

# Sword Art Online the Movie -Progressive- Aria of a Starless Night

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# M1 - Sword Art Online the Movie -Progressive- Aria of a Starless Night

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[00:21] Dialogue**

*One minute remaining before  
the beta test ends.*

**[01:20] Dialogue**

*Thirty seconds remaining.*

**[01:42] Dialogue**

*Ten seconds remaining.*

**[01:45] Dialogue**

*Eight... seven...*

**[01:48] Dialogue**

*Six...*

**[01:50] Dialogue**

*Five...*

**[01:51] Dialogue**

*Four...*

**[01:52] Dialogue**

*Three... two...*

**[01:55] Dialogue**

*One...*

**[02:03] Dialogue**

*This concludes the beta test.*

**[02:08] Dialogue**

*Service will start officially  
on November 6th at 1:00 PM.*

**[02:14] Dialogue**

*We'd like to thank our beta testers  
for their cooperation.*

**[02:19] Dialogue**

*Please stand by for the start of the official service.*

**[02:40] FN**

SWORD ART ONLINE THE MOVIE -PROGRESSIVE-  
ARIA OF A STARLESS NIGHT

**[03:42] Dialogue**

Good morning, Miss Asuna.

**[03:44] Dialogue**

Good morning, Ms. Sada.

**[03:46] Dialogue**

Your breakfast is ready.

**[03:49] Dialogue**

Your father is at the table today as well.

**[03:51] Dialogue**

Really? Thanks!

**[04:01] Dialogue**

Morning!

**[04:02] Dialogue**

Morning, Brother.

**[04:04] Dialogue**

Morning, Asuna.

**[04:06] Dialogue**

Morning!

It's unusual you're still home, Dad.

**[04:10] Dialogue**

Well, you're late.

**[04:12] Dialogue**

Didn't I tell you to be at the table by 6:55?

**[04:18] Dialogue**

I'm sorry.

**[04:22] Dialogue**

How's school?

**[04:24] Dialogue**

It's going well.

**[04:25] Dialogue**

I got perfect scores on my math  
and English midterms,

**[04:29] Dialogue**

and I might be one of the top-ranking students  
they're announcing today.

**[04:32] Dialogue**

How could you not rank near the top  
on your exams?

**[04:35] Dialogue**

Hardly any kids at your school are serious  
about studying at this time of year.

**[04:40] Dialogue**

I got an A-ranking  
on my cram school exams, too.

**[04:43] Dialogue**

My teacher says if I keep this up,  
I'll be fine.

**[04:46] Dialogue**

So no worries.

**[04:48] Dialogue**

There you go,  
letting your guard down.

**[04:52] Dialogue**

Now, now, it's fine as long as she's doing well.

**[04:56] Dialogue**

That reminds me.  
Koichiro...

**[04:58] Dialogue**

About your overseas business trip—

**[05:00] Dialogue**

Everything is all ready.

**[05:02] Dialogue**

Remember, it's part  
of the executive candidate selection process.

**[05:05] Dialogue**

So no cutting loose,  
all right?

**[05:07] Dialogue**

You don't have to tell me.

**[05:09] Dialogue**

I'll be on my best behavior at night, too.

**[05:11] Dialogue**

Don't even think about bringing  
that NerveGear with you.

**[05:13] Dialogue**

- Oh, why didn't I think of that?  
- Asuna, hurry up and eat.

**[05:16] Dialogue**

- You'll be late.  
- You really are something else, you know that?

**[05:19] Dialogue**

Thank you for this meal.

**[05:25] Dialogue**

I'll be going now.

**[05:27] Dialogue**

You have a good day, miss.

**[05:28] Dialogue**

Hey, Asuna!

**[05:31] Dialogue**

You heading out already?

**[05:32] Dialogue**

Yes.

**[05:35] Dialogue**

You're doing great,  
you know.

**[05:38] Dialogue**

So don't push yourself too hard, okay?

**[05:40] Dialogue**

Right. I know.

**[05:53] Dialogue**

Hey, listen!

The score I got today was my personal best!

**[05:56] Dialogue**

The parts Ms. Yuuki helped us out with  
came out on the exam!

**[05:59] Dialogue**

I'll follow you anywhere!

**[06:01] Dialogue**

Well, I'm glad that I was able to help.

**[06:03] Dialogue**

I saw your ranking, too.

Amazing again!

**[06:06] Dialogue**

I saw it, too! You've never fallen out  
of the top ten since we started here!

**[06:09] Dialogue**

Why are we not surprised, right?

**[06:11] Dialogue**

Well, someone did get better grades than me.

**[06:13] Dialogue**

Hey, I hear you're leaving our school system  
after junior high, right?

**[06:16] Dialogue**

What, is that true?

**[06:18] Dialogue**

Our high school's pretty top-notch,  
too, so, wow!

**[06:21] Dialogue**

It's what my parents want.

**[06:23] Dialogue**

I can stay here till junior high, but I have to  
take the entrance exams to get into high school.

**[06:28] Dialogue**

Wow...

**[06:29] Dialogue**

Listen to you!

Heading down the path of the super-elite.

**[06:32] Dialogue**

You're awesome!

**[06:36] Dialogue**

Good morning!

**[06:46] Dialogue**

Good morning!

**[06:50] Dialogue**

- Morning.

- Morning.

**[06:51] Dialogue**

Morning!

**[06:57] Dialogue**

- Morning!

- Morning!

**[07:00] Dialogue**

Ms. Tozawa was number one again  
this time, huh?

**[07:02] Dialogue**

Yeah. Wonder what you'd have to do  
to get great grades like her?

**[07:06] Dialogue**

Why don't you ask her?

**[07:07] Dialogue**

Not happening!

Just talking to her makes me nervous!

**[07:11] Dialogue**

You and Ms. Tozawa are close,  
aren't you, Ms. Yuuki?

**[07:14] Dialogue**

- What?

- Lucky you!

**[07:16] Dialogue**

I guess you get along  
since you're both top students?

**[07:18] Dialogue**

That's not really what it's like with us.

**[07:21] Dialogue**

But I bet you two are always discussing  
really complex topics.

**[07:24] Dialogue**

Like the outlook for Japan,  
or global issues and stuff?

**[08:17] Dialogue**

See you, Ms. Yuuki!

**[08:18] Dialogue**

Right, see you.

**[08:36] Dialogue**

I'm ready to end this now.

**[08:38] Dialogue**

What?

**[08:41] Dialogue**

I lost again!

**[08:44] Dialogue**

You're way too focused on defense, Asuna.  
You need to attack more.

**[08:49] Dialogue**

But the commands for my special moves  
are so complicated!

**[08:56] Dialogue**

I can't believe you can move  
your fingers that fast, Misumi.

**[08:59] Dialogue**

Well, I'm constantly training.

**[09:01] Dialogue**

You mean you play at home, too?

**[09:03] Dialogue**

And at the arcade, too.

**[09:05] Dialogue**

Oh...

**[09:10] FN**

MISUMI TOZAWA

**[09:13] Dialogue**

*That person's number one again.*

**[09:22] Dialogue**

*Misumi Tozawa.*

**[09:29] Dialogue**

And she wins again!

**[09:30] Dialogue**

How many players has she taken down?

**[09:32] Dialogue**

Hey, is that a record for consecutive wins?

**[09:34] Dialogue**

And that player's a girl, no less!

**[09:37] Dialogue**

*Come on, come on, come on!*

**[09:39] Dialogue**

*Come on, come on, come on!*

**[09:40] Dialogue**

Ms. Tozawa?

**[09:49] Dialogue**

Um...

**[09:54] Dialogue**

You should've seen your face then!

**[09:56] Dialogue**

I really slipped up. Who knew  
they were livestreaming it outside the shop?

**[10:01] Dialogue**

Why should you hide it? It's not that uncommon  
for a girl to be into gaming now, right?

**[10:07] Dialogue**

Our school's different.  
It's one thing if you're in the elementary course.

**[10:10] Dialogue**

You really think so?

**[10:12] Dialogue**

You're the only opponent I need, Asuna.

**[10:15] Dialogue**

As weak as I am?

**[10:16] Dialogue**

Yeah.

**[10:22] Dialogue**

Oh, that reminds me.  
Hey, Asuna...

**[10:27] Dialogue**

NerveGear?

**[10:28] Dialogue**

Yeah.

**[10:29] Dialogue**

What about it?

**[10:31] Dialogue**

They just released a full-scale VRMMORPG  
for the NerveGear.

**[10:37] Dialogue**

Sword Art Online.

**[10:41] Dialogue**

Right. "SAO" for short.

**[10:44] Dialogue**

Hey, want to try it with me?

**[10:47] Dialogue**

I'd like to see you over there, too.

**[10:50] Dialogue**

But I don't have a NerveGear, so...

**[10:53] Dialogue**

Your father runs RCT, so shouldn't you be able  
to pester him for one?

**[11:03] Dialogue**

I don't see that happening till after  
my entrance exams.

**[11:05] Dialogue**

Asuna, don't you think you're pushing

yourself too hard?

**[11:10] Dialogue**

You have to take a break sometimes  
if you want to avoid burnout.

**[11:13] Dialogue**

I do go on breaks,  
you know.

**[11:16] Dialogue**

No, it's still not enough.

**[11:18] Dialogue**

So let's have one more match.

**[11:21] Dialogue**

Well, I guess I can do that.

**[11:25] Dialogue**

Hey, but first...

**[11:29] Dialogue**

I noticed that your hair seemed  
to be getting in your way,

**[11:31] Dialogue**

so I'll tie it back for you.

**[11:33] Dialogue**

Turn your head.

**[11:34] Dialogue**

O-Okay.

**[11:39] Dialogue**

This feels kind of weird.

**[11:41] Dialogue**

Don't move, okay?

**[11:43] Dialogue**

If I braided it in the back,  
it would be even cuter.

**[11:45] Dialogue**

I'm sure you'd look great.

**[11:47] Dialogue**

*A break, huh?*

**[11:49] Dialogue**

All right, I'm done.  
Look at me.

**[11:54] Dialogue**

What, you're taking a picture?

