

APPENDICES

Appendix 1: Figurative Language Used in *Genshin Impact's* and *Honkai: Star Rail's* Special Program Videos

No	Utterances	Figurative Language											Notes	
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE		
1.1.1	"If the sweetness of one glass of Sweet Flower Milk ranks 10, then <u>Barbara is as sweet as 10 glasses!</u> "	✓												Simile: The utterance can be considered as a simile because it compares Barbara, one of the characters, to the sweetness of Sweet Flower Milk, a sweet drink.
1.1.2	You sound almost <u>as excited as Ganyu working overtime.</u>	✓												Simile: The utterance can be considered as a simile because it compares the excitement of one of the speakers, Jen, with the character she voiced, Ganyu.

No	Utterances	Figurative Language											Notes
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE	
1.1.3	<u>Time flies</u> when you're <u>farming Dragonspine</u>			✓				✓					<p>Metaphor: The utterance can be considered as a metaphor because it compares time with the act of flying. The two are different, as one is a sequence while the other is an action. Both are similar because time can flow by quickly, just like the act of flying.</p> <p>Synecdoche: The utterance can also be considered as a synecdoche because it is a whole-for-part substitution. The whole Dragonspine is used instead of part of it, the idea of farming specific things in Dragonspine.</p>
1.1.4	Oh, I died a lot. <u>Sheer Cold was like, haha, take no prisoners, you're gonna die.</u>							✓					<p>Personification: The utterance can be considered a personification because sheer cold is a condition, and the speaker gives it human characteristics, kill, making it seem as if it can kill.</p>
1.1.5	So that way I could <u>come crashing down from the sky like lightning,</u>	✓											<p>Simile: The utterance can be considered as a simile because it compares one of the characters, Xiao, fighting style to a natural phenomenon, lightning, because Xiao's fighting style is jumping from a high area and plunging down into enemies.</p>

No	Utterances	Figurative Language											Notes	
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE		
1.1.6	Oh so <u>it's like a cruel exchange</u> , health for more damage. Okay I got it.	✓												Simile: The utterance can be considered as a simile because it compares the new in-game mechanism with a simpler word, giving the audience a better understanding of the new mechanism.
1.1.7	In the <u>Vishaps and Where to Find Them</u> event, Katheryne will post eight different expedition commissions each day, from which Travelers can choose four to complete.								✓					Allusion: The utterance can be considered as an allusion because it is a reference to a popular work by J.K. Rowling, <i>Fantastic Beast and Where To Find Them</i> .
1.1.8	Let's get right to the music and <u>let the notes do the talking</u>							✓						Personification: The utterance can be considered as a personification because the speaker gives human characteristics, talk, to a musical note, a non-living being that could not speak.
1.2.1	Okay, so is it just me or is she starting to sound less like a <u>woman of the cloth</u> and more like an assassin of the blade?					✓								Metonymy: The utterance can be considered as a metonymy because it is a substitution of the subject, clergywomen, with the associated image, women of the cloth.

No	Utterances	Figurative Language											Notes
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE	
1.2.2	<u>Hold my cider</u>								✓				Allusion: The utterance can be considered as an allusion because it is a reference to the meme, <i>hold my beer</i> .
1.2.3	I feel <u>like it's gonna come after us</u>							✓					Personification: In the utterance, the word <i>it's</i> refers to a chain, an inanimate object, and the speaker gives a human characteristic, chase, to the object, making it seem like the chain could move on its own.
1.2.4	So <u>it's like we'll have a ticket back</u> if we don't want to stay in the harder world then		✓										Analogy: The utterance can be considered as an analogy because it compares the new feature, changing the word level, to a similar but different concept, having a ticket back, while highlighting the point of similarity between the two.
1.3.1	Umm, forget fighting, her style is <u>more like dancing or, gymnastics</u>	✓											Simile: The utterance can be considered a simile because it compares the character, Eula's fighting style, with a more well-known activity, dancing or gymnastics.
1.3.2	Well, the <u>Abyss Herald</u> we met before was <u>like an assassin</u> , whereas this <u>Abyss Lector</u> we see now <u>seems more like a mage</u>	✓											Simile: The utterance can be considered as a simile because it compares the subject, Abyss Herald and Abyss Lector, with a more general noun, assassin and mage.

