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| **Character** | **Dialogue** | **Inflection** | **Trigger** | **Level** |
| **Narrator** | **In the year 732 DB, under the rule of the First Lords of the Admiralty, the nation of Valtameri was blighted by several seafaring bandits.** | **Stern and grandfatherly** | **When new game is begun.** | **1V** |
| Narrator | Absorbed in their own interests, the First Lords of the Admiralty overlooked the suffering of the people at the hands of these bandits. | Stern and grandfatherly | When new game is begun. | 2V |
| Narrator | To counter this threat, P.I.R.A.T.E.S. was created by civilians with the goal of maintaining peace and prosperity for the common folk. | Stern and grandfatherly | When new game is begun. | 3V |
| Narrator | For the next 70 years, growing both in strength and popularity, P.I.R.A.T.E.S. patrolled the waters enjoying official impunity for their peace-keeping actions. | Stern and grandfatherly | When new game is begun. | 4V |
| Narrator | Now, in the year 802 DB, a young first mate by the name of Moot Sile has just been promoted to captain. | Stern and grandfatherly | When new game is begun. | 5V |
| **Farthing** | **Ahoy, Captain!** | **Excited** | **Player selects Farthing in the Limbo Menu.** | **1L** |
| **Farthing** | **Congratulations on your promotion! I'm ready to serve under you, Captain. Just give the orders!** | **Excited** | **Player selects the situational dialogue option in the dialogue menu.** | **1L** |
| Moot | <Nods> | Relaxed | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | How does it feel to be the captain of a ship? | Inquisitive | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Grins widely> | Proud | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | To tell you the truth, Captain, I'm a little anxious. | Uneasy | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Tilts head slightly to the right side> | Inquisitive | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | I don't know, it's just... | Hesitant | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <...> | Inquisitive | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | I'm just worried about what might happen. | Uneasy | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Raises left eyebrow> | Inquisitive | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | You never know what might go wrong. We can die any minute, now! Heck, this might be the last time we ever speak again, and we just met! | Explicative | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Pats Farthing on the shoulder> | Comforting | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | What if this ship has a hole in it's hull? What if we sink? I don't know how to swim, Captain! We'll drown! No one will find us again! | Scared | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Shakes head> | Comforting | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Farthing | What if we get attacked by bandits? What if we sail into a huge storm? What if we get attacked by bandits, sink, and a huge storm blows in? | Utterly scared | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Shakes head, turns around, and walks away> | Fed up | Player selects the situational dialogue option in the dialogue menu. | 1L |
| **Farthing** | **Farthing here!** | **Excited** | **Player selects the personal dialogue option in the dialogue menu.** | **1L** |
| Moot | <Nods> | Relaxed | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Farthing | I hope you love to explore as much as I do. | Relaxed | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Nods several times> | Relaxed | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Farthing | I've always loved the idea of setting out and seeing what few others have seen before. It's rather remarkable, don't ya think? | Desiring | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Nods, and turns head to look outside> | Humbled | Player selects the personal dialogue option in the dialogue menu. | 1L |
| **Ivan** | **Congratulations, Captain Moot. I’m sure the old Cap’ would be proud.** | **Proud** | **Player selects Ivan in the Limbo Menu.** | **1L** |
| **Ivan** | **This will be your first mission as Captain. If you start to feel pressured and want some help-** | **Concerned** | **Player selects the situational dialogue option in the dialogue menu.** | **1L** |
| Moot | <Cuts him off with a glare> | Angry | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Ivan | Ah, sorry Moot, that was stupid of me to say. | Nervous | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <After glaring a few more seconds, drops the glare and sighs> | Steamed | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Ivan | Listen, no one knows better than me that you’re more than capable. Just don’t forget that a captain has a crew because a single man can’t do it alone. | Fatherly | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Nods> | Reluctant | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Ivan | Which is also the justification of prostitutes. | Even | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Stares in silence> | Confused | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Ivan | ...Because a ‘single man can’t do it alone.’ | Straight faced | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Stifles a laugh and shakes his head> | Surprised | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Ivan | Anyway, take it easy. We’re here to help. | Fatherly | Player selects the situational dialogue option in the dialogue menu. | 1L |
| **Ivan** | **Captain at only nineteen. That’s quite the accomplishment.** | **Impressed** | **Player selects the personal dialogue option in the dialogue menu.** | **1L** |
| Moot | <Grins> | Proud | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Ivan | It’s good to see today’s youth seizing their dreams. Not like me. | Nostalgic | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Raises eyebrows in surprise> | Surprised | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Ivan | You didn’t know? I wanted to be the ship’s doctor. Unfortunately, the old Cap’ said I didn’t have the “patients.” | Straight faced | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Snorts and starts laughing> | Humorous | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Ivan | Thought you’d like that one. | Confident | Player selects the personal dialogue option in the dialogue menu. | 1L |
| **Checkers** | **Hey Moot! Still giving everyone the silent treatment?** | **Cheery** | **Player selects Checkers in the Limbo Menu.** | **1L** |
| **Checkers** | **So, now that you’re captain, are you going to stop pretending to be mute?** | **Sly** | **Player selects the situational dialogue option in the dialogue menu.** | **1L** |
| Moot | <Glares> | Annoyed | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Checkers | Come on, you can’t fool me. You’re actually quite the chatter box, aren’t you? | Giddy | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Moot | <Crosses arms and taps foot irritably> | Annoyed | Player selects the situational dialogue option in the dialogue menu. | 1L |
| Checkers | Ok, ok, I’ll play along. But really, it would make this next mission a lot easier if you actually spoke your commands. | Cheeky | Player selects the situational dialogue option in the dialogue menu. | 1L |
| **Checkers** | **Care for a game of checkers, Captain?** | **Sly** | **Player selects the personal dialogue option in the dialogue menu.** | **1L** |
| Moot | <Shakes head> | Hurriedly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Checkers | Yeah, I figured you’d be pretty busy with your new duties. Must be difficult to captain a crew like this. | Knowingly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Shrugs> | Non-chalantly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Checkers | You’ve gotta keep your eye on them, too. In fact, I’ve begun to suspect that Ivan is actually working with the government. | Secretive | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Rolls eyes> | Disbelieving | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Checkers | But it’s obvious! | Pleading | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Points at his own hat> | Pointedly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Checkers | Ok, so I was wrong about you raising birds under there, but at the time, it seemed so obvious! | Concedingly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Stares pointedly> | Pointedly | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Checkers | This is different. | Stubborn | Player selects the personal dialogue option in the dialogue menu. | 1L |
| Moot | <Shakes head and sighs> | Exasperated | Player selects the personal dialogue option in the dialogue menu. | 1L |
