DOT HACK OVA #4

Produced By:
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In Association With:
Animaze..iNC.

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04/07/03

ハルバ

バラス
変えれた

104	TOKUOKA
84	YUKI
76	MAI
62	KYOKO
55	SATO
29	GUARD A (TALL)
19	GUARD B (FAT)
11	GUARD C (FIGHTS)
10	GUARD D (GLASSES OLDER)
1	GUARD E (RADIO)
4	OWNER
2	MASAYA
1	DR. MAKINO
1	NURSE
1	TOMONARI (Pulcini) Transfer ??
2	GIRL/AURA (Lia) Transfer ??
1	HAROLD (Crispin) Transfer ??

Loop	Time	Character	Dialogue

CORRECTED, 04/02/03
Animaze..iNC. Revised for PRINT 04/07/03

Loop	Time	Character	Dialogue
1.	01:01:44:09 01:01:47:05	Owner	Here <u>you go</u>! <u>The Edomae Tempura special!</u> (ay-dough-mah-ay tempura)
2.	01:01:47:20	Kyoko	Mmmm.
2a	01:01:17:20	Yuki	O/m happy laughs.
3.	01:01:48:05 01:01:51:01	Tokuoka	*[calling out]* **Yo-o! / I've been waiting for that!** *[may have a laugh in his voice on first word]*
4.	01:01:51:02 01:01:52:17	Owner	**You got it!** *[this is Owner's signature phrase throughout the show]*
5.	01:01:53:26 01:01:56:12	Yuki	<u>The rest of the world is</u> <u>celebrating Christmas</u>... {mouthful of food}
6.	01:01:55:27 01:02:00:15	Yuki	**...and we're eating on this tiny dinner-cruise ship; it's not much of a party.** {mouthful of food}
7.	01:01:56:17	Tokuoka	[small breathing and eating sounds – optional]

Loop	Time	Character	Dialogue
8.	01:02:00:20 01:02:08:28	Tokuoka	Don't be like that, Yuki. ^ We were invited here. / 03.20 All you can eat, no charge. / 05.20 *[meaning "right?"]* You can't top that. / Uhhh?
9.	01:02:03:01 01:02:07:00	Yuki	[small happy sounds as she reaches for food, then funny angry sounds when someone else takes the tempura she wanted]
10.	01:02:07:16	Yuki	[c/m small cranky sound re the lost tempura]
11.	01:02:09:01	Yuki	*[may combine with next loop]* Awwwe, well, if the cruise came with a pass to Tokyo Disneyland... *[holds out the "awwwe," holds out the "well," then says "if" as her mouth starts to close]*
12.	01:02:13:24 01:02:18:04	Yuki	... *and* a hot-looking boyfriend, and I didn't have to do anything *else* tonight...
13.	01:02:18:04 01:02:22:13	Yuki	[eating sound, 1 bite]
14.	01:02:19:09 01:02:21:05	Yuki	*Then* I wouldn't complain. [cm chuckle] {mouthful of food}

Loop	Time	Character	Dialogue
15.	01:02:22:08 01:02:25:12	Kyoko	*{For sync}* **Yuki, ^ This is a very serious matter.** *** Yuki, you should be thinking about this more seriously.** **[or, shorter - Yuki, you should be thinking about the plan.]** ~~Yuki, you should be thinking about the operation.~~ *OKAY*
16.	01:02:25:13 01:02:29:17	Yuki	**Then I'll just start getting nervous and by the time we start, I'll be a total head-case.** **[bite, cm eating sounds]** **[or - …a total wreck]**
17.	01:02:29:20 01:02:32:10	Mai	**[small <u>upset sounds</u> as she stands]**
18.	01:02:31:08	Tokuoka	**[small om concerned reax]**
19.	01:02:31:19	Kyoko	**[small <u>concerned reax</u>]**
20.	01:02:32:20	Mai	<u>**I think I'm a little seasick.**</u>
20a	01:02:33:00	Tokuoka	<u>**C/m concern sound.**</u>
21.	01:02:35:25	Mai	**[small efforts opening and closing door]**

Loop	Time	Character	Dialogue
22.	01:02:39:29 01:02:44:20	Yuki	*[time code covers mouth]* **Looks like Mai's already getting nervous. /** **Do you think we can do it?**
23.	01:02:46:21 01:02:53:20	Tokuoka	**We've got two high school girls, one middle-aged man, and /** **Yuki. [eating sounds]** *** Minako-san, Just to confirm; so Kyoko & Mai are high school girls, and Yuki is in…middle school?---k BAI: They are all in high school. Tokuoka is just singling Yuki out because she is not taking the entire situation seriously as Kyoko and Mai are.
24.	01:02:48:10	Yuki	**[small reax, surprised]**
24a	01:02:48:15	Kyoko	**C/m sound.**

Loop	Time	Character	Dialogue
25.	01:02:53:25 01:02:58:00	Tokuoka	I guess that kinda makes us like Charlie's Angels "light," y'know what I mean? ** I guess that kinda makes us like a second-rate Charlie's Angels, y'know what I mean? *** I guess that kinda makes us like a low-grade Charlie's Angels, y'know what I mean? * I guess that kinda makes us like Charlie's Angels flunky y'know what I mean? (BAI)
26.	01:02:58:15	Yuki	[small funny worried reaction - *time code covers mouth*]
27.	01:02:58:19	Kyoko	[small funny worried reaction]
28.	01:03:02:01	Tokuoka	[small c/m effort lifting up]
29.	01:03:03:17 01:03:06:05	Tokuoka	*[to himself, re they are at sea]* We can't turn back now.
30.	01:03:21:07	Sato	[small eating sounds]
31.	01:03:46:04 01:03:49:03	Sato	Right on schedule. / Everything's ready for tonight.
32.	01:03:50:26	Tokuoka	*[meaning yes]* Mm.

Loop	Time	Character	Dialogue
33.	01:03:54:15 01:04:02:04	Tokuoka	[small om surprised reax]
34.	01:03:54:26	Yuki	[cm giggles / reax as she plays video game]
35.	01:03:59:00	Tokuoka	Uh / We got a green light. [or - We're on for tonight.]
36.	01:04:01:26 01:04:04:00	Kyoko	[re Mai is sick] Maybe we better postpone it.
37.	01:04:05:19 01:04:08:17	Tokuoka	Kyoko, we're not the only ones involved in this y'know.
37a	01:04:09:00	Kyoko	C/m concern sound.
38.	01:04:09.12	Mai	*time code covers mouth* [small weak effort] I can do it.
39.	01:04:12:11	Mai	I'm okay.
40.	01:04:14:29 01:04:16:29	Tokuoka	See ya!
41.	01:04:15:29 01:04:16:29	Owner	You got it!
42.	01:04:24:13	Tokuoka	[small reax as he leans in to light cigarette]
43.	01:04:27:14	Tokuoka	[small reax: he can't get cigarette to light]

Loop	Time	Character	Dialogue
44.	01:04:29:03 01:04:32:29	Tokuoka	I checked out your story, ^ about those things that you were telling us. ~~All about~~
45.	01:04:30:15	Yuki	Nn?
46.	01:04:32:25 01:04:35:04	Sato	You didn't believe me?
47.	01:04:35:05 01:04:37:02	Tokuoka	* Well, I like to make sure of things myself. I like to verify things in person ~~my own way~~. (BAI)
48.	01:04:37:22 01:04:43:02	Tokuoka	Some of the players' character data / their data volume is much larger than the system specs. *Their volume is much larger than the system specifies*
49.	01:04:43:11 01:04:49:16	Sato	That's true, however, if you track them for an extended period of time, the data volume reverts to normal size. [or shorter – change "an extended period" to "a period"]
50.	01:04:49:07 01:04:55:00	Yuki	Really? / Does that mean the data's being exchanged inside the system without permission?