**[11:57] Dialogue**

It's my masterpiece.

**[11:59] Dialogue**

I'll send it to you.

**[12:03] FN**

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**[12:07] Dialogue**

Brother?

I'm coming in.

**[12:13] Dialogue**

Huh? Oh, right.

He's off on his business trip today.

**[12:26] Dialogue**

Hey, is this...

**[12:28] Dialogue**

Sword Art Online?

**[12:33] Dialogue**

So he bought it.

**[12:35] Dialogue**

Then right now,  
Misumi must be...

**[12:38] Dialogue**

*I'd like to see you over there, too.*

**[12:46] Dialogue**

Brother, I'm going to borrow this  
for just a little while, okay?

**[13:03] Dialogue**

Um...

**[13:05] Dialogue**

Link start!

**[13:16] Dialogue**

*Welcome to Sword Art Online!*

**[13:18] Dialogue**

*Please start by entering your name.*

**[13:22] Dialogue**

Name?

Wait, she means mine, right?

**[13:27] Dialogue**

A-SU-NA.

**[13:31] Dialogue**

*Next, we're going to create your avatar.*

**[13:34] Dialogue**

*Gender, hairstyle, skin color, build...*

**[13:38] Dialogue**

*Please choose whatever you like,  
and adjust the details.*

**[13:40] Dialogue**

Wh-What is this?

What am I supposed to do?

**[13:44] Dialogue**

Huh?

**[13:47] Dialogue**

"You may also base your avatar  
on a photo of yourself."

**[13:51] Dialogue**

I think I'll go with this one.

**[13:54] Dialogue**

Whoa!

**[13:56] Dialogue**

Brother...

**[14:12] Dialogue**

*And now we're going to transport you to the game's starting point, the Town of Beginnings.*

**[14:16] Dialogue**

*We hope that you enjoy your adventure at the floating castle, Aincrad, to the fullest.*

**[14:36] FN**

FLOOR 1

TOWN OF BEGINNINGS

**[14:56] Dialogue**

I'm... inside the game now?

**[15:06] Dialogue**

Amazing... it's like the real thing!

**[15:10] Dialogue**

I wonder if Misumi's around somewhere—

**[15:11] Dialogue**

Welcome, Madam Swordswoman.

**[15:14] Dialogue**

Is there something I can help you with?

**[15:16] Dialogue**

What?

**[15:16] Dialogue**

This is the central plaza in the Town of Beginnings.

**[15:20] Dialogue**

The shopping district where you'll find weapon and equipment shops is that way.

**[15:24] Dialogue**

Um... actually... you see...

**[15:27] Dialogue**

The thing is...

**[15:30] Dialogue**

Well, I'm looking for a friend!

**[15:38] Dialogue**

A friend, you say?

**[15:40] Dialogue**

Yes! Her name is Misumi—

**[15:43] Dialogue**

And she's the same age as me.

**[15:45] Dialogue**

She's about this tall—

**[15:47] Dialogue**

There is no player registered under the name of Misumi.

**[15:51] Dialogue**

But I know she must be here.

**[15:53] Dialogue**

I ran the search again, but there is no one by that name.

**[15:56] Dialogue**

Her last name is Tozawa. That's T-O-Z-A-W-A.

**[16:00] Dialogue**

- I'm sure she's around here somewhere!  
- Why is that girl chatting with an NPC?

**[16:03] Dialogue**

Newbie.

**[16:05] Dialogue**

I said her name is Tozawa Misu—

**[16:10] Dialogue**

Hold up!

**[16:17] Dialogue**

What are you doing here?

**[16:20] Dialogue**

Ah?

**[16:24] Dialogue**

Oh, it's because of this?

**[16:28] Dialogue**

Help! Let me go!

**[16:30] Dialogue**

It's me, it's me.

**[16:31] Dialogue**

Wh-Who are you?

**[16:32] Dialogue**

- It's Misumi.  
- I don't know anyone named Misumi—

**[16:39] Dialogue**

I'm Misumi.

**[16:40] Dialogue**

That voice...

**[16:42] Dialogue**

Oh, but you're not the one I'm looking for.

**[16:45] Dialogue**

That would be a girl named Misumi Tozawa!

**[16:48] Dialogue**

Misumi is spelled with the characters

**[16:49] Dialogue**

- for "deep" and "clear," and—

- Listen...

**[16:53] Dialogue**

Stop yelling out my real name!

**[17:03] Dialogue**

You should've given me a heads-up  
if you were coming here.

**[17:06] Dialogue**

Sorry. It was totally unplanned.

**[17:11] Dialogue**

Hey, it's sweet.

Tastes like the real thing...

**[17:16] Dialogue**

You really are Misumi, aren't you?

**[17:19] Dialogue**

I go by Mito here.

**[17:21] Dialogue**

What, Mito?

**[17:22] Dialogue**

Why do you look like that?

**[17:26] Dialogue**

Because this is the type  
of character that I like.

**[17:28] Dialogue**

Well, I have to say you're like  
a whole different person.

**[17:32] Dialogue**

I would never think you were Misumi!

**[17:34] Dialogue**

That's Mito, not Misumi!

**[17:38] Dialogue**

You're way more ballsy than me, Asuna.

**[17:41] Dialogue**

Using your real name for your player name.

**[17:43] Dialogue**

And your avatar may as well be the real you.

**[17:46] Dialogue**

Well, I didn't know what I was doing.

**[17:48] Dialogue**

Seriously...

**[17:50] Dialogue**

But I'm glad I got to see you over here, too.

**[17:53] Dialogue**

Yeah! I'm glad I got to see you, too.

**[17:58] Dialogue**

All right, want to get going now?

**[18:00] Dialogue**

Where to?

**[18:02] Dialogue**

I'm going to clue you in to the best part of this game.

**[18:07] Dialogue**

You equip yourself, and battle monsters.

**[18:09] Dialogue**

What? B-Battle them?

**[18:11] Dialogue**

No worries. There are only weak ones around this town.

**[18:15] Dialogue**

But I'm no gamer—

**[18:16] Dialogue**

Unlike in fighting games, you actually move your body in battle.

**[18:21] Dialogue**

You're a good athlete, Asuna, so you'll get used to it in no time.

**[18:24] Dialogue**

I'm not sure about that.

**[18:26] Dialogue**

But before we start...

**[18:29] Dialogue**

Let's take a walk through the town.

**[18:31] Dialogue**

Because that's the best part of this game.

**[18:35] Dialogue**

How many bests can there be?

**[19:17] Dialogue**

You must be hungry.

Let me take you to a great place I know.

**[19:21] Dialogue**

It's right around the corner from here—

**[19:22] Dialogue**

Hey, this game was just launched today, right?

**[19:26] Dialogue**

What about it?

**[19:28] Dialogue**

No, it's just that you really know a lot about it.

**[19:30] Dialogue**

Because I've been prepping for it for a long time.

**[19:33] Dialogue**

Prepping?

**[19:35] Dialogue**

Oh, I've got to head home now!

**[19:37] Dialogue**

What about dinner?

**[19:38] Dialogue**

Thanks for the offer,  
but I'll have to take a rain check.

**[19:41] Dialogue**

I see. Too bad.

**[19:42] Dialogue**

What are you going to do, Mito?

**[19:44] Dialogue**

I'm staying.

**[19:46] Dialogue**

Since there are still things I need to do.

**[19:50] Dialogue**

Thanks.  
I had a good time today.

**[19:53] Dialogue**

I'll see you at school tomorrow, okay?

**[19:55] Dialogue**

Will I see you here again, too?

**[19:56] Dialogue**

Sure. I'll borrow this  
from my brother and log in!

**[20:01] Dialogue**

Huh?

**[20:02] Dialogue**

What's wrong?

**[20:03] Dialogue**

Hey, what do you have to do  
to leave this game?

**[20:06] Dialogue**

There should be a logout button.

**[20:10] Dialogue**

Logout... logout...

**[20:13] Dialogue**

I can't find it.

**[20:15] Dialogue**

That's ridicu—

**[20:18] Dialogue**

There isn't one.

**[20:20] Dialogue**

That's weird.  
The UI design's the same as before.

**[20:48] Dialogue**

Are we supposed to report malfunctions, too?

**[20:51] Dialogue**

Forced teleportation?

**[20:54] Dialogue**

What on earth is happening?

**[20:56] Dialogue**

Mito?

**[20:58] Dialogue**

Hey... up there!

**[21:36] Dialogue**

Is that the game master?

**[21:37] Dialogue**

Why doesn't he have a face?

**[21:39] Dialogue**

What event is this?

**[21:44] Dialogue**

Attention, players.

Welcome to my world.

**[21:49] Dialogue**

My name is Akihiko Kayaba.

**[21:52] Dialogue**

As of this moment, I am the only person able to control this world.

**[21:56] Dialogue**

Akihiko Kayaba?

**[21:58] Dialogue**

Hey, who is that?

**[22:00] Dialogue**

He's the guy who developed this game.

**[22:02] Dialogue**

I'm sure you've already noticed that the logout button is missing from the main menu.

**[22:10] Dialogue**

But this is not a defect in the game.

**[22:15] Dialogue**

I repeat...

**[22:16] Dialogue**

It is not a defect in the game,

**[22:17] Dialogue**

but a rightful feature of Sword Art Online.

**[22:21] Dialogue**

You cannot log out of SAO of your own volition.

**[22:25] Dialogue**

And no one on the outside can shut down or remove the NerveGear.

**[22:31] Dialogue**

Should this be attempted, the transmitter inside the NerveGear will emit a powerful microwave,

**[22:37] Dialogue**

destroying your brain  
and thus ending your life.

**[22:43] Dialogue**

Unfortunately, as of now, there have been  
several instances in which players' friends

**[22:47] Dialogue**

and families have ignored this warning,

**[22:51] Dialogue**

and attempted to forcibly remove  
the NerveGear.

**[22:54] Dialogue**

As a result, 213 players have exited permanently,  
from both Aincrad and the real world.