| **Michael** | **Moot! Over here!** | **Hurriedly** | **Player selects Michael in the Limbo Menu.** | **1L** |
| Moot | <Salutes> | Proud | Player selects Michael in the Limbo Menu. | 1L |
| Michael | You've got orders from P.I.R.A.T.E.S. command! Are you ready for them or do you need more time? | Hurriedly | Player selects Michael in the Limbo Menu. | 1L |
| Moot | <Shakes head> | Calmly | Player selects the "no" option to enter the mission. | 1L |
| Moot | <Nods> | Calmly | Player selections the "yes" option to enter the mission. | 1L |
| Michael | P.I.R.A.T.E.S. has recently learned of a smuggling ring northeast of here. You are to find the smugglers, quell their illegal operations, and send all the smuggler's cargo to P.I.R.A.T.E.S. command! | Pushy | Player selections the "yes" option to enter the mission. | 1L |
| Michael | I know this is your first mission as captain of this ship, Moot, but that doesn't mean you can slack off now. This needs to be done promptly and thoroughly! Good luck, Captain! | Demanding | Player selections the "yes" option to enter the mission. | 1L |
| **Checkers** | **Oi! Target spotted, dead ahead! Looks to be an unarmed cargo vessel!** | **Excited** | **When the first mission is started** | **1M** |
| Ivan | Unarmed? Can't be. Smugglers are dumb, but they've got survival instincts. Gotta be a trap. | Uncertainty | When the first mission is started | 1M |
| Moot | <Points straight ahead> | Excited | When the first mission is started | 1M |
| Farthing | But Captain...! What if they have 20 ships approaching the cargo vessels? We could be destroyed to smithereens! | Scared | When the first mission is started | 1M |
| Ivan | Farthing! Shut it! | Stern | When the first mission is started | 1M |
| Checkers | Lost sight of the ship, Captain! I think they're using some kind of ancient invisibility technology! | Excited | After first turn, when cargo ship disappears | 1M |
| Ivan | That, or they ran off. | Stern | After first turn, when cargo ship disappears | 1M |
| Farthing | Oh well! I guess we should go back, don't ya think, Captain? | Scared | After first turn, when cargo ship disappears | 1M |
| Moot | <Points straight ahead> | Excited | After first turn, when cargo ship disappears | 1M |
| Farthing | Damn it... | Disappointed | After first turn, when cargo ship disappears | 1M |
| Checkers | Hey, I spotted the cargo ship! | Loud | When the next screen in the first mission is reached | 1M |
| Ivan | Excellent. Let's... | Confident | When the next screen in the first mission is reached | 1M |
| Checkers | Uhh.. It's got company! It could be an alien spaceship! | Excited | When the next screen in the first mission is reached | 1M |
| Moot | <Glares at Checkers and points straight to the smuggler's ships> | Annoyed | When the next screen in the first mission is reached | 1M |
| Ivan | Right. Let's go! | Bloodthirsty | When the next screen in the first mission is reached | 1M |
| Farthing | That was close! We were almost blown out of the water. | Shaken up | When the smuggling escort ship is defeated | 1M |
| Ivan | Uh, no. We pretty much destroyed them. Shut up. | Annoyed | When the smuggling escort ship is defeated | 1M |
| Moot | <Points at the cargo> | Excited | When the smuggling escort ship is defeated | 1M |
| Ivan | Right, let's get this stuff sent to headquarters. And be careful with it! | Commanding | When the smuggling escort ship is defeated | 1M |
| **Farthing** | **Awaiting your orders, Captain!** | **Excited** | **Player selects Farthing in the Limbo Menu.** | **2L** |
| **Farthing** | **Phew! That was a close one with the smugglers, Captain.** | **Relieved** | **Player selects the situational dialogue option in the dialogue menu.** | **2L** |
| Moot | <Shakes head> | Disagreeing | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Farthing | What do you mean, Captain? You really didn't think it was close at all? | Disbelief | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Nods with a smirk on his face> | Proud | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Farthing | Those smugglers almost killed us! If it wasn't for you, we'd be goners. | Grateful | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Smiles knowingly> | Peaceful | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Farthing | I wonder what they were smuggling. Captain, did you peek inside the cargo? | Serious | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Shakes head> | Intrigued | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Farthing | They could have been smuggling advanced weaponry that could have destroyed the world! | Worried | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Stares blankly> | Baffled | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Farthing | What if- | Worried | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Walks away> | Disbelieving | Player selects the situational dialogue option in the dialogue menu. | 2L |
| **Farthing** | **You know, my father made me join P.I.R.A.T.E.S.** | **Normal** | **Player selects the personal dialogue option in the dialogue menu.** | **2L** |
| Moot | <Tilts head slightly to the right side> | Inquisitive | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | I remember exactly what he said. | Normal | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Waves Farthing on> | Impatient | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | "Son, you need to pucker up. Hike up your panties and join P.I.R.A.T.E.S. Maybe we can make a man out of you!" | Normal | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Snorts> | Laughing | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | ... | Embarassed | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Starts laughing> | Laughing | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | Captain... am I at least good at what I do? | Unsure | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Nods> | Assuring | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | I mean if I'm not... You can just tell me. | Unsure | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Closes his eyes and nods again, this time slower> | Assuring | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Farthing | Ha! That'll show my father. I'm glad I joined P.I.R.A.T.E.S. | Confident | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Pats Farthing on the shoulder and leaves> | Normal | Player selects the personal dialogue option in the dialogue menu. | 2L |
| **Ivan** | **A few less smugglers, a few less blights on the face of Valtameri.** | **Confident** | **Player selects Ivan in the Limbo Menu.** | **2L** |
| **Ivan** | **That was a terrific performance for your first mission as Captain.** | **Proud** | **Player selects the situational dialogue option in the dialogue menu.** | **2L** |
| Moot | <Smirks and bows> | Confident | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Ivan | It's good to see you haven't lost that confidence of yours. Do you remember your first mission with the old 'Cap? | Nostalgic | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Grins and nods> | Nostalgic | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Ivan | We were all a bit surprised to see that our cabin boy had tried to sneak aboard the enemy ship by himself. Of course, saving you once they'd captured you was no small feat. | Nostalgic | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Shrugs with a grin> | Nostalgic | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Ivan | Now that you're Cap', don't do anything stupid like that. Send Checkers to do it. | Commanding | Player selects the situational dialogue option in the dialogue menu. | 2L |
| **Ivan** | **Weapons and ammunition stores are all set to go, Cap'.** | **Official** | **Player selects the personal dialogue option in the dialogue menu.** | **2L** |
| Moot | <Nods> | Official | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Ivan | You know, Michael was asking the other day how someone who's mute could possibly be Captain. | Even | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Raises an eyebrow> | Annoyed | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Ivan | I don't think he was doubting your abilities, but he couldn't understand how someone who can't verbally give orders can command a ship. | Even | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Sighs> | Annoyed | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Ivan | I told him that it's because of hand signals. Specifically, two hand signals. | Even | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Raises an eyebrow> | Confused | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Ivan | If we're doing something right, we get a thumbs up. If we screw up, then a different finger is extended. I think he may have guessed which one. | Even | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Snorts and pats Ivan on the back> | Humorous | Player selects the personal dialogue option in the dialogue menu. | 2L |
