to follow you.

(Linda:) Will bought us a lot of books! I'm going to read this and make an airplane like Will!

(Paul:) After Will made the plane, the people in town are nice to us. Grown-ups are strange.

(in the back room)

(Jumping girl:) Look look look! I'm a good jumper!

(Jumping boy:) When I get big, I'm gonna do shows like Perel!

(Woman:) I came here as a teacher, but... Everyone is so energetic, it is tough! But that's a sign of good health!

This woman and the two new children come here after you finished Dragoon Castle and talked to Will, but only if Freedom is in its second state. They will not appear in Freedom's first state. They are always there in the third state since building the airfield is required for that.

[Ark finally leaves Kidsgart and travels to Lhasa. He talks to Meihou in Kumari's chamber.]

(Meiho:) Meilin is here. She is training outside. Did something happen? Since her return, she is acting suddenly much more grown up.

[Ark looks for Meilin and finds her at the place of the dead outside.]

(Meilin:) ...Ark! I missed you! You came back! I'm training to properly use my abilities. I must train properly so I can help you Ark!

(if you talk to her again)

(Meilin:) If you ever have a problem, don't forget I'm right here for you. If it's for you, I'll go anywhere.

3.33 Freedom, Final State

[Ark lets Meilin train further and leaves Lhasa. He heads back to Freedom to test out Will's airplane, but the town has expanded and Ark checks it out first.]

(near the entrance)

(Lady:) Do you like Freedom? I love it! I was born and raised here.

(inn; upstairs, top left room)

(Dancer:) One day I know I'm going to succeed! I'm convinced!

(bottom right room)

(Man:) Freedom is now at the cutting edge of business and fashion! So I was moved here without my family to learn about Freedom.

The suit he is wearing already gives it away, but according to his next line...

(if you talk to him again)

(Man:) Snivel... I wish I could eat noodles like I did back home...

...he was moved here from Neotokio...

(in the shopping building to the right of the inn, entrance)

(Woman:) Hey, did you know? Weapons and armor that raise Luck boost the chance of critical hits. They also make your magic stronger. Good deal!

(in the pub behind the shop)

(Layabout:) It brings tears to my eyes, drinking while looking at Mother's face!

(Layabout's mother:) The owner said he was going to retire, so I took over from him. Now I can keep watch over my layabout so he can't booze it up!

(grass patch to the left, behind the inn)

(Jogging man:) The town is so built up there aren't many places to jog any more.

The woman that had been imitating his jogging is gone.

(to the left, next to the lottery booth)

(Man:) The first prize in the draw is a weapon available only here. I'm trying to get it, but I haven't succeeded!

For all the prizes and things related to the lottery, see Freedom's first stage.

(in the apartment building on the eastern side, in front of the right door)

(Man:) The wife does nothing but watch TV while neglecting her chores.

(in the right apartment)

(Woman:) Even if I don't go out, TV keeps me informed. Life is so convenient now.

(upstairs, in front of the left door)

(Man:) Hello! I help out here so I can polish my fashion sense. But life is very complicated...

(right apartment)

(Girl:) There are many success stories here. I came for success, too! It would be nice if I could one day have my own big restaurant!

(balcony)

(Man:) I've run my pub for a long time but I've had enough! I'm sick of serving ignorant and decadent young people!

(behind the apartment building, next to Bell's place)

(Woman:) There has been a steady influx of talented people seeking success. But the keys to success are talent and effort.

(inside Bell's place)

(Bell:) I'm getting orders for phones everywhere. I feel fulfilled! Maybe people can't go on any more without hearing other people.

(Man:) The world has become so convenient, it's a bit frightening.

(Left woman:) We're mass producing telephones but we can't keep up.

(Right woman:) Telephones and electricity. They make information easy to obtain.

(upstairs)

(Bell's girlfriend:) Hello. I heard about you from Bell. Pardon me? Didn't he say anything? I'm Bell's girl friend. We were far apart but Bell's phone kept us close. Thanks to it... We're... giggle.

(if you talk to her again)

(Bell's girlfriend:) Being able to hear each other when we're apart is a strong plus.

[Ark wonders why Bell has not told him about her a moment ago and asks.]

(after you have talked to his girlfriend)

(Bell:) What? You met her? ... It's a relationship conducted over the phone.

[Wondering how Eddy has been doing after his experiments were successful, Ark visits him.]

(at Eddy's place next door)

(Woman:) Mr. Eddy's on the second floor. He must be tired because of all his experiments.

(Man:) He studies not only electricity but other subjects, too. We help him with his studies.

(upstairs)

(Eddy:) I worry about how much light from electricity has changed our lives. It may have stolen the warmth like a candle's flame from human souls. I may be just worrying needlessly. I hope so.

[Ark finally visits Kidsgart. It has also grown and there are two new children.]

(in front of the TV)

(Boy:) I love TV! It's the greatest!

(at the table)

(Girl:) ...TV. ...It's fun.

(back room)

(Woman:) It seems odd but the larger the town, the more lonely children. Even if things become affluent, it doesn't mean we will be fulfilled.

3.34 Mosque

[But Ark has not forgotten that he came here to test Will's airplane. He goes to the airfield and takes the plane off the ground. He flies across the ocean and reaches Europe. A bit further east he spots another airfield for him to land. He finds Mosque closeby, the town he heard rumors about.]

(straight from the entrance)

(Disciple:) For more about Beruga, go to the disciples' quarters. You will come to understand Beruga's greatness.

[There is a large portrait of a man wearing glasses on a wall.]

(in front of the wall with the portrait)

(Disciple:) He is our Savior, Beruga. Beruga is preparing to save this corrupted world.

(in the domicile to the left)

(Disciple:) Do you seek Beruga's word?

Yes.

No way!

(if you choose "No way!")

(Disciple:) The unbelievers shall be driven from paradise.

(if you choose "Yes.")

(Disciple:) Then enter the back room. A disciple will educate you.

(front row, left seat)

Disciple: Have a seat and listen to Beruga's teachings.

(middle row, left seat)

Disciple: The world is rife with corruption. Save us Beruga...

(middle row, middle left seat)

Disciple: When Beruga awakens, the world will also arise.

(middle row, middle right seat)

Disciple: The sinners will always be tortured by guilt... Now let us pray to affirm our faith in Beruga...

(middle row, right seat)

Disciple: The portrait on the wall depicts Beruga.

(front row, right seat)

Disciple: Beruga awaits at the castle in the lake in the South.

(next to the counter)

(Disciple:) Please, line up and hear the great words of Beruga.

[Ark takes a seat in the middle of the front row to listen. The lights are dimmed. Only the portrait of Beruga behind the counter on the middle of the wall is illuminated. The disciple speaks.]

(Disciple:) Beruga once won a Nobel Peace Prize for new biotechnology theories. He perfected DNA engineering to fully cure recurring diseases. Since then, he has dedicated himself to the study of immortality. All humans shun silence and fear the dark. Why? Because they all fear death. A playwright once claimed this. People are born crying. To die, and for a new life to be born come with unimaginable pain. When all are immortal, change will cease and peace will come. Beruga will create that utopian world. Beruga is now locked in deep sleep in an ultra cold machine. He shall soon awaken in this world. Let us pray for that day...

[Having heard this speech, Ark decides to leave.]

outside, to the left of the house)

(Disciple:) The great Beruga will rise once again. He will create an eternal paradise in this world!

(house below, Mosque's southwest)

(Woman:) Those in white are White Disciples who directly serve Beruga. It is a great honor to be chosen a White Disciple serving Beruga.

(in front of Beruga's portrait)

(Boy:) I'm going to be a White Disciple when I grow up to help Dr. Beruga!

[Like on the town square and in the house before, there seem to be portraits of Beruga everywhere. Ark decides to find out more.]

(outside, to the right, left of the shop/inn)

(Disciple:) People will be freed of all pain. Even death will be powerless!

(inside the shop/inn)

(Disciple:) Red Armor will fill you with strength. Huhuhu...

Look at the item's description. It is stained with blood: "Dully coated with washes of blood."

(behind the counter, right side)

(Disciple:) You may stay here if you wish. It is 50 Gems.

Yes

No

(if you choose "No")

(Disciple:) I see. I understand.

(if you choose "Yes" but don't have enough money)

(Disciple:) If you do not have the means, we cannot allow you to stay.

(if you choose "Yes", and if you talk to him again after that)

(Disciple:) Please use the back room.

(if you pay for a room and try to leave without sleeping)

(Disciple:) If you are not staying, we will keep your deposit as a donation. Is that acceptable?

Will stay.

Leave.

(in the house behind the inn, to the right of the square)

(Woman:) I do not fear death. I have total faith in Beruga's words. Beruga declared that an age when we no longer fear death shall come.

(Man:) Beruga is waiting quietly in the castle he built himself... When the time comes, he shall rise again to save the believers.

3.35 Beruga's Lab

[Ark has heard enough and decides to look for the man called Beruga himself instead of waiting for him to awaken. He travels to the lake south of Mosque where Beruga's castle is located. He enters Beruga's lab, but the lights are out. Ark tries to take an elevator.]

It's referred to as a "lake", but that location is probably supposed to be the Caspian Sea.

(if you try to use the elevator before powering it)

Ark: Nothing's happening. Maybe the power's turned off.

[Having no other choice, Ark advances through the dark first floor of the building and finds a switch that turns the lights on. But lights are not the only thing that turns on. The robots in the lab are now also active. Ark fights his way through them and finds another switch that powers the elevator.]

Ark pressed the switch.

[Ark takes the elevator to the first basement. Fighting his way through Beruga's Dog Soldiers and using an advanced teleportation device, Ark finds another switch that allows him to take the elevator to the second basement. The robots and the teleporter maze there can't stop Ark. He finds a computer at the end of the second basement.]

The enemies on the second level are believed to be pigs by many. They are called "Dog Soldier" in the English version.

(Computer:) Log in to Data Base. Please enter the password.

Ark: What is this? Log in? Password? What's that about?

[Yomi appears. He seems to know more.]

Yomi: This machine controls all systems in Beruga's lab. It's protected by a password to shield the data.

Ark: So I can't do anything if I don't know the password?

Yomi: Heh, just key in what I tell you. BLOODY MARY

[Yomi disappears again. Ark puts in the password Yomi told him.]

Ark: BLOODY MARY... Like that?

Computer: Root password accepted. Elevators and cold sleep device password lock disengaged.

Ark: Whoa! It opened on the first shot. But why does Yomi know something like that?

Computer: Connecting to Data Base. Access which data?
Past history Lab

(if you choose "Past history", you get these options)

Dawn of humankind Cold sleep Earth's last day

(if you choose "Dawn of humankind")

(Computer:) The date that Dr. Beruga announced his new biological theory. DNA engineering brought about cures for recurrent diseases. It also helped extend life and promote artificial intelligence.

(if you choose "Cold sleep")

(Computer:) The world's first super cold hibernation device made by Dr. Beruga. It slowed the progress of rapid diseases and saved many lives.

(if you choose "Earth's last day")

(Computer:) The day an air borne infectious virus of 90% mortality struck. Named Asmodeus, the virus decimated the human populace. Some were saved by Dr. Beruga's vaccine, but lack of food spelled doom.

(if you choose "Lab", you get these options)

Lab's objective Vaccine Facilities

(if you choose "Lab's objective")

(Computer:) Undertook research and development of groundbreaking biotechnology. Because of the highly hazardous work, robots are exclusively used.

(if you choose "Vaccine")

(Computer:) The vaccine for Asmodeus was created here to stop the plague. Its effectiveness was measured to be over 80% recovery. But insufficient production meant it was available only to a few.

(if you choose "Facilities")

(Computer:) 1F is the robot assembly plant. B1F and B2F are the bio-lab. B3F and beyond are under construction.

[Ark made discoveries about Earth's past, but Beruga is nowhere to be found. Since the elevators can now take Ark even further down, he decides to keep looking there. Entering the third basement, Ark arrives at a large, dark room. A search light spots him, causing a giant robot to attack.]

(Security Robot:) INTRUDER ALERT. ATTACK MODE ON.

[But Ark is not to be bested and gains the upper hand easily.]

(Security Robot:) NOT FINISHED YET. ONE LAST TRICK.

[Even this last-ditch attempt can not stop Ark.]

The last gasp attack was unsightly...

[The way is now free and Ark goes straight ahead. He comes across a large room with a bridge leading to the cold sleep device Beruga sleeps in. The chamber defrosts and Beruga is released from his stasis. As Ark steps closer, Beruga gets out of the machine and talks to Ark.]

(Beruga:) I have no idea who you are, but I thank you for arousing me. I am Beruga. As you can see, I am a practitioner of science. When the world died, I took to a long sleep. Yes, until the resurrection of humans. I wish to show you something. Follow me.

Shoutouts to whoever translated the first sentence. It has become somewhat iconic for its awkwardness. That said, "arouse" does indeed have the intended meaning. But that isn't the first thing you think about, is it?

[Ark follows Beruga back out and to the left. Six large tanks with a green liquid in them are arranged in a circle. There are zombies in three of them.]

Ark follows Beruga to the right, from Ark and Beruga's perspective.

(Beruga:) I created this life. Isn't it beautiful? With this system, people can live forever. Death is no longer fearful. Talk to the zombie in the nutrient bath.

(if you interact with a zombie in a tank)

Ark: This zombie... It's looking at me...

You can interact with the zombies in the nutrient bath before Beruga gets out of his cold sleep device, too.

(turned towards Beruga)

Ark: Hey! This zombie looks incredibly sad! Is it really a happy thing to revive the dead? If people didn't die, the world will be filled up immediately.

Beruga: I have naturally taken that into account. The unnecessary shall die, and only the necessary lives. That's all.

Ark: What!!

[Ark steps forward and gets closer to Beruga. As he does so, four probes come flying in and surround Ark. They give him an electric shock.]

Beruga: Whoa. You seem to be a bit hot headed. But you better not get too close to me. Are you aware of the three laws of robots? In essence, robots must not harm people. Robots must protect people. If those conditions are met, a robot must protect itself. But the robots here have one more rule governing their behavior. Anyone deemed to be a threat to my person must be terminated now.

[Beruga talks as he leaves the room.]

Beruga: My liege shall soon re-emerge from the underworld. My liege himself is the world, and knows all its truths. Let us witness the world on the verge of great progress.

[Ark collapses just before Beruga begins his last sentence. As he is finished, the screen transitions to Neotokio. While the people go about their daily business, a strange yellow substance appears and spreads through the air all over the city, tinting it yellow. The people are flashing in all sorts of colors and disappear in mere moments. A man and a woman storm out of the news agency, witnessing what is happening, but moments later they share everyone's fate. It does not take long for the whole city to be wiped out. The screen turns black, and the collapsed Ark fades back in in the center. As does the Elder, who begins to speak.]

When you watch the scene of Neotokio being wiped out, you probably either think of Hiroshima and Nagasaki, or the Tokyo subway sarin attack. It seems to me to be a mix of both.

Elder: Ark... You have done well to groom the world so far. Beruga will make this world fantastic. Your duty is finished. You shall rest eternally.

[The Elder disappears.]

Ark: ...So. ...I'm... ...going to die. I wonder what I fought for all this time... Was what I did shaping a world like Beruga wanted? Somebody tell me... I don't want to die without knowing...

(Kumari:) That's right Ark. You must not die at a place like this. You exist outside the loop of fate so you can change fate. This world needs you. I will transport your body to me Now, don't slip away...