**[23:02] Dialogue**

As you can see, news organizations across  
the world are reporting on this situation,

**[23:07] Dialogue**

including the multiple deaths.

**[23:10] Dialogue**

Thus, you can assume that the danger of a  
NerveGear being removed has been reduced.

**[23:17] Dialogue**

I would like you all to rest assured  
and apply yourselves to clearing the game.

**[23:21] Dialogue**

But I want you to be sure  
to keep this in mind.

**[23:24] Dialogue**

There is no longer any function  
to revive someone within the game.

**[23:29] Dialogue**

The instant your HP drops to zero,  
your avatars will vanish forever.

**[23:37] Dialogue**

And at the same time...

**[23:38] Dialogue**

...your brains will be destroyed  
by the NerveGear.

**[23:45] Dialogue**

There is only one condition  
for your escape.

**[23:48] Dialogue**

All you have to do is complete this game.

**[23:53] Dialogue**

You are presently on the lowest floor  
of Aincrad, Floor 1.

**[23:59] Dialogue**

If you make your way through the dungeon  
and defeat the Floor Boss,

**[24:01] Dialogue**

you may advance to the next level.

**[24:04] Dialogue**

Defeat the final boss on Floor 100,  
and you will clear the game.

**[24:12] Dialogue**

D-Don't just make stuff up!

**[24:13] Dialogue**

Clear... all 100 floors?

**[24:16] Dialogue**

That's impossible!

**[24:18] Dialogue**

Even the beta testers never made  
it that high, right?

**[24:22] Dialogue**

Now then, finally, I've provided you all  
with a gift in your item storage.

**[24:29] Dialogue**

Please see for yourselves.

**[24:36] FN**

MIRROR

**[24:37] Dialogue**

A mirror?

**[24:45] Dialogue**

Mito!

**[24:57] Dialogue**

Asuna!

Are you all right?

**[24:59] Dialogue**

Um, yeah.

**[25:01] Dialogue**

Huh?

Are you... Misumi?

**[25:03] Dialogue**

Hey, I told you,  
it's Mito over here!

**[25:06] Dialogue**

B-But...

**[25:09] Dialogue**

Huh? Who are you?

**[25:11] Dialogue**

And who are you?

**[25:12] Dialogue**

You're a guy?

**[25:13] Dialogue**

You were lying about being 17?

**[25:15] Dialogue**

Why? Why would he do this in the first place?

**[25:18] Dialogue**

Akihiko Kayaba...

**[25:21] Dialogue**

Right now, you must all be wondering, "Why?"

**[25:25] Dialogue**

Why would Akihiko Kayaba, developer  
of Sword Art Online and the NerveGear

**[25:29] Dialogue**

do such a thing?

**[25:32] Dialogue**

My goal has already been achieved.

**[25:35] Dialogue**

I created Sword Art Online for one reason...

**[25:38] Dialogue**

To create this world and enjoy watching it.

**[25:42] Dialogue**

And now,  
all is complete.

**[25:47] Dialogue**

This concludes the tutorial for the official  
Sword Art Online launch.

**[25:53] Dialogue**

I have one last warning for you.

**[25:56] Dialogue**

This may be a game,  
but it's not something you play.

**[25:59] Dialogue**

I wish you luck, players.

**[26:22] Dialogue**

No... No!

**[26:26] Dialogue**

- S-Screw you!  
- Let us out!

**[26:29] Dialogue**

Let us out of here!

**[26:32] Dialogue**

I can't stay here.  
I have to meet someone after this!

**[26:36] Dialogue**

Is this... reality?

**[26:39] Dialogue**

Let me out!  
Let me out of here!

**[26:41] Dialogue**

No! Somebody save us!

**[26:44] Dialogue**

This wasn't a game?

**[26:51] Dialogue**

Wh-What?

**[26:52] Dialogue**

We're leaving town right now!

**[26:53] Dialogue**

What?

**[26:54] Dialogue**

If we're going to clear this game any time soon,  
we've got to get stronger.

**[26:59] Dialogue**

But it won't be long before the monsters  
around here will be hunted clean by these players,

**[27:03] Dialogue**

and it's going to be tough to level up,  
even just once.

**[27:06] Dialogue**

Wh-What you're saying  
is going right over my head!

**[27:09] Dialogue**

You don't have to understand right now.

**[27:11] Dialogue**

But we're getting out of here.

**[27:22] Dialogue**

Step back.

**[27:34] Dialogue**

Asuna!

**[27:38] Dialogue**

No! No!

**[27:47] Dialogue**

Come on, let's go.

**[27:50] Dialogue**

Asuna?

**[27:51] Dialogue**

What is this?

I don't get it at all!

**[27:53] Dialogue**

We can't log out of this game?

**[27:55] Dialogue**

- How is that even possible?

- Hey, calm down.

**[27:56] Dialogue**

I have to take my entrance exams soon.

**[27:58] Dialogue**

Why is this happening?

**[28:00] Dialogue**

This is no time to be talking like that—

**[28:02] Dialogue**

I don't know anything about this game!

**[28:05] Dialogue**

Asuna.

**[28:07] Dialogue**

You can say that you want to move on  
because you're good at these games!

**[28:12] Dialogue**

But it's different for me!

**[28:14] Dialogue**

So just leave me alone!

**[28:18] Dialogue**

*Hey, play with me!*

**[28:20] Dialogue**

*Let's defeat that boss today!*

**[28:23] Dialogue**

*What's wrong?*

**[28:24] Dialogue**

*That might be fun for you,  
because you're good at those games, Misumi.*

**[28:28] Dialogue**

*- I mean, you're always the sole survivor!  
- What?*

**[28:32] Dialogue**

*You can just leave us alone now.*

**[28:41] Dialogue**

Whatever you do,  
don't say things like that.

**[28:45] Dialogue**

I know that you're scared.

**[28:47] Dialogue**

But just trust me.

**[28:50] Dialogue**

I'll teach you everything I know  
about Sword Art Online.

**[28:54] Dialogue**

So let's try to clear the game together.

**[28:58] Dialogue**

And then let's go home together.

**[29:02] Dialogue**

Okay.

**[29:05] Dialogue**

You know how great a gamer I am, right?

**[29:09] Dialogue**

I'll protect you no matter what, all right?

**[29:17] FN**

ACCEPT REQUEST TO FORM A PARTY?

**[29:18] Dialogue**

What's this?

**[29:19] Dialogue**

It's something like proof  
that we're freinds over here.

**[29:24] Dialogue**

These games are so weird!

**[29:26] Dialogue**

We're already friends without doing that!

**[29:29] Dialogue**

This is one of the best parts of the game, okay?

**[29:35] Dialogue**

Now we're members of the same party.

**[29:39] Dialogue**

Once again,  
I look forward to working with you.

**[29:41] Dialogue**

Right.

**[30:01] Dialogue**

No!

**[30:10] Dialogue**

You're still pushing off too timidly.

**[30:14] Dialogue**

Let's see. Um...

**[30:26] Dialogue**

Wow!

**[30:28] Dialogue**

Instead of leaving it to the system's  
Motion Assist feature,

**[30:31] Dialogue**

you can use your own athleticism to boost  
the speed and force of your sword skills.

**[30:36] Dialogue**

Boost?

**[31:00] Dialogue**

I did it!

**[31:01] Dialogue**

That's it!  
That's called an Outside System Skill.

**[31:05] Dialogue**

The sooner you master those, the better.

**[31:13] Dialogue**

This isn't right.  
Not like this, but...

**[31:17] Dialogue**

Hey, why did we come out here,  
so far from town?

**[31:21] Dialogue**

Wouldn't it be more convenient in town?

**[31:24] Dialogue**

Like I told you before,  
MMORPGs are all about fighting over resources.

**[31:30] Dialogue**

We have to advance through this game with any  
edge that we can or we're not going to survive.

**[31:35] Dialogue**

The area near Town of Beginnings  
is overrun with hunters,

**[31:38] Dialogue**

so it's getting harder to pop monsters.

**[31:41] Dialogue**

There are no more places near town where you  
can battle while practicing your sword skills.

**[31:47] Dialogue**

This place is a well-kept secret, but it won't  
be long before the players in town find it.

**[31:51] Dialogue**

Once we level up,  
we need to head to the next town.

**[31:55] Dialogue**

You sure know everything, huh?

**[31:56] Dialogue**

Doing this kind of research—

**[31:59] Dialogue**

Is one of the best parts of the game, right?

**[32:06] Dialogue**

All right,  
let's get a little more work in!

**[32:09] Dialogue**

Yeah!

**[33:16] Dialogue**

Switch!

**[33:31] Dialogue**

You're leveling up your sword skills  
so fast, Asuna.

**[33:34] Dialogue**

Unlike how you sucked at fighting games!

**[33:36] Dialogue**

Hey, don't remind me!

**[33:38] Dialogue**

I guess I'm not half bad at battling

when I'm moving my own body.

**[33:42] Dialogue**

Let's move on.

**[33:44] Dialogue**

We've got to clear this dungeon today  
and advance our quest.

**[33:51] Dialogue**

Empty again?

**[33:52] Dialogue**

All we're seeing is already-opened  
treasure chests!

**[33:55] Dialogue**

This place might've been picked clean by now.

**[33:58] Dialogue**

What? There isn't even one left?

**[34:01] Dialogue**

It's first come, first served,  
so there's nothing we can do.

**[34:03] Dialogue**

It must be the beta testers who have  
the jump on us.

**[34:06] Dialogue**

Beta?

**[34:07] Dialogue**

Before the official SAO launch, there was a test  
play period for about two months.

**[34:13] Dialogue**

That's what they call the players  
who took part in it.

**[34:16] Dialogue**

Because if anyone knows where  
the treasure chests are, it's them.

**[34:19] Dialogue**

Wow.

**[34:20] Dialogue**

Actually, I was a beta tester myself.

**[34:24] Dialogue**

Oh, so that's what you meant  
when you said "prepping."

**[34:27] Dialogue**

Hey, look over there!

**[34:33] Dialogue**

Hold up.

**[34:35] Dialogue**

Don't go opening it so carelessly.

**[34:37] Dialogue**

This dungeon is full of traps.