Loop	Time	Character	Dialogue
51.	01:04:55:01 01:04:58:19	Tokuoka	<u>Well, yes, that's what it would indicate</u>.
52.	01:04:58:18 01:05:01:02	Sato	That's the "outside" that Harold ^ brought in.
53.	01:05:01:22 01:05:05:15	Tokuoka	The "outside" / 'Fraid I still don't get what *that's* all about.
54.	01:05:06:22 01:05:14:17	Sato	Harold was in love with Emma Wielant (Wee-lant). We believe that after her death, Harold may have tried to put his love for her into a tangible form.
55.	01:05:30:18 01:05:35:28	Harold	(TRANSFER FROM VOL. 1) 2:53:28 It's not the end yet. / I won't let it end. [*I assume we are plugging in lines that were already recorded in Vol. 1 — if not, the following lines should sync better — stretch the first phrase: "It's not the end yet. / Emma. / I will not let it end."]
56.	01:05:37:28 01:05:40:02	Kyoko	You're talking about "Fragment," right?

Loop	Time	Character	Dialogue
57.	01:05:41:25 01:05:53:00	Sato	*[pace it out, not fast]* **This is only a theory, but we believe "Fragment" was merely a container.** **It may be hard to understand this, but what he tried to create was a child.** **His and Emma's child.** *[slow down on the last phrase – alt. "Emma's child. And his."]*
58.	01:05:54:01 01:05:55:15	Tokuoka	**You're kidding!** ~~What's that?!~~
59.	01:05:55:08	Mai	**[small surprised reax]**
60.	01:05:58:20	Girl / Aura	**(TRANSFER FROM VOL. 1)** **23:36:10** [strange laugh] [*I believe this is the "AI Child," same one who appears at the end – loop 411 – not sure.]
61.	01:06:01:21 01:06:03:15	Mai	**A little girl.**
62.	01:06:02:27	Yuki	**[small cm surprise reax]**
62a	01:06:05:25	Yuki	**C/m curious sound.**
63.	01:06:03:28 01:06:09:04	Tokuoka	**Wait, wait, wait. /** **Listen ^ Don't you think that's a bit much?**

Loop	Time	Character	Dialogue
64.	01:06:09:19 01:06:14:20	Sato	**I'm only speaking figuratively, of course. The _"child"_ we speak of would be an AI.** I'm only speaking figuratively, of course. The "child" we speak of would be an ~~would be a cyber-being with~~ AI.
65.	01:06:15:00 01:06:16:09	Tokuoka	**Artificial Intelligence?**
66.	01:06:16:10 01:06:22:02	Sato	**Yes, An AI.** **A being that can learn and make mistakes like a human.** **The ultimate AI.** Yes, An AI. A being that can learn and make mistakes like a human. ~~It's~~ The ultimate AI.
67.	01:06:22:28 01:06:26:08	Tokuoka	_[figuring it out]_ **That tolerates "wavering"…**

Loop	Time	Character	Dialogue
68.	01:06:25:28 01:06:31:05	Tokuoka	**I get it. ^** **The inflated data was the player's persona,** ~~behaviors and tendencies,~~ **their personalities stored in their profiles.** *Which was* I get it. ^ The inflated data was the player's persona, behaviors and tendencies, their personalities stored in their profiles. ~~personal info that made up the players' profiles.~~ ~~[or - The inflated data was the personal files that made up the players' persona data.]~~ BAI: The ADR writer did not understand the actual line. Please edit to sync, but make sure that the meaning of the line does not change from the corrected.
69.	01:06:31:06 01:06:38:07	Sato	**That's right. In the game, characters, enemies, equipment, even the fields are equal in data.**
70.	01:06:39:00 01:06:46:09	Sato	**The engine that Harold designed passes various persona data to the system via money or equipment that's traded in the game.**
71.	01:06:46:10 01:06:51:05	Sato	**That data's the raw material from which the AI "child" develops. That was the idea.** ~~[or - The data's reflected in the growth of the ultimate AI. That's how it was *supposed* to be.]~~

Loop	Time	Character	Dialogue
72.	01:06:52:09 01:06:55:09	Tokuoka	So where did Harold's calculations go wrong?
73.	01:06:53:02	Yuki	[small interested reax: **Nn?**]
73a	01:06:55:13	Yuki	**MNS curious react.**
74.	01:06:54:28 01:06:58:20	Kyoko	I'd say, he probably didn't know very much about women.
75.	01:06:58:16 01:07:00:19	Tokuoka	Huh? What does *that* mean?
75a	01:07:01:25	Yuki	Hmm?
76.	01:07:00:20 01:07:06:19	Sato	<u>As the data exchange went on, the system itself came to possess an artificial persona.</u> *[*note – The "system" is Morganna.]* which is
77.	01:07:06:09 01:07:09:29	Kyoko	**An artificial maternal mind.**
78.	01:07:08:16 01:07:14:17	Kyoko	In other words, she's an individual system, but she only exists to give birth to the AI child. In other words, she's an individual=complete system, but she only exists to give birth to the AI child.
79.	01:07:13:28 01:07:19:00	Kyoko	The moment the child is born, her function is completed, so essentially, she would cease to exist.

Loop	Time	Character	Dialogue
80.	01:07:19:13 01:07:24:14	Tokuoka	Survival! - That's why the system is refusing to give birth to the ultimate AI child? [or — That explains why the system is refusing to give birth to the ultimate AI child?]
80a	01:07:25:04	Yuki	C/m curious sound.
81.	01:07:24:23 01:07:28:20	Sato	Yes. The system is using every means to prevent this birth.
82.	01:07:29:08 01:07:34:09	Sato	That's it, I suspect it's the underlying cause of the incidents in "The World."
83.	01:07:34:10 01:07:41:12	Yuki	That thing, that ultimate AI child thing, better be worth all this trouble or someone's got some major explaining to do.
84.	01:07:42:01 01:07:48:03	Sato	We can only hope that whatever it turns out to be, it's something extraordinary. Something we've never seen before.
85.	01:07:48:20	Mai	[small realization – listen to prod.]
86.	01:08:15:05	Kyoko	[breathy tired reax, then small reax to Yuki as she begins speaking]

Loop	Time	Character	Dialogue
87.	01:08:15:12 01:08:18:00	Yuki	Do you mind if I ask you something kind of basic?
88.	01:08:18:16	Mai	[small om reax to Yuki wondering what she's talking about]
88a.	01:08:18:16	Tokuoka	* [small om reax to Yuki wondering what she's talking about]
89.	01:08:18:20	Sato	Yeah, ' go on.
90.	01:08:19:21 01:08:24:08	Yuki	You can get to this place by land on regular roads, right? So why'd we bother coming by sea? ~~You can get to this place by a regular road, right? So why'd we have to come on a boat?~~
91.	01:08:24:09	Tokuoka	Mm?
92.	01:08:25:24 01:08:28:18	Kyoko	Yuki, weren't you paying attention at all?
93.	01:08:28:16 01:08:29:29	Yuki	Huh?