No	Utterances	Figurative Language											Notes
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE	
1.3.3	If I rub Tubby, <u>will it grant me three wishes?</u>								✓				Allusion: The utterance can be considered as an allusion because it is a reference to the genie from <i>Arabian Nights</i> , who is known to grant people three wishes.
1.3.4	I was just thinking, you know, <u>magic lamp</u> , magic teapot								✓				Allusion: The utterance can be considered as an allusion because it is a reference to the magic lamp from <i>Arabian Nights</i> .
1.3.5	Sounds <u>like a teapot gone wrong</u>	✓											Simile: The utterance can be considered as a simile because it compares the event name, <i>Twisted Realm</i> , to one of the game's new features, <i>Serenitea Pot</i> , also known as the player's magic realm.
1.4.1	Wow, so the <u>codes are really just gonna come hopping out</u> just like that!?							✓					Personification: In the utterance, the word <i>codes</i> refer to redemption codes, an inanimate object. The speaker gives the object a human characteristic, hop out, making it seem like the codes could move on their own.
1.4.2	Just <u>like my Jumpy Dumpty!</u>	✓											Simile: This utterance is connected to utterance 1.4.1, where an inanimate object is given human characteristics. The utterance here compares the code, an inanimate object, to one of the character's toys, Jumpy Dumpty, a bomb that can also hop.

No	Utterances	Figurative Language											Notes
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE	
1.4.3	<u>Let the wind lead</u>							✓					Personification: The utterance can be considered a personification because the speaker, Erika, assigns a human characteristic, lead, to a natural phenomenon, wind.
1.4.4	The <u>code will be bouncing</u> your way in 3, 2, 1!							✓					Personification: In the utterance, the word <i>code</i> refers to redemption codes, an inanimate object, and the speaker gives a human characteristic, bounce, to the object, making it seem like the codes could move on its own.
2.1.1	Kafka's abilities are kind of terrifying, <u>her enemies are like flies trapped in a way of slowly taking damage, until–</u>		✓										Analogy: The utterance can be considered an analogy because it compares the enemies Kafka fought, such as monsters, to flies, a type of insect, while highlighting how both are helpless and die at the hands of their predators.
2.1.2	Yeah, from <u>HP-sacrificing maniacs and emotionless sociopaths, to the coolest kid on the block</u>					✓							Metonymy: The utterance can be considered as a metonymy because it use the associated image, that is, HP-sacrificing maniacs, emotionless sociopaths, and the coolest kid on the block, instead of the subject, the character Blade, Kafka, and Luka, respectively.
2.1.3	And when your opponent's fists the same size your head, <u>it's time to throw in the towel</u>								✓				Allusion: The utterance can be considered as an allusion because it refers to an expression in boxing where throwing in a towel means admitting defeat.

No	Utterances	Figurative Language											Notes	
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE		
2.1.4	Well, I said it last time and I'll say it again, <u>time flies</u> when you're having fun			✓										Metaphor: The utterance can be considered as a metaphor because it compares time with the act of flying. The two are different, as one is a sequence while the other is an action. Both are similar because time can flow by quickly, just like the act of flying.
2.2.1	<u>My trailblazer senses are tingling</u>								✓					Allusion: The utterance can be considered an allusion because it refers to a popular quote from the superhero series <i>Spider-Man</i> , "My spider senses are tingling."
2.2.2	Y'know, <u>desperate times, desperate measures</u>								✓					Allusion: The utterance can be considered as an allusion because it is a reference to a well-known expression "Desperate times call for desperate measure".
2.2.3	Well, <u>with great power</u> — you know the rest								✓					Allusion: The utterance can be considered an allusion because it is a popular quote from the superhero series <i>Spider-Man</i> , "With great power comes great responsibility."
2.3.1	In any case, Jingliu is unpredictable at the best of times, but if you catch her on a good day, <u>she's as calm as moonlight on a silent night</u>	✓												Simile: The utterance can be considered as a simile because it compares one of the characters, Jingliu, personality to the idea of moonlight on a silent night.