| **Checkers** | **I wonder if those smugglers had any connection to the underwater crime lord Deep-Sea Don.** | **Curiously** | **Player selects Checkers in the Limbo Menu.** | **2L** |
| **Checkers** | **Hey, wanna hear my theory about who those smugglers were working for?** | **Excited** | **Player selects the situational dialogue option in the dialogue menu.** | **2L** |
| Moot | <Sighs and waits for Checkers to continue> | Resigned | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Checkers | I'd bet anything that the Deep-Sea Don was pulling those smugglers' strings. | Excited | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Raises an eyebrow> | Annoyed | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Checkers | You mean you don't know about the Don?! The Deep-Sea Don is a merman that finances the activities of several unsavory groups. In return, they keep him supplied with things you can't find in the water, like fruits. Apparently, the Don's favorite food is apples. | Informative | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Moot | <Stares silently> | Disbelieving | Player selects the situational dialogue option in the dialogue menu. | 2L |
| Checkers | What, you don't think mermen can like apples? | Defensive | Player selects the situational dialogue option in the dialogue menu. | 2L |
| **Checkers** | **Captain! Got a minute?** | **Excited** | **Player selects the personal dialogue option in the dialogue menu.** | **2L** |
| Moot | <Nods> | Normal | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Checkers | Great! I was just thinking about that fight with the smugglers. I think we could have performed a little better. Here, I jotted down some of my observations. | Excited | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Takes the notes and begins to read. Raises eyebrows and looks impressed> | Impressed | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Checkers | ...well? | Nervous | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Nods and pats Checkers on the shoulder> | Approving | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Checkers | Thanks, Captain! I'll let you know if I notice anything else. Oh! On that note, I think I saw Farthing communicating with the sea itself! You think he's some kind of Sea Spirit? | Excited | Player selects the personal dialogue option in the dialogue menu. | 2L |
| Moot | <Sighs and shakes head> | Disappointed | Player selects the personal dialogue option in the dialogue menu. | 2L |
| **Michael** | **Come quick!** | **Hurriedly** | **Player selects Michael in the Limbo Menu.** | **2L** |
| Moot | <Raises left eyebrow> | Inquisitive | Player selects Michael in the Limbo Menu. | 2L |
| Michael | You recieved more orders from P.I.R.A.T.E.S. command? Are you ready? | Hurriedly | Player selects Michael in the Limbo Menu. | 2L |
| Moot | <Shakes head> | Calmly | Player selects the "no" option to enter the mission. | 2L |
| Moot | <Nods> | Calmly | Player selections the "yes" option to enter the mission. | 2L |
| Michael | It seems like there's been a string of ship disappearances in the Taluda Triangle. P.I.R.A.T.E.S. command needs you to head over there and investigate. All of your findings should be immediately sent to P.I.R.A.T.E.S. command. | Hurriedly | Player selections the "yes" option to enter the mission. | 2L |
| Michael | There's been at least 20 ships that have gone missing. Be careful out there! | Normal | Player selections the "yes" option to enter the mission. | 2L |
| **Checkers** | **I think I see something 2 nautical miles and -60 degrees from the north! I've never seen anything like it before!** | **Unsure** | **When the second mission is started** | **2M** |
| Ivan | Can you make out what it is? | Inquisitive | When the second mission is started | 2M |
| Checkers | I can't, but it looks like it has a weird tint of blue to it. | Unsure | When the second mission is started | 2M |
| Moot | <Points forward> | Excited | When the second mission is started | 2M |
| Farthing | Can we not, Captain? Just this one time. | Worried | When the second mission is started | 2M |
| Checkers | It disappeared! Call me crazy, but I think it's a sea monster! | Excited | When the sea monster leaves, after Farthing says, "Can we not, Captain? Just this one time". | 2M |
| Ivan & Farthing | You're crazy. | Annoyed | When the sea monster leaves, after Farthing says, "Can we not, Captain? Just this one time". | 2M |
| Moot | <Strokes his chin and soon after points forward> | Excited | When the sea monster leaves, after Farthing says, "Can we not, Captain? Just this one time". | 2M |
| Checkers | Sea monsters. I freaking told you. | Giddy | When the next screen in the second mission is reached. | 2M |
| Ivan | Damn. Now I'm depressed. | Disappointed | When the next screen in the second mission is reached. | 2M |
| Farthing | Damn. Now I'm scared. | Scared | When the next screen in the second mission is reached. | 2M |
| Moot | <Mouths the word 'damn'> | Disappointed | When the next screen in the second mission is reached. | 2M |
| Moot | <Signals to fire> | Commanding | When the next screen in the second mission is reached. | 2M |
| Ivan | Hmph. These things weren't so tough. | Courageous | The second mission sea monsters defeated. | 2M |
| Farthing | Shut up, Ivan! That was terrifying! | Relieved | The second mission sea monsters defeated. | 2M |
| Ivan | Excuse m- | Offended | The second mission sea monsters defeated. | 2M |
| Checkers | Smoke! In the distance! | Loud | The second mission sea monsters defeated. | 2M |
| Ivan | You're call, Cap'. Should we check it out? | Inquisitive | When Checkers' spots the smoke in the second mission. | 2M |
| Moot | <Shakes head> | Normal | When Checkers' spots the smoke in the second mission. | 2M |
| Moot | <Nods> | Normal | When Checkers' spots the smoke in the second mission. | 2M |
| Farthing | You won't be happy until we're dead, will you? | Worried | When the player chooses to do the optional part of the second mission. | 2MO |
| Checkers | Oi! We've got more of those things! Which, I would like to remind everyone, are quite real! | Loud | When the player chooses to do the optional part of the second mission. | 2MO |
| Farthing | DAMN IT! SHUT UP CHECKERS! | Scared | When the player chooses to do the optional part of the second mission. | 2MO |
| Ivan | Both of you shut it! Shall we wreck their day, Cap'? | Annoyed | When the player chooses to do the optional part of the second mission. | 2MO |
| Moot | <Nods enthusiastically> | Enthusiasim | When the player chooses to do the optional part of the second mission. | 2MO |
| Checkers | That's the last of 'em! | Loud | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Farthing | YOU SURE?! YOU SURE YOU DON'T SEE ANY MORE DAMN SMOKE YOU ASS- | Annoyed | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Ivan | Farthing, I'm going to kill you if you don't shut up. | Annoyed | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Moot | <Smacks Farthing on the back of the head and stares at Ivan> | Annoyed | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Farthing | \*sniff\* sorry, Captain. It's been a rough day... | Apologetic | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Ivan | Sorry Cap'! | Apologetic | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Moot | <Nods and points to the ship> | Commanding | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Ivan | Right, let's check for survivors. | Commanding | When the player defeats the sea monsters in the optional part of second mission | 2MO |
| Checkers | It looks abandoned! | Loud | When the player defeats the sea monsters in the optional part of the second mission and is on a hex adjacent to the abandoned ship. | 2MO |
| Ivan | Oi! Found some weird looking cannons down here! They look usable, too! | Excited | When the player defeats the sea monsters in the optional part of the second mission and is on a hex adjacent to the abandoned ship. | 2MO |
| Farthing | What if that ship wasn't abandoned? Captain, those weird looking cannons could have destroyed us! We could be dead right now. | Worried | When the player defeats the sea monsters in the optional part of the second mission and is on a hex adjacent to the abandoned ship. | 2MO |
| Moot | <Completely ignores Farthing and gives Ivan a thumbs up.> | Normal | When the player defeats the sea monsters in the optional part of the second mission and is on a hex adjacent to the abandoned ship. | 2MO |