Loop	Time	Character	Dialogue
94.	01:08:29:09 01:08:37:16	Kyoko	The Maritime Information Support Center is fully functional; you may not *see* any guards stationed there / *34.24* …but trust me, there's a security system in place. [ends with a small o.m. REAX seeing something o.s.] ~~but trust me, there's plenty of guards on duty.~~
95.	01:08:37:11 01:08:39:02	Yuki	[C/m Carefree reax. Ends off] * She is not worried. ~~[cm reax worried about security system — listen to prod. — ends off]~~
96.	01:08:50:12 01:08:52:10	Yuki	Doesn't look like it.
97.	01:08:51:20	Kyoko	[frustrated reax, om to cm]
98.	01:08:53:09 01:08:56:10	Mai	They only have a small budget for *seaside* security. ~~They don't have as much security over here on the ocean side.~~
99.	01:08:56:20 01:08:59:05	Mai	That's why we came from the sea: it'll buy us a little time.
100.	01:08:59:26	Tokuoka	Mm?

Loop	Time	Character	Dialogue
101.	01:09:00:20	Mai	That's what I heard. [or, shorter – So I heard.]
102.	01:09:02:08 01:09:05:18	Yuki	Yeah, but ^ I thought Helba was supposed to be some kind of super-hacker.
103.	01:09:06:00 01:09:10:03	Yuki	Why can't she just hack into their security system and shut it ~~all~~ down? *the whole thing*
104.	01:09:08:08	Kyoko	[small cm disagreement reax]
105.	01:09:10:23 01:09:13:00	Tokuoka	You're forgetting about the network crisis, Yuki.
106.	01:09:13:16 01:09:17:15	Tokuoka	The malice of "The World" is affecting everything now. It's not just on the net anymore. ~~"The World" is causing system breakdowns everywhere now, not just on the net.~~
107.	01:09:17:27 01:09:21:01	Tokuoka	We have to be very careful so it doesn't spot us. *** NOTE: it = the server We have to be very careful so ~~they don't~~ it doesn't spot us. [or - If we aren't careful, we'll be spotted right away.]

Loop	Time	Character	Dialogue
108.	01:09:20:22 01:09:27:02	Sato	I don't want it to pick up our moves ^ not until the last possible moment. *25:11* I hope everyone understands that.
109.	01:09:27:16	Kyoko	[small cm reax lifting, cranky]
110.	01:09:27:18	Yuki	[om to cm reax, thinking about Sato's words]
111.	01:09:29:07 01:09:30:26	Kyoko	Let's get going! ~~all right?~~ ^ *llmmph!* [or just – Get going!]
112.	01:09:30:14 01:09:35:03	Yuki	[om to cm reax to heavy load – listen to prod.]
113.	01:09:46:22	Yuki	[small breathy effort jumping as she enters building]
114.	01:09:48:24 01:09:52:05	Yuki	[heavy breathing] *[running gag from here forward, Yuki is always out of breath, frustrated, trying to catch up with the rest of the group.]*
115.	01:09:52:21 01:09:54:20	Yuki	My heart is pounding.
116.	01:09:55:06 01:09:57:09	Mai	I think ^ I'm going to throw up.

Loop	Time	Character	Dialogue
117.	01:09:57:25 01:09:59:18	Yuki	You're still sick? ~~You're still seasick?~~ *Still sick Huh?* *MT*
118.	01:09:59:10 01:10:01:15	Kyoko	She's just nervous. ~~She's just worried.~~
119.	01:10:07:24 01:10:10:08	Tokuoka	Hey it's okay to feel nervous. *MM* ~~Mai, you don't have to hold back, y'know.~~
120.	01:10:09:27 01:10:11:24	Mai	I'll be okay. *alright* ~~I'm doing okay.~~
121.	01:10:30:18 01:10:34:18	Tokuoka	[MNS small reax as they run]
121a	01:10:30:18 01:10:34:18	Kyoko	[MNS small reax as they run]
121b	01:10:30:18 01:10:34:18	Yuki	[MNS small reax as they run]
121c	01:10:30:18 01:10:34:18	Mai	[MNS small reax as they run]
121d	01:10:30:18 01:10:34:18	Sato	[MNS small reax as they run]
122.	01:10:42:28 01:10:45:18	Sato	You can be sure their security team will be here to check this out.
123.	01:10:45:28 01:10:50:09	Sato	If we're lucky, they'll think it was just some kind of glitch or false alarm. But if we're not lucky…

Loop	Time	Character	Dialogue
124.	01:10:44:24 01:10:57:00	Yuki	[small reax, running – continues off until 57.00]
125.	01:10:51:05 01:10:53:00	Tokuoka	I don't want to think about it.
126.	01:10:54:03 01:10:56:03	Kyoko	A'right, let's go! [or – Come on, let's go.]
127.	01:10:54:03	Mai	[reax as Kyoko pushes her]
128.	01:10:57:19 01:10:59:04	Yuki	Hey, hold on!
129.	01:10:59:05 01:11:06:15	Tokuoka	[running sounds]
129a	01:10:59:05 01:11:06:15	Kyoko	[running sounds]
129b	01:10:59:05 01:11:06:15	Mai	[running sounds] + BAG Effort 138B 11:35
129c	01:10:59:05 01:11:06:15	Sato	[running sounds]
130.	01:11:01:10 01:11:03:19	Yuki	[running sounds]
131.	01:11:17:01 01:11:18:18	Sato	[distant, no mouth movement] How much time do you need to set it up?
132.	01:11:19:00 01:11:19:19	Tokuoka	20 minutes.
133.	01:11:19:25 01:11:20:11	Sato	10 minutes.
134.	01:11:20:23 01:11:22:19	Tokuoka	Impossible.
135.	01:11:22:08 01:11:25:05	Sato	If you say 20 minutes, you know it will take 25.