**[34:39] Dialogue**

Traps? You mean like booby traps?

**[34:41] Dialogue**

A poison arrow could come flying,  
or there might be an explosion,

**[34:45] Dialogue**

or sometimes the treasure chest itself  
turns out to be a monster.

**[34:48] Dialogue**

What?

**[34:48] Dialogue**

Since it's sitting here untouched,  
odds are that it's a trap.

**[34:53] Dialogue**

If you have no locksmith skills,  
it would be better to keep our hands off.

**[34:56] Dialogue**

O-Okay!

**[35:01] Dialogue**

I hear something.

**[35:12] Dialogue**

I wonder if someone's in battle?

**[35:15] Dialogue**

Probably.

**[35:42] Dialogue**

Why are there so many monsters?

**[35:44] Dialogue**

Over there.

**[35:47] Dialogue**

They fell into the trap.

**[35:49] Dialogue**

We've got to help them!

**[35:53] Dialogue**

There's nothing we can do at this point.

**[35:56] Dialogue**

But...

**[36:14] Dialogue**

If the monsters spot us,  
they'll take us out, too.

**[36:18] Dialogue**

Let's head back.

**[36:47] Dialogue**

I'm back!

**[36:49] Dialogue**

Welcome home.

**[36:51] Dialogue**

I got all our shopping done!

**[36:57] Dialogue**

That didn't work out like I planned!

**[37:00] Dialogue**

And what is this?

**[37:03] Dialogue**

Isn't it cute?

**[37:05] Dialogue**

Seriously.

**[37:07] Dialogue**

Hey, I did buy the potions, too.

**[37:09] Dialogue**

This equipment shop has a great selection!

**[37:13] Dialogue**

That doesn't make this any less overkill.

**[37:18] Dialogue**

Well, I got worried.

**[37:21] Dialogue**

You're feeling bad about that dungeon?

**[37:26] Dialogue**

What do you think happened  
to those players?

**[37:31] Dialogue**

Did they really die in real life, too?

**[37:34] Dialogue**

That's what Akihiko Kayaba said.

**[37:37] Dialogue**

I can't believe it.

**[37:39] Dialogue**

The way they just vanished was like  
a video game.

**[37:43] Dialogue**

How could that lead  
to them also dying in real life?

**[37:48] Dialogue**

Right... you're right.

**[37:51] Dialogue**

I thought that I knew this game well,  
but maybe I never knew anything.

**[37:57] Dialogue**

But there's one thing I can say for sure.

**[38:03] Dialogue**

I won't let you die,  
no matter what.

**[38:09] Dialogue**

That party we saw today wasn't  
cautious enough or cool-headed enough.

**[38:13] Dialogue**

If they'd kept their hands off  
that sketchy treasure chest,

**[38:15] Dialogue**

they wouldn't have ended up like that.

**[38:19] Dialogue**

I'm not like them.

No way would I ever put you in danger.

**[38:27] Dialogue**

You're right. I'm safe as long  
as I have you, right?

**[38:30] Dialogue**

Right. I promise you.

**[38:33] Dialogue**

Okay, let's get our items organized.

**[38:35] Dialogue**

Since we'll be heading  
to the next town tomorrow.

**[38:38] Dialogue**

Okay. Hey, hold up a second!

**[38:43] Dialogue**

Hey, I can easily customize my hairstyle  
from the menu—

**[38:47] Dialogue**

But that wouldn't be any fun!

**[38:53] Dialogue**

This feels kind of weird.

**[38:55] Dialogue**

Don't move, okay?

**[38:56] Dialogue**

Fine, fine.

**[39:02] Dialogue**

Since we're doing this,  
let's do your hair just like mine.

**[39:05] Dialogue**

It's my way of thanking you  
for that time you did it for me.

**[39:07] Dialogue**

What? But it only looks good on you, Asuna.

**[39:11] Dialogue**

Those cute hairstyles aren't for me—

**[39:13] Dialogue**

Just sit tight, okay?

**[39:29] Dialogue**

Are you okay?

**[39:30] Dialogue**

Yeah. Thanks!

**[39:31] Dialogue**

Watch out for monsters, too, okay?

**[39:34] Dialogue**

Because high-level Little Nepenthes have been known to show up around here.

**[39:37] Dialogue**

Nepenthes?

**[39:39] Dialogue**

But I thought that Nepenthes were pitcher plants.

**[39:42] Dialogue**

That's right.

They're carnivorous plant monsters.

**[39:45] Dialogue**

Now that we've leveled up, they're not really a threat to us,

**[39:48] Dialogue**

but we've got to be careful because the terrain is unstable.

**[39:51] Dialogue**

All right!

**[39:52] Dialogue**

Also, once in a while you'll see a Nepenthe with a round fruit on its head,

**[39:55] Dialogue**

but whatever you do, don't attack it.

**[39:58] Dialogue**

Why not?

**[39:59] Dialogue**

Because if it's damaged, it emits smoke to summon its comrades.

**[40:02] Dialogue**

Then a whole horde shows up, and you can't escape them.

**[40:06] Dialogue**

I'll be careful.

**[40:09] Dialogue**

Hey... are those the Nepenthes you were talking about?

**[40:14] Dialogue**

Remember, if the one with the fruit shows up, don't attack it, no matter what.

**[40:17] Dialogue**

Okay!

**[40:28] Dialogue**

You got this, Asuna!

**[40:30] Dialogue**

If we keep this up, it won't be long before we can wipe them out!

**[40:37] Dialogue**

Is that a Spry Shrewman?

**[40:40] Dialogue**

There's one heading your way!

**[40:51] Dialogue**

Asuna! Can you handle this for a second?

**[40:53] Dialogue**

What's going on?

**[40:55] Dialogue**

I just saw a monster that almost never shows up on the first floor.

**[40:58] Dialogue**

It drops rare items, so I want to vanquish it when I have the chance.

**[41:00] Dialogue**

Fine! Just leave this to me!

**[41:33] Dialogue**

All right!

**[41:44] Dialogue**

I snagged the item!

**[41:47] Dialogue**

Good for you!

**[41:55] Dialogue**

Asuna! No!

**[42:23] Dialogue**

Asuna!

**[42:37] Dialogue**

Asuna!

**[42:38] Dialogue**

Mito!

**[43:13] Dialogue**

Asuna.

**[43:27] Dialogue**

I can get to the top from here.

**[43:42] Dialogue**

That's my last one!

**[44:02] Dialogue**

I don't want to die!

**[44:04] Dialogue**

Mito! Hurry up and come!

**[44:36] Dialogue**

Just one more.

**[45:01] Dialogue**

No way.

**[45:17] Dialogue**

I don't want to see this!

**[45:20] Dialogue**

*No way would I ever put you in danger.*

**[45:26] Dialogue**

Sorry, Asuna.

**[45:28] Dialogue**

I can't keep...

**[45:32] Dialogue**

...my promise to you.

**[45:38] FN**

MITO HAS LEFT THE PARTY

**[45:39] Dialogue**

What?

**[45:41] Dialogue**

Mito?

**[45:42] Dialogue**

What?

**[45:44] Dialogue**

What's going on?

**[45:48] Dialogue**

I'm sorry... I'm sorry!

**[47:23] Dialogue**

Are you all right?

How much HP do you have left?

**[47:31] Dialogue**

I'll take you back to town.

**[47:46] Dialogue**

Would this be enough?

**[47:48] Dialogue**

There's also map data to the nearest town,  
so you should be able to get back on your own.

**[48:10] Dialogue**

All right, I'm taking off now.

**[48:22] Dialogue**

Asuna.

**[48:41] Dialogue**

Sorry, Asuna.

**[49:13] FN**

ARE YOU SURE YOU WANT TO LOG OUT?

**[49:41] Dialogue**

Asuna? We've been looking for you.

**[49:43] Dialogue**

Mother?

**[49:44] Dialogue**

Come downstairs.

Let's all have dinner together.

**[49:51] Dialogue**

See? These are all your favorites, aren't they?

**[49:55] Dialogue**

Asuna, I hear that you aced your tests.

**[49:58] Dialogue**

Your mother tells me that you even had some perfect scores!

**[50:02] Dialogue**

That's right! Asuna, I'm impressed by all your hard work.

**[50:08] Dialogue**

Mother!

**[50:09] Dialogue**

I know, we'll have to get her a gift for getting into high school!

**[50:12] Dialogue**

Don't you think you're getting ahead of yourself there?

**[50:15] Dialogue**

Hey, why not?  
How about going on a family trip?

**[50:18] Dialogue**

You're saying that because you want to go, right?

**[50:20] Dialogue**

Let's take a break from work and spend some quality time with each other for once!

**[50:24] Dialogue**

I need to take tons of pictures of my beloved sister while I have the chance!

**[50:24] FN**

NEW MESSAGE  
MITO HAS LEFT THE PARTY

**[50:39] Dialogue**

Mito?

**[50:41] Dialogue**

Goodbye, Asuna.

**[50:47] Dialogue**

Mito!

**[50:49] Dialogue**

Mito!

**[51:01] Dialogue**

I'm still inside the game.

**[51:07] Dialogue**

I hear that some players finally made it to the dungeon on Floor 1.

**[51:13] Dialogue**

It's been three weeks now. That's it?

**[51:17] Dialogue**

How many years is it going  
to take to clear this game?

**[51:19] Dialogue**

Clear? What are you smoking?  
Never gonna happen!

**[51:22] Dialogue**

1,800 people have died already!

**[51:27] Dialogue**

No matter what we do,  
we're all gonna die!

**[51:43] Dialogue**

*I have one last warning for you.*

**[51:45] Dialogue**

*This may be a game,  
but it's not something you play.*

**[51:50] Dialogue**

This is my reality.

**[51:58] Dialogue**

I can't choose how I'm going to live anymore.

**[52:01] Dialogue**

But I can at least choose how  
I'm going to die.

**[52:05] Dialogue**

So that I can still be me.

**[52:13] FN**

SELL THE SELECTED ITEMS?