| Ivan | Excellent. Farthing! Checkers! Give me a hand with these! | Enthused | When the player defeats the sea monsters in the optional part of the second mission and is on a hex adjacent to the abandoned ship. | 2MO |
| **Farthing** | **ey Captain!** | **Excited** | **Player selects Farthing in the Limbo Menu.** | **3L** |
| **Farthing** | **I... don't... know. I've never seen sea monsters before. I didn't think they existed!** | **Scared** | **Player selects the situational dialogue option in the dialogue menu.** | **3L** |
| Moot | <Stares in somber disbelief> | Disbelief | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Farthing | I'm not going to lie, Captain. I'm terrified. | Scared | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Nods> | Unsure | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Farthing | The Taluda Triangle is supposed to be a safe place to sail. I wonder where these sea monsters came from. | Disbelief | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Raises shoulders up and then sets them down> | Unsure | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Farthing | Well, I hope they stay far away from this ship! | Scared | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Nods> | Normal | Player selects the situational dialogue option in the dialogue menu. | 3L |
| **Farthing** | **...** | **Uneasy** | **Player selects the personal dialogue option in the dialogue menu.** | **3L** |
| Moot | <Nudges Farthing> | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | Oh! I'm sorry Captain! I was just lost in a minute of thought! | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Smiles> | Assuring | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | You know, when I was a kid my father used to play with me a lot. | Happily Reminiscent | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <...> | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | He'd always play with me a little before dinner and then he'd tuck me into bed. One day, we played this game called "Scar Me Not". It was a simple game, first person to get scared loses. My father tried everything to scare me. Nothing worked! | Happily Reminiscent | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Raises both eyebrows in disbelief> | Disbelief | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | One day my father took an octopus costume and put it on his head. It looked like the tentacles were coming out of his mouth. I still wasn't scared! | Happily Reminiscent | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <...> | Disbelief | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | That is... until my dad put the octopus costume in my closet. I woke up in the middle of the night cold. I went to my closet to put on a sweater. When I opened the closet, the octopus costume fell on me. I screamed. Ever since then, I just haven't been as brave as I was. I just jump at the slightest things! | Embarassed | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Pats Farthing on the shoulder> | Comforting | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | It really sucks sometimes. I feel like people lose respect for me because of it. | Sad | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Shakes head> | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | You mean, you haven't lost respect for me? | Encouraged | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Shakes head emphatically> | Emphatic | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | Thanks Cap... OH GOD! A WASP! | Frightened | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Stares blankly> | Disbelief | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | <Turns pale> | Terrified | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Crushes the wasp with his hands> | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Farthing | Phew.. Thanks Captain! | Relieved | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Ivan (in the distance) | Hey Cap'! Quit being a buzz-kill! | Loud | Player selects the personal dialogue option in the dialogue menu. | 3L |
| **Michael** | **P.I.R.A.T.E.S. needs you Moot!** | **Loud** | Player selects Michael in the Limbo Menu. | **3L** |
| Moot | <Crosses arms> | Cocky | Player selects Michael in the Limbo Menu. | 3L |
| Michael | Are you ready for your next mission? | Hurriedly | Player selects Michael in the Limbo Menu. | 3L |
| Moot | <Shakes head> | Calmly | Player selects the "no" option to enter the mission. | 3L |
| Moot | <Nods> | Calmly | Player selections the "yes" option to enter the mission. | 3L |
| Michael | This one is a bit tricky. We've received reports of a congregation of sea monsters in an area due north of Zephyria. Go out there and dispatch those sea monsters due north of here. Also, keep an eye out for any government ships. I don't know if you've heard the rumors, but it's been going around that the First Lords have something to do with all of this. If that's true, they may not treat us with the impunity we've enjoyed so far. | Hurriedly | Player selections the "yes" option to enter the mission. | 3L |
| Michael | In any case, this is an opportunity for us to destroy as many as we can in one area. We might even discover why they are congregating in that area. Rid us of those vile specimens! | Excited | Player selections the "yes" option to enter the mission. | 3L |
| **Ivan** | **I thought I was done being surprised on the ocean. But...** | **Disbelief** | **Player selects Ivan in the Limbo Menu.** | **3L** |
| **Ivan** | **Hey, I might let you see my abacus, but don't 'count' on it.** | **Even** | **Player selects the situational dialogue option in the dialogue menu.** | **3L** |
| Moot | <Raises an eyebrow> | Confused | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Ivan | See, an abacus is the old type of counting device. So, yeah, don't 'count'... | Even | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Keeps eyebrow raised> | Confused | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Ivan | Dammit, I'm better than this. Sorry, Cap'. I guess these monsters have shaken me a bit more than I'd like to admit. | Apologetic | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Nods and pats Ivan's shoulder> | Sympathetic | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Ivan | Thanks, Cap'. I should be better after I kill a few dozen more of the ugly things. | Determined | Player selects the situational dialogue option in the dialogue menu. | 3L |
| **Ivan** | **Cap', did you see today's headline about the tiny psychic that escaped from jail? It read "Small Medium at Large."** | **Even** | **Player selects the personal dialogue option in the dialogue menu.** | **3L** |
| Moot | <Snorts and starts laughing> | Humorous | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Ivan | You know, after the old Cap' passed on, you're the only one that laughs at my jokes. I guess my face just doesn't lend itself well to comedy. Have I ever told you about why I started telling jokes? | Even | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Shakes head> | Curious | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Ivan | It was a few years after I joined P.I.R.A.T.E.S. I was working in a rather crazy crew. These guys would laugh at absolutely anything. Especially the captain. My God, he told the worst jokes. And every time he told one, everyone would just fall out laughing. | Nostalgic | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <...> | Curious | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Ivan | I kept yelling at him that he should be more serious on the ocean. "If you don't stop joking around, you're gonna get you and your crew killed," I would constantly say. Well, I finally regretted those words. | Nostalgic | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <...> | Curious | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Ivan | For one mission, those bastards didn't crack a single joke. It was the most miserably boring time of my entire life. Everyone was absolutely stone faced. After the mission, I begged the captain to start telling jokes again. He grinned and said, "Only if you tell some." Ever since then, jokes have been a big part of my life. | Nostalgic | Player selects the personal dialogue option in the dialogue menu. | 3L |
| **Checkers** | **Hey, Captain! Since I was right about the sea monsters, what else do you think I've been right about?** | **Excited** | **Player selects Checkers in the Limbo Menu.** | **3L** |
| **Checkers** | **Have you heard what people are saying about where these creatures came from?** | **Excited** | **Player selects the situational dialogue option in the dialogue menu.** | **3L** |