3.36 Lhasa's Old Legend

[A strange light envelops Ark and he begins glowing. The screen transitions to Lhasa. Ark is lying in bed in the room he slept in for three years after awakening mankind. Meihou is in the room. Ark awakens.]

(Meihou:) Oh! You've come to. Wait! Don't try to move. I arrived just as Lord Kumari came with you terribly injured. You may be aware of this but the star of darkness has re-emerged. It erased a city from the world with no effort.

Unused lines from the script suggest that Meihou had more to say here. See below.

[Ark gets out of bed and decides to see Lord Kumari.]

(Meihou:) Ark, if you have the will, ask Lord Kumari the way. Before the star of darkness consumes us all...

(Kumari:) Ark, I'm glad you're safe. You met him didn't you? The man they call Beruga. He introduced the star of darkness and bred disharmony. The balance of life was shattered leaving man unaffected by death. But in Lhasa, there is an old saying. Starstones laid at the grave at time's end calls the golden child. Meihou journeyed far seeking the truth behind the saying. But Meihou only managed to obtain fleeting glimpses of the truth. Human fate is a fixed loop. What one seeks is not always found. You are different. You exist outside the loop of fate. Seek out the Starstones and place them at the grave at time's end. There is no other way of realigning the disrupted loop of fate.

"Bred disharmony" is the same wording used in the game's intro.

(to the right)

(Monk:) Starstones laid at the grave at time's end calls the golden child. This is an old saying of Lhasa. The golden child is said to right the factors that shape fate.

[Now Ark knows exactly what he has to do next, but not where to go. He asks Meihou about it.]

(Meihou:) I have traveled seeking the truth behind Lhasa's ancient saying. I have the power to dimly see into the future. I tried to find the Starstones with that power. But I could not. Strangely, now I can vaguely see them. I can see their locations. And I see who is getting them. Starstones are in an icy village. A hot and arid land. A town that has died. An ancient temple. And a high rock tower. They all await... you...

It is indeed strange that his power somehow conveniently works now. Is this Light Gaia's meddling, or bad writing? I will leave it to you to decide.

[With these vague directions, it is now up to Ark to find the Starstones. But before he leaves to look for them, he goes to see Meilin. She is training outside at the place of the dead.]

(Meilin:) ...Ark! I missed you! Are you better now? I wanted to nurse you, but Grandfather forbade me. ...I heard. You went into Beruga's lab. I'm training to properly use my abilities. I'm... Going to become strong. I will train properly so I can help you Ark! If there's anything I can do, please tell me.

(if you talk to her again)

(Meilin:) If you ever have a problem, don't forget I'm right here for you. If it's for you, I'll go anywhere.

[Ark decides to ask the monks in the temple about Lhasa's old legend and the golden child.]

(Top left monk:) The factors shaping fate are being twisted. Only the golden child sharing both light and darkness can stop this.

(Bottom left monk:) Somewhere, I hear of an island that lies outside the flow of time. The golden child of legend is said to be born there.

Antarctica, if you can call this continent "an island".

(Bottom right monk:) The five stars for awakening the golden child echo the heavens.

(Top right monk:) What negates the power of darkness is not light, but darkness. Darkness is created not of darkness, but of light. The golden child is said to represent both light and darkness.

3.37 Starstone 1: Sahara

[With the vague hints from Meihou, Ark now tries to find the five Starstones. He leaves Lhasa and arrives in Loire. Ark hopes that the fortune teller there can help him.]

(Fortune teller:) What you seek are in a dream, sand, ice, mountain and ruins.

All fortune tellers should now tell you this until you have found all Starstones, I believe. I haven't tested all of them.

[On the 2nd Ave., a woman tells Ark something very curious.]

(2nd Ave., near the t-junction in the road; after Beruga)

(Woman:) A while ago, I saw a girl like Princess Elle near Norfest Forest. It can't be the Princess, though.

As stated above, this is the woman that told you about trying the speed-eating contest at the castle before this. And again, you can only get this message if Loire is in its second state, and not in the third. I will ignore the fact that Loire has been expanded to its third state before this because this is very relevant here. It is easily missed though, I feel.

[But Ark has no time to investigate Norfest Forest now and moves on. He arrives at Litz and wants to see Columbus while he is there. He does not find him, and Dr. Emilio tells Ark why.]

(Dr. Emilio:) Columbus has become much better. He just went out. I told him to slow down a bit more but he likes to keep moving.

(if you talk to him again)

(Dr. Emilio:) When I spoke of Neotokio, Columbus became agitated and nervous. I hope he doesn't get involved in anything bad again.

When Litz is in its second state, you can not find Columbus there, either way. But if Litz was still in its first state at this point, you'd notice that Columbus has finally actually gotten out of bed. He would still be resting there up until Beruga's awakening.

[Hoping that Columbus is safe, Ark arrives at Litz's port and sets sail. "A hot and arid land" was the location of one of the Starstones in Meihou's visions. Ark heads south to Africa and travels to the Sahara desert. Heeding the nomad merchants' words, he treads carefully and finds the skeleton of someone who has collapsed in the desert.]

Ark: This person must have collapsed. I hope I don't end that way...

[Yomi appears and points out something important.]

Yomi: Ark! Look at the skeleton's neck!

Ark: It has something that looks like a necklace...

Yomi: No, no! The stone on the necklace. Don't you recognize it?

Ark: Oh hey. Isn't this the stone Leim found at the canyon? He said he was going to treasure it forever. So why is it here?

Yomi: A human probably snuck into the lion's den. They'll go anywhere if they smell money...

Ark obtained Starstone!

3.38 Great Nirlake Fire

[Yomi disappears back into the box, and Ark quickly gets out of the desert to not end like that person. It must have been the explorer which the sailors in Litz talked about. Ark sets sail for Freedom to continue his search. News of Neotokio's disappearance have arrived here, too.]

(inn, upstairs, bottom right room)

(Man:) I came alone from Neotokio where I had to leave my family. I heard that Neotokio has turned into a ghost town. I survived only because I had been ordered to come here...Sob...

(if you talk to him again)

(Man:) I have no home to return to nor anyone awaiting me. I am truly alone.

Remember this man from earlier? Yeah...

[The news are being broadcast all over the world, informing people everywhere.]

(eastern side of Freedom, apartment building, left apartment on the ground floor)

(Woman:) There's nothing on TV other than news about Neotokio's disappearances. Everyone in town suddenly disappeared right? Weird!

It is the woman that neglects her chores and watches TV instead. Of course she would know.

[To prevent a terrible disaster like this to happen again, Ark has to find the Starstones. He decides to see Will in Nirlake and makes a shocking discovery. The whole town is gone.]

For Nirlake to burn down, three conditions need to be met:

One, Beruga has to be resurrected.

Two, you have to successfully help Mick invent the burger.

And three, you have to deliver Amanda's message to Bell and tell him the truth.

The last condition may seem surprising, but the explanation is simple: you can't ask Amanda for Bell when the town is burned down. Therefore, Freedom couldn't be expanded past its first state if Nirlake was burnt down. But you can only deliver one of the Nirlake Letters to Bell when Freedom is in its third state. The game therefore makes sure that you can't mess up Freedom's and Nirlake's expansion by progressing the story too early, only by messing up choices deliberately.

There are also certain conditions for the nine people to accept the letters. It depends on when they are wealthy enough to support the cause, which in turn depends on how far the respective towns have been expanded. See below for each one.

(close to the entrance)

(Sailor:) The shack caught fire... The wind whipped the fire up... The village went up in flames just like that...

(a bit to the top right, next to the cornerstones of a burnt-down building)

(Man:) My... My corn... Oh...

(a little bit up from there, in front of another burnt-down building)

(Man:) I was born and raised here. I don't want to leave...

(to the right, eastern side of Nirlake)

(Man:) What's gone is gone. The important thing is what you do next.

(to the left and up from there, northern side of Nirlake)

(Amanda:) What is this? Unbelievable!

(further to the left and a bit up)

(Mick:) Everything gone... I can't even cook...

(to the left and down, western side of Nirlake)

(Woman:) Because of the fire, some people have left to other towns. Nirlake's going to disappear from the world if something isn't done.

(in roughly the center of Nirlake)

(Man:) You're a traveler right? You go to different towns? Can I ask you a favor?

Sure.

No way.

(if you choose "No way.")

Ark: No way! I'm busy!

Man: I see... That's too bad.

(if you choose "Sure.")

Ark: Sure. I'm considerate.

(Man:) That's great! As you can see, the village is a mess. But we can't leave it this way. But this village isn't wealthy at all. So here's the request. I've written Nine Letters. Please give these to people you meet. Those letters are pleas for money to help rebuild the village. Kind-hearted people should help upon reading the letter. Thank you.

Ark obtained 9 Nirlake Letters!

(if you talk to him after obtaining the letters)

(Man:) Those letters are Nirlake's few rays of hope. I'm counting on you.

3.38.1 Delivering the Nirlake Letters

[Ark decides to see if Will is okay. Since his house is located a bit outside of Nirlake, it did not get caught up in the fire.]

(outside of Will's house)

(Keinz:) This town's key to progress is its rebuilding. Without it, progress is not likely. There is no hope for growth without a major change in policies.

"Major change in policies"? Let's think about that after rebuilding, Keinz.

(inside)

(Will:) Did you see Nirlake? My house luckily survived unharmed. But I feel bad that just my house remained.

[Ark thinks that Will might be able to help and shows him one of the letters.]

(if you have equipped a letter)

(Will:) Ark. What is that letter? A letter from the people of Nirlake? Of course I'll help! I'll go help rebuild the town whenever I can. A person alone isn't much, but people together are strong. I know! I'll tell all my friends! Everyone at Kidsgart, too!

(if you talk to him again after delivering the letter)

(Will:) We owe a lot to Nirlake so we have to do our best in times like this. It's no good just thinking and fretting about something!

[Ark heads back to Nirlake. The citizens have heard that people will come to help and gather courage for rebuilding the town.]

Some NPCs will say different things if you have given away at least one letter. It does not matter to whom.

(to the bottom and left from the entrance to Nirlake from Will' house)

(Man:) The burned corn is gone, but corn will grow again. Time to stop crying. Have to think about the next crop of corn!

(at the southern entrance of Nirlake)

(Man:) I hear kind people have donated money for our rebuilding. We have to work harder to rebuild the town.

We've only given a letter to Will so far, and he said nothing about money...

(in the center of Nirlake)

(Man:) You delivered those letters to people. Thank you. Slowly but surely money is trickling in. Our people will be cheered by the growth of the rebuilding fund.

(northwestern part of Nirlake)

(Mick:) But I still alive, that important. We rebuild town, then I cook again!

[Ark is on an important quest, but he can't let the people of Nirlake down. He decides to visit Bell and Eddy in Freedom since they each own a successful business.]

(if you have a letter equipped and Freedom is in its third state)

(Bell:) What's that letter? From Nirlake? ...I heard about this. I'm worried about Amanda. Let me contribute. My ex-girl friend lives there. It touches me, too.

(if you talk to him again after delivering the letter)

(Bell:) I wonder if Amanda is safe. It's been bothering me for some reason.

Bell won't change his dialogue until you delivered all letters and Nirlake expands. The same goes for Will, but not for the other seven people. They will change back to their old dialogue if you leave and come back after handing them a letter.

(if you have a letter equipped and Freedom is in its third state)

(Eddy:) What's that letter? From Nirlake? Yes, I heard some rumors. If I can be of any help, I'll contribute. Nirlake and Freedom are not far apart. They're like neighbors!

[Ark thinks of more people who could help, and Rich immediately comes to mind. Ark sets sail.]

(if you have a letter equipped)

(Rich:) Oh! What is that letter you hold? Let me see that! Hm...Hmmm.. Goodness! A town this unfortunate! I must help! I will send a courier with money for rebuilding. I have money enough!

(if you talk to him again after delivering the letter)

(Rich:) I am not just a self-centered Rich. I am super Rich for justice!

[The cannery in Litz has become a successful business Ark asks for help there, too.]

(if you have given Stoma the sardines and equipped a letter)

(Fisherman:) What's that letter? From the people of a burnt down town? Let's see that. ...Snivel... That's terrible... I get touched by stories like that... A man has to be strong in times like this! I'll help too! I'm getting many orders for tinned sardines, so I can send some money.

(if you talk to him again after delivering the letter)

(Fisherman:) If you're ever going to Nirlake, tell them to not give up hope!

[But there are people in Loire who can help, too. Ark tries asking Pierre, Matis, Marily and at the winery.]

(if you have equipped a letter and Loire is in its third state)

(Pierre:) What's that letter you're holding so carefully? From a lady friend? ...Wow. Some places have it bad. Whew. Listen I'll send some money, too. Just a little but... Every little bit adds up big right?

(if you have equipped a letter and delivered Matis's painting)

(Matis:) What is that letter you have? A town destroyed by fire? ...I see. So there's a town in trouble. I've got money now. I'll send some money for rebuilding that town!

(if you delivered the letter and Loire is in its second state)

(Matis:) I didn't care about others before, maybe I'm more fulfilled.

(if you delivered the letter and Loire is in its third state)

(Matis:) I've been thinking lately that you can't buy people's freedom. But maybe you can make people free with money.

Matis's reaction to helping out changes depending on Loire's state. That is because his own happiness and outlook on life depend on his own success, and him feeling under heavy pressure in Loire's third state. Neat little detail.

(if you have a letter equipped and delivered Marily's clothes)

(Marily:) That letter... You don't mean to... No! I'm not ready! ...Pardon me? A letter from people who survived a terrible fire? ...Oh! Oh I see! If it's something like that, I'll contribute. I have some money now.

(if you talk to her again)

(Marily:) I can afford to do that because my shop is doing well. Thank you!

(at the winery; if you have equipped a letter and delivered the wine)

(Boss:) Why are you carrying that letter? You deliver mail now? ...What? A town destroyed by a fire? That's terrible! All right, I'll contribute some to your restoration fund, too!

(if you talk to him after delivering the letter)

(Boss:) No problem! Everyone could use a helping hand when they're down.

In summary, Loire and Freedom need to be in their third state for you to be able to deliver all nine letters. Litz can be either in state one or two.

3.39 Starstone 2: Neotokio

[Ark has now delivered all nine letters. It will take time for Nirlake to rebuild. Having helped the people of Nirlake, Ark has to get back on his quest for the Starstones. "A town that has died" is what Meihou said. Concluding that this refers to Neotokio, Ark sails there and searches the town. He first tries the only place he has not visited before.]

(if you try to open the sewer door before finding the transceiver)

Ark: It was the only one that wouldn't open before...

[Ark can not get in this time, either. He searches the rest of the town but finds not a single person. In the police station, a strange beeping sound can be heard.]

Ark: Wha...What is that sound? Sounds like it's coming from that desk in the corner.

(when you interact with the desk)

Ark: Looks like there's a transceiver in the drawer.

Ark obtained Transceiver!

A girl's voice can be faintly heard.

(Girl:) Help... Someone help...

Ark: There's someone alive! There's a survivor here!

Girl: Come help... Daddy...Mommy...

Ark: Can you hear me? Where are you?

Girl: Come help...

[Attempting to talk to the girl seems fruitless. Yomi appears. He seems to have an idea why.]

Yomi: That girl doesn't sound like she knows how to operate the unit. She's probably got the TALK button pressed the whole time.

Ark: Hey!! Release the button!

