

In the extended intro:

grammar: "In a world torn apart by war, there arose a terrible sorcerer named Zuriel, that ravaged the planet Gaia, and stained its sky black as blood."

If there is a comma after Zuriel, then there should be one after sorcerer as well, since "named Zuriel" isn't important. (Though, since it IS important, you should remove the comma after Zuriel instead.

In general, it is not grammatically acceptable to have ellipses followed by a question mark. Ellipses can indicate inquiries as well as statements.

(For example, in the introduction, where Biggs and Wedge are talking, it should be, in my opinion: "I'm sure you've heard the stories that have emerged from there lately... You know, the ones about the witch?"

(Question for SBM: "Well, she spent her entire life being raised as a test subject and a weapon of war..." Is the "being of "being raised" redundant?)

"What could this be about...?"

One or the other, but not both. People will read it less as a question with ... , though they'll also see how hard/deep he's thinking about the topic, and likely add the ? on their own.

"Fools!! You two had better pay REAL close attention to your next mission..."
REAL should be REALLY.

"The all-powerful, Tritoch."

The comma shouldn't be there, unless "all-powerful" is a title/alternate name that Tritoch is commonly known by. (And if that's the case, then it should be All-Powerful.)

"The town of Fraust is set in the southern westernmost mountain range in the world."
Should be south-westernmost.

Biggs: "Huh? No... We're done here, so lets get the hell out!"

lets should be let's. (Technically, should add "of here" after out, but leaving as is adds to the urgency, as well as shows that not everyone speaks the way they should write.)

The fight against Kefka is no longer controlled? Drat. I guess that was to remove the chance of getting a relatively powerful item dropped if you managed to win?

Fraust:

"Imperial Juggernaut Mecha?! So, not even Fraust's safe anymore from the Corporation's blight...!!"

Anymore's placement reads oddly to me. Should be at the end of the sentence. *Continual reminder to go through the game checking for ...? and ...! and making a choice for what punctuation to use*

EDIT: I named Aurora 'Dawn', so if I slip up later, Aurora is whom I am referring if I type Dawn.

(I assume the following is intentional - Madsur: string s = (0x81 % 0x04 != 0x10 ? "Hello!" : "Get lost!"); Console.WriteLine(s);)

I sat and listened to the World Map music, and it just... Dragon Quest? It's inspired by Dragon Quest, if my ears aren't deceiving me? I just... Tears. Tears of love falling from my face right now.

Love the choice in music for the Chocobo Stable. Had to use a Snuggy to make it to the castle.

There is a thin, purple line on the left, bottom, and right sides of the text box while in Daventry.

Boss fight seemed a bit more balanced with the Mechs. (King dude was lv 10, Cloud 8, and Aurora 7, I believe.)

Encounter rate in general seems a TAD high for someone like me who explores the whole map, not really knowing what to do or seeing if there's secrets, etc, but not, like, overwhelmingly so or anything.

Ran into an Embra, or whatever it's called, and it wiped me out in two moves. ~_~ Moved immediately, dealing 100+ to everyone, I make Aurora try to heal, Cloud attacked, then it used the flame move again and killed everyone. Waiting to see if it happens again, or if it's really a * enemy like that.

EDIT: Second time it used Singe twice, which, while still nearly 1-hit KOing Aurora and Cloud, was at least survivable.

(On a random note: do Espers still give stat boosts?)

Sleep Status question: Is it intentional that when awoken, you lose your ATB gauge entirely, even if you had inputs commanded before they went to sleep?

OMG... Seascape Town is Mystic Quest music?! *is dying from the awesome references*

Also, before I go using my tabs... Do levels and stats and whatnot reset in the WoR? That's the one thing I hated in the original, was that the stats you got from the espers in the first world went away in the second.

And now I don't know who Oboro is supposed to be from. So that makes Oboro, Serin, AND Ronan that I have no clue what they're from. *Is disappointed he can't look them up successfully either*

While I'm at it, levels are, at the moment:

Cloud - 9

Serin - 10

Aruroa - 8

At the Cabin:

Old Man: "Well, as I live and breath! King..."

Breath should be breathe. Breath is a singular term, such as "a breath of fresh air". "Breathe" is what we do continuously without thinking about it.

When Goombas are hit with Cosmic Fang, nothing happens. Does the 'miss' pop-up not happen to enemies who are immune to it?

What... the BLOODY HELL was THAT?! Aurora just used... Deus Wind, or something? Did a CRAP ton of damage! Is that like a random chance thing inherent in her, or her weapon, or something else?