No	Utterances	Figurative Language											Notes	
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE		
2.3.2	Well, as you may know, among the universe's major investors and lenders, <u>the IPC is a big fish</u>			✓										Metaphor: The utterance can be considered as a metaphor because it compares IPC, an organization, to a big fish while asserting that IPC is the fish, indicating that the organization is very big and important.
2.3.3	Here at the IPC, she has a reputation for being <u>clean as a whistle</u> .	✓												Simile: The word, <i>she</i> , in the utterance refers to the character Topaz. The utterance can be considered as a simile because it compares the character, Topaz, to the idea of being clean as a whistle.
2.4.1	<u>Fool me once, shame on you. Fool me twice, I kick your butt.</u>								✓					Allusion: The utterance can be considered as an allusion because it is a reference to the proverb, " <i>Fool me once, shame on you. Fool me twice, shame on me</i> "
2.4.2	<u>We think, therefore we are,</u> and memories are proof of existence.								✓					Allusion: The utterance can be considered as an allusion because it is a reference to the quote, " <i>cogito ergo sum</i> " or in the translated version, " <i>I think, therefore I am</i> "

No	Utterances	Figurative Language											Notes	
		S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE		
2.4.3	In the uncaring expanse of the cosmos, <u>elation exists as a balm for sorrow.</u>	✓												Simile: The utterance can be considered a simile because it compares two distinct things: the Path of Elation and the object balm. The similarity is that the path is seen as the remedy for sorrow, just like a balm for wounds.

Descriptions:

S: Simile

An: Analogy

Me: Metaphor

Ca: Catachresis

Mo: Metonymy

Syn: Synecdoche

Per: Personification

Al: Allusion

Ep: Eponym

Ap: Apostrophe

TE: Transferred Epithet

Appendix 2: Transcript of Version 1.3 Special Program | Genshin Impact

Barbara: Hi there Traveler!

Barbara: Oh, you look like something's on your mind, did something happen?

Barbara: Perhaps you can tell me about it, and maybe I can do something to make you feel better!

Barbara: Haha! I'm a little embarrassed. Just seeing me is enough?

Barbara: If you really feel that way then I'm truly happy

Barbara: Huh? You want to know what to do when you're feeling down?

Barbara: Hum, 100 spicy dried fish

Barbara: You give me 100 spicy dried fish, and make me a promise that you won't tell anyone!

Barbara: If you do that for me, then I'll share my idol secret with you

Barbara: Whenever I get sad, it's this journal that pushes me to continue on

Barbara: Huh, it's no ordinary journal! It carries all the compliments and hopes that everyone has for me.

Barbara: Of course it has criticisms too. All of it, it's a reason to endure

Barbara: Like, oh! Like

Barbara: If the sweetness of one glass of Sweet Flower Milk ranks 10, then Barbara is as sweet as 10 glasses! [1.1.1]

Barbara: Oh, really now. Just where do people come up with such heartwarming compliments?

Barbara: You want to write in my journal too?

Barbara: Oh hey, don't tease me like that!

Barbara: Remember, you did make me a promise that you would keep this a secret!

Barbara: If you wanted to come talk with me again soon,

Barbara: Well, then, maybe I can note down your remarks too.

Barbara: Oh the livestream is about to start! Seems I'll have to pick this up another time.

Barbara: But, I'm sure you and I will meet again sometime soon.

Barbara: I'll ever so eagerly await that day. Bye bye!

Corina: Hello and welcome to the official Genshin Impact Version 1.3 Special Program!

Corina: I'm your host, Corina Boettger, AKA the voice of Paimon! And once again I'm joined by

Zach: Greetings everyone, I'm your host Zach Aguilar and I'm the voice of the male Traveler, Aether.

Corina: Oh my gosh I'm so excited that we get to do this together again.

Zach: Yeah, we definitely had a great time in the last Special Program.

Corina: Our New Year's wish came true, Zach

Corina: And they actually invited us back to do another version preview! Yes!

Corina: But, this time we have another special host joining us! Let's welcome, Jennifer Losi!

Jen: Hi everyone, I'm Jen Losi, and I voice Ganyu, secretary at the Yuehai Pavilion.