Loop	Time	Character	Dialogue
136.	01:11:25:15 01:11:28:22	Sato	But if you say 10 minutes and take 15, that's okay.
137.	01:11:30:08 01:11:34:02	Tokuoka	*32.19* Ah, say again? ^ He can be really annoying. ~~What was that? ^ I don't really like him, y'know?~~
138.	01:11:35:11	Kyoko	[small <u>reax</u>, lifting laptop]
138a.	01:11:35:11	Yuki	* [c/m Looking around reax]
140.	01:11:40:19 01:11:49:25	Kyoko	<u>Hey, I'm here because I want to find out the "outside" that Harold brought into the game, and understand what it means. But why are <i>you</i> here?</u> ~~y'know why I'm here? Because Harold brought the "outside" into the game, and I want to find out what the "outside" is. What it *means*.~~ ~~[the phrase "What it means" is optional.]~~
141.	01:11:50:14 01:11:53:05	Yuki	Same as you, ^ I wanna know.
142.	01:11:53:09 01:11:54:01	Kyoko	To know <i>what</i>?
143.	01:11:54:03 01:11:55:19	Yuki	You know.
144.	01:11:55:20 01:11:58:17	Tokuoka	[interrupting] Yuki? Sorry. Can you get me some coffee?
145.	01:11:56:14	Yuki	[cm reax to Tokuoka]

Handwritten annotations: "Move ABOUT THE" next to loop 140; "EMILY" above "you"; "138B MAH" circled at right.

Loop	Time	Character	Dialogue
146.	01:11:56:17	Mai	[cm reax to Tokuoka]
147.	01:11:56:18	Kyoko	[reax to Tokuoka: Nn?]
148.	01:11:58:22 01:11:59:29	Yuki	*[doesn't like the idea of getting coffee]* Aghhhh! [funny cm reax]
149.	01:11:59:22 01:12:03:22	Mai	* Over that way. ^ There's a vending machine. / Come on, I'll go with you. ~~Cut it out. ^ There's a vending machine. / Come on, I'll go with you.~~
150.	01:12:03:14 01:12:06:28	Yuki	Agh. ^ I can go by myself, thanks.
151.	01:12:06:22 01:12:08:17	Yuki	[funny <u>complainy frustrated reax</u>]
152.	01:12:10:00 01:12:14:16	Tokuoka	<u>Why so snappy? ^ I thought you were supposed to be best friends and all that?</u>
153.	01:12:14:25 01:12:18:11	Kyoko	I think it was someone on the internet who said ^ if you want to stay good friends
154.	01:12:19:02 01:12:22:06	Kyoko	Just meet in cyber-space, ^ not in person. ~~[or – Then just meet at a web-site ^ not in person.]~~
155.	01:12:23:03 01:12:27:21	Mai	I don't think you can really be friends with someone you never met before; it's not the same.

Loop	Time	Character	Dialogue
156.	01:12:33:10 01:12:35:16	Yuki	[distant, no mouth movement] **Stupid Kyo. [effort kicking machine]**
157.	01:12:48:07 01:12:49:27	Tokuoka	Somebody get the phone.
158.	01:12:50:17	Mai	[small <u>reax</u> as she reaches]
159.	01:12:52:26 01:12:55:00	Mai	<u>Hello? / I understand.</u>
160.	01:12:56:03 01:12:59:28	Mai	It was Mr. Sato! / He said that a security team is on the way.
161.	01:13:05:01 01:13:06:29	Yuki	I'm back, Kyoko!
162.	01:13:07:04 01:13:08:15	Kyoko	Quiet!
163.	01:13:08:14	Yuki	[2 cm reax to kyoko]
164.	01:13:15:16 01:13:17:02	Guard A	[small effort, getting out of car]
165.	01:13:18:05 01:13:20:00	Guard A	<u>Let's get this over with.</u>
166.	01:13:20:01 01:13:23:15	Guard B	<u>Right. [effort getting out of car] /</u> <u>The sooner the better.</u> [or - …Let's get going.]
167.	01:13:37:18	Guard B	[grunt]
168.	01:13:43:18	Sato	[small om reax as he works]
169.	01:13:45:10 01:13:47:23	Yuki	[<u>efforts</u> as she runs]

Loop	Time	Character	Dialogue
170.	01:13:49:00 01:13:51:20	Guard A	[calling out a bit] **No one's gone in or out since early this evening.**
171.	01:13:54:09	Yuki	**[efforts as she runs]**
172.	01:13:57:24 01:13:59:15	Guard B	**Ya wanna go in and check?**
173.	01:14:03:10	Yuki	**Nnnn?**
174.	01:14:09:05	Yuki	**[reax, looking around – at 14.12.02 om alarmed surprise]**
175.	01:14:18:12 01:14:20:00	Guard A	[he's the one farthest from cam] **It's probably another false alarm.**
176.	01:14:20:11 01:14:23:23	Guard B	[he's the one closest to cam – stretching his back on last 2 words] **There's been a lot of that since the network crisis happened.** ~~Started~~
177.	01:14:31:00 01:14:33:20	Guard A	[into phone] **This is Megafloat Maritime Information Support Center.**
178.	01:14:33:25	Guard B	**Wait, look!**
178a	01:14:35:00	Guard A	**Huh?**
179.	01:14:35:08 01:14:38:27	Guard B	**Someone used the vending machine about 5 minutes ago!**
180.	01:14:69:25	Guard A	**[om reax, uncertain, realizing]**
181.	01:14:69:25	Guard B	**[om reax, uncertain, realizing]**

Loop	Time	Character	Dialogue
182.	01:14:46:10	Tokuoka	[reax to data / clucks tongue]
183.	01:14:48:23 01:14:52:25	Tokuoka	Even with this state-of-the-art hardware, there's just too much data to handle. *still* [or - Even with this much massive hardware…]
184.	01:14:54:03 01:14:56:19	Tokuoka	[grabbing phone] [into phone] Oh, it's okay. / Yeah, yeah?
185.	01:14:56:15 01:14:58:08	Sato	[over phone line] We have a problem.
186.	01:14:58:04 01:14:59:19	Tokuoka	[time to facial line] Same here.
187.	01:14:59:15 01:15:00:18	Sato	[over phone line] That's not good.
188.	01:15:00:19 01:15:02:09	Tokuoka	[time to facial line] That's all you've got to say?
189.	01:15:02:05 01:15:05:18	Sato	[over phone line] There's no time for chatter: send Kyo over to me. There's no time to quibble for chatter: send Kyo over to me. [or There's no time for chatter…]
190.	01:15:05:00 01:15:07:16	Tokuoka	[time to facial line] I told you I've got problems here.