| Moot | <Shakes head warily> | Cautious | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Checkers | The most common rumor is that these creatures were actually released by the First Lords in an attempt to control the seas. | Excited | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Raises an eyebrow> | Intrigued | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Checkers | But that's ludicrous. | Flat | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Raises the eyebrow further> | Surprised | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Checkers | Because the First Lords don't even exist! | Excited | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Sighs> | Disappointed | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Checkers | The myth of their existence is perpetuated by the top brass of the military to avert the hatred of the populace from themselves. | Excited | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Moot | <Rolls eyes and pats Checkers on the head> | Demeaning | Player selects the situational dialogue option in the dialogue menu. | 3L |
| Checkers | Oi, don't forget that I was right about the sea monsters... | Indignant | Player selects the situational dialogue option in the dialogue menu. | 3L |
| **Checkers** | **What do you do for fun, Captain?** | **Excited** | **Player selects the personal dialogue option in the dialogue menu.** | **3L** |
| Moot | <Thinks for a few seconds, then mimes firing a bow and arrow> | Normal | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Checkers | Archery? Wow, I'd have never guessed. Are you good? | Surprised | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Smirks and nods> | Proud | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Checkers | I always assumed your hobby was miming. That'd explain why you never talk. | Explicative | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Face-palms, points to his own mouth, and then shakes his head> | Frustrated | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Checkers | Nuh-uh, Captain. You might have the rest fooled, but I know this "muteness" is just a charade. | Proud | Player selects the personal dialogue option in the dialogue menu. | 3L |
| Moot | <Crosses his arms and growls> | Angry | Player selects the personal dialogue option in the dialogue menu. | 3L |
| **Ivan** | **Oi, I think I see something up ahead. Checkers! What are those?** | **Uncertainty** | **When the third mission is started** | **3M** |
| Checkers | Zzz... | Relaxed | When the third mission is started | 3M |
| Ivan | CHECKERS!! | Angry | When the third mission is started | 3M |
| Checkers | ...hm? Oh, uh... Guys! Sea monsters straight ahead! | Loud | When the third mission is started | 3M |
| Farthing | Oh, we are going to die. | Scared | When the third mission is started | 3M |
| Moot | <Glares at Farthing and points forward> | Annoyed | When the third mission is started | 3M |
| Moot | <Pumps fist victoriously> | Proud | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Farthing | Yeah! Take that, you uglies! | Courageous | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Ivan | Your pathetic insults aside, I'm mildly impressed at the dryness of your pants. | Mildly impressed | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Farthing | Thanks. I read somewhere that the first step- | Explicative | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Checkers | Hey guys! I'm seeing some smoke east of here. | Loud | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Farthing | I hate my life! | Disappointed | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Moot | <Nods pointedly to Farthing> | Proud of Farthing | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Farthing | Fine... East we go. | Accepting | When the sea monsters first encountered in the third mission are defeated. | 3M |
| Checkers | It looks like a ship is burning! It's a trap, Captain! It's one of those disguise machines. It's actually an alien spaceship from- | Loud | When the player enters the next mission screen for the third mission. | 3M |
| Farthing | That ship won't last much longer, Captain, if we don't do something about it! | Hurriedly | When the player enters the next mission screen for the third mission. | 3M |
| Ivan | We'll have to take care of these monsters first! Farthing! Get us close, fast! | Hurriedly | When the player enters the next mission screen for the third mission. | 3M |
| Farthing | But... Oh, alright! | Anxiously | When the player enters the next mission screen for the third mission. | 3M |
| Moot | <Grins and signals the charge> | Ferociously | When the player enters the next mission screen for the third mission. | 3M |
| Ivan | Checkers! You see any more?! | Inquisitive | When the player defeats the last of the monsters. | 3M |
| Checkers | Nope! That was the last of 'em. | Loud | When the player defeats the last of the monsters. | 3M |
| Farthing | Thank God, let's get to that ship! | Relieved | When the player defeats the last of the monsters. | 3M |
| Checkers | It looks like the ship is bearing the P.I.R.A.T.E.S. flag. | Loud | When the player defeats the last of the monsters. | 3M |
| Ivan | Indeed! Cap' one of the bodies on the ship seems to be moving. | Informative | When the player initiates dialogue with the distressed ship. | 3M |
| Checkers | It's an alien, I tell you! Don't go near! | Loud | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Smacks Checkers on the back of the head and helps Ivan drag the survivor on board> | Hurriedly | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | <Groans> | Painfully | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | Easy, mate, take it easy. You're a P.I.R.A.T.E.S. member? | Reassuring | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | Aye... I'm... \*cough\*... I'm Commander Small. | Peaceful | When the player initiates dialogue with the distressed ship. | 3M |
| Checkers | Hey, I've heard that name! Aren't you pretty much at the top of P.I.R.A.T.E.S command? | Inquisitive | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | Ha... I used to think so... I had no idea what the others were doing... How could I miss it?! How- \*cough\* \*cough\* | Regretful | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Pats him on the back> | Reassuring | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | \*cough\* Thank you, boy... You're... Moot? Then this is Sonatu? | Grateful | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Nods> | Normal | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | The best there is! | Proudly | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | Listen, you have to pass my last words- | Peaceful | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Shakes head with a concerned look> | Concerned | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | Don't give me that look, boy. It's inevitable. Everyone's time will come. | Stern | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | Your message, sir? | Worried | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | Aye... tell the world... tell them that these monsters were released by us... by P.I.R.A.T.E.S! | Embarrassed | When the player initiates dialogue with the distressed ship. | 3M |
| Farthing | What?! Checkers, is this some relative of yours? | Surprised | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | Farthing! | Displeased | When the player initiates dialogue with the distressed ship. | 3M |
| Checkers | But why? That seems a bit far-fetched. | Surprised | When the player initiates dialogue with the distressed ship. | 3M |
| Farthing | How did they get a hold of them? How many did they release? Are they going to destroy the world? I can't believe P.I.R.A.T.E.S. would do this! We are working for murderers, Captain. Murderers! | Anxiously suprised | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | I know it's hard to believe, but it's the truth. P.I.R.A.T.E.S. is looking to discredit the First Lords, and take their place at the top of Valtameri. | Stern | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Stares intensely into the survivors face> | Incredulous | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | I'm sorry, boy. They found an egg inside... inside some cargo captured from smugglers. | Peaceful | When the player initiates dialogue with the distressed ship. | 3M |
| Farthing | But... but... does that mean- | Confused | When the player initiates dialogue with the distressed ship. | 3M |
| Survivor | The egg hatched... and this is... tell the world, boy. Tell- | Desperate | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | ... He's not with us anymore, Cap' | Distressed | When the player initiates dialogue with the distressed ship. | 3M |
| Farthing | ...Captain? | Worried | When the player initiates dialogue with the distressed ship. | 3M |