Jen: I'm really excited to join you both for the Special Program!

Zach: Welcome Jen, great to have you join us!

Zach: You sound almost as excited as Ganyu working overtime. [1.1.2]

Jen: Haha! What can I say, I'm just super pumped to do some Version 1.3 previews!

Jen: This is gonna be awesome!

Corina: Alright, so before we get this thing rolling

Corina: Let's take a moment again to thank our viewers for joining us today!

Corina: And for their amazing support of Genshin Impact!

Zach: Thanks everyone! You guys are awesome!

Jen: Yeah, thanks everybody!

Corina: Guys, it honestly feels like Version 1.2 just came out yesterday,

Corina: I mean I can't believe it's already time for 1.3

Jen: I know, right!

Jen: Time flies when you're farming Dragonspine [1.1.3]

Zach: So tell us Corina, how have you liked Version 1.2 so far? Have you died in the cold yet?

Corina: Oh, I died a lot. Sheer Cold was like, haha, take no prisoners, you're gonna die. [1.1.4]

Corina: Because, I forgot it existed so many times, so that was my fault. But I honestly loved the mechanic

Corina: It was a really fun thing to like, figure out, oh gosh I'm freezing, how am I gonna get to warmth?

Corina: Anyway, Version 1.3 is already on the way, which is exactly why we're here today!

Zach: Absolutely!

Zach: So why don't we do a quick overview of the content coming our way in Version 1.3?

Corina: Well. That sounds like the right place to start.

Corina: Alright Jen, you're up!

Corina: What can the Travelers expect in this update?

Jen: Okay, I got this!

Jen: In Version 1.3, Travelers will be participating in one of Liyue Harbor's traditional festivals, the Lantern Rite!

Jen: We'll also be getting a brand-new playable character, lots of special events, as well as some all-new challenges

Jen: And as always, there'll be some nifty updates and optimizations to Genshin Impact's overall gameplay experience

Corina: Oh, my gosh, the Lantern Rite, it sounds so magical!

Ganyu: Yeah, I'm especially excited about the Lantern Rite and I'll have a lot more to share on that later.

Zach: Yep, and given that this is an annual festival, it'll be another whole year before it comes around again.

Corina: A whole year? Oh my gosh, okay. So now I have to put it in my calendar so I make sure I don't miss it.

Corina: And you shouldn't miss this either, Travelers!

Jen: Also, Zhongli will be seeing some adjustments in the Version 1.3 update as well.

Zach: Oh, definitely good news for all our Zhongli players out there!

Corina: Okay good, great, thank you for the overview, Jen!

Corina: Okay now, let's start with a new trailer for the Genshin Impact Version 1.3, shall we?

Zach: Oh, but wait a minute, aren't we forgetting something again?

Corina: Oh my gosh, yes, the prizes!

Corina: Okay, as most of you probably expect, we will be giving away redeemable codes for our viewers throughout the stream, so stay tuned for those!

Corina: You never know when they'll appear.

Zach: Or, you can just sit back and have your friends message you when the redeemable codes show up,

Corina: But that's no fun, Zach, we want to watch it altogether! And remember,

Zach: Adventuring is about companionship!

Corina: That's right! So you'd better adventure with me, Zach. I'm telling you!

Corina: Okay, so, to kick things off, why don't we just give away our first code right now!

Jen: Wait, really? Before we even watch the trailer?

Corina: Yep, surprise! What's better than starting things off with some Primogems?

Jen: Nothing is better than free primogems. Sounds good to me!

Zach: Alright guys, time to message your buddies! Goodies inbound in three, two, one!

Corina: Primogems!

Jen: I hope everybody got that 'cause that was unexpectedly early, I bet even Mona didn't see that coming

Corina: So be sure to stick around! So finally, it's now time for our first look at the official trailer for Genshin Impact Version 1.3 – All That Glitters.

Zach: Let's go!

{Version Trailer}

Wow! Such a beautiful lantern! How is it made?

Wow, so many stalls,

Come, try your hand at Theater Mechanicus!

There seems to be something serious about this photographic apparatus,

If you're able to, ahem, could you, try to convince Xiao to go with you?