Yomi: Quiet! Do you hear that sound behind her voice?

[Ark and Yomi stay quiet for a bit. A faint rushing sound can be heard as the girl keeps talking.]

Girl: Help... Isn't anybody there?

Yomi: Hear it? The sound of flowing water.

Ark: There's no river in this town... So that means...

Yomi: The sewers most likely. There has to be a way underground.

[Yomi disappears again. Ark rushes back to the sewer entrance to try harder to open it this time. Surprisingly, the door is unlocked.]

Ark: Huh? I'm certain this door was locked before.

[Not thinking about who or what unlocked the door, Ark steps in. The smell is disgusting.]

Ark: Ugh. What a stench. This is overwhelming... The more fancy a town, the more dirty at the back. Have to breathe through my mouth to save my nose..

[Breathing through his nose, Ark advances through the sewers and quickly comes across a door.]

(if you interact with the door)

Ark: Tsk... It's locked.

[Ark explores the other available option and finds a control room after a while. The transceiver starts beeping as he reaches it, and a message from the girl is transmitted.]

Girl: Someone help... Mommy... I'm scared... Shriiiiiieeek!

Ark: Wha-what? What happened?

[The transceiver becomes silent again. Ark crawls through a hole in the wall and finds a chest.]

Ark obtained Sewer Key !

[Thinking that this key might let him open the locked door from before, Ark heads back there. The transceiver receives another message along the way.]

Girl: Someone help... A lion... A lion is chasing me... Someone...pant... Please...gasp...

Ark: A lion? In the sewers of Neotokio?

[Surprising or not, the situation seems serious. Ark hurries and opens the door. In the room behind it, he can see the girl coming out of a door at the other side of the sewer canal.]

Girl: Hey!

(now a bit to the left, closer to Ark)

Girl: A lion... It's coming, help!

Ark: Calm down! Are you the only one alive?

Girl: Help..please... Hurry, hurry!

[A lion comes out of the same door.]

(Leim:) Grrrrrrr

[The girl has no choice but to escape through the door to the left. But the lion follows her. Ark has no way to get to them easily and needs to take the long way around. Hurrying through the large reservoir and finally through the door the girl and the lion took, Ark catches up with them. The girl is cornered and has no escape.]

(Leim:) Grrrrrrr

Girl: Please, don't eat me...

[The lion moves towards the girl, who almost has her back to the wall now. Ark steps in.]

(turned towards Ark)

(Leim:) Grrrrrrr

Ark: Okay! Come on then!! Battle master Ark is your blind date!

(Leim:) Grrrrrrr.... Purr...

Ark: Huh? What's the matter with him?

[As the lion calms down, Yomi appears, having figured out the situation.]

Yomi: Ark! I got it!! Don't you recall seeing this lion? Take a good close gander now!

Ark: Yaaaaaah! It's Leim, that cub I helped on that test of his!

Yomi: That's right! It's been a long time!

[The tense situation is immediately defused.]

(if you interact with Leim before the girl)

Leim: Purr...

Ark: Oh right. I can't understand animals any more... When we were in that canyon he was so small and cute.

(when you talk to the girl)

Girl: This lion suddenly got quiet when he saw you. I wonder what happened...

Ark: This guy's called Leim. An old friend of mine.

Girl: A lion friend? Wow, that's neat. I wonder if I can be his second human friend?

Ark: Okay, what happened to Neotokio?

Girl: People suddenly vanished just like that. Daddy and Mommy disappeared right in front of my eyes. I was all alone after that. I was really lonesome. But this strange voice from this pendant would talk to me. It would cheer me up saying light will shine if I live on.

Ark: You've been very brave. It's hard being all alone.

Girl: You're all alone, too. I can tell. I know. I will give you this pendant. It will give you courage.

Ark obtained Starstone!

[The girl is safe and Ark obtained a Starstone. The transceiver beeps moments later.]

A voice came from the transceiver!

(Voice:) Anyone read me? If anyone can hear me, answer me. I repeat. We are Freedom's research team. Does anyone here me?

Ark: We're saved! We hear you. We're in a sewer pipe near the storage reservoir. There's a girl here, and an animal friend. They need help.

Voice: We read you. We're on our way.

Ark: Leim... I've got to keep moving. Can you protect this girl?

Leim: Roar!

Ark: Help will come soon.

Girl: Okay. I think I can be friends with this lion.

3.40 Nirlake, Final State

[Ark leave the Neotokio sewers and heads to Freedom, whose research team is taking care of rescuing Leim and the girl. Bell has news about Nirlake.]

(when Nirlake is fully expanded)

(Bell:) I got a phone call from Amanda saying she's safe. It made me glad. I hear Nirlake has been fully restored. That's excellent! That heartburn I had is gone, too.

[Ark heads to Nirlake to see the rebuilt town. Much has changed. Cobblestone and concrete have replaced the grass and the fields. Multi-storeyed buildings replaced the simple houses from before.]

(right at the entrance)

(Man:) I never thought such a fine town would rise from the ashes... I... I even get tears in my eyes seeing this fantastic town.

(to the right, cattle production)

(Woman:) We send Nirlake's produce to various markets.

(to the left)

(Man:) Because of the fire, Nirlake became widely known. People from all over come to buy our fresh produce.

(to the right)

(Man:) After the fire, I thought Nirlake was finished... But now I know that people can do anything if there is hope.

(outside, to the left of this building)

(Sailor:) Mermaids? DINOSAUR? Bwahahaha! What lunacy are you telling me? In this modern day and age, that story will have anyone howling!

I like to think that this is the man who saw Will's place crash, thinking it might be what people call a UFO. They have the same sprite, at least, and it would fit. Much more sceptical now.

Amanda lives in the apartment building on the left side. She will only tell you to get out though, just like she would if you visited her in Nirlake before being asked to do so by Bell. Her boyfriend has nothing to say. Not before, not now.

(outside, on the road leading north)

(Woman:) I came to see a dinosaur called Gossie. I hope I see it!

(to the right, in the inn)

(Woman:) Well, isn't it a surprise! We don't get visitors here often. ... They used to say that but now it's a big town. You have somewhere to stay? You can stay with me for 5 Gems.

Yes

No

(if you talk to her after taking a room)

(Woman:) The room (right) on the 2nd floor.

(bottom left room)

(Man:) Cheers to Nirlake, the undying city!

(behind the counter)

(Man:) Bourbon is good, but that grape Wine from Loire is popular now.

(upstairs)

(Keinz:) After rebuilding the town, the people have much more vitality. This town has progressed sufficiently. It will keep growing. Where it will go from now is beyond my knowing.

Keinz was staying outside Will's place before, but now he has moved to Nirlake proper.

(outside, following the street up and right)

(Woman:) The shacks and farms that were here were relocated.

(on the left side of the street)

(Man:) Mick the master chef opened up his own place! It's Mick Burger.

[Ark goes up the stairs at the northern side of Nirlake and immediately spots Mick.]

(up the stairs, in front of his restaurant)

(Mick:) You remember me? I, Mick the master chef! I open my restaurant with that beef menu. It super popular! You come in and eat, too!

(if you talk to him again)

(Mick:) I make Mick Burger chain all over the country soon! Hahahaha!

The sign actually says "Mic Burger".

[Ark checks out Mick's restaurant. It seems to be popular indeed.]

(inside, right table, bottom right seat)

(Woman:) Mick sure became big!

(bottom left seat)

(Woman:) He used to be a farmer, but he sold off his land. Still a hick! But he's loaded with cash. So I'm going to escort him a while.

(top left seat)

(Sailor:) Hehehehe! Eat plenty!

(left table, top right seat)

(Woman:) Oh yeh, these're great! This's my 8th Mick Burger! Urgh! ..My stomach..

A growl can be heard after her second sentence.

(in front of the counter, left side)

(Sailor:) I lost a bet so I have to ask you for a smile.

I think it'd make more sense if he had to ask the waitress for a smile, but he says this to Ark.

[Ark decides to try Mick's famous burger himself for the first time.]

(counter, right side)

(Waitress:) Hello! May I take your order? Everything is 10 Gems except a smile! Here's our menu.

Burger	Cola	Potato	Smile
--------	------	--------	-------

If you choose "Smile", she does indeed smile at you free of charge. Nothing else happens.

(if you press the "cancel" button)

(Waitress:) Oh goodness. What should I do? This wasn't in the employee manual!

(if you try to order something but don't have enough money)

(Waitress:) You appear to not have enough money.

If you order something, she will ask you for each of the remaining items if you want to order it, too. If you order a burger first, she will ask about fries and then the cola. If you choose the fries, she asks about the cola and then the burger. Order the cola first and she will ask you about the burger, then the fries.

(if you did not choose "Burger" first)

(Waitress:) Would you like a burger?

I'll take that.

No thanks.

(if you did not choose "Potato" first)

(Waitress:) Would you like some fries?

(if you did not choose "Cola" first)

(Waitress:) Would you like a cola?

(if you don't have enough money for ordering a second or third item)

(Waitress:) You appear to have run out of money.

(after you have finished ordering)

(Waitress:) Your order will take a while so please have a seat.

[Ark has a seat at the left table, bottom left. A waitress brings him his food and drink shortly after.]

(Waitress:) Sorry to keep you waiting. Enjoy your meal!

[Ark finishes his meal and decides to leave to explore the rest of the town.]

(as you step through the door)

(Waitress:) Thank you very much.

Strangely, this message appears twice.

(building to the left of Mick Burger)

(Man:) We rebuilt the town to ensure a fire of that size never re-occurs. We founded a fire department and organized civic groups.

(upstairs, at the table, left)

(Man:) I can be out fighting fires immediately!

(right)

(Man:) Nirlake will become the most safe and hospitable city in the world!

(outside, to the left of the fire department, in front of the Tourist Bureau)

(Woman:) We received help from around the world to rebuild Nirlake. Nirlake today can be considered built by people's kind-heartedness.

(in the Tourist Bureau)

(Woman:) Life has become much easier. Maybe I'll go on a vacation.

(outside, in front of the apartment building in Nirlake's northeast)

(Man:) Buildings that punch into the sky are going up. It's majestic!

(apartment on the ground level)

(Man:) I liked Nirlake in the past... I worked the fields, sweaty, but among living things. But now, I feel no breath of life from these cold buildings.

(downstairs)

(Girl:) Grandma's sleeping so keep it quiet.

[Nirlake has grown much bigger, but this lead to the farms and field being relocated. Ark visits the farm west of Nirlake.]

(outside)

(Woman:) The more Nirlake grows, the less people fear the lake god. Is this a good thing?

(Man:) When the town got bigger, my farm was made smaller. It's sad. People can't live without fresh produce...

(inside)

(Woman:) Nirlake has become a major city. But I'm more suited to a life with the sun and soil.

[But the farm isn't the only thing that has been replaced. Will seems to have moved away from Nirlake as the town expanded. Ark visits him in his new home on the coast northeast of the airfield.]

The following dialogue from Will can be triggered in two ways. One, after Nirlake is expanded to its final state. Then Will is going to automatically tell you what follows below if you speak to him.

The other way is to go to Suncoast and talk to the man at the mayor's house after the plane has been invented and Nirlake is still in its first state. If you do not talk to the man in Suncoast and Nirlake is in its first state, Will will keep giving you instructions for the plane. You can not obtain the Airfield Plans while Nirlake is burnt down; Will is going to talk only about Nirlake.

(if Nirlake is expanded and you don't have the airfield plans yet, or the plane was invented, Nirlake is intact and you talked to the man in Suncoast)

(Will:) Oh hi! Isn't air travel great? I've got a favor to ask. If you know of a town that wants air travel, give them these Airfield Plans. Even distant lands can be made accessible by air with airfields. Can you do this for me?

Sure.

No way.

(if you choose "No way.")

Ark: Whaaat? I don't want to do that.

Will: Aww come on. Well, at least come back if you change your mind.

(if you choose "Sure." but don't have enough space)

Ark: Sure, is what I would say but I have too much stuff with me.

Will: Haha. Then come back later when you have less stuff with you.

This is one out of two times where I actually got the "you're overburdened" dialogue.

(if you choose "Sure.")

Ark: Sure. I just take those Airfield Plans right?

Will: You will? Thanks! I'm counting on you!

Ark obtained Airfield Plans!

(if you obtained the Airfield Plans and Nirlake is still in its first state)

(Will:) I wondered if it would be good if people could fly like birds. But when I saw where I live from the sky, it made me more caring. I want more people to experience the gentleness of the sky.

(if you obtained the Airfield Plans and Nirlake is in its final state)

(Will:) Nirlake's being expanded so I decided to live over here. I have the best view of planes taking off.

(if you talk to him again after the above)

(Will:) The towns people asked me to live in town, but I get nervous there.

3.41 Starstone 3: Airsrock

[Ark takes the Airfield Plans with him. Not knowing who to give them, he decides to get back on his quest for the Starstones. "A high rock tower", is what Meihou said. Ark remembers hearing about a large rock formation in Australia and travels there. A man is waiting on top.]

He only appears when Beruga is resurrected.

Man: I am a scientist. This place is the least polluted when earth is endangered like now. I intend to witness the world's end here. Would you listen to me?

Sure.

No.

(if you choose "No." or talk to him again after listening)

(Man:) I don't understand how people will think about today but not tomorrow.

(if you choose "Sure.")

(Man:) A certain race revered this grand view and vast nature as god. But, today, modern societies make a racket about preserving nature. When did humans become so big to think they can protect gods... Perhaps the beginning of the end started there... I thought those things. I thought all the while I watched this beautiful world. I gradually became aware of a voice calling my name from somewhere. An older boy will appear bearing a rod... The voice said to give the boy my Starstone. The voice seemed to emanate from the very earth... Take this stone. I have always had it with me since I was a child.

Ark obtained Starstone!

3.42 Expanding Suncoast

[Ark has now found three out of five Starstones. He goes to Suncoast to take a rest and visits the ranch to the north.]

(in the house; after Stoma has sampled the Tasty Meat)

(Man:) I realized something when I gave you the meat. Even if I make good meat, I only have ships as transportation. The meat will spoil while shipping. What should I do?

[Ark understands the mans problem and wonders whether the Airfield Plans could be the solution. He visits the mayor's house where the men are still brainstorming.]

(at the left of the table, if the airplane is invented)

(Man:) I hear there are flying machines that carry people If we had one...

This is the man referred to above.

(if you have equipped the Airfield Plans)

(Mayor:) Wha? What's that you have there?What? ...What?! You can make places for flying machines to land with that? We were just discussing ways for attracting more people here. May we have those plans?

Sure.

No way.

(if you choose "No way.")

Ark: No way. I can't give you this that easily.

Mayor: I see. The real world doesn't go as easily as a video game.

(if you choose "Sure.")

Ark: Sure. The guy who gave me them wants to see more airfields built.

Ark gave the Airfield Plans away!

Mayor: This is great! With this, more people will be able to come here! I'll get the young folk together to make this airfield!

(at the right of the table, after handing over the Airfield Plans)

(Man:) We're going to build the village around the airfield!

(at the left of the table, after handing over the Airfield Plans)

(Man:) Maybe this will get pretty young girls to come?

[Ark thinks that the ranch owner will be excited about these news and tells him.]

(after handing over the Airfield Plans)

(Man:) The mayor told me, flying machines will be coming here? If that's true, I can move my beef anywhere!