Loop	Time	Character	Dialogue
191.	01:15:07:12 01:15:12:07	Sato	[over phone line] <u>**She can't help with your problems. You're the only one who can handle that end of things. Send her over**</u>.
192.	01:15:12:29 01:15:16:14	Tokuoka	[time words to facial line] **[small reax as Sato hangs up] …** *You know* **I** *really* **don't like him.**
193.	01:15:21:00	Kyoko	**Uh?**
194.	01:15:23:04	Yuki	**[om reax waving, then more reax pointing]**
195.	01:15:40:10 01:15:42:00	Kyoko	**So they know we're here?**
196.	01:15:41:22 01:15:44:29	Sato	*** That's putting it mildly: they'll try to track us down.** ~~That's putting it mildly: they're trying to track us down.~~
197.	01:15:44:22 01:15:47:09	Yuki	**Are we going to have a real battle now?** {Needs to match Kyoko at loop 246}
198.	01:15:46:29 01:15:49:11	Kyoko	**Get serious, this isn't a joke!**
198a	01:15:47:10	Yuki	**C/m head pushed down sound.**
199.	01:15:48:29 01:15:51:17	Sato	**Kyoko.**
200.	01:15:50:03 01:15:51:17	Kyoko	**Huh?**

Loop	Time	Character	Dialogue
201.	01:15:50:29 01:15:55:20	Sato	This is the kind of game that you can't reset. ^ We'll have to find a way to get through this together.
202.	01:15:55:29	Kyoko	[c/m concerned reax]
203.	01:16:05:27 01:16:08:00	Mai	[yawning sounds]
204.	01:16:08:09 01:16:12:20	Mai	Uh ^ Sorry. / Seems like I always yawn when I feel nervous.
205.	01:16:13:05 01:16:17:07	Mai	My mom used to always get mad when I did that. / *15.27* * She thought I wasn't being serious. ~~She thought I was joking.~~ ~~[or – She thought I was playing.]~~
206.	01:16:17:18 01:16:21:07	Tokuoka	You yawn when your brain needs oxygen. ^ Take a few good deep breaths.
207.	01:16:22:08	Mai	[cm reax, appreciating Tokuoka's comment – takes a breath]
208.	01:16:26:06	Tokuoka	Mm?
209.	01:16:27:27 01:16:31:10	Mai	[om deep breath in & out – ends off]
210.	01:16:31:08 01:16:32:19	Tokuoka	How is it?

Loop	Time	Character	Dialogue
211.	01:16:32:19 01:16:34:29	Mai	I can't really tell yet.
212.	01:16:34:05 01:16:38:25	Tokuoka	[laughs] Even my magic doesn't work on you. Oh well. *old remidas* ~~I see, my brilliant idea doesn't even work: oh well.~~
213.	01:16:39:06	Mai	[cm reax – semi-laugh – listen to prod]
214.	01:16:38:29 01:16:44:20	Tokuoka	[kind of a sigh – listen to prod] Well, let's see, could you start monitoring the game? Please? ~~, what do you think?~~
215.	01:16:45:00 01:16:46:15	Mai	Okay.
216.	01:16:46:18	Mai	[small cm reax adjusting helmet]
217.	01:16:48:29 01:16:51:03	Guard C	This isn't funny. *CANSINO*
218.	01:16:50:11 01:16:51:03	Guard D	I know. [or - Tell me.] *D. Stone*
219.	01:16:51:15 01:16:58:23	Sato	We need to buy time for Mr. Tokuoka so he can get that server on line and functioning. / *56.12* That's our main goal, everything depends on it. (to-ku-O-ka)
220.	01:16:59:15 01:17:00:27	Sato	Understand?

Loop	Time	Character	Dialogue
221.	01:17:00:28 01:17:02:13	Yuki ✓	<u>Yes sir</u>!
222.	01:17:01:27	Kyoko	[cm frustrated reax]
223.	01:17:03:08 01:17:05:03	Sato	All right, let's do it. *then* [or - Meeting adjourned then.]
224.	01:17:06:00 01:17:10:20	Yuki ✓	[efforts, running]
225.	01:17:09:25 01:17:11:00	Kyoko	You seem happy.
226.	01:17:11:13 01:17:14:12	Yuki	Me? ^ Yeah!
227.	01:17:14:05 01:17:16:13	Kyoko	Why's that? I don't get it. [or – Why's that? ^ Why are you?...]
228.	01:17:16:05 01:17:18:29	Yuki	Because the old me's already dead. [*note: She is talking about the incidents that happened in vol. 2.]
229.	01:17:18:20 01:17:25:00	Yuki	*And the new me is really* I'm on an exciting mission doing stuff with you and Mai and that funny guy, Mister Tokuoka. (to-ku-O-ka)
230.	01:17:25:05 01:17:28:10	Kyoko	If they catch us, they'll treat us like common criminals. [or shorter, cut "common"]

Loop	Time	Character	Dialogue
231.	01:17:28:11 01:17:31:00	Yuki	If that happens, then we'll fight CC Corp in court. _meam_ _we_
232.	01:17:31:05 01:17:32:02	Kyoko	Huh?!
233.	01:17:31:29 01:17:33:18	Yuki	Right? [laughs]
234.	01:17:33:27	Kyoko	[cm reax to Yuki's clueless-ness]
235.	01:17:35:23 01:17:38:03	Kyoko	Yuki, you're a scary girl.
236.	01:17:41:09 01:17:45:03	Tokuoka	_[slows down at end of sentence]_ [worried exhale] If this doesn't work, that's it, there's no other options.
237.	01:17:50:10 01:17:52:09	Tokuoka	It's working!
238.	01:17:52:04 01:17:54:27	Mai	[small om surprise reax into line] What did you do?
239.	01:17:54:22 01:18:00:26	Tokuoka	Distributed processing. Since I've got so many machines, why not use all of them? How 'bout you?
240.	01:18:00:20 01:18:03:04	Mai	There doesn't seem to be anything happening yet.
241.	01:18:03:20 01:18:05:19	Tokuoka	I think we've got enough time. [or, shorter – We can do this in time.]

Loop	Time	Character	Dialogue
242.	01:18:06:15 01:18:08:18	Guard A	[efforts pulling at door]
243.	01:18:09:10 01:18:10:00	Guard B	No problem, back there! [efforts trying to crash through door] [or – I can't get it open.]
244.	01:18:10:19 01:18:20:13	Guard A	What's going on here?!
245.	01:18:11:20 01:18:20:13	Guard A	[efforts trying to crash through door]
245a	01:18:11:20 01:18:20:13	Guard B	[efforts trying to crash through door]
246.	01:18:14:28 01:18:17:20	Kyoko	* That *real battle* thing you said isn't funny, Yuki. {Needs to match Yuki at loop 197} ~~That barricade is completely pitiful.~~
247.	01:18:18:15 01:18:20:13	Sato	[om reax to get Kyoko's attention ---- or - Hey!]
248.	01:18:19:22	Yuki	[small cm reax to Sato]
249.	01:18:19:22	Kyoko	[small cm reax to Sato] *om*
250.	01:18:25:07 01:18:29:01	Tokuoka	We're ready. ^ All we've got to do now is link up to Helba's server.
251.	01:18:31:25 01:18:32:21	Mai	Mr. Tokuoka.