Their voices, I can always hear them

If you cannot bring yourself to kill – speak my name

Evil conquering

Do not judge adepti by your mortal ideals

Cry

Paimon will help you find her, and we'll spend the next Lantern Rite together

{Version Trailer}

Jen: Wow, that was amazing. Liyue Harbor is already so beautiful at night, but the Lantern Rite is extra special, right?

Jen: I can't get over how magical it all is! I mean, just look at all those lanterns and lights.

Jen: That's a lot of hard work for everybody in the city and the development team.

Jen: I've gotta hand it to them for making the festive scenery this stunning.

Zach: Yeah, it looks like the Lantern Rite will be taking center stage as the main event for Version 1.3

Jen: And judging from the trailer, it seems our old friend, Xiao – Conqueror of Demons, is gonna play an important role in Version 1.3.

Zach: Conqueror of Demons, what a title!

Corina: Yep! In fact, Travelers will be following Xiao through his very own Story Quest at the beginning of the Lantern Rite event.

Corina: Throughout the event period, Travelers as low as Adventure Rank 23 can unlock Xiao's Story Quest without even using a Story Key.

Zach: Adventure Rank 23? Man, that practically takes me back to when I first arrived at Liyue Harbor.

Jen: So what about after the Lantern Rite? Will the unlock conditions change for Xiao's Story Quest?

Corina: Unfortunately, once the Lantern Rite is over, Travelers will need to be Adventure Rank 32 to unlock his Story Quest, and they will also need to use a Story Key.

Jen: So it sounds like Travelers should take advantage of the Lantern Rite, and enjoy the story quest sooner rather than later.

Corina: Exactly!

Zach: So from the looks of things, I'm guessing our new character for Version 1.3 is going to be Xiao?

Corina: Ding! Ding! Ding! And speaking of which, let's have a first look at Xiao's character trailer together!

Corina: Zach, I will let you take care of his introduction.

Zach: I'm pretty sure this might be the Traveler's usual response for requests, but leave it to me!

{Character Preview}

In the thousands of years that have passed I have taken countless wraiths

If you want no trouble stay away from me

See me as a weapon and nothing more

{Character Preview}

Jen: Wow, Xiao's got some serious moves. I really dig his fighting style.

Jen: I wonder what his talents will be like!

Zach: Yeah, our new playable character might actually seem familiar to our viewers.

Zach: Many of you may have already encountered him as the mysterious yaksha adeptus at Wangshu Inn.

Corina: Oh yeah, he's that guy on the balcony that likes Almond Tofu!

Zach: That's him!

Zach: As a Vigilant Yaksha, he has been battling to protect the city of Liyue for thousands of years now.

Zach: He manipulates the Anemo element and wields a polearm as his weapon.

Corina: Oh my gosh, another polearm character? Just like Xiangling and Zhongli!

Zach: That's right, and he'll be our first polearm character for the Anemo element.

Zach: Let's take a quick look at some of his attack details.

Jen: Yes! Sounds good!

Zach: His Charged Attack is an upward thrust and, check this out, Xiao has a special Plunging Attack

Zach: He won't take any plunging damage, no matter how high he decides to attack from.

Corina: Wait, what you're telling me that he can just leap off of Mt. Hulao and come flying down with his Plunging Attack without losing any HP?

Corina: How do I apply that to real life?

Zach: Don't try this at home, kids. But, essentially, yeah, that's how it works.

Zach: Also, Travelers should note that the height from which he plunges determines how much Plunging Attack damage he deals.

Jen: Oh nice, so it sounds like the higher he attacks from, the more damage he'll deal.

Zach: Travelers will have to experiment and see. Just be careful out there, guys!

Corina: Oh no, I'm not gonna be careful, I'm gonna mark down every enemy location on the ground

Corina: So that way I could come crashing down from the sky like lightning, [1.1.5]

Corina: Boom shakalaka!

Jen: I'm pretty sure we already have an achievement for that in-game

Jen: You know, like hitting an opponent after plunging through the air for a certain amount of time.

Corina: Wait, really? How did I not know that?

Jen: Maybe you don't jump off those things as much as I do.

