



No, not really.

I mean, yes, you told us to leave you alone, but we had no knowledge of your whereabouts, so that command is useless if you want us to stay away from this particular house you happen to be in.



Well, that escalated quickly.

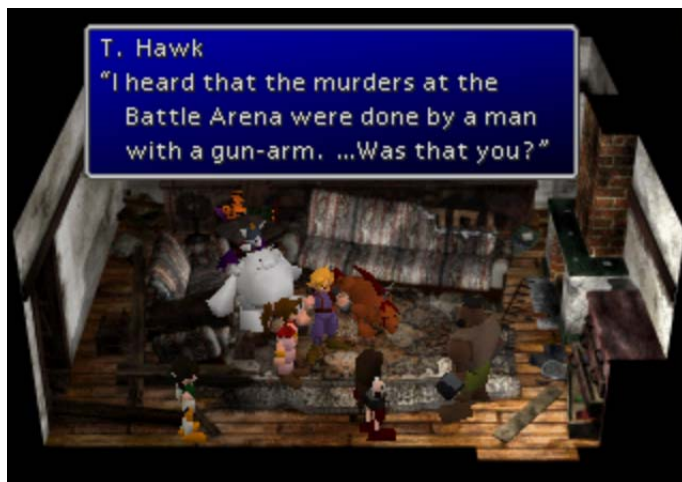


Oh. Shooting some random eavesdropper. Alright, then!



No, seriously. That's MMMMMMMMMM's line. It says right here in the script. Cut!





The difference is, his shoots mocha.







Only you can prevent forest fires, but you weren't around, so...



Yeah, it looks pretty far from burning itself out.





Sir, you were hit by a standard-issue rifle bullet, not a rocket launcher.



I dunno, maybe he's just *that* lightweight.



And he dances around in the spray of bullets at his feet, remaining untouched by a single bullet, because sophistication superpowers.





Quite the impressive punch, there.





A bullet managed to nearly shoot Dyne off the cliff, if not for Mista Tea's save. Alright, then.







Not easy to capture in a still image, but the line of bullets proceeds from left to right.



And naturally, one's hand being shot is not the best thing for one's grip.



Apparently built so that you can easily switch it out with other guns, given that you can equip said guns.

Mista Tea

"Got a new right arm to get revenge on
the Shinra, who took everything away..."



Mista Tea

"Back then, I heard the doc say
there was another man
who got the same operation as me."



"But, his was the left arm."



You and he are brothers-in-arms!



Technically true, since though he was against building the reactor there, his cited reason had nothing to do with the potential destruction of the town, except perhaps in the poetic sense.

"He'll probably join us
to fight against the Shinra."



Mista Tea
"...wouldn't bet on it.
I gotta 'pologize to Dyne
before I can rest in peace."



Mista Tea
"An' that's why, I gotta go alone."





At least until you use a Phoenix Down on him.



It's only disc one, after all.

Tina
"Weren't you going to save the Planet?"



Mista Tea
"Shit! Tina,
you oughtta know by now."



Tina
"...That's all right.
I'm not so different from you."





Please make a party of three.		Reform
 MMMMMMMMMM LU 21 HP 762/ 762 MP 171/ 171		
 Cait Sith LU 19 HP 753/ 753 MP 148/ 148	  	
 Mista Tea LU 17 HP 745/ 745 MP 106/ 106		

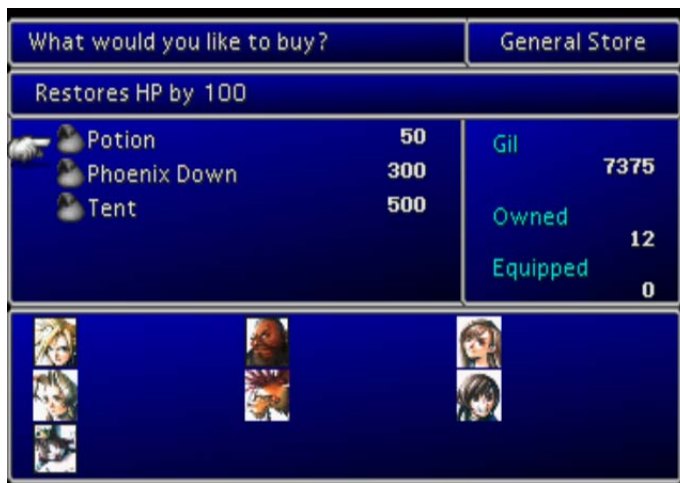
Cait Sith will tempt him to the dark side of the tea.