| Moot | <Stands and nods at Ivan> | Dark | When the player initiates dialogue with the distressed ship. | 3M |
| Ivan | Aye, let's get back to port. I think we have a few things to ask Michael. | Solemn | When the player initiates dialogue with the distressed ship. | 3M |
| **Farthing** | **Yes, Captain?** | **Normal** | **Player selects Farthing in the Limbo Menu.** | **4L** |
| **Farthing** | **The news the survivor gave us is worrying, Captain.** | **Worried** | **Player selects the situational dialogue option in the dialogue menu.** | **4L** |
| Moot | <Nods> | Worried | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Farthing | I hate to believe we've been working for a corrupt organization | Worried | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Moot | <Frowns> | Worried | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Farthing | Maybe Michael has something to say. I sure hope he does. | Worried | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Moot | <Nods> | Worried | Player selects the situational dialogue option in the dialogue menu. | 4L |
| **Farthing** | **Captain, I just wanted to say...** | **Hesitant** | **Player selects the personal dialogue option in the dialogue menu.** | **4L** |
| Moot | <Raises right eyebrow> | Intrigued | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | I admire your bravery. | Hesitant | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Smiles> | Happy | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | I've never respected a Captain as much as you. | Honest | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Smiles wider> | Happy | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | You deserve a better helmsman than me. | Honest | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Concerned look> | Concerned | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | I feel like I'd been nothing but a hindrance, during our missions. | Embarrassed | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Shakes head> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | Well... thanks Captain! | Uplifted | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Nods once> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | I don't think the crew likes me. Ivan is always coming up with new ways to scare me. He keeps telling me to suck it up. | Disappointed | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <...> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | Checkers keeps talking about how I'm from the sea and I'm some sort of spirit. It's beginning to scare me. | Disappointed | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <...> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | You are the only one I can rely on, Captain! | Somber | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Gives Farthing a pat on the back> | Proud | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | Captain, get away from the sea spirit. He'll drag you down to the depths of the ocean and drown you! | Loud | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | SEA SPIRIT? WHERE?!?!? | Frightened | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Stares at checkers> | Disbelief | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | <Shivers> | Frightened | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Turns around and smacks Checkers across the head> | Angry | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | Ow! Fine... Farthing... there's no sea spirits. | Reluctant | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Farthing | Phew! | Relieved | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | \*Mumbles under his breath\* Except you. | Rebelious | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Smacks Checkers on the back of the head again> | Angry | Player selects the personal dialogue option in the dialogue menu. | 4L |
| **Ivan** | **Hey, Cap'.** | **Flat** | **Player selects Ivan in the Limbo Menu.** | **4L** |
| **Ivan** | **Dammit. This is nonsense. First we're told that the First Lords are behind this mess, and now P.I.R.A.T.E.S. is to blame? And it's not like there's hard evidence either way. What do you think, Cap'?** | **Angry** | **Player selects the situational dialogue option in the dialogue menu.** | **4L** |
| Moot | <Shakes head> | Solemn | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Ivan | Looking at it objectively, I'm inclined to believe Commander Small. They say dying men don't lie. But... How could we be part of an organization, and not notice that its insides have rotted? | Confused | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Moot | <Nods> | Sympathetic | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Ivan | Michael had better give us some answers. I just pray that Commander Small was mistaken. | Resigned | Player selects the situational dialogue option in the dialogue menu. | 4L |
| **Ivan** | **Hey, you know the history of P.I.R.A.T.E.S., right? How they were founded?** | **Even** | **Player selects the personal dialogue option in the dialogue menu.** | **4L** |
| Moot | <Nods> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Ivan | Well, do you know who the very first members of P.I.R.A.T.E.S were? | Inquisitive | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Shakes head> | Curious | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Ivan | Believe it or not, the first members were a few guys that had a few too many drinks. | Even | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Raises his eyebrows> | Surprised | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Ivan | I know this because my grandfather was one of those men. He and his buddies were knocking back a few cups of grog and complaining loudly about the epidemic of bandits and the uselessness of the First Lords. One of the other patrons shouted over to them, 'Hey, maybe you guys should show the government how it's done!' Of course, it was just a joke, but my grandpa suddenly got a serious look on his face and looked at his friends. After a moment, he said, 'Y'know, that bastard over there may have a damn good point.' | Informative | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <...> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Ivan | Before anyone could talk some sense into them, the men had jumped into my grandpa's sloop, armed themselves with a few rifles and swords that were stashed there, and sailed straight at the nearest bandit ship. And you know what? Those bandits were so intimidated by their drunken charge, they actually jumped overboard without a shot being fired! When my grandpa boarded their abandoned ship, he stumbled up to the bow and shouted at the bandits in the water, 'Hey! Peace Is Really Awesome! Therefore Eat-' Um, I'd rather not say what the last word is, but suffice to say that that phrase gave P.I.R.A.T.E.S. its name. | Informative | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Laughs and gives Ivan a thumbs up> | Amused | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Ivan | Thanks, Moot. Even if the organization isn't what is was, I'll always be proud to call myself a member of P.I.R.A.T.E.S. | Proud | Player selects the personal dialogue option in the dialogue menu. | 4L |
| **Checkers** | **Oh, hey Captain.** | **Tired** | **Player selects Checkers in the Limbo Menu.** | **4L** |
| **Checkers** | **For the first time in my life, I actively do not want to believe something.** | **Tired** | **Player selects the situational dialogue option in the dialogue menu.** | **4L** |
| Moot | <Pats Checkers on the shoulder> | Sympathetic | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Checkers | I know I buy into a lot of stuff some people see as crazy, but this is crazier than anything I've ever heard before! Why would P.I.R.A.T.E.S. do this? Is controlling the world really that important? | Confused | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Moot | <Shakes head> | Solemn | Player selects the situational dialogue option in the dialogue menu. | 4L |
| Checkers | Michael has a world of hurt coming to him if he knew something about all of this. | Angry | Player selects the situational dialogue option in the dialogue menu. | 4L |
| **Checkers** | **Captain? Next time we come back to port, would you play me in a game of checkers?** | **Pleading** | **Player selects the personal dialogue option in the dialogue menu.** | **4L** |