When covering in a Pincer Attack, the character blocking remains facing left. (Cloud is in my 1st slot, with Aurora in my 3rd, so when he blocks an attack for her, he faces left even though the enemy is to the right.)

Grabbed some of the treasure from , then went back to heal so I could make it to the save point more easily. Levels are:

Cloud: 12

Serin: 12

Aurora: 11

Raditz: ... Okay, that's just CHEAP. Aurora was in the back row, AND Defending, and his Shock Wave thing STILL took her out in one hit. (188 HP) I'm sorry, but that's just a LITTLE broken. ~_~ (OH COME ON! Cloud doesn't counter it either?! Just how freaking gay IS that attack?!)

The "Big ol bear" comment by Ronan makes even less sense now than in the original. Too close to original script, I think.

Impossible to use Ronan's Chi-Earth Ability. I hit the X button, and it acts like I hit the A button.

At the Merc Hideout, levels are as follows:

Cloud: 13

Serin: 14
Aurora: 13
Ronan: 14

Level Grinded on the River to about level 18.

You blocked off the bridge for Cloud's path?! Now that's just mean-spirited...

WTF. I hit the Guard with Cloud's Counter-Attack, PLUS like... four Bravers, and he STILL didn't die! WHAT THE FREAKING HELL...

Liked the riddle, though. Wa a much shorter version of the one in Sonic. (The OLD cartoon. (aka the good one.))

EDIT: The following two grammar things are still from the .22 patch because I forgot to get and install the new one, so these might have been fixed already. Derp.

Sorry, haven't written much. ^^;
Currently on the Phantom Train.

"Death is a black chocobo that lies down at every door. Sooner or later we must all ride the chocobo."

(Should be a comma after later, or else shift "sooner or later" to the end of the sentence, depending on how you want the sentence to flow.)

When they're about to jump across the roofs of the cars:

"Dont ask, just do!"

Don't

"It was my partner, who did it."

No comma. Unless there's a name to go after partner, followed by another comma, there shouldn't be a comma in that sentence. (While "who did it" isn't needed, which normally means a comma, in this instance it is not needed.)

(Rushed by too fast to see if "It's a deal" from the reaper has an apostrophe or not, but it should if it doesn't.)

Arc: "No, dont!"

Don't

"To remain here past this point will be of no help to you, the Phantom Train is immune to my powers."

Run-on sentence. Change the comma to a period or a semi-colon.

(In general, the woman seems to jump back to her spawning point instead of hovering back. Not sure if that's intentional or not.)

"Don't sweat it kid. Now..."

Technically, there should be a comma after it, but it's a flow choice. Adding a comma will add a break, so it's a matter of what tone you want.

... Taking a break before I start raging at HOW UNFAIR THE PHANTOM TRAIN IS OMFG. I'M FREAKING LEVEL 20. IT SHOULD NOT BE THIS FREAKING HARD!

(Finally won, but GOOD GRIEF. Took, like, ten tries, and that was WITH knowing about how to get/where to find the Gryphon Eye or whatever in Seascape Town!)

"We can talk about it later, we have a lot of..."

Run-on sentence. Change the comma to a period or semi-colon.

Okay, playing again, and I nearly DIED laughing as I sent drugs to Lulu. (What's even better is imagining sending them to the FFX Lulu.)

"I suppose this will let us breath underwater. Looks..."

Breathe.

Liking the river music. Though it being peaceful is quite an interesting choice, compared to the chaotic pace of the original. Trying to show that the river is more slow-moving in this world, I suppose? X3

Found a wall glitch thing in the first river cave. Where I'm standing, you can't go left, but if you go down one, you can go left, but then you can't go up. (BG 2 Layer is disabled in the shot.)

<http://i1103.photobucket.com/albums/g475/DarethWinterstone/Wall.png>

Also, a TINY part of me hates that a character doesn't get to counter-attack if they dodge the attack. I mean, I get it, but at the same time, it still sucks. XD

Driving me NUTS that I can't place the music in Township. I KNOW I know it, but... GAH!

EDIT: Five seconds later, it hits me as Earthbound, I believe. DERP!

"You can use magic, too?!"

Take out the comma. You wouldn't write "You can use magic, as well?!" would you? No, no you would not.

Kefka was much less irritating, but that's because I felt like I could find the root problems with him. (Being the poison and the petrifying.) I only died to him once or twice before crushing him. (Had Ronan, Avalon, and Aurora. Used the Moogles to bypass all of the fights but one soldier and the behemoth or whatever the running unit was.)