**[52:14] FN**

ALL ITEMS HAVE BEEN SOLD

**[52:23] Dialogue**

Even if I'm killed by a monster,

**[52:26] Dialogue**

I don't want to lose to this game...  
to this world.

**[53:28] Dialogue**

That was way too overkill.

**[53:30] Dialogue**

That Kobold was already on the brink  
of death after that first Linear.

**[53:35] Dialogue**

*He's the one from that day?*

**[53:37] Dialogue**

You could've finished it off with an easy  
normal skill instead of a sword skill.

**[53:42] Dialogue**

*He doesn't recognize me.*

**[53:44] Dialogue**

Something wrong with being excessive?

**[53:47] Dialogue**

Don't forget there's the return trip, too.

You should fight in a way that's not too taxing.

**[53:52] Dialogue**

Return trip?

**[53:53] Dialogue**

Yeah, it's going to take about an hour just to get out of this dungeon,

**[53:57] Dialogue**

and even if you rush, the nearest town is a half hour away.

**[54:01] Dialogue**

You'll make more mistakes if you're exhausted.

**[54:04] Dialogue**

From what I can tell, you're a solo player,

**[54:06] Dialogue**

and if you're on your own, even the smallest mistake could be fatal.

**[54:10] Dialogue**

Well, that's not going to be a problem.

**[54:12] Dialogue**

Since I'm not going back.

**[54:14] Dialogue**

Huh? Not going back— to the town, you mean?

**[54:17] Dialogue**

But you need to replenish your potions, and get your weapons serviced.

**[54:21] Dialogue**

- And sleep—  
- I won't need potions

**[54:23] Dialogue**

if I don't sustain any damage,

**[54:25] Dialogue**

and I've brought five of the same type of sword.

**[54:27] Dialogue**

And I'm resting in the nearby safe zone.

**[54:30] Dialogue**

How many hours have you been at this?

**[54:33] Dialogue**

Three days. Maybe four.

**[54:35] Dialogue**

We're done here.

**[54:36] Dialogue**

If you keep fighting like that, you'll die.

**[54:40] Dialogue**

We're all going to die anyway.

**[54:42] Dialogue**

Nearly 2,000 players have died  
in just a month.

**[54:45] Dialogue**

But no one's cleared even the first floor.

**[54:49] Dialogue**

This game just can't be completed.

**[54:51] Dialogue**

It's only a matter of where  
and how you'll die...

**[54:54] Dialogue**

And how soon or how late.

**[55:10] Dialogue**

Why am I...

**[55:20] Dialogue**

You really overstepped.

**[55:22] Dialogue**

It's not like I saved you.

**[55:25] Dialogue**

Then why didn't you leave me behind?

**[55:27] Dialogue**

What I wanted to save  
was the map data you have.

**[55:31] Dialogue**

If you've been cooped up near  
the front lines for four days,

**[55:34] Dialogue**

you must've mapped a lot  
of the untrodden areas.

**[55:37] Dialogue**

I just thought it would be a waste  
for it to vanish along with you.

**[55:43] Dialogue**

Then why don't you take it?

**[55:47] FN**

OUTPUT MAP DATA?

**[55:51] Dialogue**

All right, I'll be on my way now.

**[55:54] Dialogue**

Hold up, Ms. Fencer.

**[55:56] Dialogue**

Basically, you're grinding away  
to clear this game, right?

**[56:01] Dialogue**

Not to end up dead in a dungeon?

**[56:03] Dialogue**

If that's the case, don't you think you should show up at the meeting, too?

**[56:07] Dialogue**

Meeting?

**[56:08] FN**

FLOOR 1  
TOLBANA

**[56:08] Dialogue**

There's going to be a Floor 1 Boss Raid meeting in Tolbana today.

**[56:20] Dialogue**

This many players?

**[56:22] Dialogue**

Even though they could die?

**[56:25] Dialogue**

I don't know about that.

**[56:27] Dialogue**

What?

**[56:29] Dialogue**

I wouldn't say it's everyone,

**[56:31] Dialogue**

but it's less about the manifestation of self-sacrifice,

**[56:34] Dialogue**

and more about the fear of falling behind that brought most people here.

**[56:39] Dialogue**

I'm probably the latter myself.

**[56:42] Dialogue**

Falling behind?

**[56:43] Dialogue**

Behind what?

**[56:44] Dialogue**

The front lines, see.

Sure, the thought of dying scares me,

**[56:48] Dialogue**

but it's just as scary to know that the boss might be defeated without my knowing.

**[56:54] Dialogue**

Is that like not wanting to drop out of the top ten in your grade,

**[56:57] Dialogue**

or wanting to maintain your 70th percentile rank...

**[56:59] Dialogue**

Is it the same kind of motivation?

**[57:02] Dialogue**

Uh... well, it probably is.

**[57:10] Dialogue**

Okay, let's get started, people!

**[57:15] Dialogue**

Thank you for responding  
to my summons today.

**[57:19] Dialogue**

My name is Diabel. My job is...  
in my own mind, I like to think I'm a "Knight."

**[57:24] Dialogue**

There's no job system in this game!

**[57:29] Dialogue**

Today, our party discovered the boss room  
at the top of that tower.

**[57:37] Dialogue**

We need to defeat the boss,  
reach the second floor,

**[57:40] Dialogue**

and tell everyone waiting  
in Town of Beginnings

**[57:44] Dialogue**

that it's possible to one day beat  
this death game.

**[57:48] Dialogue**

And that's the duty of every one  
of us here now!

**[57:52] Dialogue**

Isn't that right, everybody?

**[58:01] Dialogue**

Okay! Then without further delay,  
I'd like to get this boss raid meeting started.

**[58:06] Dialogue**

First, I want you to team up  
into parties of six.

**[58:10] Dialogue**

A conventional party has no chance against  
a Floor Boss.

**[58:14] Dialogue**

We'll need to form a raid group  
using multiple parties.

**[58:21] Dialogue**

You got left out, too?

**[58:26] Dialogue**

Everyone else seemed to be friends already,

so I just stayed out of it.

**[58:30] Dialogue**

Hey, want to form a party with me?

**[58:33] Dialogue**

He just said we can't beat  
the boss on our own, right?

**[58:36] Dialogue**

It's just for this fight... temporarily.

**[58:45] FN**

ACCEPT REQUEST TO FORM A PARTY?

**[58:52] FN**

ACCEPT REQUEST TO FORM A PARTY?

**[58:55] Dialogue**

Okay, are you about done forming  
your parties?

**[58:57] Dialogue**

- Then—  
- Hold up a second!

**[59:02] Dialogue**

My name's Kibaou.

**[59:05] Dialogue**

There's something I want  
to say before we take on the boss.

**[59:09] Dialogue**

Some of you here need to apologize  
to the 2,000 who have died so far!

**[59:17] Dialogue**

Kibaou, these people you're referring to...

**[59:21] Dialogue**

Do you mean the ex-beta testers, perhaps?

**[59:24] Dialogue**

Darn right I do!

**[59:25] Dialogue**

On the day that this stupid game started,  
the beta guys ditched us beginners,

**[59:28] Dialogue**

and they all disappeared.

**[59:31] Dialogue**

They took all the good hunting spots  
and easy quests for themselves,

**[59:34] Dialogue**

so they were the only ones getting stronger.  
And since then, they've just ignored the rest of us.

**[59:38] Dialogue**

There's got to be some of them here!

Guys who were beta testers!

**[59:42] Dialogue**

We should make them get on their knees  
and apologize,

**[59:44] Dialogue**

and give up all the items  
and money they've hoarded!

**[59:47] Dialogue**

As party members,  
we can't put our lives in their hands,

**[59:49] Dialogue**

and they can't put their lives in ours!

**[59:51] Dialogue**

Can I say something?

**[59:58] Dialogue**

My name is Agil.

**[1:00:00] Dialogue**

Kibaou, let me get this straight.

**[1:00:03] Dialogue**

You're saying that because  
the ex-beta testers didn't take care of them,

**[1:00:05] Dialogue**

many beginners died.

That they should take responsibility,

**[1:00:09] Dialogue**

apologize, and provide compensation.

Is that right?

**[1:00:11] Dialogue**

Y-Yeah.

**[1:00:14] Dialogue**

You received this guide book, too, didn't you?

**[1:00:17] Dialogue**

It was provided for free  
at the item store, after all.

**[1:00:19] Dialogue**

Sure, I got it.

So what if I did?

**[1:00:21] Dialogue**

It was the ex-beta testers  
who were distributing these.

**[1:00:25] Dialogue**

Listen up. Everyone had equal access  
to this information.

**[1:00:29] Dialogue**

And yet many players still died.

**[1:00:31] Dialogue**

What can we learn from those failures,

**[1:00:33] Dialogue**

and how should we go about trying

to defeat the boss?

**[1:00:35] Dialogue**

At least, that's what I thought  
we'd be discussing here.

**[1:00:43] Dialogue**

Okay, can we resume the meeting now?

**[1:00:46] Dialogue**

As for information on the boss,

**[1:00:47] Dialogue**

actually, the latest edition  
of that guide book was just issued.

**[1:00:51] Dialogue**

According to what it says,  
the boss's name is Illfang the Kobold Lord.

**[1:00:55] Dialogue**

Also, he has an entourage known  
as the Ruin Kobold Sentinels

**[1:00:58] Dialogue**

that appear as a group of three at most.

**[1:01:01] Dialogue**

The boss is armed with an axe and a buckler.

**[1:01:03] Dialogue**

He has four health bars,  
and when the last one turns red,

**[1:01:06] Dialogue**

he switches to a curved sword-type weapon  
called a Talwar.

**[1:01:09] Dialogue**

His attack pattern changes as well.

**[1:01:11] Dialogue**

Whoa. Where did they get that info?

**[1:01:13] Dialogue**

This concludes the briefing.

**[1:01:14] Dialogue**

Lastly, regarding item distribution,

**[1:01:17] Dialogue**

money will be automatically  
divided equally.

**[1:01:19] Dialogue**

EXP goes to the party that defeats the monster.

**[1:01:22] Dialogue**

And whoever receives an item keeps it.