Gained EXP and AP.			
EXP	298p	AP	30p
	MMMMMMMMMM	EXP:	22598p
	Level: 21	next level:	1563p
	Cait Sith	EXP:	16285p
	Level: 19	next level:	1491p
	Mista Tea	EXP:	12551p
	Level: 17	next level:	471p

I just missed screenshotting it. Cover leveled up. Now the wielder will take an attack on an ally 40% of the time.



Who provides you stock down here?



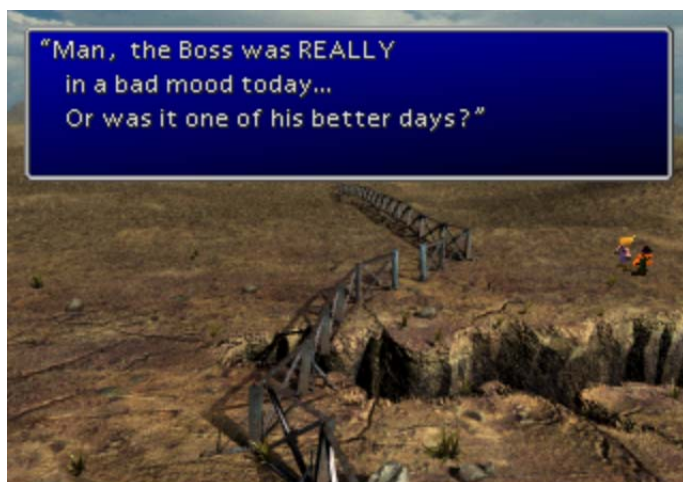
Eh, nah.



I was hoping I'd get an answer as to what this is if I tried interacting with it. I suppose Shadow Madness has spoiled me, in that regard.



I like the wavy effect on the horizon. It's not visible in a still image, of course, but, well... you know the wavy look of the air above a flame? Basically that. It's rather effective at making the environment seem hot. It's the little things.





These things use barriers before going in for the attack. Yes, it slows down the combat, but I'll take these over the previous enemies any day.



This area is one of those trendy desert mazes. Though, from the liars earlier, we indirectly got the hint of "go northeast".



I got here rather quickly. I think I recall this area being significant.



I'm kinda reminded, by this place, of that one junkyard van the Eds sometimes hang out in, in Ed Edd n' Eddy.



Useful!

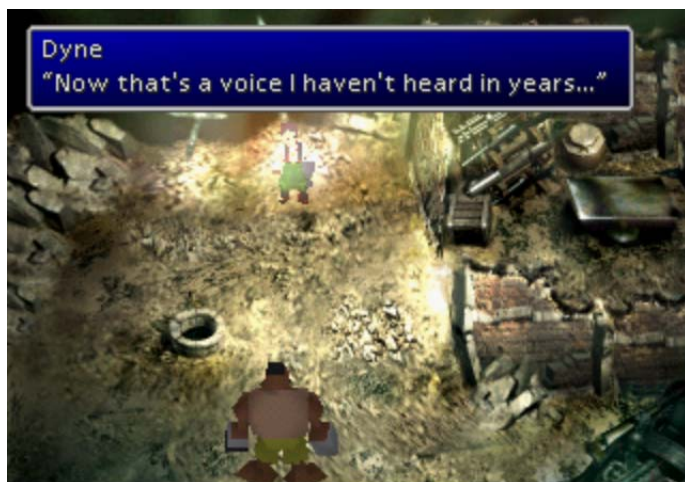
That said, I just realized something about the enemies in this area. There are four types we've met thus far, and (though I guess this is debatable in the case of Bullmotor, but its jittering quite reminds me of a motor) all of the names for the enemies make complete sense!