| Moot | <Raises an eyebrow> | Surprised | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | I know it seems like an odd request with all that's going on, but it's while playing checkers that I feel like I'm actually in control of something. Everything makes sense. It's all black and white. Or black and red, depending on the board. | Tired | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <...> | Normal | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | Also, I think you'd make a pretty good opponent. Mind you, I'll definitely win, but I'm sure your aggressive nature will cause me to sweat a few times. | Happy | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Moot | <Grins and nods> | Agreeable | Player selects the personal dialogue option in the dialogue menu. | 4L |
| Checkers | Thanks, Captain! I'm looking forward to it! | Excited | Player selects the personal dialogue option in the dialogue menu. | 4L |
| **Michael** | **Ah, it's good that you're here, Moot, your next-** | Official | **Player selects Michael in the Limbo Menu.** | **4L** |
| Moot | <Throws a hat at him> | Aggressive | Player selects Michael in the Limbo Menu. | 4L |
| Michael | What the hell are you... wait, this is... | Confused | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Crosses his arms> | Angry | Player selects Michael in the Limbo Menu. | 4L |
| Michael | ...Where did you get Commander Small's hat? | Dark | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Points toward the ocean> | Angry | Player selects Michael in the Limbo Menu. | 4L |
| Michael | I can only assume from your attitude that Commander Small was alive when you found him? Meaning the cat is out of the bag, then. | Dark | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Narrows eyes and steps toward Michael> | Furious | Player selects Michael in the Limbo Menu. | 4L |
| Michael | Now just wait a second and think about it. You know as well as I that the First Lords aren't fit to rule over anyone. P.I.R.A.T.E.S. has done their job for them for the last 70 years! The people are ready for a revolution. All they need is an excuse! P.I.R.A.T.E.S. is not only giving them that, but an alternative that they actually want! When P.I.R.A.T.E.S. save them from this 'government threat,' they'll beg us to lead them! It's what they want! | Excited | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Gnashes teeth and punches Michael> | Furious | Player selects Michael in the Limbo Menu. | 4L |
| Michael | You barbarian! What's wrong with P.I.R.A.T.E.S. giving the people what they want? | Indignant | Player selects Michael in the Limbo Menu. | 4L |
| Ivan | What they want?! You sure about that? You think they want to be lied to? | Angry | Player selects Michael in the Limbo Menu. | 4L |
| Michael | Then the First Lords are a better choice?! | Indignant | Player selects Michael in the Limbo Menu. | 4L |
| Ivan | As a matter of fact, yeah. They didn't lie their way to where they are, and they didn't release a huge sea monster threat on the world! | Angry | Player selects Michael in the Limbo Menu. | 4L |
| Michael | But people will think they did! | Defensive | Player selects Michael in the Limbo Menu. | 4L |
| Checkers | And you think reality is just perspective? You idiot, something doesn't need to be known in order to be true. Even if history says P.I.R.A.T.E.S. saved the world, the fact remains that they didn't. Eventually, that lie will crumble. | Analytical | Player selects Michael in the Limbo Menu. | 4L |
| Michael | What the hell are you talking about?! You believe anything anyone's ever told you! | Annoyed | Player selects Michael in the Limbo Menu. | 4L |
| Checkers | Only until there's irrefutable evidence to the contrary. | Matter-of-fact | Player selects Michael in the Limbo Menu. | 4L |
| Michael | That's why there won't be evidence! | Frustrated | Player selects Michael in the Limbo Menu. | 4L |
| Ivan | You fool. Why did P.I.R.A.T.E.S. become popular in the first place? The people loved us because they WERE us. The moment you try to set yourselves above the people, P.I.R.A.T.E.S. will just be another group of politicians trying to control the world. | Angry | Player selects Michael in the Limbo Menu. | 4L |
| Michael | So anarchy is your answer? | Frustrated | Player selects Michael in the Limbo Menu. | 4L |
| Farthing | Of course not, but P.I.R.A.T.E.S isn't either. Doesn't P.I.R.A.T.E.S exist to step in where the government can't? We don't have any business managing other people's lives. | Uneasy | Player selects Michael in the Limbo Menu. | 4L |
| Michael | ... | Contemplative | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Turns to a nearby table and begins to write> | Steamed | Player selects Michael in the Limbo Menu. | 4L |
| Michael | Then what do you plan to do? Leave the organization? | Defeated | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Finishes writing and hands Michael the paper> | Firm | Player selects Michael in the Limbo Menu. | 4L |
| Michael | ...What?! You can't be serious! 'Come clean to the government?' 'Take out the source of the sea monsters?' | Disbelief | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Nods> | Firm | Player selects Michael in the Limbo Menu. | 4L |
| Michael | ...Fine. I'll tell you what you want to know. I'll even give you the evidence you need. But when you set sail for your suicide mission, I'm going into hiding. I don't have any plans of being a martyr. | Dark | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <Nods> | Firm | Player selects Michael in the Limbo Menu. | 4L |
| Michael | First of all, here's the letter from my superiors giving me my orders. That should be all the evidence the government needs. As for the source of these sea monsters... | Official | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <...> | Normal | Player selects Michael in the Limbo Menu. | 4L |
| Michael | All the sea monsters spawn from a 'queen.' P.I.R.A.T.E.S. hatched it from an egg and released it inside Phillip's Cave. It should still be there. Take out the queen, and the other sea monsters won't live to see the next day. | Official | Player selects Michael in the Limbo Menu. | 4L |
| Farthing | Where in the world would P.I.R.A.T.E.S. get an egg like that? | Curious | Player selects Michael in the Limbo Menu. | 4L |
| Michael | From you, actually. We found it in the cargo you recovered on your first mission. | Dark | Player selects Michael in the Limbo Menu. | 4L |
| Moot | <...> | Normal | Player selects Michael in the Limbo Menu. | 4L |
| Michael | Moot, be careful. I still think P.I.R.A.T.E.S. could have done a better job of ruling the world, but maybe it's not the job they're meant to have. I don't think we'll see each other again, but if the government ever stops looking for me, I hope our paths cross. | Concessive | Player selects Michael in the Limbo Menu. | 4L |
| **Farthing** | **You sure about this, Captain?** | **Nervous** | **When the fourth mission is started.** | **4M** |
| Moot | <Nods and looks forward> | Determined | When the fourth mission is started. | 4M |
| Farthing | Alright. We should be at the First Lords of the Admiralty military outpost in a short while. | Resigned | When the fourth mission is started. | 4M |
| Official | Well if it isn't Moot Sile, captain of Sonatu. How can I help you? | Sarcastic | When the player initiates dialogue with the outpost. | 4M |
| Ivan | We heard P.I.R.A.T.E.S.- | Forceful | When the player initiates dialogue with the outpost. | 4M |
| Official | Was I talking to you? | Annoyed | When the player initiates dialogue with the outpost. | 4M |
| Ivan | That doesn't- | Stubborn | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Places hand on Ivan's back> | Normal | When the player initiates dialogue with the outpost. | 4M |
| Ivan | Aye, Cap'! | Apologetic | When the player initiates dialogue with the outpost. | 4M |
| Official | As I was saying, what can I do for a P.I.R.A.T.E.S. member? | Annoyed | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Hands the government official a piece of paper> | Normal | When the player initiates dialogue with the outpost. | 4M |
| Official | Why don't you tell me what you want, kid? You are wasting my time. | Annoyed | When the player initiates dialogue with the outpost. | 4M |
| Farthing | Well you see, our Captain is... a pretty quiet chap. | Explicative | When the player initiates dialogue with the outpost. | 4M |
| Ivan | He's a mute, dammit! | Irate | When the player initiates dialogue with the outpost. | 4M |
| Farthing | Wait... really? | Baffled | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Nods knowingly> | Normal | When the player initiates dialogue with the outpost. | 4M |
| Official | Very well. | Miffed | When the player initiates dialogue with the outpost. | 4M |
| Official | <Reads the note> | Curiously | When the player initiates dialogue with the outpost. | 4M |
| Checkers | Well...? | Timid | When the player initiates dialogue with the outpost. | 4M |