**[1:01:25] Dialogue**

Any objections?

**[1:01:27] Dialogue**

Okay, we leave tomorrow,  
at 10:00 in the morning.

**[1:01:31] Dialogue**

All right, dismissed!

**[1:01:46] Dialogue**

Mito?

**[1:02:09] Dialogue**

Those are pretty tasty, aren't they?

**[1:02:12] Dialogue**

Mind if I sit down?

**[1:02:27] Dialogue**

Do you really think it's good?

**[1:02:32] Dialogue**

Of course.

**[1:02:32] Dialogue**

Ever since I came to this town,  
I've been eating at least one daily.

**[1:02:35] Dialogue**

Well, but I do change it up a little, though.

**[1:02:38] Dialogue**

Change it up?

**[1:02:39] Dialogue**

Try putting some on that bread.

**[1:02:48] Dialogue**

Cream?

**[1:03:22] Dialogue**

Thank you for the cream.

**[1:03:23] Dialogue**

You're welcome.

**[1:03:25] Dialogue**

It's the reward for a quest called "The Heifer  
Strikes Back" one village behind us.

**[1:03:30] Dialogue**

If you want to do it,  
I'll tell you what the trick is.

**[1:03:33] Dialogue**

I didn't come to this town  
to eat good food.

**[1:03:39] Dialogue**

Then, why did you?

**[1:03:42] Dialogue**

Rather than lock myself inside an inn  
and slowly rot away,

**[1:03:45] Dialogue**

I'd rather stay myself until  
the very last moment.

**[1:03:49] Dialogue**

Even if I'm defeated by a monster,

**[1:03:51] Dialogue**

I don't want to lose to this game...  
to this world.

**[1:03:55] Dialogue**

No matter what.

**[1:04:03] Dialogue**

I wouldn't want a party member dying on me.

**[1:04:06] Dialogue**

So at the very least,  
don't die tomorrow.

**[1:04:08] Dialogue**

That's why I want to discuss how we're going  
to fight in the boss raid today.

**[1:04:12] Dialogue**

Do you have a minute?

**[1:04:15] Dialogue**

Where would we discuss that?

**[1:04:17] Dialogue**

Some nearby bar, or inn, maybe?

**[1:04:20] Dialogue**

I don't want to be seen  
and have people get the wrong idea!

**[1:04:23] Dialogue**

There are other rooms for rent.

**[1:04:26] Dialogue**

For example, the place I'm renting  
is the second floor of an NPC farmhouse.

**[1:04:29] Dialogue**

It's got two rooms  
and all the milk you can drink.

**[1:04:31] Dialogue**

The bed's huge,  
and the view is awesome,

**[1:04:33] Dialogue**

and to top it off,  
it's got a bath—

**[1:04:37] Dialogue**

What did you say?

**[1:04:38] Dialogue**

A-All the milk you can drink?

**[1:04:40] Dialogue**

The one after that.

**[1:04:41] Dialogue**

Th-The bed's huge,  
and the view is awesome?

**[1:04:43] Dialogue**

After that!

**[1:04:44] Dialogue**

I-It's got a bath?

**[1:04:48] Dialogue**

Take me to your place...

**[1:04:51] Dialogue**

...and let me use... your bath?

**[1:04:54] Dialogue**

Uh, sure.

**[1:05:06] Dialogue**

Unbelievable!

**[1:05:09] Dialogue**

To think that such wonderful bathtubs  
exist in this world!

**[1:05:11] Dialogue**

Yeah. Um, have a good one!

**[1:05:17] Dialogue**

No lock?

**[1:05:19] Dialogue**

Nothing I can do, I guess.

**[1:05:25] FN**

REMOVE EQUIPMENT?

**[1:05:34] FN**

REMOVE UNDERGARMENTS?

**[1:06:06] Dialogue**

I can die anytime now!

**[1:06:09] Dialogue**

I have absolutely no regrets!

**[1:06:14] Dialogue**

Oh, but that cream-topped rye bun...

**[1:06:17] Dialogue**

What wouldn't I give  
to have it again before I die?

**[1:06:25] Dialogue**

Y-You done?

**[1:06:27] Dialogue**

What are you doing in the corner there?

**[1:06:29] Dialogue**

Oh, uh...

**[1:06:33] Dialogue**

What?

**[1:06:33] Dialogue**

Uh, nothing.

**[1:06:39] Dialogue**

Before our meeting,  
let's take this and head out.

**[1:06:42] Dialogue**

This rapier was a drop item,  
but I'm not going to use it, so—

**[1:06:46] Dialogue**

What are we—

**[1:06:47] Dialogue**

We can still make it to one of the forges before it closes.

**[1:06:57] Dialogue**

I was able to level it up to plus four.

**[1:06:59] Dialogue**

It should be way better than the rapier you've been using.

**[1:07:02] Dialogue**

Why would you do that?

**[1:07:03] Dialogue**

We're going on a raid tomorrow.

**[1:07:05] Dialogue**

We've got to do whatever we can do.

**[1:07:08] Dialogue**

That doesn't mean you should have to get me a weapon—

**[1:07:10] Dialogue**

It's just that I don't want my party member dying on me.

**[1:07:14] Dialogue**

What I really want is to search for rare equipment,

**[1:07:17] Dialogue**

but since there's no time for that—

**[1:07:20] Dialogue**

Let's talk about the boss raid when we get back.

**[1:07:22] Dialogue**

Just keep me company a little while longer.

**[1:07:25] Dialogue**

Listen.

**[1:07:26] Dialogue**

At today's meeting...

**[1:07:29] Dialogue**

You know how they were talking about the beta testers?

**[1:07:32] Dialogue**

Uh, yeah.

**[1:07:33] Dialogue**

What kind of people are they?

**[1:07:34] Dialogue**

What kind?

**[1:07:36] Dialogue**

Kibaou was criticizing

the beta testers.

**[1:07:40] Dialogue**

He said they were selfish  
and they'd abandoned us other players.

**[1:07:44] Dialogue**

But Agil said that some of them  
were also passing on information to us.

**[1:07:49] Dialogue**

Do these games just change  
who people are?

**[1:07:54] Dialogue**

Did you have some kind of run-in  
with a beta tester?

**[1:07:57] Dialogue**

You can tell me about it if you want.

**[1:07:59] Dialogue**

Since I'm a solo player,  
there's no risk that it'll get leaked.

**[1:08:06] Dialogue**

We were friends in the real world,

**[1:08:08] Dialogue**

and after we came here, too.

**[1:08:10] Dialogue**

I see. So a member of your party.

**[1:08:14] Dialogue**

She was getting hold of a monster's  
rare item at the time.

**[1:08:18] Dialogue**

Meaning it was more important  
to her than me.

**[1:08:22] Dialogue**

After all the time we'd spent together, why?

**[1:08:28] Dialogue**

What kind of monster was it?

**[1:08:31] Dialogue**

What do you mean?

**[1:08:33] Dialogue**

Like, was it an insect type or animal type?

**[1:08:35] Dialogue**

Tell me anything you can about  
what it looked like.

**[1:08:37] Dialogue**

Uh, it was like a small mouse-human.

**[1:08:41] Dialogue**

What was her main weapon?

**[1:08:44] Dialogue**

A rapier, like yours?

**[1:08:45] Dialogue**

No, she fought with a scythe.

**[1:08:49] Dialogue**

I see.

**[1:08:52] Dialogue**

SAO is no ordinary game.

**[1:08:56] Dialogue**

Our lives are at stake.

**[1:08:58] Dialogue**

On top of that,  
in the heat of battle,

**[1:09:00] Dialogue**

in extreme life-or-death situations,

**[1:09:03] Dialogue**

a person would do anything to survive.

**[1:09:08] Dialogue**

But in a situation like this,  
there's no telling what people are capable of.

**[1:09:14] Dialogue**

You can see who a person really is  
when she's being nonchalant and normal.

**[1:09:19] Dialogue**

That's what I think.

**[1:09:21] Dialogue**

It doesn't matter if you're  
a beta tester or not.

**[1:09:24] Dialogue**

What kind of person she is...

**[1:09:28] Dialogue**

You should know that yourself.

**[1:09:32] Dialogue**

I know... who she is?

**[1:09:34] Dialogue**

*I'm going to clue you in  
to the best part of this game.*

**[1:09:36] Dialogue**

*Whatever you do,  
don't say things like that.*

**[1:09:38] Dialogue**

*That's it!  
This feels kind of weird.*

**[1:09:41] Dialogue**

*It's my masterpiece.*

**[1:09:43] Dialogue**

*I'll send it to you.*

**[1:09:44] Dialogue**

Just as I thought.

You look great!

**[1:09:49] Dialogue**

*Mito...*

**[1:09:54] Dialogue**

Thank you. I feel a little calmer now.

**[1:09:56] Dialogue**

You do?

**[1:09:59] Dialogue**

That girl is something else.

She said, "Let's clear this game together," right?

**[1:10:03] Dialogue**

Instead of abandoning you, a beginner?

**[1:10:06] Dialogue**

That's something that I never could've done.

**[1:10:10] Dialogue**

Sorry.

**[1:10:11] Dialogue**

The reason you're in this situation  
in the first place...

**[1:10:14] Dialogue**

In other words, what drove you  
into the corner,

**[1:10:17] Dialogue**

in a sense, it's my...

**[1:10:22] Dialogue**

What you just started to say...

**[1:10:24] Dialogue**

If we both survive the boss raid,  
let me hear the rest.

**[1:10:40] Dialogue**

I'm going to double-check, okay?

**[1:10:41] Dialogue**

As the leftover team, our target is the Ruin  
Kobold Sentinels—the boss's entourage.

**[1:10:47] Dialogue**

I know.

**[1:10:48] Dialogue**

I'll use a sword skill  
to knock their pole axes up.

**[1:10:52] Dialogue**

The second I do,  
switch and jump in.

**[1:10:58] Dialogue**

Tell me, before you came here,  
you played, um...

**[1:11:02] Dialogue**

...these MMO games, right?

**[1:11:05] Dialogue**

Uh, well, yeah.