Corina: Okay. Wait, hold on I'm writing a note. Jen said it's okay to jump off buildings, got it!

Jen: No! No. Don't do that!

Zach: Well, Xiao will be the perfect character for the job. Now let's get into his skills.

Corina: Alrighty!

Zach: Xiao's Elemental Skill is called Lemniscatic Wind Cycling.

Zach: In this skill, Xiao lunges forward and deals Anemo damage to enemies in his path.

Zach: The skill starts with 2 charges, but the interesting thing is that Xiao can also perform the skill in mid-air.

Corina: Wait, hold on. He can lunge in like mid-air? Does he do parkour?

Corina: Does gravity just not apply to him or something? My goodness!

Corina: Oh, by the way, what's that thing Xiao's holding. Is that a mask?

Jen: I think so but it doesn't really look like any ordinary mask.

Jen: My guess is that it's related to his powers or something.

Zach: Well, you're close! It's Xiao's Yaksha's Mask

Zach: When Xiao unleashes his Elemental Burst, Bane of All Evil

Zach: He dons the mask and takes the form of the Vigilant Yaksha at the price of his HP.

Zach: When Xiao has the Yaksha's Mask on, he constantly loses HP

Zach: But his jumping ability greatly increases as well as his attack AOE and damage.

Zach: And not only that, his attack damage converts into Anemo damage while he has the mask on

Corina: Oh, so it's like a cruel exchange, health for more damage. Okay I got it. [1.1.6]

Corina: A kind reminder to all future Xiao players, please keep an eye on Xiao's HP when you use this elemental burst. Okay thanks.

Jen: Huh, that's a pretty interesting mechanic.

Jen: Every new character seems to be bringing something cool to the table

Jen: So, when will he be joining the game?

Zach: Xiao will be available through his very own character event wish

Zach: Which will begin alongside the release of Version 1.3 on February 3rd

Jen: I don't know about you, but I'm looking forward to adding him to my team

Zach: And since the Liyue Qixing are helping to coordinate the Lantern Rite events, Keqing will be seeing her first ever character event wish on February 17th

Corina: Oh yay good for her!

Zach: So, next up we have the Lantern Rite events. Jen, this one's all yours.

Jen: Sure thing! As secretary at the Yuehai Pavilion, I'd be delighted to inform you of the details.

Zach: Nice!

Jen: Next on the agenda, here comes the event schedule for the Lantern Rite.

Corina: Oh yeah I'm super curious at what the Lantern Rite like actually entails

Corina: I mean like it's obviously something related to lanterns, I hope

Jen: Yeah, let's take a closer look.

Jen: As you can see here, Travelers will be able to receive up to a total of 10 Intertwined Fates by logging in during this login event for Version 1.3

Corina: Oh yes! More Intertwined Fates

Jen: In addition to that, Travelers will have the chance to obtain one of any of Liyue's current playable four-star characters through one of the Lantern Rite events

Corina: Wait, any of Liyue's four-star characters?

Corina: Okay let's see who do we have, Ningguang, Beidou, Xiangling, Xingqiu, Chongyun and Xinyan, right?

Zach: Great, I'll take them all.

Corina: Hey! Leave some for Paimon!

Jen: Sorry Zach you'll only be able to choose one, so be sure to choose wisely.

Zach: But I'm the Traveler!

Jen: During the Lantern Rite event period, there will be a variety of different events for Travelers to participate in.

Jen: Character ascension materials and character talent upgrade materials will be available in the event shop during the Lantern Rite

Jen: And Travelers can receive more than 1600 Primogems by participating in various events throughout Version 1.3

Corina: Yay! More Primogems!

Zach: Wow it seems like there will be a lot going on during the Lantern Rite.

Zach: Can we get a closer look at some of these events?

Jen: Before Travelers head to Liyue Harbor to celebrate the Lantern Rite festival

Jen: They'll first need to meet Xiao and join him in his quest to fight demons and protect the city of Liyue

Corina: Well, sounds like Xiao's not getting any time off for the holidays huh

Zach: Well, with titles like Vigilant Yaksha and Conqueror of Demons, off days probably aren't a priority for him.