Loop	Time	Character	Dialogue
252.	01:18:33:05 01:18:34:00	Tokuoka	Yes?
253.	01:18:34:02 01:18:35:28	Mai	They're coming! [or – They're here!]
254.	01:18:36:12 01:18:38:13	Tokuoka	I'm on it. [or - OK.]
255.	01:18:38:12 01:18:41:14	Mai	[om worried reax] You've got to hurry!
~~256.~~	~~01:18:41:14~~ ~~01:19:03:27~~	~~Walla Guards~~	~~[5 male guards try to break through jammed doorway – they break through – some small surprise seeing "leg" – charge down hallway in pursuit – reax as they're hit with steam from hose.]~~
256a	01:18:40:27 01:18:43:25	Guard A	{MNS struggle and push efforts}
256b	01:18:40:27 01:19:03:27	Guard B	[Male guards try to break through jammed doorway – they break through – some small surprise seeing "leg" – charge down hallway in pursuit – reax as they're hit with steam from hose.]
256c	01:18:40:27 01:19:03:27	Guard C	[Male guards try to break through jammed doorway – they break through – some small surprise seeing "leg" – charge down hallway in pursuit – reax as they're hit with steam from hose.]

Loop	Time	Character	Dialogue
256d	01:18:40:27 01:19:03:27	Guard D	[Male guards try to break through jammed doorway – they break through – some small surprise seeing "leg" – charge down hallway in pursuit – reax as they're hit with steam from hose.]
257.	01:18:44:16 01:18:47:00	Guard A	[with effort] **Follow me to the Control Room. ^ You two—Huh?**
258.	01:18:52:25 01:18:54:14	Guard A	**Hey!**
259.	01:19:01:03	Yuki	[efforts pulling back and throwing hose]
260.	01:19:04:08 01:19:07:06	Kyoko	[calling out] I hate this! I wasn't supposed to be doing this at all!
261.	01:19:07:07 01:19:08:22	Yuki	[calling out] Quit complaining!
262.	01:19:09:15 01:19:11:04	Mai	All right ^ HIT IT!
263.	01:19:15:12 01:19:18:01	Tokuoka	[surprised displeased reax] I don't believe this.
264.	01:19:18:20 01:19:21:01	Guard E	[Radio] We've spotted a suspicious boat at the south shore.
265.	01:19:21:21 01:19:23:16	Guard A	[Radio] Stay there and keep watch!

Loop	Time	Character	Dialogue
266.	01:19:25:10 01:19:27:18	Guard A	[calling out] **You two go back to the squad car!**
267.	01:19:27:15 01:19:29:16	Guard C	[calling out] <u>**Are you sure**</u>**?!**
268.	01:19:28:24 01:19:31:17	Guard A	[calling out] **You heard me: we'll handle *this*.**
268a	01:19:31:00	Guard D	**[c/m short run off reax]**
269.	01:19:34:28	Mai	**[om worried reax]**
270.	01:19:44:00	Mai	*** Tomonari…?** (to-mo-NAH-ree) ~~Sieg.~~ ~~[*please check this, the translation says Tomonari, but the production track sounds like "Ka Sieg." - ?]~~
271.	01:19:49:24	Bit - Nurse	**[small cm effort coming through door]**
272.	01:19:51:09	Masaya	**[om worried reax]**
273.	01:19:51:20 01:19:52:28	Dr. Makino	<u>**What happened?**</u>
274.	01:19:52:13 01:19:55:14	Masaya	**I don't know. It started all of a sudden.**

Loop	Time	Character	Dialogue
275.	01:19:57:16	Tomonari	(TRANSFER FROM VOL. 1) Try these to match JPN: #22 3:18:10 #353 19:55:19 #597 30:04:28 #616 34:19:24 [heavy breathing through oxygen mask – continues until 07.24 when he makes a small sound as he awakens and becomes aware.]
276.	01:20:12:17 01:20:15:04	Mai	Tomonari is fighting inside of the game. (to-mo-NAH-ree)
277.	01:20:15:05 01:20:16:20	Tokuoka	[om surprised reax: ehh?!]
278.	01:20:16:20	Mai	[om worried reax]
279.	01:20:18:28	Guard A	[clear throat reax]
280.	01:20:19:11 01:20:21:26	Guard B	[reax rushing upstairs then running into Guard A – at 21.05, small surprise reax seeing girls o.s.]
281.	01:20:20:01	Guard A	[reax as Guard B runs into him]
282.	01:20:22:00 01:20:25:10	Yuki	[funny sounds and giggles to fool guards – listen to prod]
283.	01:20:24:26	Kyoko	[reax as Yuki bumps her]

Loop	Time	Character	Dialogue
284.	01:20:25:22 01:20:29:15	Guard A	[quick om reax into line] They'll head for the fire escape. Ignore them.
285.	01:20:29:16 01:20:30:19	Guard B	But...
286.	01:20:30:15 01:20:33:20	Guard A	<u>They can't get away from the Megafloat anyway. Get moving</u>.
287.	01:20:38:24 01:20:51:17	Mai	41.19 [upset reax into line] Mr. Tokuoka, I can't hold on! Everyone will vanish! [more upset reax until 51.17]
288.	01:20:45:22 01:20:48:26	Tokuoka	ACCURATE The set up is correct ^ and there's nothing wrong with the wiring.
289.	01:20:49:09 01:20:51:12	Tokuoka	There's no reason for this: it *should* be connected!
290.	01:20:51:26 01:20:55:00	Mai	Help me. Please. [<u>pain reax</u>]
291.	01:20:53:16 01:20:55:05	Tokuoka	Mai!
292.	01:20:57:25 01:21:03:22	Kyoko	[<u>reax running</u>, then surprise as guards shine lights at her]
293.	01:20:59:11 01:21:03:22	Yuki	[<u>reax running</u>, then surprise as guards shine lights at her]
294.	01:21:05:01	Guard C	You!

Loop	Time	Character	Dialogue
295.	01:21:06:24 01:21:08:20	Kyoko	[om worried reax as lights shine in face]
296.	01:21:06:24 01:21:08:20	Yuki	[om worried reax as lights shine in face]
297.	01:21:07:19 01:21:09:07	Guard C	*[calling out]* You know what happens now! [or-You know the consequences, right!]
298.	01:21:10:04 01:21:11:17	Tokuoka	Are you okay, Mai?
299.	01:21:12:05	Mai	[small om reax – ambiguous, listen to prod]
300.	01:21:14:27 01:21:17:10	Sato	Unfortunately, we are out of time.
301.	01:21:17:15 01:21:19:28	Mai	We can't stop.
302.	01:21:18:18 01:21:19:28	Sato	But... [or – We have to.]