| Official | By the Gods! This is absurd, and you want reinforcements too, kiddo? | Flabergasted | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Nods excitedly> | Determined | When the player initiates dialogue with the outpost. | 4M |
| Official | Why would the government help P.I.R.A.T.E.S. after what you've told me? | Indignant | When the player initiates dialogue with the outpost. | 4M |
| Ivan | We didn't do it, sir. We came clean. We thought the government would appreciate this. | Calm | When the player initiates dialogue with the outpost. | 4M |
| Official | I guess you aren't at fault here. | Resigned | When the player initiates dialogue with the outpost. | 4M |
| Checkers | No, we aren't. Actually, I bet if you tracked the fault back far enough, I bet you'll find the Deep-Sea Don's grubby little hand in the metaphorical cookie jar... | Firm | When the player initiates dialogue with the outpost. | 4M |
| Official | Shut your mouth or I'll cut your tongue out. | Annoyed | When the player initiates dialogue with the outpost. | 4M |
| Checkers | ... | Normal | When the player initiates dialogue with the outpost. | 4M |
| Official | I'll see what I can do, Moot. I'll let the First Lords of the Admiralty know, but to me, this looks like a fair deal. The reinforcements will meet you right outside of Philips' Cave at 2:00PM sharp, like you requested. | Official | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Nods head and then proceeds to shake hands with the official> | Determined | When the player initiates dialogue with the outpost. | 4M |
| Moot | <Taps foot impatiently> | Impatient | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Ivan | Checkers! What's the time? | Commanding | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Checkers | A good deal past three, sir! | Loud | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Moot | <Stamps his foot and glares at Ivan> | Impatient | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Ivan | It's a good bet that they're not coming, sir. What are your orders? | Calm | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Moot | <Stares at the cave entrance for a few moments, then points inside it> | Determined | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Farthing | Oh, come on! We're going to fight this thing alone?! | Terrified | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Ivan | Cap', for once, Farthing may not be wrong to be scared. We don't know what this thing is capable of. | Careful | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Moot | <Glances at each member of his crew, walks to the bow of the ship, and draws his sword> | Wild | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Ivan | A single ship against a monster queen? This is like a bad joke. | Amused | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Checkers | You'd certainly know. | Nervous | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Farthing | Even though we're sure to die... Aye, Captain! | Terrified | When the fade out - fade in finishes and the player is left waiting in front of the cave's entrance. | 4M |
| Checkers | Guys, I've spotted- | Loud | When the player enters the cave. | 4M |
| Ivan | We can see it from here. | Irritated | When the player enters the cave. | 4M |
| Farthing | Ok, can we please not do this? That thing is the ugliest thing I've ever seen. | Mortified | When the player enters the cave. | 4M |
| Ivan | You don't pass by many mirrors, do you? | Normal | When the player enters the cave. | 4M |
| Moot | <Snorts> | Laughing | When the player enters the cave. | 4M |
| Farthing | Is this really the time for jokes? | Exasperated | When the player enters the cave. | 4M |
| Checkers | Guys, it looks like it's noticed us. | Bewildered | When the player enters the cave. | 4M |
| Moot | <Points at it with his sword> | Wild | When the player enters the cave. | 4M |
| Ivan | Aye! Let's rip it to pieces! | Bloodthirsty | When the player enters the cave. | 4M |
| Moot | <Raises fist in the air triumphantly, brings it down, and pounds his chest twice emphatically> | Triumphant | When the player defeats the sea monster queen. | 4M |
| Farthing | I can't believe it... | Disbelief | When the player defeats the sea monster queen. | 4M |
| Checkers | Crap! I forgot! I had so much I wanted to ask it! | Disappointed | When the player defeats the sea monster queen. | 4M |
| Ivan, Farthing | Shut up, you fool! | Annoyed | When the player defeats the sea monster queen. | 4M |
| Moot | <Stares blankly at Checkers> | Annoyed | When the player defeats the sea monster queen. | 4M |
| Ivan | Congratulations, Cap'. You really pulled it off. | Grateful | When the player defeats the sea monster queen. | 4M |
| Moot | <Smiles and nods slowly> | Humbled | When the player defeats the sea monster queen. | 4M |
| Checkers | Hey, can we leave? This place kinda smells. | Irritated | When the player defeats the sea monster queen. | 4M |
| Farthing | Yes, let's leave this place and NEVER come back. | Normal | When the player defeats the sea monster queen. | 4M |
| Moot | <Grins and nods> | Agreeable | When the player defeats the sea monster queen. | 4M |
| Gov't Navy Captain | Moot Sile, captain of Sonatu! By order of the First Lords of the Admiralty, you are to be tried for conspiracy to overthrow the First Lords, treason, and aggression on the seas of Valtameri! | Forceful | When the player exits the cave. | 4M |
| Moot | <Eyes widen with shock and confusion> | Bewildered | When the player exits the cave. | 4M |
| Gov't Navy Captain | On behalf of the First Lords of the Admiralty, you are to surrender and cooperate fully. Your cooperation will grant you leniency during trial; however, your lack thereof will be promptly and severely punished. You have 10 minutes to declare your surrender. | Forceful | When the player exits the cave. | 4M |
| Ivan | Bull. A trial is as good as a death warrant. | Indignant | When the player exits the cave. | 4M |
| Farthing | How could they? We freaking killed the sea monster queen! We even told them about P.I.R.A.T.E.S! This is false incrimination! | Bewildered | When the player exits the cave. | 4M |
| Checkers | The First Lords clearly have no place in their hearts for us. | Anti-climactic | When the player exits the cave. | 4M |
| Ivan | It's convenient. They declare us enemies, and take credit for saving the citizens from the sea monsters. A disgustingly smart political move. | Enlightened | When the player exits the cave. | 4M |
| Farthing | Captain, we will fight with you till the end! | Brave | When the player exits the cave. | 4M |
| Checkers | Hey, before we go down in flames, can you really not talk? | Curiously | When the player exits the cave. | 4M |
| Moot | <Nods head> | Solemn | When the player exits the cave. | 4M |
| Gov't Navy Captain | Your time is up. Men, send them to the bottom of the ocean! | Forceful | When the player exits the cave. | 4M |
| Ivan | Like hell! | Desperate | When the player exits the cave. | 4M |
| Moot | <Swings his sword and signals to charge> | Wild | When the player exits the cave. | 4M |
| **Narrator** | **Following the tragic deaths of Captain Moot Sile and his crew, the First Lords of the Admiralty declared themselves the saviors of the people.** | **Stern and grandfatherly** | **When the player and his crew suffer the tragic death.** | **1V** |
| Narrator | However, P.I.R.A.T.E.S. representative Michael, after suffering a fit of conscience, declared to any that would listen the truth of Moot Sile’s final actions. | Stern and grandfatherly | When the player and his crew suffer the tragic death. | 2V |
| Narrator | Inspired by Michael’s story, and infuriated by the government’s lies, the citizens of Valtameri once again boarded ships and took up arms. This time, their enemy was the corrupted government. | Stern and grandfatherly | When the player and his crew suffer the tragic death. | 3V |
| Narrator | Each ship that sailed against the First Lords bore the flag of P.I.R.A.T.E.S., not in recognition of the fallen organization, but in memory of the brave captain whose stubbornness forced even Fate to yield. | Stern and grandfatherly | When the player and his crew suffer the tragic death. | 4V |
| Narrator | This rebellion would give rise to heroes of its own. However, their stories are tales for another night. | Stern and grandfatherly | When the player and his crew suffer the tragic death. | 5V |
|  |  |  |  |  |
| **Game over Dialogue** |  |  |  |  |
| Farthing | Captain, we are DOOMED! We need to save ourselves. | Frightened | When the player's HP reaches 0. | - |
| Ivan | Takin' too many hits, Cap'! Let's pull back for now! | Serious | When the player's HP reaches 0. | - |
| Checkers | Hey, I'm more curious about death than anyone, but I'm not in too much of a hurry to find out. Can we retreat now? | Loud | When the player's HP reaches 0. | - |