[While the people of Suncoast are building the airfield, Ark sails back to Freedom. He takes off at the airfield there and flies all the way back to Australia. The airfield was built in no time, and Ark is able to land. He talks to the mayor again.]

We're expanding Suncoast in one go, and for the airfield to be built you need to enter any town or subarea on the world map outside of Australia. But you'll miss this line if you expand the town fully. Hence the weird round trip.

(Mayor:) The young people worked hard and built the airfield in no time. Maybe this will make this village more popular.

3.42.1 Tourist Bureaus

[But the airfield alone is not enough. The city must be promoted so that more visitors will come. Ark takes pictures with his camera and takes them to Tourist Bureaus in other cities.]

You will need to show the photos in Loire, Freedom and Nirlake's Tourist Bureaus for 20% development each. Freedom and Loire have a Tourist Bureau from their second state onwards (if the camera is invented), but Nirlake does not have a Tourist Bureau until it is fully expanded.

The dialogue in any Tourist Bureau is always the same.

(in any Tourist Bureau except Yunkou, at the counter)

(Woman:) The Tourist Bureau provides information on travel in other cities. The people here can learn of other lands through us. But we don't have enough information on other lands. If you have photos of other lands, I would love to see them.

(if you have equipped a camera with photos)

(Woman:) Oh... You have photos from many places. May I see them?

Sure.

No.

(if you choose "No.", or choose "Sure." but then choose "No." instead of "Inform." every time you are prompted to show pictures in your possession)

(Woman:) That's too bad. Please do come again.

(if you choose "Sure." but don't have pictures of any of the towns that can be expanded, except maybe of the one you are in)

(Woman:) You don't appear to have the needed photos. Please do come again.

(if you choose "Sure.", and then "Inform." when prompted to show pictures from a city)

(Woman:) Thank you! Loire, is it? We will share information with people.

Same for Litz, Freedom, Nirlake and Suncoast. You can't hand in photos of Liotto, Yunkou or Neotokio.

(if you have shown pictures of at least one town after going through the list, she ends with)

(Woman:) If there are lovely towns and cities, please let us know.

3.43 Suncoast, Final State

[Tourist Bureaus all over the world are now informed about Suncoast. Ark hopes they will be able to get visitors to Suncoast and lets them do their work. He later takes the plane to Australia, noticing that the town has visibly grown. But just like the farm in Nirlake, Suncoast's ranch was moved. Ark lands the plane and visits the ranch to the southwest.]

(inside the house)

(Man:) I moved the ranch away because they were modernizing the town. But however big the town may get, my cows are still my cows. I'm going to keep raising my great cows with pride!

Just as with Will's place, Keinz moves to the town and is not at the ranch anymore.

[The ranch owner seems to be doing well for himself. Ark decides to see if the rest of the town is doing just as well.]

(top left from the entrance, right next to the coconut juice stand)

(Man:) Dode dog do be now. I dring doo muj gogonud joos ed I ged a bdeeding dose.

Translation: "Don't talk to me now. I drank too much coconut juice and now I have (literally "and I get") a bleeding nose.", if I got that correctly. The only relation between drinking and nose bleeds I have found in a quick search is related to consumption of alcohol. Was this "juice" actually alcoholic in the original? But it's not like alcohol has been censored elsewhere in the game. I have no explanation for this.

(Woman:) This area has become more fancy, but my job hasn't changed. Now... Coconut juice. It's 10 Gems. Would you like some?

Yes.

No, thanks.

(behind the lady selling coconut juice)

(Man:) What would make a good souvenir? Oh yeah, a shop had cool medals!

(eastern side of Suncoast, close to the inn)

(Man:) I hear the sun's rays are strong here. I need sunglasses.

(in the inn)

(Inn keeper:) Very good you come to my inn. Many tourist come lately. It is a good thing. For you, just 5 Gems.

Yes

No

(if you choose "Yes")

(Inn keeper:) You use room (right) on 2nd floor.

(if you talk to him after paying for a room)

(Inn keeper:) You hard of hearing? Room (right) on 2nd floor.

(upstairs, in front of the phone)

(Man:) Hello Mama? I miss your cooking.

(or)

(Man:) Hello Mama? I didn't get sick on the plane. The weather's nice.

I have no idea under which conditions the man says which of the above. On one playthrough, I had him saying the first line, and on an different playthrough I saw him saying the second. But I could not make out if there is a certain condition that makes him say one over the other. Some testing seemed to suggest that it isn't random, either. There was only one discernible difference between the two playthroughs, and I have a theory. But I will need to do more testing to verify it.

(if you talk to him a second time, he follows either of the above up with)

(Man:) Hello Mama? The guy next to me is eavesdropping on me.

(left room)

(Bride:) I went on my honeymoon, but my darling is down with a fever.

(in the left bed)

(Groom:) Groan... It's hot... I feel awful...

(if you have equipped the fever medicine)

(Bride:) Oh! What's that medicine you have? It's for fevers? May I have that?

Sure.

No way.

(if you choose "No way.")

Ark: No way! This is mine!

Bride: What an attitude for someone that just barged in!

(if you choose "Sure.")

Ark: Sure you can have it. Give it to your husband right away.

Bride: Thank you! I have to give you something in return! I know! I'll give you this lovely medal. We found it at the beach.

Ark obtained WaterPin!

(if you talk to her after giving her the medicine)

(Bride:) Thank you very much! I'll give it to him right away.

(if you re-enter the room)

(Bride:) Look, look, look! My darling's fully cured! That medicine worked!

(now sitting at the table)

(Groom:) Heh! I feel 110% already!

(outside, on the bench in front of the stairs leading up)

(Young man:) I came here on vacation because of my lady friend. Hehehe...

(Young woman:) I came along because he said we're going to resort. I'll make him treat me, then I'll ditch him for someone better.

(up the stairs, a bit to the left)

(Young man:) Koalas are sure cute!

(in the northeastern part of town, next to the seafood restaurant)

(Young woman:) I can't believe I ate 35 plates of seafood. I'm satisfied!

(apartment building to the left, upstairs, left room)

(Mayor's wife:) My husband is happy about the development here, but I don't know. Airplanes come all the time, and they are noisy. So many people come it's not just festive, it's just noisy. I can't hear the sea from my room any more. It's sort of sad.

(Mayor:) My town sure has become famous with visitors from all over. We sure owe a lot to you. I'm really excited about my town's future.

(if you haven't taken the magirock, he follows this up with)

(Mayor:) If you like, take that beautiful stone there.

(if you have taken the magirock, he follows it up with)

(Mayor:) If you like, take that... Oh you have.

(if you talk to him after taking the magirock)

(Mayor:) I'm really excited about my town's future.

(in the right room; after you have obtained the Starstone from the scientist)

(Young man:) Have you gone to the zoo? The town made it as its prime attraction. I heard they caught the animals in Safarium and brought them over.

This is the man who tells you about the scientist on Airock (Ayers Rock/Uluru) before you get it. He was previously living in a house in the northwestern part of town.

[Ark rushes back outside to see if this is true.]

(northwestern part of town, close to the zoo entrance)

(Young woman:) The kangaroo rats at the zoo are sooo adorable!

(table at the zoo entrance)

(Man:) Step right up! Suncoast Zoo right this way! Exotic animals galore!

[Ark steps into the zoo. There are many animals. Some of them seem to be from distant countries.]

(straight ahead, in front of the Koala enclosure)

(Girl:) Koalas don't move much. Boring!

(to the left, in front of the monkey enclosure)

(Girl:) Wow! They're so little but they move!

Also said by another girl straight up from here.

(top right, in front of the rhino enclosure)

(Girl:) ...The animals are crying they want to go home... The poor animals.

[Monkeys, rhinos, turtles and even lions. These animals all seem to have been taken from Africa. Ark travels to Safarium to see if any of the animals there are left. But none of them seem to be around. All of them must have been caught. Even the lion's den up the waterfall is empty. As Ark climbs back down through the cave, he notices a man in a room to the left. He seems to have a magirock with him.]

(if you try to take the magirock before winning the man's game)

(Man:) No you don't. I found it first.

(Man:) You want to play?

Yes.

No.

(if you choose "No.")

(Man:) Come again!

(if you choose "Yes.")

(Man:) Just whack as many monsters as possible in 30-seconds. But you lose points if you hit a yellow monster. On the chime, go.

Remaining Time

X sec Y beasts

(if you talk to him during the game)

(Man:) Giving up already?

(if your score is lower than 30)

(Man:) Time's up! Your score is X beasts. Come play again!

(if your score is higher than 30)

(Man:) Congratulations! You scored over 30 beasts, so we'll give you a prize. You have just won a beautiful stone I found here! Congratulations!

3.44 Starstone 4: Greenland

[The animals of Safarium are gone. They are imprisoned, but at least safe, for now. Ark can't do anything to help them now and gets back on his quest to find the remaining two Starstones for the sake of all living beings. "In an icy village", Meihou said. Ark remembers the words of the man he met in Alaska and travels to South America. He finds the stopover of a gull that travels between there and Greenland. Ark has the gull carry him all the way to Greenland. He finds a small village inhabited by penguins there. Like the man in Freedom's inn said, they build houses and live like humans.]

(every penguin except two)

(Penguin:) ??????????????

(straight and left from the entrance, in front of four fish hung up to dry)

(Penguin:)?

If you talk to this penguin, then move away so that he and the fish are just outside your screen and then come back, two of the fish are gone. Do this another time and the remaining two fish are gone as well.

There is a penguin ice fishing in the middle igloo on the left side. Eat the fish lying on the ground to make him angry.

[Ark can't understand animals anymore, but a Pretty Flower he carries catches one of the penguins' attention.]

(to the right of that, in front of an igloo)

(Penguin:)

(if you have equipped a Pretty Flower but there's not enough space to accept the Starstone)

(Penguin:)??!!

(if you have equipped a Pretty Flower)

(Penguin:) !!!!!!!!!!!!!!!

Ark lost Pretty Flower! In return, obtained Starstone from penguin!

[The penguin rushes into the igloo after it has nabbed the Pretty Flower.]

(if you crawl in and talk to either of them after obtaining the Starstone)

(Penguin:) !! !! !! !!

3.45 Starstone 5: Astarica

[Ark has no business in Greenland anymore and takes the gull back to South America. Back there, he remembers that a woman in Liotto once told him of Astarica, a place northwest of Liotto. Thinking that this might be the "ancient temple" Meihou mentioned, he sails along South America's eastern coast, around the cape and along its western coast. He finds a place for him to anchor his ship and goes ashore. There is indeed a temple further north. A goblet is placed on an altar of sorts. Only the two fires on it provide light in this large room.]

(when interacting with the goblet)

A strange voice whispered in Ark's head.

(Voice:) Ark. Take the goblet placed on the altar.

Ark, as if hypnotized, carried the goblet to his lips.

[As Ark drinks, the rest of the room goes even darker, save for a small area around Ark. He spits out the drink and the room gets slightly brighter again. The background now fades out completely and Ark collapses. Four ghosts appear and circle around Ark.]

(Voice:) This is Astarica. The holy land that observes the growth of humans. Ark. On awakening, you shall be witness to an odd vision.

[The screen fades to black and transitions back to Astarica. The room is now completely lit. Furthermore, Meilin and Perel seem to be standing near the stairs.]

Ark: Meilin? It is you. What are you doing here?

(Meilia:) How dare you. I am Meilia, a priest serving Lord Meila.

Ark: Perel? Freedom's Perel?

(Pela:) I am Pela, a priest serving Lord Meila. Go hear what Lord Meila wishes to tell you.

[Neither of them seem to recognize Ark, and both claim to be different people even though they look identical to Meilin and Perel. Down the stairs, there is a man who looks exactly like Meihou. He does not recognize Ark, either. It must be Lord Meila.]

Meila: A holy ceremony is held yearly as Astarica's custom. At the six goblets on the altar, night dewm collects over a year. One of them is said to bring the drinker close to the gods. The chosen drinks one and spends a year without food or drink. Drinking the wrong goblet means death. But if the correct choice is made, a god is born from our tribe. From the last ritual, today is exactly one year. Two priests have gone to inspect, but they have not returned. I would therefore like to ask a skilled warrior like you to go.

[Not knowing what is going on, Ark does as Lord Meila asks him anyway. He pushes the statue behind the altar out of the way and enters a maze full of monsters. He eventually finds his way through the maze and arrives just outside a small room where two people looking like Royd and Fyda are facing a girl looking like Princess Elle. Arks listens.]

(taking a step forward)

Roy: Unbelievable... You chose the correct goblet?

(taking a step forward, stopping right next to Roy)

Fyla: So you were alive... I can see the scene a year ago. I took you, as you wailed to the back of the altar... And you became totally alone... You endured that year of solitude and became super human.

(turning around, walking up to the altar behind her)

(Elle:) This year was long. It felt like centuries... I spent every day in fear that the candle of life will be snuffed. But I never died. When I became like this I understood, the true significance of god.

(turned back to Roy and Fyla)

(Elle:) Humans are pathetic creatures. Driven by desires and living in misery... A ritual this stupid is only for gaining power over other tribes. I've had enough of people. If they all disappeared it will be peaceful.

[The girl looking like Elle uses magic to open a gate of sorts. A circular area on the ground is glowing, with Roy and Fyla at its center.]

It looks like an ellipse, but I think that's due to perspective.

Roy: What are you doing?

Elle: I'm going to make you a god! A god of death!

Fyla: Elle, stop... What is wrong with a life that never ends?

(turned towards Fyla)

Roy: Fyla. Stop it. It's pointless to say anything now. It's not possible to understand. But before I leave this world, I'll show you a human quality. An emotion called love that no other living thing has.

(turned towards Roy)

Fyla: Roy...

[The two move very close to each other. In their last moments, Roy confesses his love.]

I guess it is implied that they are kissing and perhaps embracing each other, but there are no animations which adequately show either of this.

Roy: Fyla, I love you... When we're reborn we'll be joined again.

[The gate Elle opened closes rapidly, making Fyla and Roy vanish with it. Ark, who has witnessed everything from outside, enters the room.]

Elle: Did you come seeking an immortal body? Humans are all the same...

Ark: For an instant, your face looked like a demon's.

Ark: A person is said to have two faces, the external and internal selves. Maybe that sacred goblet's water just awakens the internal soul...

Elle: Then why don't you try it yourself? The goblet behind you is filled to the brim... Chuckle...

[Elle takes a few steps forward, away from the altar.]

(if you talk to her before taking a goblet)

Elle: Life or death. Enjoy the same torment I endured for a year.

[Ark takes one of the goblets on the altar and drinks its contents, spitting them out shortly after.]

(if you take any of the goblets)

Elle: Haha. The end of human life is trite.

In the past, I have read claims scattered across the internet that you can't take the goblet behind Elle or whichever is supposed to be the "correct" one. In truth, you can take any of the six goblets, but all of them give the same result.

[The screen transitions back to the entrance of the temple, in front of the small altar. It is just like when Ark entered it, except for a chest that has appeared to the left of the altar. Ark is lying flat on the ground. He gets up again.]

Ark: Whew... Strange dream...

(if you try to interact with the goblet after the vision or before Beruga's resurrection)

Ark: There appears to be nothing in the goblet...

(when you open the chest)

Ark obtained Starstone!

Fun fact: The chest with the Starstone spawns when you've seen the scene where Elle kills Roy and Fyla. Before taking the goblet, you can just go back the way you came and open the chest. What's more, Astarica can be left by using a BonePin. If you come back here after doing so, you'll still be in the "vision" and the short conversation between Elle and Ark can be seen again.