Okay, SO proud of you guys for the original Esper form. Just... nice. I notice you couldn't really add the floating up and down/billowing hair that the original had, but it's still nice.

Have to take a break again. Will pick up again tomorrow, most likely.

I lied. Won't have time to play again until Monday or Tuesday.

OMFG! YOU USED LUFIA FOR CLOUD'S FLASHBACK FOR AERITH
POEN:LSFNGBITKLGRFVNI.,abnjeptajsfzvnjabgkhtejl;agno;zvf
died from awesome

Aerith fights seem to drag on for forever...

I haven't been pointing out run-on sentences like I should, but here's another.
Aerith: "You people are sick, I will never..."

Twilight Vista
Citizen near Item Shop: "We're real careful about..."
really

Curator still says Maria. Intentional? (Exploring before getting Aurora back)

From the Regen rate, I take it I shouldn't be trying to fight Metroid yet. (Even Berserked Ronan can only do 1.3, 1.4k, and that's about what it's recovering.)

LOVE the Secret of Mana music for the Esper scene. Really love what was done with it. X3 A bit faster-paced, but I think that kind of helps drive the sadness in. (Like, slower sad music is for you to start crying, but this faster version is like when you've already started, and it's really flowing, and while you're crying, you're also starting to get REALLY pissed at... whatever, and that's where the speed is from. At least, that's what I think when I listen to this version.)

Lockirby2: In Fraust, after finishing the scenarios, the Mayor says "We choose neutrality..."
Neutrality is spelled wrong.

Lockirby2: When you talk to Astral after Kefka@Fraust, he says that Aurora holds the future to our survival. Should that say "key" to our survival? It sounds off.

Lockirby2: The old man who lives alone south of Kohlingen says that “The outside world is in a turmoil.” Shouldn’t the “a” be removed from that statement?

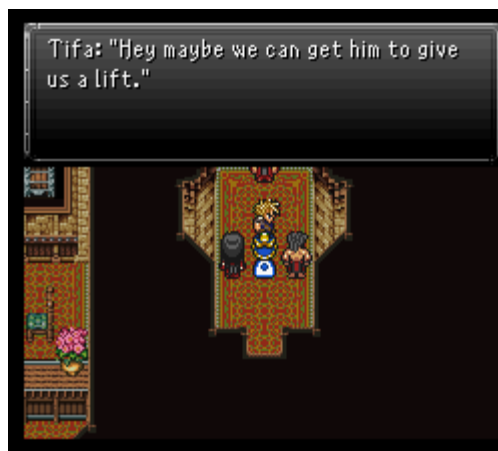
Driving me insane that I don’t know the waltz music. I KNOW I know the music, but I can’t place which Dragon Quest/where in the DQ series it’s from. Wait. Whistling it...
HERP A DERP. FFI Shop Theme. *moves laptop to headdesk*

Love how the inn/rest music plays, and then the game over music. XD

Ultros was only annoying because Cloud was underleveled (15), and I had no more healing items, so I had to rely solely on Regen. (Couldn’t keep Cloud alive long enough, and Regen wasn’t healing him enough, so I just left him dead. I remember getting no EXP in the fight anyway, so I figured he wouldn’t miss anything anyway. XD)

lol’ed at the Cid impersonation. Not quite the same charm as the original, granted, but still.

Taking a break at Rampart. (So didn’t get much done, really, but you know. Whatevs.)



Lockirby2:

There be a comma after Hey.

Sorry it’s been awhile since I’ve had time to play. Spending my time now by level-grinding to get Cloud up to a decent HP amount to put him in the front row, where he can actually do stuff. (He’s a good 6 or 7 levels behind everyone else.)

Lockirby2: In the Impresario's dialogue after you’ve failed the Opera House, he’ll say things like “You have 2 more chances.” It seems like it would flow better if the numbers were spelled out as “two” or “three” instead.

MT: Yeah. You only use the actual numbers when they’re large. 1-10 are NEARLY ALWAYS spelled out.

(What does Stamina DO, exactly? (Looking to spend my tabs, but I don't know what it does, exactly.)

Lockirby2: One thing that I've always seen as strange in vanilla as well is the line where Ultros says that he'll "pretend to be Otis/Setzer" and foil our plan. He never does anything to pretend to be Otis; he really just tries to drop a weight on the stage...

Shiva: "Ramuh did my love, that's..."

Ramuh did her love? ~Oh mai~

(Insert a comma after did.)