**[1:11:07] Dialogue**

Was traveling the same as this in other games?

**[1:11:10] Dialogue**

You know, like a field trip?

**[1:11:14] Dialogue**

Field trip... I like that.

**[1:11:15] Dialogue**

Sorry to say that with other titles,  
it was a far cry from this.

**[1:11:19] Dialogue**

I mean, with non-full-dive games,  
you have to use the keyboard or mouse,

**[1:11:24] Dialogue**

or operate a controller.

**[1:11:27] Dialogue**

Oh, I see.

**[1:11:29] Dialogue**

Then what's the real thing like?

**[1:11:32] Dialogue**

The real thing?

**[1:11:33] Dialogue**

You know, assuming a fantasy world  
like this really existed,

**[1:11:37] Dialogue**

and that a band of swordsmen  
or magicians on an adventure there...

**[1:11:41] Dialogue**

...set off to take down  
a terrifying monster boss.

**[1:11:44] Dialogue**

What would they talk about  
on their way there?

**[1:11:47] Dialogue**

Or would they just walk on in silence?

**[1:11:50] Dialogue**

That's what I mean.

**[1:11:54] Dialogue**

The road to either death or glory, huh?

**[1:11:58] Dialogue**

If we're talking about people who live that  
as their normal life,

**[1:12:01] Dialogue**

then it's probably like going to a restaurant  
to have dinner.

**[1:12:05] Dialogue**

They'll talk if they have something to say,  
and be silent if they don't.

**[1:12:09] Dialogue**

I bet these boss raids will end up  
like that someday, too.

**[1:12:13] Dialogue**

That is, if we can make challenging bosses  
a normal part of our lives.

**[1:12:20] Dialogue**

Sorry for laughing.  
But what you just said is absurd!

**[1:12:24] Dialogue**

This world couldn't be farther  
from normal life.

**[1:12:27] Dialogue**

And you're saying we can make it normal?

**[1:12:30] Dialogue**

You do have a point there.

**[1:12:32] Dialogue**

But listen, it's already been four weeks today.

**[1:12:35] Dialogue**

Even if we manage to take down  
the Floor 1 boss today,

**[1:12:38] Dialogue**

there'll still be 99 floors above us.

**[1:12:41] Dialogue**

If we keep repeating  
the process over and over,

**[1:12:43] Dialogue**

then the abnormal will become normal, too.

**[1:12:46] Dialogue**

You're strong, I see.  
I could never do that.

**[1:12:50] Dialogue**

Live in this world for years on end.

**[1:12:52] Dialogue**

Because that thought scares me  
way more than dying today.

**[1:12:55] Dialogue**

Hmm... if we can make it to the upper levels,  
we'll find even nicer bathtubs, you know.

**[1:13:00] Dialogue**

R-Really?

**[1:13:02] Dialogue**

That's right! So we've got  
to go home alive today, okay?

**[1:13:22] Dialogue**

Listen up, everyone.

**[1:13:24] Dialogue**

I have only one thing to say.

**[1:13:34] Dialogue**

Let's win!

**[1:13:41] Dialogue**

Let's go!

**[1:14:35] Dialogue**

Commence attack!

**[1:14:53] Dialogue**

Squad A! Squad C!

Switch! Here it comes!

**[1:14:55] Dialogue**

Squad B, block!

**[1:14:57] Dialogue**

Squad C, keep guarding

and prepare to switch.

**[1:15:06] Dialogue**

Now! As you fall back,

prepare to attack from the side!

**[1:15:09] Dialogue**

Squads D, E, and F,

keep the sentinels off us!

**[1:15:12] Dialogue**

Roger!

**[1:15:26] Dialogue**

Switch!

**[1:15:38] Dialogue**

Next!

**[1:15:39] Dialogue**

More are coming!

**[1:15:43] Dialogue**

Switch!

**[1:15:45] Dialogue**

Switch!

**[1:15:46] Dialogue**

Switch!

**[1:15:47] Dialogue**

There's a fifth one!

**[1:15:52] Dialogue**

This boy... he's so powerful.

**[1:15:56] Dialogue**

Good job!

**[1:15:58] Dialogue**

You, too.

**[1:16:06] Dialogue**

Looking good! We're almost there!

**[1:16:16] Dialogue**

Looks like that information was right.

**[1:16:19] Dialogue**

Squad C! Surround the boss!

**[1:16:21] Dialogue**

I'm going after the target!

**[1:16:37] Dialogue**

That weapon!

**[1:16:39] Dialogue**

It's not the same as the beta test!

**[1:16:41] Dialogue**

It's no good! Stay back!

**[1:16:43] Dialogue**

You'll be hit with a range attack!

**[1:17:05] Dialogue**

C-Can't move...

**[1:17:31] Dialogue**

Diabel!

**[1:17:34] Dialogue**

Hang in there!

**[1:17:48] Dialogue**

Please... defeat...

**[1:17:51] Dialogue**

Defeat the boss.

**[1:17:53] Dialogue**

For everyone...

**[1:18:19] Dialogue**

Why? No way.

**[1:18:21] Dialogue**

There should've only been three of them!

**[1:18:23] Dialogue**

This isn't what we signed up for!

**[1:18:36] Dialogue**

- Look out!

- Hold up!

**[1:18:39] Dialogue**

Going on your own won't help!

**[1:18:42] Dialogue**

You'll end up getting killed, too!

**[1:18:47] FN**

MITO HAS LEFT THE PARTY

**[1:19:01] Dialogue**

H-Hey, thanks. I owe you—

**[1:19:06] Dialogue**

*That skill...*

**[1:19:07] Dialogue**

Switch!

**[1:19:24] Dialogue**

We're getting in on the action, too!

**[1:19:25] Dialogue**

Come on, over here!

**[1:19:31] Dialogue**

Wait!

**[1:19:35] Dialogue**

Asuna...

**[1:19:37] Dialogue**

Asuna, is that you?

**[1:19:39] Dialogue**

No way.

**[1:19:44] Dialogue**

You're alive?

**[1:19:47] Dialogue**

I...

**[1:19:51] Dialogue**

I...

**[1:19:55] Dialogue**

That day...

**[1:20:07] Dialogue**

We are going to clear this game, aren't we?

**[1:20:12] Dialogue**

The boss isn't done yet.

**[1:20:14] Dialogue**

Let's both survive this.

**[1:20:19] Dialogue**

I've seen that boss use that range attack before during the beta test.

**[1:20:23] Dialogue**

But you have to surround the enemy for it to be launched.

**[1:20:29] Dialogue**

Asuna!

**[1:20:30] Dialogue**

Use this!

**[1:20:35] Dialogue**

*It drops rare items, so I want to vanquish it when I have the chance.*

**[1:20:37] Dialogue**

*This is from that day.*

**[1:20:49] Dialogue**

Thanks!

**[1:21:05] Dialogue**

Switch!

**[1:21:10] Dialogue**

Not yet!

**[1:21:27] Dialogue**

Huh? Y-You're...

**[1:21:30] Dialogue**

Everyone, listen to me!

**[1:21:32] Dialogue**

We have to surround the boss,  
or there won't be a range attack!

**[1:21:35] Dialogue**

For now, everyone fall back!

**[1:21:37] Dialogue**

Everyone who's recovered,  
get back into battle!

**[1:21:49] Dialogue**

Let's take it down together.

**[1:21:51] Dialogue**

Right!

**[1:22:33] Dialogue**

Almost there.

**[1:22:38] Dialogue**

Oh, crap—

**[1:23:09] Dialogue**

Mito!

**[1:23:34] Dialogue**

Asuna!

**[1:23:36] Dialogue**

One last Linear!  
Let's do it together!

**[1:23:39] Dialogue**

Roger!

**[1:23:57] Dialogue**

One more time!

**[1:24:09] Dialogue**

Mito!

**[1:24:20] Dialogue**

- Switch!  
- Switch!

**[1:24:52] Dialogue**

We did it!

**[1:25:07] Dialogue**

Good work.

**[1:25:09] Dialogue**

Let me chime in.

**[1:25:12] Dialogue**

You put up a splendid fight.

**[1:25:14] Dialogue**

Congratulations!  
That was a sight to see!

**[1:25:23] Dialogue**

- Asuna!

- Why?

**[1:25:29] Dialogue**

Why... why did you let Diabel die?

**[1:25:34] Dialogue**

Let him die?

**[1:25:35] Dialogue**

Of course you did!

**[1:25:36] Dialogue**

You knew what technique

the boss would use!

**[1:25:40] Dialogue**

If you'd given us that information up front,

Diabel wouldn't have had to die!

**[1:25:48] Dialogue**

Come to think of it, he's right.

**[1:25:50] Dialogue**

Yeah.

**[1:25:51] Dialogue**

How does he know?

**[1:25:52] Dialogue**

It wasn't even in the guide book.

**[1:25:54] Dialogue**

Don't tell me it was all lies?

**[1:25:56] Dialogue**

But it did say that the boss info

was from the beta test, right?

**[1:25:59] Dialogue**

- All of you—

- Hey! You guys!

**[1:26:00] Dialogue**

That's right!

He must be an ex-beta tester!

**[1:26:03] Dialogue**

That's how he knew all about

the boss's attack patterns.

**[1:26:07] Dialogue**

That woman must be one, too!

**[1:26:08] Dialogue**

So they knew all the good quests

and hunting grounds,

**[1:26:11] Dialogue**

but they've been keeping them from us

and duping us!

**[1:26:16] Dialogue**

That guide book, too—that information broker,

Argo, just sold us a pack of lies!

**[1:26:20] Dialogue**

She's a former beta tester, too,  
so no way would she tell us the truth for free!

**[1:26:25] Dialogue**

There's gotta be others here, too, right?  
Those beta testers? Show yourselves!

**[1:26:35] Dialogue**

I... I...

**[1:26:44] Dialogue**

An ex-beta tester, did you say?

**[1:26:48] Dialogue**

I wish you wouldn't lump me together  
with those newbies.

**[1:26:53] Dialogue**

Don't get the wrong idea.