[With the one from the chest, Ark now has all five Starstones. But before he brings them to the Grave at Time's End, he travels back to Freedom to take a rest. At the inn, he meets the man who studies animals again.]

(after obtaining the Starstone in Greenland)

(Man:) As a city grows larger, what was there originally loses its space. It's the same for animals. Some have been made merchandise by humans. Is this truly the right way for humans to progress?

He is probably talking about King Kingbird being sold at the black market in Freedom, but his comment is also appropriate after witnessing the disappearance of the animals in Safarium.

[Ark also asks the fortune teller about where to go.]

(any fortune teller after obtaining all five Starstones)

(Fortune teller:) You shall go to a forgotten land where you meet the other you.

I think I saw this one in the fourth chapter, but I am fairly sure you only need the five Starstones to get this line.

3.46 The Grave at Time's End

["A forgotten land" as the fortune teller called it, or "an island that lies outside the flow of time" like one of the monks in Lhasa said. Ark concludes that his might refer to Antarctica, a desolate place he has not explored before. He finds a strange place there.]

(when you enter Dryvale for the first time)

Ark: I didn't know there would be a place this dry at the South Pole. Huh? These look like tombstones. Why at this extreme edge of the world?

You could of course get here as soon as you obtain the boat, and I guess most players probably come here right after Mermaid Tower when they get the Sea Mail.

As an aside, these very dry locations exist in real life. See "McMurdo Dry Valleys".

[The tombstones seem curious indeed, and Ark expects them more closely. A message is written on one of them.]

The tombstones appear to have this message carved into them.
When light and shadow come together, he shall rise again...

It is only one of them, namely the one where Light Ark's soul appears, not multiple tombstones.

[But even more curious are the five large skulls spread across Dryvale.]

(if you interact with one of them)

Ark: It looks like an altar of some sort...

(if you equip a Starstone and use it at an altar)

Ark held Starstone aloft!

(if you equip a Starstone and use it anywhere but an altar)

Ark: There's no point holding up a Starstone here.

(if you try using another Starstone on an activated altar)

Ark: My memory's going. I held this up already before...

[Ark takes the five Starstones and holds one aloft at each of the five altars. The camera scrolls to the tombstone with the message on it. A blue square appeared over it with the tombstone at its center, rotating clockwise. A soul floats above the tombstone.]

A voice echoed in Ark's head. It sounded exactly like Ark...

Voice: You survived countless encounters with danger. However injured you were in fighting, you never did die. Do you know why? It is because you are the legendary hero...

[The soul takes shape. The dark silhouette that can be seen looks like Ark.]

(Voice:) I represent the Lightside. And you represent the Darkside. People are said to meet someone identical to them once in a lifetime. There are two Arks in the internal and external worlds. The re-emergence of Beruga has disturbed earth's balance. If earth's history is likened to a clock, the hour hand points to 13. A time that cannot exist... No, a time that must not exist. Now close your eyes. And think deeply.. About earth..

[The ark-shaped figure turns back into a soul and flies to Ark. It disappears as it touches him, making Ark collapse on the spot. The screen turns black, and the title of the game's fourth chapter appears.]

4 Chapter 4 – Resurrection of the Hero

4.1 Ark's Resurrection

[Storkolm, Elle's room. Princess Elle is sitting at the table. A baby resembling Ark is lying in bed.]

(Baby Ark:) Snivel. Sniff, snivel...

[The baby starts crying. Elle get up and walks to the bed. The baby stoppy crying as she reaches it.]

Elle: Oh dear, you're awake. I wonder how much time has passed since I began living with you? I was shocked when I found you crying in the field of Storkolm. You had so much resemblance to a person I know. So I ended up giving you the same name, Ark. You must be hungry. I'll go fetch some food.

[The Princess leaves the room to get food for the baby. Moments later, Elle of Crysta enters the room and walks up to the bed. Someone's voice is heard, giving her commands.]

(Voice:) Now Elle. Kill him. Do not hesitate. That is why you were sent from Crysta to the outside. Now, that babe is powerless... Hurry...

I think this voice is the Elder, but it actually might be Yomi, too, if I think about it. The Elder can communicate telepathically, but Yomi is right here. He might be giving her commands in accordance with the Elder's plan.

[Elle of Crysta steps closer, picks up the baby and leaves the room with it. Princess Elle comes back in and notices that the bed is empty before reaching it.]

In the following, I will use "OW" for "overworld" and "UW" for "underworld" to indicate which Elle is talking.

(OW) Elle: Ark...? Ark? What's the matter...?

(walking up closer to the bed)

(OW) Elle: Strange. A baby can't just walk away. Ark? Ark?! Where are you?!

[As Princess Elle leaves the room, the screen transitions to the place underground behind the blue door. Elle of Crysta can be seen, with the baby on the ground in front of her. The voice from before is giving her orders again.]

(Voice:) Elle. Stop hesitating. Kill that babe now!!

(UW) Elle: Ark. Forgive me...

She doesn't realize that this baby is Ark yet, and probably says it to herself, hoping Ark won't think badly of her for doing such a thing when or if he hears about it.

(off screen)

(OW) Elle: Pardon me! What are you doing?

[The Princess rushes in and is shocked at what she sees, taking a step backwards. Crysta's Elle turns around to face her.]

(UW) Elle: Who... Who are you? You have my exact same face?!

(OW) Elle: Who are you?! What are you doing to that baby?!

The in-game textboxes seem to suggest that both of the two lines above are said by either of the Elles, and only one of them, since there is only one "Elle:" in the textboxes. I think the way I put it makes the most sense.

[Yomi suddenly appears next to the baby and moves up next to the two Elles. He gives Elle of Crysta an order.]

Yomi: Well, well... Quite an interesting guest. Elle! Dispose of this girl, too!

(turning towards the baby)

(UW) Elle: What?!

[Everything but the baby fades out.]

(Kumari:) Ark. Ark. Wake up... It's me. Kumari, Am I reaching you? All the living things in the world await your awakening. Now listen closely...

(Ra Tree:) I am Ra. Can you hear me Ark? The earth is screaming. Like you saved me from poison, please save this planet.

(Leim:) I am Leim. Is my voice reaching you? The world has gone wrong. The animals have remained the same but humans alone changed. Like you gave me courage, please give courage to the world.

(King Kingbird:) I am Kingbird. The sky is crying. And the tears are filthy. If we can fly clear skies, we need nothing more.

Kumari: Have you heard all their voices? You can no longer converse with such living things, but they are with you. Ark. I will say this again. All the living things in the world await your awakening.

[Glimmers of light converge on the baby, and it starts glowing brightly. The baby's shape changes, and it is turned into an adult in an instant. The light dissipates and Ark is back. The background, the two Elles and Yomi fade back in. Ark turns around to face them.]

Yomi: Tsk. So he has awoken... The representative of light and dark spoken of as the hero is here... I was ordered by the Elder of Crysta. When Ark has resurrected Beruga, kill him. But I bided my time. I thought you would find the hero, Ark. I was right. When I kill you now, nothing can stop us. By the hand of the Elder, nay Dark Gaia, the earth will be reborn.

Ark: Dark Gaia?

Yomi: That's right. Humans call him the Devil, I believe. Now Elle. Kill him! At least Ark won't have the courage to kill his friend..

(UW) Elle:

[UW Elle turns around and walks to the door. Yomi disappears again.]

(if you interact with OW Elle)

Ark: Hey! Snap out of it! What's the matter with you?

(OW) Elle:

(at the door)

(UW) Elle: I wanted to see you all this time. I never forgot about you. ...But I never knew we would meet again like this.. I was ordered to kill someone on the surface endangering Crysta. I had no idea that it would be you Ark!

[Yomi re-appears behind Ark.]

Yomi: Ack, you useless thing! Enough! I shall kill him!

(turned towards Yomi)

Ark: Yomi. What are you saying? We traveled for so long together...

Yomi: Ark. You still don't understand do you? You were just used Ark. You were just a piece in a game.

Yomi: I'm sorry, but good bye forever. The Elder's word is absolute.

Yomi set off an earthquake! Ark is immobilized!

Yomi: Now how shall I do you?

[Elle dashes around Ark and stops in front of Yomi to protect him.]

(UW) Elle: Stop!! The way people have two sides, light and dark need each other. Yomi... We must disappear...

Yomi: Let me go! I cannot disobey the Elder!

(turned towards Ark)

(UW) Elle: Ark... Please save the people of the surface world. The surface is so beautiful. People will treat this world carefully.

Ark: Elle! What are you doing? Stop!!

[Elle uses magic to open a gate. The ground beneath her and Yomi glows.]

(UW) Elle: Ark... I wanted to be with you forever. Good bye... Ark...

[The gate closes and Yomi and Elle vanish with it.]

Ark: Elle!!!

Ark: Elle did nothing wrong... Why did this happen... If I didn't open Pandora's Box that day, would it have remained peaceful? I don't understand this external and internal thing... It doesn't matter does it? It's good enough to live happily with the people precious to you. What happened to my carefree days in Crysta? Somebody give me those days back!!

Dropping the "OW" and "UW" qualifiers now since there is only one Elle from here on...

[After all this happened, the other Elle stood where she was before, baffled. But a glowing box floats in front of her, just like Pandora's Box Ark found in Crysta.]

(if you try to leave before getting the hero arms)

Ark: I can't just leave Elle like that...

Elle: What should I do? After seeing that, I don't know what I should say to you Ark.

Ark: Don't worry. Talk to me the way you would normally.

Elle: The other Elle may be gone... But won't I do? Can't I ever replace Elle from the under world?

Ark: My feelings?

Under world Elle.

Surface Elle.

(if you choose "Surface Elle.")

Ark: What you just told me makes me really happy. But...

(followed by, or starting with the following if you choose "Under world Elle.")

Ark: I lived for a long time with Elle in Crysta. I have many memories of us together in my heart. That Elle just sacrificed herself to save me. I'm sorry but I can't think of another person right now...

Elle: You're right... I'm sorry... Yes... I have something I have to tell you.

Elle: This village had this old saying. One day, a hero will visit... He will create a miracle and defeat the dark foe. And that hero was you...

(closer to the box, turned towards it)

Elle: In this box are the arms of the hero. I think they were discovered by Columbus on his voyages. He hid them to ensure they do not fall into the wrong hands. In other words, the villagers were the keepers of the mythical arms. They are why this village was destroyed and Columbus was tortured. The souls of villagers have become wolves to protect the arms. Arms protected by the blood of many. Only you could use them Ark.

Interestingly, there are no wolves in Storkolm now, unlike the last time you visited.

(if you talk to her before interacting with the box)

Elle: Now, gently, touch this box.

[Ark touches the box. It disappears and a being looking exactly like Yomi comes out.]

Yomi: Yawn. So the hero has finally emerged. I'm so tired of waiting, all my body has gone slack... Oh! No need to tell me, I know you're the true hero.

Elle: Ark. This animal tried to kill you earlier.

Yomi: Don't be silly. That was Yomi from inside. I'm this world's Yomi. Hey, we don't have time to chitchat. We have to take these hero arms and defeat Beruga. Even while we talk, a city somewhere could be dying.

Ark obtained Hero Pike!

Ark obtained Hero Armor!

(if you talk to her while still down here)

Elle: I will await your return forever here. When everything is done, please come back here.

"Forever" is an interesting word here, considering that rebirth is real in the world of Terranigma.

If you leave the room now and come back, Elle will be gone and sitting at the table in her room instead.

(in her room)

Elle: Ark. Please, come back safely.

[Ark takes the hero arms and like Yomi said, he must defeat Beruga. As he leaves the house, he sees a small bird waiting for him.]

Bird:

Ark: Huh? This bird appears to have a letter in its beaks.

Ark read the letter.

Has this letter safely reached Ark? I am Meihou. I write this en route to Siberia. Ark. Are you aware Neotokio was terminated instantly? It appears a virus weapon called Asmodeus was used. We cannot allow Beruga any more freedom. The world will end... Under Lord Kumari, several compatriots have gathered. To stop Beruga, we formed a caravan to the lab tower in east Siberia. These are the members. Fyda, the swordswoman. Royd, the former mercenary. Perel, the skateboard wizard. And my granddaughter Meilin. Ark. If you have read this letter, come to our help. Let us meet at the lab tower in the east of Siberia.

Meihou

(if you try to interact with the bird again)

Bird:

4.2 Beruga's Labtower and Airship

[Ark now knows what he needs to do and does not hesitate. He travels to Eastern Europe via plane and arrives at the Labtower in Siberia. He meets Perel, Meilin and Meihou inside.]

Perel: Leave it to Perel! I've got Beruga's number.

Meilin: Hehe, this is exciting, it makes me feel like a hero.

Ark: Humph. It's easy for you to say.

(blocking the way forward)

Meiho: Ah, so you finally arrived. This is Beruga's lab tower. At its apex, he is doing abominable work. I get this feeling that Beruga is controlled by someone. He claimed he is resurrecting the world with someone under ground. I don't know who that someone is. But we must stop the atrocities. Lord Kumari has said that only Ark can save the world. Let's go. We will do everything we can to help.

(now behind Perel)

Meiho: Now. Perel. We enter from a different door. Ark. I entrust you with Meilin's care.

(now at the door)

Perel: My skateboard's finally going to come in handy. Ark! Don't you slow me down now!

[Meihou and Perel both leave to take another door. Ark and Meilin move on.]

(as you try to enter the next screen)

Meilin: Ark! If you ever try to ditch me, you'll regret it! There is a surveillance camera ahead. Leave it to me.

(off-screen)

Meilin: Okay Ark. It's safe to come out now.

Ark: Tsk. I'm not a child you know.

(next screen)

Meilin: I don't think we were noticed by that camera. Hehe. See, my ability comes in handy! Now, let's go. If we fall behind, the others could be in danger.

(next screen)

Meilin: Whoa! Watch out! There's a robot. I'll create a mirage to camouflage you. You go ahead.

I appreciate what they were going for here, but the disconnect between gameplay and story is real. You have defeated so many of these before, and he isn't a threat because you nor him can even reach the other...

(if you talk to her while she uses her power)

Meilin: What are you doing? Hurry up and go ahead!

[Meilin uses her powers, darkening the room save for a small area around her. Ark can move on undetected. He comes across a large room, but has no way to get onto the elevated ground on the other side. A crane grabs him and lifts him to the other side. Perel is waiting there.]

Ark: Ow. Ow. Owwwwch!

Perel: Hahaha! Did that surprise you? That crane was operated by Royd.

Ark: Tsk. I should have guessed from the rough handling.

Ark: I had no idea being a hero involved this much pain...

Perel: Aww quit your griping. Let's keep it upbeat.

(next screen)

Perel: I think there's a machine that fires laser beams ahead. Meihou has the ability to see just a little into the future. He foresaged that we would be shot by these lasers. So here's where my skateboard comes in handy. Just hang tight. I'm going to shut the firing device down.

[Perel gets on his skateboard and skates ahead. Laser firing sounds, clashing noises and eventually an explosion can be heard.]

(offscreen)

Perel: Ark. All clear. Let's boogie!

(at the machine)

Perel: Heh! What do you think of that? I'll follow you with Meilin. Ark, you go on ahead.

[Ark moves on without Perel. He comes across another large room just as Fyda comes in on the lower ground.]

Fyda: Long time, Ark. You've kept busy. Two levers must be operated at the same time to open shutters ahead. Ark. You work that lever.