... Okay, getting pissed again. Fighting Proton, and I STILL only have access to wimpy Cure? How am I supposed to stay healthy enough to do DAMAGE to him? Everyone but Cloud is Level 25. It's not like I'm a low level, so... What am I missing?

... PLUCK. I need wall/reflect rings, don't I? Is there even anywhere I can BUY them, or am I just *ed because I'm in the place and can't get them anywhere?

... OH COME ON! Shell doesn't do ANYTHING for special abilities?! What... THAT IS CHEAP! I can't reduce damage from being in the back row, having Shell, OR having Reflect?! How am I supposed to beat this guy?! I can't heal 600-700 damage in one turn, when that's what he's doing just about every fricking turn!

I just can't figure it out. Debuffs don't work on it either, so it's not like I'm supposed to slow it, or berserk it, or... whatever! I am so lost I just... am SO ticked at the game right now.

I ended up having to use three Rib-eyes to keep Avalon alive by himself to keep using Havoc, because everyone else just kept dying. (I mean, seriously, WTF. How the PLUCKING HAIL are you supposed to stay healed in that fight, or any boss fight?! I STILL only have wimpy cure, and that does all of 200-300 for ONE character, or maybe 150 to all four. That does JACK SHIT against a boss that does anywhere btw. 400-800 a turn.)

The sprite for the Mr. Saturn Magicite does not exist/show up in the Lab X or whatever. Is that supposed to happen?

OH COME ON. You can get into fights at the bottom of the elevator ride? That caught me off-guard... (I assume it's so people have a chance to buy what Neko has to offer? (Though no music to fight to is really weird.)

Lockirby2: Cloud still says this:



Maybe I'm misunderstanding something, but how exactly did Cloud abandon Aerith in ROTDS? From what I saw he was just slow getting there, and there was no abandonment involved.

Lockirby2:



Unless this is another one of those references that's scattered all over these towns, this is a mistake. I presume that you meant to say "ever since I was a child"?



Lockirby2:

Missed a Foresta >> Thistle name change.

Jericho... The music is familiar, but I'm not sure I can quite place it... Is it Lufia? It doesn't sound like it, but that's the closest I can think of right now.

(Also, if I've missed an event or something, could someone tell me? I've fought Metroid, and I know about the... Bioshock fight, as well as the Tonberry, and I already have the Old Bones. I'm trying to explore as much as I can, but if I've missed a major event, please tell me?)

Lockirby2: Sairys says that he's "the Gate Keeper", but there seems to be another Esper guarding the gate a lot during this flashback. Do you think "a Gate Keeper" would be more appropriate?



Lockirby2:

Should there be a comma after insisted? Yup

Lockirby2: This guy here rants about how Dawne is horrible because she's human, and then if you talk to him immediately after, he says this:



It just seems out of place. Maybe give him one of his lines from earlier instead?

Found a good level-grinding place for my late-teen to early 20's units that are behind the others. The cave to the south of the Veldt place is great for leveling. Though the monsters are tough, they aren't as tough as the ones in the Sealed Cave...



Lockirby2: Should this say "...home to where I'm..."?

Lockirby2: Why is Leo saying impatient things like "you've finally arrived, we've been ready to go for ages" when he isn't departing until the next day? If he had already arranged lodgings, it can't be a delay because of Cloud/Aurora.



Lockirby2: Should this say "after" the banquet in case the player didn't bring Aurora to the banquet?

Talking to soldiers before the banquet, one of the Mech-Riders says:
 The espers that emerged from the Trans-dimensional Gateway are terrifying the citizen's of Glow City!"
 Should be "citizens"

"Facility X's been dismantled and..."
 "Facility X has been..." (Due to the name, you can't make it 's for has, as it appears to be possessive. That, and it's more awkward to say Exes than it is to say X has.)

"Interrupt me while I enjoy a nice seat on my throne" (Or something like that.)
 Seat implies that there's a cushion or something, rather than he's taking a nice sit/rest. Might want to consider looking at the dialogue again to see if it can't be tweaked a tad.)



Lockirby2: It seems like there should be a comma before "I wish".

Lockirby2: Eiko's two statements that she will be back someday (after you recruit her in the WoR) are close enough together that they sound a little strange.

Sorry, guys. This summer was horrible, and now with School starting, I'm not sure I'll be able to do any more proofing. I'm still gonna play when I can, and still note stuff if I find something, but I'm not sure how much more I'll be able to do in the immediate future. I think the following picture captures how I truly feel...



Again, I'm so sorry...