As we hear the sound of occasional gunshots.



Or perhaps... mocha shots?





Actually, wait. Does this mean he's the boss of this place? But... wait, how? He can't have been here for very long. He just very recently went on a killing spree at the Golden Saucer. Can he teleport? Or perhaps he spent a while here, became a chocobo jockey, then promptly went on said killing spree and ended up back down here. Even so, this somehow manages to make even *less* sense than Mista Tea having beaten us down here.





And then he approaches, only to get shot at.



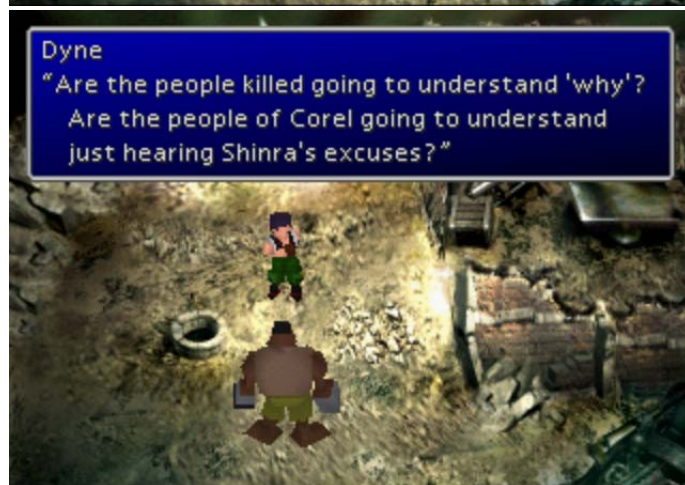


"So I decided to hate your bones, instead."





Too much caffeine.



Dyne

"All they give us are artillery and stupid excuses...
What's left is a world of despair and emptiness..."



Mista Tea

"....."



Dyne

"You still want to hear 'why'?
...All right, I'll tell you."





Including the beverage crafters you so rely upon?





He says that while shooting at Mista Tea, who is too sophisticated to be taken down by a rogue mocha.







And some guy named Waldo. Or Wally, depending on who you ask.







That poor, over-caFFEinated soul...



And then, the shooting continues.





Though the game does not provide an opportunity to change Mista Tea's loadout before the battle, it does at least provide a free HP/MP refill.

Sadly, due to the speed setting I have being at minimum, with only two combatants, much of this fight consists of them staring awkwardly at each-other.



Sadly, a Flame Thrower from Mista Tea quickly proves impractical, from a physical-based character such as him. The might of his normal Tea Shot does not lag far behind in damage.



About 140 damage, that.



"S'mine! You can't have it!"



Doesn't particularly live up to the hype provided by the visuals.





Um...

A Molotov Cocktail is basically an improvised incendiary bomb. It looks like this:



[Image](#) by Takeaway on Wikimedia.

But I suppose a flurry of beams straight out of a Megaman X game works too.

He used this three times during the battle, and the first two times, they somehow missed completely. The third time, it dealt a whopping 151 damage. Wee...



Yeah, I'm disappointed too, Dyne.



Basically, a limit break that damages MP instead of HP. Because the power of tea is truly beyond comprehension.



Presumably when you let Cait Sith tempt you toward the Dark Side of the Beverages.

Mista Tea

"Dyne...I don't know either, man."



Mista Tea

"Is this the only way...
we can resolve this?"



Dyne

"I told you...
I...
I want to destroy everything..."







It is not too late, Dyne! Embrace the tea and let it purify your soul! And your teeth, if today.com is to be believed.



Hard to see, but Dyne tossed a pendant to Mista Tea.



The legal age to take up the noble profession of bartending!





Shouldn't it be "hand", singular?



Ack! Sorry, forgot it was a touchy subject...