If you try to move on without operating the levers, you'll see the way is indeed closed off by shutters.

[Fyda moves up the stairs on the other side and holds the lever. Ark walks up to his.]

Ark: Ready Fyda? Let's go! Now!

Fyda: It's open. I'll meet up with you later.

[Fyda leaves the room through the door to the left. Ark continues fighting his way through the labtower. Shutters block the way forward, but there are cannons to the high ground on the left and right sides. Royd rushes in on the high ground to the left.]

Royd: I never expected I would be helping you like this. Well, so be it. I'll blast through the shutters with this cannon. Cover your ears. Fire!

[Royd operates the cannon. It turns around and fires at the shutters repeatedly. They break.]

Royd: Now, go.

[Ark leaves Royd behind and goes on alone. The way forward is once again sealed by shutters. Ark finds four rooms with switches, and Meihou, Meilin and Perel in three of them.]

(bottom right room)

Perel: There are four switch control rooms. In three of them are Meihou, Meilin and me. Ark. Hurry to your room.

(top right room)

Meilin: We have to press these 4 switches at the same time. Ark, hurry up and go to your room.

(top left room)

Meiho: Ah...I see it... Beruga is trying to escape on an airship... But the corridors to the airship have already been sealed. We must open the shutters ahead. Beruga will get away...

(bottom left room)

Ark: This must be it. The switch for the shutters.

Meiho: Ark. Are you hearing me? When I shout everyone push their switch at the same time. Ready? Now!

(after activating the switches)

Meiho: Hurry! Don't falter!

Meilin: Ark! If you don't hurry, Beruga will get away!

Perel: We've got Beruga good as cornered. Run, Ark!!

[Ark leaves the three behind and makes haste to catch Beruga before he escapes on his airship. He reaches the access to the airship and has no choice but to take a leap of faith as it is lifting off. He lands on the ship's left wing section and meets Fyda and Royd inside.]

(if you talk to Royd first)

Royd: Leaping onto an airship lifting off takes some guts! That kind of risk-taking is great. I like your style! We're coming up to the grand finale.

If you don't, he says the same thing after Fyda has given you the Time Bombs.

Fyda: Ark! This is a machine called computer. Put simply, it's the brain of this ship. There are 7 brains on this ship. One or two brains out isn't a problem. But if all 7 were knocked out, this ship would have to go down. Ark. Here are some time bombs. Attach one on every computer. Okay, let's split up and search. Good luck!

Ark obtained Time Bombs!

[Royd and Fyda go ahead without him. Ark explores the airship further to find more computers. He plants Time Bombs at each he comes across. Later, he sees Fyda in the ship's hull. She has discovered more computers.]

(if you equip a Time Bomb and use it at a computer)

Ark: So this is a computer...

Ark set a Time Bomb!

(if you try to plant a second bomb at a computer)

Ark: My short term memory is going. I already set a Time Bomb here...

(if you use the Time Bomb anywhere but a computer)

Ark: I'm supposed to set Time Bombs at computers...

Fyda: We thought we cornered Beruga, but he escaped at the last instant. It doesn't matter. When we set these bombs, he's done. We destroyed all escape pods and rocket belts except for ours. Beruga should have no way out. Ark. When you finish setting the bombs, come to the ship's rear.

[Fyda leaves and Ark goes on alone. Ark finds Royd in the ship's right wing.]

Royd: Ark. Set a bomb here too. Say Ark. When this is all over, what do you plan to do first?

Ark: I don't know yet. All this constant fighting. Just surviving day to day is enough.

Royd: I see... Not much left to go now. Keep it together.

[Royd leaves to meet Ark later. After Ark has found the remaining computers and planted all Time Bombs, he meets Royd and Fyda at the ship's rear as planned.]

Fyda: Ark! Did you set all your bombs?

Ark: A-Okay!

Fyda: All right. I'm flipping the switch!

Royd: Okay! All we have to do now is escape.

(off-screen)

Beruga: Hahahahaha! Foolish! Too foolish!

Royd: That was Beruga. It's from the rear deck.

(if you try to go to the front instead of the rear)

Fyda: Ark! Not that way! This way!

[Royd and Fyda rush outside, and Ark follows them. Beruga is at the rear deck, alone.]

Beruga: For the likes of you, I must admit you have done remarkably well. But I wish you wouldn't forget I am a scientist. You appear to believe my escape routes have been cut off. You are trapped by conventions. Take my shoes for example. They have jet nozzles on the soles to keep me airborne. Conventional thought can't make inventions or cause progress. Before I bid you farewell forever, let me tell you something amusing. Your stolen rocket belts? They are controlled by computer. Now that the airship's computers are dead, I think they won't work.. So it was you who ends up cornered. Very soon now, me and my liege's world will dawn.. A world of eternal life is about to be born...

[Suddenly, the rear propeller starts rotating.]

Beruga: Wha-what..?

[Beruga is being sucked towards it and struggles to get away from it.]

Beruga: Uwaaaaarghhh. Da-dark Gaia... Save me...

Many people find Beruga's demise very anticlimactic. This is speculation, but I think they killed Beruga off this way because they did not want the player/Ark to directly attack or kill humans. There isn't a single instance in the game where Ark has to fight humans. The closest to that are the zombies in Louran.

It was the same with the Jackal in Illusion of Gaia. You don't fight humans in that game, either. Vampires come close.

[But his struggles are in vain and he hits the propeller. The screen turns black and briefly flashes red. The screen transitions back to Ark, Fyda and Royd. The latter are looking off to the side.]

Fyda: So Beruga gets killed by a machine he made.. The greatest genius in history ends like that. Such is life... This ship will soon lose its balance and begin its descent. Ark... Looks like I brought you on a death trip...

(turned downwards)

Royd: No... Maybe not.

[A gull can be seen sitting at the rear end, with the propeller gone.]

Ark: Look, a gull! Maybe they've come to meet us!!

Fyda: No...It can't be that simple. We're flying at an altitude of around 10,000 meters. It must be torture for them to fly at this height. Seeing as this one's alone, maybe the other gulls couldn't make it?

(turning towards Ark after Fyda does)

Royd: Hey Ark. You get on the gull. There's no need to endanger all three of us.

Fyda: Royd is right. We will do what we can here. People have been known to survive airplane crashes. Humans are made resilient!

[Royd and Fyda walk past Ark and block the ship's entrance.]

Royd: Ark. We will see you again.

Fyda: Now hurry, go! The airship is starting to drop!!

(Gull:)

.....

....

(if you choose "....")

(Gull:)

(if you choose ".....")

(Gull:)!!

[Ark has the gull carry him to safety. The screen transitions to Airsrock, where the scientist is waiting for the apocalypse by himself.]

Scientist: Wha-what...?

[In the distance, a small glowing object can be seen descending from the top right and causing a huge explosion upon hitting the ground.]

Scientist: The light of the apocalypse... The world's final day is upon us...

[The camera scrolls down to reveal Ark and the gull next to him.]

Scientist: That light fell in the direction of South America. Maybe a missile, perhaps a meteor. Either way, it must be the end.

Ark:

(if you interact with the gull)

(Gull:)

4.3 Returning to the Underworld

[Ark can not mourn the loss of Fyda and Royd now. With the airship crashing in the direction of South America, he knows exactly where to go. He returns to the place where he first set foot on the overworld. The impact seems to have opened the crevasse that took him here from the underworld. Columbus has come here, too.]

Columbus: It's been a long time Ark. I never forgot for a second how you saved me at Sylvain Castle. I traveled around the globe since then. And I saw as much as I could. The world has truly changed. Airplanes... Computers... My navigation techniques appear primitive now. I heard of you while on my travels. I became convinced that you are the legendary hero. It is prophesied that the hero will disappear under ground. Are you going?

Not yet.

Of course.

(if you choose "Not yet.")

Columbus: When I go on explorations, even I get cautious. It's essential for survival!

(if you choose "Of course.")

Ark: I have to finish cleaning up what I caused.

Columbus: I see... I won't try to stop you. But you may never be able to come back to the surface world. Maybe you should record your journey first. That is all I will say to you.

[Ark jumps down the hole to return to the underworld. He falls into a swirling vortex, just like he did when he jumped in from the other side, and re-appears on the other side, in the underworld.]

Ark: I wonder how much time has passed since I left... I don't feel I've changed at all from my journey.

[Ark travels to Crysta. Everything there seems like always and completely normal at first. The villagers seem happy that Ark returned, but nothing is as it seems.]

(if you try to enter the fortune teller's house)

The door appears broken and will not open...

If you talk to any of the villagers in Crysta, they will welcome Ark back. But they also turn into souls that will try to attack you. They do no damage when they hit you, and strangely, you can destroy them if you throw something at them.

Even weirder is the fact that they sometimes drop gems. When you "destroy" one of the villagers this way, they will respawn if you re-enter the screen.

Not every villager has something unique to say, there are only a handful of different lines. I will mention one villager who says them for each, but not list all of them.

(Fishing man:) Ark! Long time! It's good to see you well!

[After Ark has talked to one of the villagers, he hears a voice from somewhere.]

(after the first time you speak to a villager)

(Voice:) Hehehehehe... If you never found out you could have been happy...

Probably Dark Gaia.

[The whole village is suddenly bathed in twilight. The villagers turn into souls who chase Ark.]

(in front of the shop)

(Boy:) Big guy! You're back!!

(mill, left room)

(Young man:) Ark! Where were you? We worried about your disappearance!

(house in the northwest)

(Woman:) Ark! How many years has it been? I'm glad to see you back!

Remember that daughter she had who was sick, in bed in the room to the left? She's the only one who is gone...

(weaver's place, left room)

(Any weaver:) Ark! I haven't seen you for a long time. Where were you?

[Ark wants to end this and confronts the Elder who is waiting in his house.]

Elder: Ark. You have done well to return. I must give you credit for resurrecting the world so far. But you appear to have learned more than you should have... There is something I wish to show you. Follow me.

[The Elder leaves the house, and Ark follows him outside.]

Elder: Ark. Look at the sky. The flowing crystal blue it's beautiful, no? Your body, no all humans here are replicas made of the same material. When used up, the replicas regain their form and float like so. Earth has cycled through growth and decline to two opposing wills... Light created life, and dark destroyed what was unnecessary. And the will of dark now tolls your end... Ark. Your duty is now finished. Now, let us make our way to the Gaia Stone.

[A blue beam of light appears which turns both the Elder and Ark into souls, teleporting them one after the other. The screen flashes brightly and Ark can be seen on a long staircase next. A starry sky can be seen in the background. There are sculptures looking like heads to the left and right of the stairs coming in pairs, repeating when going up and down. Souls are occasionally seen flying by.]

(Elder:) This is Gaia Stone. You are inside the sun in the under world. This infinite corridor is the history of living things. Creation is the making of form. Destruction is the dissolution of form. This planet's life had been promised an unfortunate fate at its start. Soon, light and shadow shall become one. There is no shadow without light, and no light without shadow. For earth's new beginning, I shall fight like you, with real form.

4.4 Fighting Dark Gaia

[Ark is brought to a stage for the battle against Dark Gaia. Armed with the Hero Pike and all his might, Ark is ready for battle.]

The following messages can be seen during the fight each time you damage Dark Gaia. When you reach the last one, it is repeated every time you deal damage again. The easiest way to see all of them during a fight is to reflect the light orbs back at Dark Gaia over and over again, or being underleveled. Strangely, I did not find these in the text dump.

(Dark Gaia:) Your work is done!

(Dark Gaia:) Not yet...

(Dark Gaia:) I am earth's internal face.

(Dark Gaia:) You, too will disappear...

[Ark gains the upper hand by using Dark Gaia's attacks against him. The latter is not as confident as initially and notices that something is amiss.]

(Dark Gaia:) Urgh...!

(Dark Gaia:) There's someone in you!

(Dark Gaia:) The representative of Lightside...

(Dark Gaia:) Just as before...

[Ark fights valiantly and Dark Gaia is in trouble. But he is not defeated yet and changes form to finish Ark. Even Dark Gaia's most powerful attacks do not stop him, though. Ark wins the fight.]

Defeated Dark Gaia!

A voice echoed in Ark's head. It was the same voice heard at the hero's grave.

(Light Ark:) It is finally over. Dark Gaia's powers are sealed.

Ark: Who is that? Who are you?

(Light Ark:) Me? I am your original in the Lightside. Dark Gaia created you to rule the planet as his own. He made you by copying me when he was first sealed. No, not just you. The village of Crysta, too. Above ground, you saw a village identical to it. The world runs on a balance of light and dark. You came to realize that. The darkness has passed. Our work is done. Let us return to our respective worlds...

4.5 The Hero's Final Day

[Ark is teleported back to Crysta, in front of the Elder's house. The village is devoid of people.]

Ark: So this is my home town... Even if I have a grand home, with no-one to share, it's meaningless. Come to think, Elle outside lost her village, too. Lost her fellow villagers, and her parents were killed... That's why she said she lost her ability to speak. I can feel the pain that she went through... I had no idea that having no place to go home to is so empty and lonely.

[But Ark is not alone right now. Yomi appears in front of him.]

Yomi: What's the matter? You seem down.

Ark: Yeah... I wonder what I've been fighting for. I was told by the Elder to resurrect the world so I went above ground. Yes, the world was resurrected... And civilization developed... But that was all the Elder...Dark Gaia's plan... I can't help but feel I brought bad luck upon this planet...

Yomi: Humph. I didn't think Ark had that kind of sense of duty. But you did fulfill your duty of creating heaven and earth. So you're what humans would call a god. Where there's a world with living beings, bad things always happen. But on the other side of bad, there's an equal number of good. Anyway, Ark, I enjoyed traveling with you.

"The creation of heaven and earth", or "Tenchi Sōzō", the game's Japanese title.

Ark: Yomi? You're actually a good guy...

Yomi: What? You just found out now?

Ark: Yomi. Let me ask you something. You came along with me on my entire journey. You even stood by and helped me on my final battle. I never asked you this, but what exactly are you?

"Entire journey"? Lies. That was the traitor, Underworld Yomi. Unless the Yomi that followed you around from the beginning decided to go and sleep in the box hidden in Storkolm after Ark was "killed" by his other self, and then joined him again later. But I'm not aware of anything which hints at this.

Yomi: Oh is that all? Ark, up to now you've met countless living things, right? Birds, four-legged animals. Even mermaids with flipper tails. All living things evolved the way they are now from one creature. Before evolution started, they all looked like me. Humans evolved to stand on two feet so they could use tools. Now, they're relying more and more on machines. Maybe humans will evolve to my style again...

Ark: Hahaha. So Yomi might be our future.

Yomi: Okay. Later Ark. I've got to get going.

Ark: Wha-what? Where are you going Yomi?

Yomi: Back to sleep. I'll be back when someone strays from the flock like Ark. Later. Farewell brother.

[Yomi disappears, and Ark seems to be alone for good. But then four souls appear, circling around Ark. He hears a voice.]

(Light Gaia:) Can you hear me? I am Light Gaia, the soul of the surface world. With Dark Gaia's defeat, Crysta and the under world will disappear. The surface world will gradually return to normal. You are the hero who appears when the earth is in danger. In you flow both the blood of Light Gaia and Dark Gaia. Your duty is now finished. Your body will soon disappear. Just today, go enjoy your final happy time in Crysta in peace.