Loop	Time	Character	Dialogue
303.	01:21:19:11 01:21:26:06	Mai	*(interrupting)* **Everyone was there fighting. ^** **I saw them. There was Sieg...,** **Tomonari, and somebody else** **showed up named Orca.** **(to-mo-NAH-ree)** **BAI: Sieg is Tomonari, so please** **make sure that the line sounds** **that way and not "Sieg,** **Tomonari, and somebody else..."** **Maze: try 'Seig who's Tomonari'** *PLAYING SIEG*
304.	01:21:27:11 01:21:29:00	Mai	*[time to lines on face – dire prediction]* **If we stop now, ~~everybody will~~...**
305.	01:21:29:09	Sato	**[gasp]**
306.	01:21:30:10	Tokuoka	*Not* **We won't stop.**
307.	01:21:30:19 01:21:36:17	Tokuoka	**There are no errors on this end, so there must be a problem on the other side. If that's the case you know what we have to do.**
308.	01:21:37:03 01:21:38:29	Sato	**Don't tell me…** ~~You don't mean *that*?~~
309.	01:21:38:22 01:21:39:29	Mai	**What is it?**

Loop	Time	Character	Dialogue
310.	01:21:39:28 01:21:41:27	Tokuoka	We have to <u>discard the other server</u>.
311.	01:21:41:22 01:21:46:18	Sato	If you can pull that off, then this system will completely replace the original server.
312.	01:21:46:14 01:21:49:00	Sato	But if our timing is even a fraction off...
313.	01:21:49:20 01:21:55:18	Tokuoka	<u>Then everyone could go into a coma. They'd be permanently lost. But it's the only hope we have</u>.
314.	01:21:53:04	Mai	[cm upset reax]
315.	01:21:56:29 01:21:58:19	Guard A	<u>Huh? That's strange</u>.
316.	01:21:59:23	Guard A	[cm agreement reax]
316a	01:21:59:23	Guard B	[cm agreement reax]
317.	01:22:05:07 01:22:07:02	Mai	Mister Sato, let me do it.
318.	01:22:07:19 01:22:10:00	Sato	Hold on. ^ I'll contact the other side.
319.	01:22:11:24 01:22:13:00	Kyoko	*{Fast High Energy}]* <u>I Don't want any part of this!</u> ~~Never! Forget it!~~
320.	01:22:13:10 01:22:15:18	Yuki	<u>Move your feet, not your mouth!</u>

Loop	Time	Character	Dialogue
321.	01:22:17:00 01:22:20:17	Sato	All right, let's do it. ^ She says she'll leave the timing for *us* to work out.
322.	01:22:20:28	Mai	[om breathy reax]
323.	01:22:31:00 01:22:36:02	Mai	[om reax to cyber-vision]
324.	01:22:23:03 01:22:25:15	Tokuoka	You'll need to react faster than light.
325.	01:22:40:00	Tokuoka	[om worried reax]
326.	01:22:45:22	Sato	[om worried reax – optional]
327.	01:22:56:08 01:23:01:02	Mai	[cm reax to cyber-vision]
328.	01:23:02:16	Tokuoka	[worried reax - optional]
328a	01:23:10:00	Sato	Worry cl/t sound.
329.	01:23:11:28 01:23:21:08	Mai	[om reax on & off, affected by her cyber-visions]
330.	01:23:24:22 01:23:29:00	Guard A	Hey… [mns/on - reax as machine unlocks and door opens – listen to prod]
331.	01:23:26:14 01:23:29:00	Guard B	[mns/on - reax to door opening - listen to prod]
332.	01:23:37:00 01:23:40:27	Kyoko	[fear reax] That's why I said I wasn't supposed to be doing this!

Loop	Time	Character	Dialogue
333.	01:23:41:20 01:23:43:13	Yuki	It's too late for that.
334.	01:23:43:15 01:23:46:04	Guard D	You're not going to put up a fight, are you?
335.	01:23:47:20 01:23:49:29	Guard C	[smug] * You can if you want, though. Well? Are you? [optional small om laugh]
336.	01:23:50:05	GUARD D	[reax as he's whacked on head]
337.	01:23:50:22	GUARD C	[reax as he's whacked from behind]
338.	01:23:52:13	Tokuoka	[reax after kicking guard]
339.	01:23:53:14 01:23:57:04	Mai	[reax after whacking guard] Ah, I'm sorry.
340.	01:23:55:20 01:23:57:04	Tokuoka	Don't worry, he'll live.
341.	01:23:57:13	Mai	[reax as she throws down sticks, watches 2 girls run by, runs after them]
342.	01:23:58:20	Yuki	[running efforts]
343.	01:23:58:24	Kyoko	[running efforts]
344.	01:23:58:11 01:24:00:11	Tokuoka	C'mon! Mai, hurry!
345.	01:24:01:19	Tokuoka	[reax as he trips and falls]

Loop	Time	Character	Dialogue
346.	01:24:03:24	Guard C	Stay right there!
347.	01:24:06:14 01:24:09:15	Tokuoka	*07.20* [effort recovering from fall] What the hell?
348.	01:24:09:15 01:24:11:26	Sato	Good evening. Pleased to meet you.
349.	01:24:12:20	Guard A	[reax thinking Sato is reaching for a weapon]
350.	01:24:12:20	Guard B	[reax thinking Sato is reaching for a weapon]
351.	01:24:12:20 01:24:15:10	Sato	Excuse me, this is my business card. [or longer – Please excuse me…]
352.	01:24:14:15	Guard A	[reax looking at card]
353.	01:24:14:15	Guard B	[reax looking at card]
354.	01:24:16:12 01:24:19:08	Guard A	*[reading card]* * Network Security analyst? Security analyst network specialist.
355.	01:24:19:05 01:24:25:01	Sato	Yes. ^ I'm afraid our tests have revealed a number of serious breaches in the security system for this facility.
356.	01:24:25:20 01:24:29:08	Sato	I'll provide you with specific details back at the main office.

Loop	Time	Character	Dialogue
357.	01:24:29:01 01:24:32:09	Guard B	You trying to tell us you're *supposed* to be here? Huh?!
358.	01:24:32:10 01:24:33:25	Sato	Of course.
359.	01:24:33:19	GUARD C	[EFFORTS, struggling – at 36.12 om REAX as he's whacked on head 3 times, then EFFORT/ REAX as he knocks the beam aside.]
360.	01:24:33:23 01:24:36:12	Tokuoka	[ct efforts, struggling]
361.	01:24:37:14 01:24:38:29	Tokuoka	Run!
362.	01:24:38:05 01:24:38:29	Mai	But...
363.	01:24:39:00	Tokuoka	I'll handle this! [effort on last word as he knocks the beam away]
364.	01:24:40:08	Yuki	[om reax as beam is knocked out of their hands]
365.	01:24:40:12	Mai	[om reax as beam is knocked out of their hands]
366.	01:24:41:15 01:24:40:20	Tokuoka	Kyo! Get them out of here! Now [or - ...Get them to safety!]
367.	01:24:42:02 01:24:50:02	Guard C	[efforts, struggling]
368.	01:24:43:27 01:24:46:02	Mai	But Mr. Tokuoka...

