Setsuko

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NOTE: In some cases, before the actual dialogue under the speaker’s name, there will sometimes be italicized directions that apply to either the camera or to the character. Some will indicate a particular camera move, while others indicate the emotional state of the character speaking. The latter will be used next semester, when we will be adding variant portraits for certain characters. There is even a couple of instances where I will describe an area that hasn’t been created yet.

Intro

Dialogue Segment 1

Father (Block 1)

Listen closely, Setsuko. Your Mother—her illness has grown much worse and she needs help urgently. I hate to ask you to go but I can’t walk a mile now without falling over in exhaustion.

Father (Block 2)

You must go to see the Monk of the Mountain. The path out front will lead you straight to his cave. But I warn you, you must never leave the path, for any reason.

Setsuko (Block 3)

Yes, Father. Will the Monk have medicine to make Mother better?

Father (Block 4)

I…do not know. But he is the only one who can help us now. In every direction for dozens of miles, there are only ruins—of structures and of men.

Father (Block 5)

This world is cruel, Setsuko, but we must not despair and give up like so many others. If there remains any hope, we must embrace it. But you must remain vigilant my Daughter, for there are many who would harm you.

Mother (Block 6)

Listen to your Father, Setsuko. The path…is protected. It will keep you safe. I will not…have you come to harm…on my behalf.

Setsuko (Block 7)

I will Mother. I promise. I will be back soon and then you will be better again and we can—Mother....?

Father (Block 8)

She’s just fallen back to sleep, Setsuko. It’s time to go now. Remember what I have said and you will be fine.

Setsuko (Block 9)

Goodbye, Father!

Monk Path

Dialogue Segment 2 (Straying from Path 1)

Setsuko (Block 1)

Oh no! I’ve wandered too far from the path. I will be lost if I don’t stay keep closer to it.

Dialogue Segment 3 (Straying From Path 2)

Setsuko (Block 1)

I promised Mother I would not leave the path! I must head back now!

Dialogue Segment 4 (Straying From Path 3)

Setsuko (Block 1)

Father warned me of the dangers that lie off the path. I should go back and continue to the Monk’s cave.

Dialogue Segment 5 (Monk Bridge – Success)

Setsuko (Block 1)

That bridge; it made me feel funny when I crossed. I feel....happy now—and warm, from somewhere in the center of my chest. Everything looks bright and glowing. It’s just like when Father puts me on his shoulders or Mother sings to me.

*Camera pans to show cave in the distance*

Setsuko (Block 2)

Oh! I can see the Cave now! I forgot about it for a moment there. Just a little farther to go and everything will be alright!

Dialogue Segment 6 (Monk Bridge – Failure)

*As Setsuko starts to walk across the bridge*

Setsuko

What....what is that sound? And why do I feel so strange—like I’m all empty inside? It feels bad and....wrong. Oh no! What’s happening to the bridge?!

*The bridge falls and Setsuko falls into the water*

*Fade to black*

Diviner Path

Dialogue Segment 7

*Setsuko has just washed up on the shore of the river*

Setsuko (Block 1)

*Sad and miserable*

Where am I? It’s dark and it’s cold and I have no idea where I am. I think I might sit down and cry.

Setsuko (Block 2)

*Determined; A look of resolve*

No, Setsuko! Stop it, right now! Mother needs me so there’s no time to stop and cry…even if I do really want to.

*Camera dollies and pans to show the Diviner’s path*

Setsuko (Block 3)

Oh! Another path! Maybe this will take me back to where I fell into the river. I have to hurry though; I’ve already been gone too long!

Dialogue Segment 8 (Diviner House – Outside)

*Setsuko approaches a large, elegant house to the side of the path*

Setsuko (Block 1)

Oh wow, what a big house! And it’s so beautiful! Who could live here out in such a nice place next to such a nasty swamp?

Diviner (Block 2)

*With no portrait, or maybe just an ambiguous, featureless one*

I do.

Setsuko (Block 3)

Ahh! Who said that? Where are you?

Diviner (Block 4)

*Portrait is revealed this time*

Up here, little girl.

*Camera pans to focus on the entrance to the house*

Setsuko (Block 5)

I still can’t see you. Why are you hiding inside? Come outside if you want to talk to me.

Diviner (Block 6)

*Angrily (to use with variant portraits later)*

I will not be commanded by a little *thing* like you. And I will certainly not be stepping outside in this weather.

Diviner (Block 7)

*Calmer; Regaining composure*

Ah, but where are my manners? Look at you—you’re drenched from head to toe. You must step inside, dry yourself off, and drink some hot tea or you’re liable to fall ill. And then you’re poor father will have two sick girls to take care of.

Setsuko (Block 8)

I am really wet…and cold…and maybe some tea would be nice…Wait, what were just saying about my father?

Diviner (Block 9)

*Smiling and mischievous*

Nothing at all. But I do insist you come in now, for there is much we might have to talk about, I think. Come, the tea is almost ready.

*Camera dollies and pans to look at house straight on. As Setsuko, walks up the stairs, the camera zooms in towards the door as the screen fades to black*

Dialogue Segment 9 (Diviner’s House – Inside)

*Fade in on the Diviner and Setsuko stand inside a large, open room with wood flooring and bamboo walls. They are next to a large, roaring fire, but otherwise, most of the room is hidden in shadows. Beneath them, on the floor, is a large, painted pentagram.*

Setsuko (Block 1)

Thank you very much for the tea and letting me warm back up, but I need to go now. I still have to get medicine from the Monk of the Mountain and—Oh! It’s already so late!

Diviner (Block 2)

*A look of thinly veiled disgust*

“Of the Mountain” you say? Since when has that penniless, pious fool done anything to deserve such an epithet? No, my little Setsuko, you will find no help there, I’m afraid.