[The screen shines brightly and transitions to Elle's room at the weaver's place. Ark and Elle are sitting at the table, facing each other.]

Elle: Ark? Ark. What's the matter? You were tuned right out.

Ark: Wha? Sorry, I was just thinking.

(if you talk to her again)

Elle: Hey Ark. I think happiness is just being able to loaf without stress.

[Everything seems just like the happy times Ark had in Crysta before he opened the box. He decides to go around the village to see everyone.]

(middle room)

(Woman:) Hello Ark. You're looking uncommonly serious. Well, if you're quiet there's one less worry for me.

(left room)

(Any weaver:) Elle's weavings are endowed with a special power of evoking happiness. I wonder if I'm becoming an artisan weaver like Elle...

(upstairs)

(Woman:) We have to make nice clothes so people can enjoy them.

(in front of the weaver's place)

(Left girl:) We're waiting for Elle to finish work. Let's play Ark!

(Right girl:) Mom said boys and girls are bound by a promise from an earlier life. Ark are you going to be friends with Elle forever?

(pond, left of weaver's)

(Man:) The fortune teller was saying this pool reflects the future. But the pool shows nothing at all. It doesn't even reflect me...

(in front of the northwestern house)

(Boy:) Hey! Ark! Let's play!

(inside)

(Woman:) Kids should be active. So what if they break a few things.

The girl in the left room is still absent...

(right room)

(Boy:) Crystal blue is in the air, but I'm going out anyway.

(in front of the mill, northeast)

(Jumping boy/girl:) I wish I could jump high like Ark.

(in the mill)

(Man:) This mill is well made. I wonder what genius thought this up.

(left room)

(Young man:) I get this feeling I worked like this a long time ago, but that's okay. I do this job because I like it.

(outside, on the field)

(Crysta farmer:) Homemade vegetables taste great! The crops I cared so much for have my love and life invested in them.

(in the ex-magishop)

(Man:) What? Magirock? Ark, what is that? We don't carry anything like it.

Being a tool of Dark Gaia, there is no magirock here. The man behind the counter does not wear a robe, either, and the assistant from the old magishop isn't there.

(in front of the shop)

(Boy:) Isn't crystal blue pretty? Look at that! There's someone that looks like Elle!

(inside)

(Man:) However small a tool, it's made to be useful to people. It's the same with people. There isn't a single person that is unnecessary.

Suck it, Beruga.

(Fishing man:) Just dangling a hook and line, I can make the days stretch out... Ark, why don't you join me fishing?

(at the fortune teller's)

(Fortune teller:) A new world is about to start. What will happen?

(Elder's house, formerly; entrance)

(Boy:) Ark. Something about you has changed.

(bottom right room)

(Woman:) Ark. Are you hungry? Just wait, I'll make you a good dinner!

She does not get mad this time if you eat the apples on the table.

(middle right room)

(Left boy:) Yo Ark. Elle wake ya up? Woohoo, the hot couple!

(Right boy:) Look at that. Crystal blue's reflected in Ark's eyes.

(middle left room)

(Boy at the bottom:) Elle wake ya up again? Woohoo!

(Top right boy:) What? That blue door? That's always been a broom closet. Are you all right? Ark.

(Left boy:) Yesterday was a peaceful day like any other day like today, tomorrow...

(Top left boy:) What? The Elder? There's no such person here. Ark, are you dreaming?

(Elder's room, formerly)

Ark: Everything started from this room... I wonder if the Elder planned everything when he sent me up? I resurrected civilization and Beruga. And dyed earth in darkness. I should have been killed by machines when Beruga was awakened. But I didn't die. I was resurrected by Kumari and all living things. I met the other me, and I realized my destiny...

[Ark is tired. Tired from his long journey, the fighting, all the hardships and everything else that has happened. He enters his room to go off to sleep. The screen turns black. Elle of Crysta fades in.]

Elle: Ark. Do you hear me? I have something important to say. I tried to kill you as a baby in Storkolm. In Crysta, the Elder's word was absolute... But seeing you grown up, I understand now. We are all individuals. It's important to live naturally. Crysta will be gone soon. But if we are bound by fate, we will meet again in time, somewhere. Ark. Until then good bye, for just a little while.

"But isn't Elle dead?", you may ask. Yes, but remember the scene with Meilin's parents in Louran. Same thing here. On another note, "good bye, for just a little while" is similar to the wording she used when she said goodbye to Ark before he entered the overworld. See above.

Ark fell into a deep sleep...

And Ark dreamt his last dream...

It was a dream of becoming a bird and seeing the world grown older.

4.6 Credits and Ending

[The credits roll. A bird can be seen flying over a vast forest. Later, over large plains. It comes across train tracks, and a train is running along them. The bird flies alongside it until dawn, the night and even the next morning. It increases its altitude dramatically, leaving the train behind. A plane can be seen flying in from the bottom left, above the clouds, with the bird right next to it. They fly together as it gets darker, until nightfall. The bird then parts ways with the plane and descends below the clouds. It flies over a city. Skyscrapers and other buildings can be seen in the darkness, illuminated by artificial light. The bird flies right towards a skyscraper, but turns at the last moment and leaves the city. It is next seen flying across a large forest. Morning approaches and the sun begins shining again. The bird stops after a while and descends to land in the forest.]

[The screen transitions into Elle's house in Storkolm. The room at the entrance is seen, but no one is there. Someone or something is knocking at the door repeatedly.]

(off-screen)

(Elle:) Coming!

(coming in from the right, stopping a few steps in front of the door)

Elle: Who could it be at this time? It's almost midnight...

Wait, was it not bright outside in the cinematic?

Elle: Who is it?

[Elle steps forward to the door and opens it. As she sees who was knocking on the door, she rushes outside. The screen turns black, and the following words appear.]

THE END

5 Your inventory is full, come back later!

I am including all lines you get whenever an NPC tries to give you an item, but your inventory is full and you can't accept them. As mentioned above, I did not include them in the main text because filling up your inventory is hard enough as is, and you do it by collecting items. But you won't get the message for any items you'd successfully collect, so you'd have to repeat the process multiple times. And frankly, for some of the earlier ones it does not even seem possible to talk to the respective NPC with a full inventory, unless you were to cheat.

Since I did not see these lines for myself, I took them from the text dump I used. I can't say if they are actually in the game, and neither can I guarantee that the text dump is complete since I did not create it myself.

Generic weapon, armor or item

Ark: I'm overloaded. I can't carry anything more. I have to dispose some weapons, armor or items.

Elle's Cape

Good morning. Ark. I've finished your cape.

I want to give you this... But you appear overburdened.

These two lines appear in this order. Presumably, she'd say the second one first during her normal dialogue, and then the line above when you come back with a free inventory. But I don't know how you'd not have space for this, anyway.

Ra Tree's Grasspin

Unfortunately, I cannot give you this if you have no room.

If you obtain GrassPin somewhere, test it. Summon me with it and I will heal your wounds.

The first line is self-explanatory, but I don't quite get the second one. "Somewhere"? Like from him? Or does he not give you one if you have no room, and he's implying you need to find it somewhere else, then?

Kingbird's WindPin

I wish to thank you, but you have no space for a gift

Neo's Fang

I have something I must give you. Before you depart, rid yourself of excess baggage and speak to me again.

Your inventory is full, come back later!

Your inventory is full, come back later!

Snowgrass leaf

You have no room in your pack. Come back another time.

Flower girl in Loire

Ark: I'd love to buy one but I can't carry a thing more.

Is that right. That's too bad.

Chemist's Sleeping Potion

...Oh dear. You are fully burdened. I cannot give you this.

Jail Key in Loire Castle

Ark: Here it is. This must be the Jail Key. Oops, my pack's full. I can't carry anything else.

Topaz in Sylvain Castle?

Pack too full to carry anything more!

This message appears right after the lines about the Topaz in the text dump. But that isn't all, it appears a second time in Chapter 4 when you obtain the Hero Arms. But how could your pack be full? They have special slots.

Fever Medicine

Ark: I want it, but I have no room.

Then come back when you do.

Matis's Painting

...But you're over burdened. I'll entrust you with this later.

Wine from Loire

...Looks like you have too much stuff with you.

Marily's clothes

...I wish I could say that, but you're fully burdened.

Your inventory is full, come back later!

Your inventory is full, come back later!

Pierre's camera

...Whoah. You're full up with stuff. Come back later okay?

When you have space in your pack, come back.

Here's your Camera like I promised. Take pictures wherever you go.

Presumably, he'd say the first line during his normal dialogue, the second if you talk to him again right after it and you inventory is still full, and the last if you have lightened your load.

Royal Letter from Elle

...But I can't give you this with your hands full.

Engagement Ring

Nana: Oh? You have no room. Come back when you do.

WaterPin in Mermaid Tower

We have something we wish you to have, but you are over burdened.

Tasty Meat from Suncoast

...What? You have too much stuff with you. I can't give you this.

Tinned Sardines from Litz

I was going to give you one, but you have no room.

Loire Apartment Key

Oh no. You have too much in your pack. I can't give you the key. Lighten your load and come back.

Ginseng

But you have too much things. I can't give you this.

Sahara Starstone

Ark: Darn! I've got too many items...

Your inventory is full, come back later!

Your inventory is full, come back later!

Nirlake Letters

Ark: Sure. I'm kind.

...But your pack appears full. If you had less items with you...

Transceiver in Neotokio

Ark: Darn... Too many items...

Neotokio Starstone

But the pack is full!

Airsrock Starstone

But you couldn't carry a thing more. Lighten your load and return.

WaterPin at Suncoast's inn

But you are overburdened. I must give you this, though.

Time Bombs

...But his pack is full! You can't carry any bombs if you don't use or throw items away.

6 Missing and possibly Unused Lines

In this section, you will find all text I extracted from the text dump which is not contained in the main text above and therefore possibly unused. But I did not include menu text, items descriptions or any of the things mentioned in the beginning this time, either.

There is a caveat: I can not guarantee that the text dump I used is complete (it doesn't quite seem to be, since I did not find some lines I saw in-game in it, notably the lines from Dark Gaia during the fight), and perhaps I made mistake and missed something.

First line in the game missing?

Ark? Ark! What's the matter? Wake up!

This comes right before the very first line that is shown on-screen in the game, as Elle wakes up Ark who is having nightmares. But strangely, this line isn't actually shown even though it probably should be.

Things the Elder says

Elder: Why don't you do like your peers and settle down?

I have never seen the Elder say this. I am not sure if it even makes sense for him to say that. Dark Gaia wants Ark to be mischievous so he opens Pandora's Box. Anyway, in the dump, it's after he tells you to not come back after you have apologized to the weavers. But when you come back, the boys are about to open the blue door and the Elder is out. Probably an unused line.

Elder: You have passed the challenge of a tower. When you conquer all the towers, all will end and begin anew.

Located along the questions you can ask the Elder after he sends you to the five towers. Presumably, he'd say this if you ask him about the towers when you have finished at least one. But he will always tell you that you must find out about the towers' significance yourself and has no new dialogue after finishing a tower.

Ark. What do you want?

Right after the above in the dump. Presumably, he would ask you this if you talked to him, and you could ask him about the towers etc. But he always says "What is it Ark" instead at any point in the game.

Frozen Elle

Ark: Elle... I promise, I'll get you back to normal. Wait.

After you do the first tower, Ark will say "Wait for me. I'll get you back to normal right away!" when you talk to a frozen villager. But Elle has no such message because the first tower unfreezes her. Maybe she was originally supposed to unfreeze later than that?

Fishing at night

I like fishing at night sometimes.

Said by the man in Crysta. But during the night when you're about to visit Elle, he is still frozen. Maybe they planned for him to be resurrected earlier?

Crystal Blue – Is it bad for you?

But it's so shiny and pretty.

When crystal blue appears, something bad's supposed to happen.

Probably said by the guy in the blue-door room sitting at the bottom of the table. The sentences appear in this order; but he'd presumably say them in the opposite order.

...But what's the bad thing?

From the placement in the dump, this is said by the guy in the blue door room who is sitting at the top right of the table. In between the thing he says before the door-opening event and what he says after being unfrozen. Probably said in reaction to what the boy across the table has to say.

Magirock shop

The shop is over here. If you want something, step close and talk to me.

In the magirock shop. Maybe the guy behind the counter was supposed to say this if you talked to the guy to the right first? I did not once see this line, despite trying to get it. Probably removed.

The little girl and Pandora's Box

The Elder told me this story. When Pandora's box was opened, all the causes of misery flew out. But at the end, Hope alone remained... Hey. What's hope?

...I slept in. Mom's gonna be mad.

Probably said by the sick girl in the left room in the house in Crysta's northwestern part. When you come here during the night, the girl is actually awake and you can talk to her. But she says nothing new. Maybe she was supposed to say the first line above when visiting her during the night, and the line below when you visited her in the morning after getting Elle's cape?

Anyway, there's something weird about this girl. As mentioned above, she is absent in Chapter 4.

The Hunky Flag Guy

In the Crysta section, there is dialogue of an NPC that is probably used for debugging. I don't suppose you can get access to him by normal means. His lines are as follows:

Well hello there! I'm the hunky flag guy who's the talk of the town. Which event flags do you want up? Choose up or down! (A: On/B: Cancel)

Flag:

Then let's hoist X flag. But if events get screwy, don't blame me. I didn't do it!

OK! I'm at your service whenever you need!

Run Sound Test.

Sound:

Sound
will be played.

Cancel
Sound Select.

Ark can't tone down his mischief

Ouch! How dare you! I'm going to the Elder about this!

Lumped together with a few other messages you get when hitting certain NPCs with a pot. It isn't clear who would say it, but I think it might be the lady cooking something in the Elder's house. She tells you she'll complain to the Elder when you break the vase she asks you to fetch, so I think it fits. But she never says the above even if you hit her directly, unless I really messed up testing this and missed her every time.

Hey! Hey! Ark! What do you think you're doing? My crop is ruined!

In the same section. Presumably, the man working Crysta's field would say it. But he does not do that even if you swipe all pumpkins and lettuces, not even if you hit him with something.

Ra Tree dungeon

When poisonous plants took root here, we were doomed.

Presumably said by a plant in the Ra Tree dungeon, but I did not find any plant there who said this.

Evergreen, ever changing

If you obtain GrassPin somewhere, test it. Summon me with it and I will heal your wounds.

Ra Tree, after telling you he can't give you a GrassPin because your inventory is full. If this line is related to that, I haven't seen it yet, but I don't think it'd be possible to get this without cheating.

Birds and animals have gradually returned here.

A mole has started business here. You should go see him.

In the Evergreen section. I have not seen this, and there is most definitely not a mole there, either. This was probably scrapped. But the mole's planned existence would explain why Evergreen is full of holes when mammals are revived.

Ark. Have you seen how much utopia has changed? I have grown too old. I could not stop those with treacherous souls. People, and utopia, change. Perhaps that is decreed by time. All I can do is watch. Even if it means our downfall.

Right after Ra Tree's other lines. He talks of "utopia", which might have been a very early name for Evergreen. This did apparently not make it into the game.

Oh hello. It's surprising to find someone here. I'm Muroy, a botanist. But now I'm just a soul in love with nature. I just happened to wander in here. This is a good, soothing place. Do you believe plants can talk? Listen closely. I can hear grass and trees chatting quietly. It's very soothing.

..... Zzzzz

You... I met you here before. It's terrible. They're going to replace the forest with a resort. I can tell. This forest is a special place for plants. The plants are despairing. How can we save the forest?