Loop	Time	Character	Dialogue
369.	01:24:46:05 01:24:49:04	Kyoko	Are you two just going to stand there and let everything go to waste?! RECORD ALT: Are you two just going to stand there and let his efforts go to waste?! * Record "his efforts" as well.---k
370.	01:24:49:24 01:24:52:26	Tokuoka	[efforts, struggling]
371.	01:24:50:19 01:25:10:08	Guard C	[calling out with difficulty] Hurry! ^ Call for ~~some~~ backup! [more struggling efforts, on & off]
372.	01:24:53:04 01:24:57:18	Tokuoka	Mai, listen, / give me a chance to take care of things for once! [Mai, listen, / let me have a chance to shine for once, will you?]
373.	01:24:57:28	Mai	[om reax, mixed emotions]
374.	01:24:58:12 01:25:10:08	Tokuoka	[struggling reax]
375.	01:25:00:00 01:25:01:25	Kyoko	Let's go!
376.	01:25:07:02 01:25:09:20	Guard D	Intruders spotted in container block! We need backup! [reax as he's kicked]
377.	01:25:09:28 01:25:17:00	Yuki	[effort kicking]

Loop	Time	Character	Dialogue
378.	01:25:12:00 01:25:13:00	Yuki	[scared reax]
379.	01:25:12:05 01:25:17:00	Mai	[running efforts]
380.	01:25:13:00 01:25:14:10	Kyoko	You just couldn't leave it alone!
381.	01:25:13:01 01:25:12:29	Guard D	[efforts, yells and ad libs as he chases girls, e.g. "Damn you! Stop!"]
382.	01:25:14:20	Yuki	But I...
383.	01:25:15:10	Kyoko	Shut up!
384.	01:25:23:00	Yuki	[optional running efforts]
385.	01:25:23:05	Mai	[optional running efforts]
386.	01:25:23:10	Kyoko	[optional running efforts – at 26.23 jumping effort] Lets' go!
387.	01:25:28:11 01:25:29:20	Owner	You got it!
388.	01:25:31:12 01:25:32:19	Guard D	Hey! Come back here! [or – Hey, you're not getting away from me!]
389.	01:25:33:07	Guard D	[effort, jumping, landing, losing balance, regaining balance]
390.	01:25:38:04 01:25:43:10	Guard D	You know I've got you! 1. ct SEMI-LAUGH 2. REAX as lamp breaks, 3. small EFFORT grabbing bulb, 4. PAIN REAX to hot bulb, 5. REAX losing balance, falling

Loop	Time	Character	Dialogue
391.	01:25:45:09	Kyoko	[small reax to guard falling, then om relieved sigh]
392.	01:25:46:01	Yuki	[om relieved sigh]
393.	01:25:43:12	Mai	[om relieved sigh]
394.	01:25:47:13 01:25:51:00	Tokuoka	[pain reax]
395.	01:25:51:16	Tokuoka	*54.26* [pain reax to kick] Ow.
396.	01:25:57:17 01:26:00:29	Guard A	*[shouting into com-device]* I told you, I caught one of them; I've got him right here!
397.	01:26:00:26 01:26:03:05	Guard A	*[shouting into com-device]* How should I know how many there are?!
398.	01:26:03:12	Sato	[small cm reax into line]
399.	01:26:04:06 01:26:07:27	Sato	We'll talk about that along with the other security issues. ^ Shall we go now?
400.	01:26:06:26	Guard B	Uh?
401.	01:26:08:06 01:26:11:00	Guard B	[om reax to Sato walking away]
402.	01:26:08:02 01:26:11:00	Guard A	*09.21* [om reax to Sato leaving] Hey! Heyyy!

Loop	Time	Character	Dialogue
403.	01:26:17:09 01:26:20:00	Yuki	**So you don't know what happened after you guys left?** So you don't know what happened after you guys left ~~disconnected~~? ~~[or - ...after you shut down ... clicked off.]~~ *** NOTE: She is talking about the game/server.---k
404.	01:26:20:12 01:26:22:00	Mai	<u>Everything should be okay</u>.
405.	01:26:21:24 01:26:23:00	Kyoko	**How do you know?**
406.	01:26:29:20 01:26:32:19	Mai	**Because / that's the will of the new being…**
407.	01:26:34:00 01:26:37:00	Mai	**The ultimate AI… the one that's trying to be born.** The ultimate AI… the one that's ~~she's~~ trying to be born ~~now~~.
407a	01:26:37:15	Mai	**O/m surprise at fireworks.**
408.	01:27:01:27	Mai	**[reax, pleased appreciation & awe]**
409.	01:27:02:12	Kyoko	**[reax, pleased appreciation & awe]**
410.	01:27:03:01	Yuki	**[reax, pleased appreciation & awe]**
411.	01:27:09:06 01:27:10:10	Girl / Aura	**[light pleased reax – light laughter]**

Loop	Time	Character	Dialogue
412.	01:27:15:20 01:27:17:22	Yuki	[pleased reax] It's snowing.
413.	01:27:20:05 01:27:21:29	Kyoko	It's Christmas.
414.	01:27:21:19 01:27:24:00	Mai	[worried] But you know Mr. Tokuoka is... (to-ku-O-ka)
415.	01:27:25:09	Mai	[small reax as Kyoko's hand touches her shoulder, then another small reax when she turns]
416.	01:27:26:19	Kyoko	[small reax comforting Mai]
417.	01:27:28:04	Mai	[small breathy reax lowering head slightly]
418.	01:27:38:02 01:27:42:04	Tokuoka	[efforts as he walks, in pain]
419.	01:27:43:06	Tokuoka	[small efforts as he reaches for his cigarette pack]
420.	01:27:46:15	Tokuoka	[small surprise reax re no cigarettes]
421.	01:27:48:18	Tokuoka	[frustrated reax, then om reax seeing the girls]
422.	01:28:04:03 01:28:07:11	Tokuoka	[om to cm reax, relaxing, then slight ct laugh as he starts toward girls]

Loop	Time	Character	Dialogue
423.	01:28:07:20 01:28:11:09	Tokuoka	*08.19* <u>Hey!</u> ^ How are you doing comrades?
424.	01:28:10:05	Yuki	[small reax as she walks up]
425.	01:28:11:03 01:28:14:18	Mai	How are *you* doing? / I guess we lost all our evidence, ~~huh~~ ~~didn't we?~~
~~426.~~	~~01:28:20:29~~ ~~01:28:22:24~~	~~Tokuoka~~	~~Did not.~~
427.	01:28:14:21	Tokuoka	[small breathy semi-laugh]
428.	01:28:16:10	Tokuoka	[small effort reaching for pocket]
429.	01:28:19:25	Tokuoka	[small <u>effort</u> putting his hand out]
430.	01:28:21:00	Tokuoka	* <u>Did not.</u> [or – Here it is.] *Here's* ~~the evidence.~~
431.	01:28:23:05	Mai	[small om surprise reax seeing object, om gasp lifting head]
432.	01:28:25:05	Tokuoka	[small <u>pleased reax</u>]
433.	01:28:25:18	Mai	[small breathy reax, pleased, relieved]
434.	01:28:31:12 01:28:39:01	Tokuoka	[small grunt, nodding]
435.	01:28:34:29 01:28:41:29	Tokuoka	All right, let's get something to eat, something really good.

Loop	Time	Character	Dialogue
436.	01:28:39:14	Mai	[pleased reax going to Tokuoka and taking his arm – laughs and ad libs after freeze frame – end by 47.00]
437.	01:28:40:01	Kyoko	Okay! [laughs and ad libs after freeze frame – end by 47.00]
438.	01:28:39:21 01:28:41:29	Yuki	Yeah, let's go! [laughs and ad libs after freeze frame – end by 47.00]

End of Episode