Setsuko (Block 3)

*Distressed, anxious*

But my Father told me he could help us; that he would give me something that would make my Mother better. She’s been so sick and I…I just want her back the way she was.

Diviner (Block 4)

Yes, yes, child, I’m sure that you do, but tell me: did your Father tell you *how* this monk might actually be able to help? Are you absolutely sure the monk would be able to provide you with cure?

Setsuko (Block 5)

*Confused, then confounded*

Well, he said…he said the monk was our only hope and so I thought he meant…Oh, I don’t know!

Diviner (Block 6)

Look down on the floor, Setsuko. What do you see there?

Setsuko (Block 7)

Oh, it’s a big star! I didn’t even notice it before. But why would you paint a star on your floor? I mean, I like it and all, but…

Diviner (Block 8)

*Over the next three blocks, the top half of the screen will dissolve into stylized, wavering images (created by Travis) of the destruction, both to land and to the people, caused by the nuclear bombs.*

Because it is a symbol of great power. Or to be precise, it is the symbol of a man who once possessed great power. His name is Abe no Seimei and he was the most powerful Diviner the world has ever seen. Well, until me of course.

Diviner (Block 9)

Our land has been destroyed, Setsuko, and our leaders have failed us. We have been overrun by a foreign enemy, our pride strength replaced with fear and weakness.

Diviner (Block 10)

*Slightly sinister*

But that will all change. With Seimei’s power, no weapon made by the hands of man will ever scar our land again. I will heal and make strong what is now diseased and feeble. Through me, our nation will be made whole again.

*Top half of screen dissolves back into the interior of the house.*

Setsuko (Block 11)

You can heal? Could you heal my…my Mother? Oh please! Please, help! I will do anything. You have to help us!

Diviner (Block 12)

*Angered, then subdued*

Quiet, child! I told you, I will NOT BE COMMANDED! Not again! Never again…

Setsuko (Block 13)

*Scared*

I’m sorry, I’m just so worried…and sad…and angry. Why does it have to be *my* Mother? What did I do? It’s not right!

Diviner (Block 14)

*Calmer*

Yes, child, you see it now too I think. It isn’t fair, but what if you had the power to change the things that are wrong? What would you do to gain such power?

Setsuko (Block 15)

I would do anything to help my Mother! Tell me what—I mean, what can I do to get the power to cure her?

Diviner (Block 16)

*Laughing*

You? No, child, you would never be able to wield such potent forces. But you can do something to help me. And then, I promise, I will help you.

Diviner (Block 17)

There is a cave very near to here. Deep inside lies a relic, an item that once belonged to Abe no Seimei. Retrieve this for me and I will cure your Mother.

Setsuko (Block 18)

*Ecstatically joyful*

Really?! You will? And that’s all I have to do? OK, just show me—wait, why don’t you just go get it yourself?

Diviner (Block 19)

Oh, I could, yes; I could very easily indeed. But this is about you, child. This is a test of your willingness to serve the one who would grant you life. Do you decline this offer?

Setsuko (Block 20)

No! No, I’ll go! I’ll leave right now!

Diviner (Block 21)

Your enthusiasm is charming, but you before you run off without the slightest clue of where to go or what to do, let me offer you a…guide of sorts. Do you see that old parasol in the corner there?

*Setsuko walks over to a corner of the room and picks up the parasol*

Setsuko (Block 22)

This old thing? How is this going to help me? It could barely keep the rain off my head.

Diviner (Block 23)

It is quite old; over 100 years in fact. But that’s neither here nor there. I am telling you to take it, so you will. And now you must leave, Setsuko. Do not return to me unless you have the relic, do you understand?

Setsuko (Block 24)

Yes, absolutely. I’ll be back before you can…umm…I’ll just leave now. Bye!

*Screen fades to black as Setsuko walks toward the door.*

Dialogue Segment 10 (On Path to Dungeon)

????? (Block 1)

*Using the “blank”, ambiguous text sprite box*

Ow! Hey, quit it—OW!!

Setsuko (Block 2)

*Surprised*

What the --? Who said that?

??????? (Block 3)

Down here. In your right hand.

*Setsuko holds up the parasol*

Setsuko (Block 4)

*Shocked, scared*

AHHHHH!

Kasa Obake (Block 5)

Stop screaming! You’ll wake up the maniac vampire giant devil!

Setsuko (Block 6)

*Still scared, but quiet*

Vampire giant devil?! Where? Where is it?!

Kasa Obake (Block 7)

I’m just kidding. I just needed you to shut up for a minute. Now, would you please open me up so I can talk to you like a normal spirit demon?

*Setsuko opens the parasol*

Kasa Obake (Block 8)

Ah, much better. Now, listen up kiddo: I serve Mr. Power-Mad Crazy Hat back there. I don’t like it, but he…tricked me. It’s a long story and not important right now.

Kasa Obake (Block 9)

What is important is me helping you get the neat thing from the scary place so I can go back to hiding in bushes and licking unsuspecting humans. Got it?

Setsuko (Block 10)

Uh—umm, you lick people?

Kasa Obake (Block 11)

Oh yeah. It’s the best. You should try it some time. Let me show you!

(Press A to shoot out the tongue)

*After player shoots tongue…*

Kasa Obake (Block 12)

Pretty neat, right? But wait, it gets better. This long, red slab of muscle—er, my tongue that is—can do all sorts of tricks. You see that lantern over there?

*Camera pans to lantern, then back*

Kasa Obake (Block 13)

Target it first so I know what you’re lookin’ at.Then just say the word and I’ll let it rip!

(Pull and hold the Right Trigger to target objects in the environment. You can change targets while holding the trigger down and pressing Y at the same time.)