Right after the Evergreen section, so he is probably talking about Evergreen. This botanist is not in the game. I do not know of anyone who has ever seen him.

Ladies and gentlemen! Welcome! We have a wonderful show for you! The fabulous Miss Daisy will sing to piano by Don Pakkun!

Hello little man. You want my autograph? After the show, honey.

Her sweet cool voice is a perfect match for my spicy hot piano.

Heh, you're probably ten years too young.

Welcome! Mogreb at your service! If you see something you like, please give me a shout!

Right after the above, which leads me to believe these are lines of NPCs which were supposed to appear at the resort that would be built in the forest.

Safariium

I am impressed. You have shown enormous courage human.

Said by King Neo when you try to enter the den and he saves you from the other lions. Inbetween "Stand back! Do not harm that human!" and "Brave human, we wish to treat you as a guest in our kingdom". Does not show in game.

We must obey King Neo's orders. You got off lucky.

When you enter the lions' den and are about to be eaten, Neo steps in to save you. Presumably, one of the lions would say this if you talked to them as they follow Neo back. You can walk in front of them and they will stop walking if you block their way, but there does not seem to be a way to talk to them. None of the lions you find above say this line.

Canyon

Leim: Big guy. Don't go too far, away, please.

A line by Leim among his other lines in the Canyon section. Since you can't go back out, he'd presumably say this if you go too far ahead of him. But if you reach the next screen before him, you'll instead have to re-do the screen you were on, wasting even more time waiting for Leim.

Eklemata

Ark threw Snowgrass Leaf into the pool!

No idea why this is in here. In the game, it says "Ark threw Snowgrass Leaf into the hot spring!" instead. Maybe developers or translators changed their mind about what to call the "pool"?

Lhasa

Luki has taken ill. She has never been sick before this... She is suffering from a fever that won't abate. Speak to Luki at least and brighten her day.

I have never feared death as I see happiness in my future life.

Probably both said by the woman at the stove in the room Luki is usually at. Part of an abandoned subplot of Luki falling ill. It's possible only the first line is said by her, and the second by another NPC found on the cliff outside, second floor.

...Ark... Be careful... ...Don't go that...

.....

Among Luki's lines. Apparently she might not have survived her illness and died.

We do not consider the death of people to be a sad thing. Souls of people live on so we will encounter them in the future.

Supposedly said by the man at the place of the dead in Louran, but he does not ever say it no matter how far you advance the story. It might have been connected to the subplot of Luki falling ill which was apparently removed.

Eat! Eat plenty! You must eat if you wish to live as a human!

Either said by the man in the room with the yaks, or the man on the second floor, right room.

Go see Lord Kumari now. He is in a chamber upstairs. Lord Kumari is this village's living god. He knows all.

Said by the woman on the first floor, middle room. After she'd tell you how long you slept and that you should eat, and following the above she'd speak about how Meihou had studied under the previous Lord Kumari. Maybe you were supposed to get something to eat before seeing Kumari, as this woman's dialogue and the other line above suggest.

Kumari: Ark. You appear injured. Close your eyes.

Presumably, Kumari would say this to heal you. But before you do Louran, he will only give you an introduction, talk about how you are there for a purpose, ask you to listen to/help Meihou and that the trail to the continent's west is open, without healing you. When you come back to Lhasa after crossing the desert, he will instead give you some dialogue that is ended by "I can help you only in a small way, but call me when needed", following by him healing you and the message "Ark is fully restored". In the text dump, this line comes at the end of all of his dialogue. But even after Beruga's resurrection he does not seem to say this.

I have a feeling that I have seen this in-game before, but I can't get this to show up so maybe I am wrong?

All deeds good and bad revolve for ever as on a windmill. Round and round. Without ever stopping, a perfect circle.

Either said by the guy who can be found on the cliff outside, second floor; or the guy inside, second floor, right room. I never saw this one, either no matter how far the story advanced.

According to the text dump, Meihou would say the following to you after Ark resurrected Beruga and awakes in Lhasa:

Oh! You've come to. Wait! Don't try to move. I arrived just as Lord Kumari came with you terribly injured. You may be aware of this but the star of darkness has re-emerged. It erased a city from the world with no effort.

Ark. There is an old saying in this country. Darkness returning calls forth a golden child with destiny untold. Starstones laid at the grave at time's end calls the golden child. Lord Kumari said that you... Ark are the key to summon the golden child.

The first part exists, but he does not actually say the second part. What comes after it is in the game, however.

Mirage-Louran

Hello son. You want a melon? Juicy and tasty! How about salted meat? I'll give you a bargain!

Listed after the lines of the man in the dining hall of Mirage-Louran. But he does not say this. Perhaps this was taken out, or there was another NPC that was supposed to say this and was removed?

A priest gave me a seal. He said it will protect me from ghosts.

Found after the lines of the monk in Mirage-Louran who tells you of his feeling of impending darkness. Followed by Temjin's lines. I guess the monk was supposed to tell you about the seal, but he does not seem to do that.

Zombie-Louran

Ark: This must have been a shop. Maybe there's something useful.

Appears just before the scene in Louran where you crawl under a table to hide from zombies, who have an interesting conversation. There is a shop in Mirage-Louran, but if you enter that building after waking up, there is nothing special there at all. And I don't think this message can be seen in any other building in Louran.

Yomi: Ark! Don't go out! Hide!

Presumably said by Yomi during the scene mentioned above, if you try to leave the room instead of crawling under the table after Yomi warns you. I have tried to do that, but it does not seem to be possible.

Meilin: Who, who are you?

Ark: Me? I'm Ark. I came to rescue you.

Meilin:

Meilin: I don't ever recall asking you to come rescue me.

Meilin: And what proof do you have to show that you're not a zombie?

Ark: Uh, that's because...

I said so!

You got me!

Meilin: I'll believe you if you bring my friend, Turbo the dog.

Ark: Tsk. I came to rescue her and that's the thanks I get?

Presumably, this exchange would take place if you find Meilin without having Turbo take you to her. But if you go to her hiding place early, you can't actually interact with her. Maybe this was how you were originally supposed to know that you need her scarf for Turbo to sniff? I imagine they might have changed it to giving you the hint you now get when you pick up the scarf instead.

Loire

Bring plenty of food, too!

Found among the dialogue of Bounty, as he tries to rip you off. After "We need to get our guest some wine." and before "We've also got exotic dancing and music for you", but is not shown in-game. The dancer does not bring food, either, but she does bring wine.

Are you hoping to become the Princess's groom? Then enter!

Even someone like you has a chance to become the next King!

Those lines are apparently belong to the guard that blocks the front entrance of Loire Castle before the interviews start, and after the King is killed. Presumably, he'd say this at the day of the interviews and let you in. But instead, he isn't actually there at all. Maybe he got removed there for some reason.

You're a groom candidate? Then go to the room at the back.

Presumably said by someone at the Castle, but I could not find anyone who actually says this.

For some reason, the guards all fell asleep after eating. Hey brother, I noticed you got something good. How about opening this door for me using that key you got there?

I'm not going to be finished yet. One day I'm going to break out.

Lines belonging to White Wind. Presumably, he'd say the first one if you took the key from the sleeping guard before talking to him. But you can't actually take the key before talking to White Wind. The latter would make sense if you repeatedly refused rescuing him, but unless I was being careless, he does not actually say this and instead asks you to save him again and again. Either way, White Wind always escapes no matter what you do.

Until you are called, you are to stay at the inn on the King's orders! Whatever the case, go home today! Understood?

After you bring the portrait to the Castle to cure the Princess, the King throws you out. Ark is seen in the room leading to the throne room, and a guard is now blocking the way. My theory is that this guard was supposed to say the above line. But in the game, you have no chance to talk to him since you automatically get sent to the inn.

When White... ..Theo started coming, sis got better.

White Wind? What's that? I'm just an ordinary, average citizen.

Remember the sick girl in Loire who talks about nothing but White Wind, and her brother? Presumably, her brother would say the first line, and White Wind disguised as a civilian would say the second one. But we never hear of White Wind again. The fact that the girl and her brother are completely absent in Loire's developed stages also suggests that more was planned with White Wind, but later scrapped.

As you can see, we grew into a town, and the inn added more rooms. If you want to stay, use any room you want.

Among the dialogue of the inn-lady in Loire. She does not say this after Loire expands, which is what that line suggests. Remember how you could stay at the inn for free after Bounty tried to rip off Ark and Fyda threatened him? Maybe you should have been able to do that in Loire's second state, but someone changed their mind and it was made so you have to pay instead?

Oh oh. Chicken X is coming back.

Chicken racing in Loire. The lines you get are apparently selected randomly, and I am not sure if I have seen this one. I might have, but I did not get a screenshot in time, so I'm not sure.

Sylvain Castle

The Ruby is embedded in the side of the chandelier's candle.

In the game, the Ruby has been put into a chest instead.

Freedom

It's the machine at the left. Thanks for helping.

Presumably, Eddy would say this when you agree to help him with his second experiment (he tells you to push the machine at the left), and you'd then talk to him again. Instead, he just repeats everything he told you before. This line does not seem to be in the game even though it should be.

Nirlake

Some people want urban development of villages, but I don't agree. It's best when people till the soil and appreciate its gifts.

Said by the old Man in Nirlake next to the entrance to Will's house. In Nirlake's third state, he actually tells you how unhappy he is about the town's development, but I have not ever seen the above line at any point in the game.

Not stay!

Possibly said by the inn-lady in Nirlake, who gives you short answers like "Stay!" if you take a room or "No money!" if you are broke. However, when you don't choose a room, she says "Leave!", and not the above. I have never seen it. Strangely, all the text related to Nirlake's inn appears twice in the text dump I used...

Will's place

I can't ever repay you. If you see anything useful, please take it.

One of Will's lines, inbetween him being frustrated about being stalled and telling Ark that the airplane he made is finished. Apparently he was supposed to offer you the Tin Sheet for helping him invent the airplane. But he did not do so even when I patiently waited to take it until after I did Dragoon Castle. Unless I blinked and missed it. When giving it to the guy in Litz later, Ark said that he "just found it", see above. So maybe this line was cut.

Hey Ark. Isn't that furniture odd? Why are they there?

Somebody, presumably Yomi, would be saying this when looking for Anita. It was probably supposed to be a hint to push the large shelf which Anita hides behind. But I have never seen this line.

Building a bridge

gave away a Log!

In the section where you build the bridge to Freedom, but it does not actually appear on screen any time you give away a log.

Liotto

Oh no! That was my honey's home made lunch!

After Mick Burger, and before Liotto. There isn't more context to this. But maybe the inn was supposed to be different, and you could eat someone's lunch in there. See below.

Perfect! You did it! I knew you had it in you. As commemoration, ...you already have it. This is disappointing.

Supposedly said by the Cream-a-Cat guy in Liotto if you win the game and take the magirock before talking to him again. But instead of saying the above, he'll say the same line he gives you when you win the game for a second time. The above line does not seem to trigger.

Hello. Did you come see the carnival? Why not stay here? There's a good room open now. How about it for 10 Gems?

Okay. Use the room at the # side.

Yes, it's still light out.

It's the # room.

Ark: Darn! I don't have enough money. How about a discount?

No discount. It's the peak season.

Hey! Aren't you staying? There's no refund even if you don't stay. Is that okay?

Will stay.

Doesn't matter.

In the Liotto section. Apparently, the inn was originally not free and you got this instead of the girl that lets you stay because she's lonely. Maybe the inn even had a different layout.

Quatros

We roam the world looking for hospitable land.

We're tired of being nomads! I want to settle down somewhere.

I'm hungry! Something to eat!

Among the lines of the Quatros. Remember the two people in Freedom's inn, the dancer and the guitarist? They wanted to find success in the city. Their dialogue is actually located in the Quatros' section, in a way which suggests that they are the same guitarist and dancer you see there. They'd probably say this after moving to South America, I imagine.

Racing minigame

Disqualify. Play again.

From the racing minigame in South America. I don't know how or if you can get disqualified from the race. I tried using Speed Shoes, but apparently that isn't considered cheating. Then I tried being attacked by the huballs there, thinking you get disqualified when you are hit a certain number of times, but no dice. I was not disqualified, but maybe I didn't try enough. Anyway, the huballs there do kill you.

Dragoon Castle?

Meilin: Ark! Not that way! This way!!

Among the lines for the escape sequence in Dragoon Castle. Meilin actually says something slightly different if you take the wrong way. This line is also almost identical to what Fyda says on Beruga's airship, which I find somewhat curious. At any rate, Meilin does not seem to say this.

Neotokio

Are you a guest? Please wait until preparations have been made.

This is either said by the receptionist in the news agency in Neotokio, or the hostess in the cabaret. The former makes a bit more sense to me. It would suggest that something needed to happen, maybe a story trigger/development, before you could go talk to the journalists who tell you about Beruga. In the final game, you can go and talk to them as soon as the very start of Chapter 3.

Beruga's Airship

Beruga: How dare you do this to my beautiful ship...

After Fyda detonates the bombs on Beruga's ship and you hear him speaking from the rear deck, this would be the first thing he would say when you go outside to meet him. But in the game, this sentence does not appear.

Fyda: May luck be with you!

Among Fyda's lines from the Airship section. But she does not seem to say this, only "Okay, let's split up and search. Good luck!" after she gives you the bombs.

Miscellaneous

Choose what you
want to see.

Dev. Rm Mole
Chicken Eating

Oh. I see.
You don't want to.
I see.

Choose what you
want to see.
Sqr1 Vil NY Town
Sqr1 C NY City

Oh. I see.
You don't want to.
I see.

This is probably related to some sort of debugging stuff that can't be accessed by normal means.

Genius clears new paths for civilization. A genius was lost today. This disaster will affect not only this town, but the growth of others.

This is in the section of Keinz's lines. At first I thought it might have something to do with Bell or Mick, that Keinz would maybe say this if you discouraged Mick from cooking professionally or if you lied to Bell about Amanda. There would be no genius lost, as in dying, but they would not help towns progress anymore and he would probably call this a "disaster". But this does not seem to be the case.

Maybe there was a scenario where someone could die in Nirlake's fire. It could also have referred to Beruga, but this makes little to no sense in the final version of the game, so that could only be a remnant from an earlier version, if at all.

You can't fight unarmed! Are you bailing out of this fight?

A line that appears alongside a lot of menu text, but I put this here because it seemed like something actually seen outside of a menu. But I wouldn't know where, as I have never encountered this.

Come closer, you darling child.

Welcome to my secret garden. Now, closer...

This is at the start of the section with all the battle messages, which I deliberately did not include. But I am not sure if this even is a message that is seen during combat. It certainly does not ring a bell, and I suspect it is unused.

Ark: Darn. Empty...

Seen among a bunch of generic text like "Ark obtained X Gems!" and a list of item names, notably magic rings. Is this the text you get when you try to use an empty jewel box? I never tried.

What is it? Are you staying?

Hey you! You can't stay for free!

Inbetween lines from the pub in Freedom, and lines from the church in Litz. There is no other context, I have never seen these and I can only guess what they are about.

Even if the population grows, if we are serene we would not need it.

Come in! We'll help you design a vacation plan just for you!

There is little to no context for this. In the dump, it's inbetween things said by people in Pierre's manufactory (third state of Loire) and lines said by Marily. Perhaps this was supposed to be related to the Tourist Bureau? There are no clues and I can only guess. At any rate, I have never seen this.