**[1:26:54] Dialogue**

That girl there was only following my orders.

**[1:26:58] Dialogue**

She's nothing but an amateur.

**[1:27:01] Dialogue**

Most of the thousand people who won  
SAO beta test slots...

**[1:27:05] Dialogue**

...were newbies who didn't even  
know how to level up.

**[1:27:09] Dialogue**

Even you guys are better than them.

**[1:27:11] Dialogue**

Wh-What did you say?

**[1:27:13] Dialogue**

But I'm not like those guys.

**[1:27:16] Dialogue**

During the beta test, I made it to higher levels  
than anyone else was able to reach.

**[1:27:22] Dialogue**

The reason I knew about  
the boss's sword skills...

**[1:27:24] Dialogue**

...was because I'd fought tons of monsters  
with those skills on floors far above us.

**[1:27:29] Dialogue**

I know lots of other things, too.

**[1:27:31] Dialogue**

Your information brokers  
have nothing on me!

**[1:27:34] Dialogue**

W-What's that about?

**[1:27:37] Dialogue**

You're—You're way worse than  
a beta tester!

**[1:27:41] Dialogue**

That's cheating!  
You're a cheater, that's what you are!

**[1:27:43] Dialogue**

Right, he's a cheater!

**[1:27:45] Dialogue**

A beta tester and a cheater...  
A beater!

**[1:27:47] Dialogue**

Damned beater! Duping us like that!

**[1:27:49] Dialogue**

Are the other beta testers doing  
the same thing?

**[1:27:51] Dialogue**

Dirty beater—keeping all  
the information for himself!

**[1:27:55] Dialogue**

A beater... that's a good name.

**[1:27:59] Dialogue**

That's right. I'm a beater.

**[1:28:02] Dialogue**

From now on, don't confuse me  
with those lame ex-testers.

**[1:28:08] Dialogue**

I'm going to activate  
the Teleport Gate to Floor 2 for you.

**[1:28:12] Dialogue**

To get to the main square  
from the exit above,

**[1:28:14] Dialogue**

you'll have to cross the field some,

**[1:28:16] Dialogue**

so if you follow me,  
be ready to be killed by a mob at first sight.

**[1:28:33] Dialogue**

*Sorry. The reason you're in this situation  
in the first place...*

**[1:28:38] Dialogue**

*In other words,  
what drove you into the corner...*

**[1:28:41] Dialogue**

*In a sense, it's my—*

**[1:28:54] Dialogue**

Asuna!

**[1:28:56] Dialogue**

Mito?

**[1:28:59] Dialogue**

Um...

**[1:29:05] Dialogue**

I'm going after him.

**[1:29:09] Dialogue**

I've found it.

**[1:29:10] Dialogue**

How I'm going to live in this world—  
it's where he goes.

**[1:29:15] Dialogue**

So I'm going to move forward.

**[1:29:21] Dialogue**

All right, see you later.

**[1:29:29] Dialogue**

Goodbye, Asuna.

**[1:30:17] Dialogue**

I told you not to come.

**[1:30:20] Dialogue**

No, you didn't. "If you're coming,  
be ready to die"—that's what you said.

**[1:30:24] Dialogue**

Did I really?

**[1:30:28] Dialogue**

So beautiful.

**[1:30:31] Dialogue**

Come to think of it,  
you called my name during that battle.

**[1:30:35] Dialogue**

Sorry for using just your first name.

**[1:30:37] Dialogue**

Or did I mess up the pronunciation?

**[1:30:40] Dialogue**

Pronunciation?

**[1:30:42] Dialogue**

Never mind that.

I never told you my name,

**[1:30:45] Dialogue**

and you never told me yours!

**[1:30:47] Dialogue**

How did you find out?

**[1:30:48] Dialogue**

Uh... huh? Wait...

**[1:30:51] Dialogue**

Didn't you say you'd formed a party before?

**[1:30:53] Dialogue**

Sure I have.

**[1:30:55] Dialogue**

You can see another HP gauge below yours,  
around here, right?

**[1:31:01] Dialogue**

Isn't there something written under that?

**[1:31:03] Dialogue**

Huh?

**[1:31:05] Dialogue**

Moving your face will make  
the gauge move, too.

**[1:31:08] Dialogue**

Keep your face still,  
and just move your eyes to the left.

**[1:31:12] Dialogue**

Ki... ri... to...

**[1:31:15] Dialogue**

Kirito? Is that your name?

**[1:31:18] Dialogue**

Yeah.

**[1:31:19] Dialogue**

Oh, so it was written there all this time!

**[1:31:22] Dialogue**

Oh! Uh... um...

**[1:31:25] Dialogue**

I'm glad you were able to check that out.

**[1:31:30] Dialogue**

The truth is, I came after you because  
I wanted to thank you.

**[1:31:34] Dialogue**

For the cream bun and the bath?

**[1:31:36] Dialogue**

No, not that!

**[1:31:39] Dialogue**

Well, I guess that's part of it, too.

**[1:31:42] Dialogue**

Right... all kinds of things.  
I want to thank you for so many things.

**[1:31:48] Dialogue**

For the first time,  
I've found something to strive for—

**[1:31:52] Dialogue**

something I want to chase after.

**[1:31:54] Dialogue**

Really? What is it?

**[1:31:56] Dialogue**

That's a secret.

**[1:31:58] Dialogue**

I'm going to give it my all.

**[1:31:59] Dialogue**

Do my best to survive,  
and become stronger.

**[1:32:03] Dialogue**

So that I can get to the place I'm striving for.

**[1:32:08] Dialogue**

Yeah. You can become stronger.

**[1:32:11] Dialogue**

Not just your sword skills.

**[1:32:13] Dialogue**

You can find a strength that's even greater  
and more valuable.

**[1:32:17] Dialogue**

That reminds me,  
there's one more thing that I need to tell you, right?

**[1:32:21] Dialogue**

What I started to say last night...

**[1:32:25] Dialogue**

No need. I understand now.

**[1:32:28] Dialogue**

The path that you've walked till now.

**[1:32:30] Dialogue**

And the place you're about  
to walk towards on your own.

**[1:32:36] Dialogue**

So... I'm going, too.

**[1:32:41] Dialogue**

Let's go, Asuna.

**[1:32:45] Dialogue**

Right, Kirito!

**[1:32:57] Dialogue**

So those two are the top players at this point?

**[1:33:01] Dialogue**

Now this should be interesting!

**[1:33:22] Dialogue**

*Tangled, my thoughts are tangled in  
a jumbled mess as I untie my hair*

**[1:33:32] Dialogue**

*"You're not acting like yourself"*

**[1:33:33] Dialogue**

*I won't smile for a portrait of me  
drawn by somebody else*

**[1:33:41] Dialogue**

*The definition of what*

*is right will keep on changing*

**[1:33:46] Dialogue**

*But there's one thing I believe in  
It's the thrill I feel in my heart*

**[1:33:51] Dialogue**

*I just tell myself, "Go, go!"*

**[1:33:53] Dialogue**

*To a place where no one can reach me*

**[1:33:56] Dialogue**

*Step on the gas  
There's no time to think about fate*

**[1:34:01] Dialogue**

*This is me, right here, right now*

**[1:34:03] Dialogue**

*Yeah, there's a future to reach after  
those days filled with tears*

**[1:34:08] Dialogue**

*Heading for tomorrow  
The world is a kaleidoscope*

**[1:34:18] Dialogue**

*Bottled-up feelings  
Let's dance even the signals of loneliness away*

**[1:34:28] Dialogue**

*Nothing's wrong*

**[1:34:29] Dialogue**

*Those empty nights and fearful days*

**[1:34:34] Dialogue**

*All are a part of me*

**[1:34:37] Dialogue**

*Feeling lost and betrayed  
When my pent-up emotions explode*

**[1:34:45] Dialogue**

*What will I have left?*

**[1:34:48] Dialogue**

*Yeah  
While I'm shouting, "I'm here"*

**[1:34:50] Dialogue**

*While I'm wishing, "Please love me"*

**[1:34:53] Dialogue**

*All I can do is keep running down  
the road that I've chosen*

**[1:34:57] Dialogue**

*I just tell myself, "Go, go!"*

**[1:34:59] Dialogue**

*To a place where no one can reach me*

**[1:35:03] Dialogue**

*Overtaking turbulence,*

*I want to see a part of me that I don't even know*

**[1:35:08] Dialogue**

*This is me, right here, right now*

**[1:35:10] Dialogue**

*Yeah, I want to make the future  
that I envisioned a reality*

**[1:35:15] Dialogue**

*And I won't blame anyone else*

**[1:35:18] Dialogue**

*You were always such a coward  
but you've pretended that you didn't know*

**[1:35:26] Dialogue**

*"I'm not in pain"*

**[1:35:28] Dialogue**

*While protecting what's dear to you  
While smiling and saying, "I'm okay"*

**[1:35:33] Dialogue**

*You cried and said, "I want to change"*

**[1:35:41] Dialogue**

*"I'm sorry" has finally become an inaudible echo*

**[1:35:46] Dialogue**

*Transcending time,  
I am no longer there*

**[1:35:51] Dialogue**

*"Just leave it!" Yeah, I'm so in the present  
moment that I have no time to reminisce*

**[1:36:02] Dialogue**

*I just tell myself, "Go, go!"*

**[1:36:04] Dialogue**

*To a place where no one can reach me*

**[1:36:07] Dialogue**

*Step on the gas,  
There's no time to think about fate*

**[1:36:12] Dialogue**

*This is me, right here, right now*

**[1:36:14] Dialogue**

*Yeah, there's a future to reach after  
those days filled with tears*

**[1:36:19] Dialogue**

*Oh, how I still long to see it*

**[1:36:22] Dialogue**

*Oh, heading for tomorrow with you*

**[1:36:25] Dialogue**

*The world is a kaleidoscope*

**[1:37:10] FN**

SWORD ART ONLINE THE MOVIE -PROGRESSIVE-

**[1:37:12] FN**

SWORD ART ONLINE THE MOVIE -PROGRESSIVE-  
SCHERZO OF DEEP NIGHT