Corina: Oh well you're probably right. Ganyu would like that though.

Corina: So it sounds like the first quest of Lantern Rite will basically be Xiao's Take Our Travelers To Work Day.

Jen: Uh yeah, I guess you could put it that way.

Jen: When Xiao's story quest is complete, Travelers can officially return to Liyue Harbor to participate in preparations for the Lantern Rite

Corina: Yes! Now let's get to the festival

Jen: As its name implies, the Lantern Rite is all about lanterns and there are several major parts to the festival Xiao market.

Corina: Xiao market? Wait hold on. Xiao owns his own market?

Jen: Well, no. Actually, Xiao has no connection to the Xiao market.

Zach: So, the names are just a coincidence?

Jen: Yep!

Corina: Okay but please tell me there will be some goodies at the Xiao market

Corina: And I'm talking about food, I want all the food, where's all the good food?

Jen: All I could say is the Xiao market will unlock varieties of valuable goods in different stages.

Jen: But probably not any Paimon burritos.

Zach: Sounds good, but what do you mean by stages?

Jen: The Lantern Rite progress will be indicated by three different stages in the festival

Jen: And Travelers will need to complete requests from Lantern Rite Tales to raise Lantern Rite's festive fever

Corina: Festive Fever

Jen: Once Festive Fever reaches the set requirements, the next stage will automatically unlock with more quests, storylines, and of course, new goods in the Xiao market as well.

Zach: Oh, so it looks like we'll get to experience many stories throughout the Lantern Rite.

Jen: Yeah, and with their efforts Travelers will get to release lanterns into the sky alongside the residents of Liyue.

Zach: Ah, so that's why there are so many lanterns in the sky.

Corina: Wait, back to the Xiao market, will we be using Mora to buy things?

Jen: Actually, the market is an Event Shop.

Corina: Oh, so we have to earn event currency somehow.

Jen: That's right! And this is where Theater Mechanicus comes in.

Jen: Theater Mechanicus, will be a new type of event gameplay.

Jen: Travelers will need to speak with Ruijin in the Lantern Rite area to try out this new game she has designed.

Jen: In Theatre Mechanicus, Travelers will need to deploy things called Mechanici to eliminate incoming enemies. Up to two Travelers can challenge a stage together.

Zach: But it'll also support single-player, right?

Jen: Yes, it will. Don't worry we all know you play alone, Zach.

Zach: Friends? What are those?

Jen: Well, you could always play with us.

Jen: By completing in-game challenges, Travelers may obtain Veneficus Sigils, which can be used to upgrade Mechanici or unlock more types of Mechanici.

Jen: Let's get in the game and check it out!

Corina: Oh so it almost looks like kind of a board game.

Corina: And those chess piece thingies are the Mechanici?

Corina: And are they dealing damage automatically?

Jen: Yes, they attack automatically.

Jen: Travelers can win the game by using Mechanici to protect their Ley Line Monolith from being destroyed,

Jen: Or by preventing monsters from escaping the board

Zach: Hmm, it looks like the Mechanici all do different things.

Jen: That's right, different Mechanici have different effects

Jen: It'll be important for Travelers to build combinations of Mechanici during the game.

Zach: But how do we get those Mechanici? I mean, I'm sure they don't just appear out of nowhere.

Jen: Nope, Travelers will need to spend Veneficus Points to build Mechanici on designated locations.

Zach: Got it, so how do we get Veneficus Points?

Jen: By killing monsters or removing existing Mechanici.

Zach: Hmm, okay, so that also means we can change our deployment of Mechanici during the game.

Jen: Exactly! After you eliminate a certain number of enemies, you'll have the chance to activate Mystic Arts too.

Corina: Ooh, mystical.

Jen: Mystic Arts cost Veneficus Points.

Jen: Some of the Mystic Arts enhance Travelers' Mechanici on the field, while others could greatly increase the power of your Mechanici.

Jen: But, not without negative side effects.

Corina: So, it sounds like there will be some hard decisions to make.

Corina: Oh no, I can feel the struggles already.

Zach: But it sounds like it might be interesting to take some risks.

Jen: And of course, if you do win a game of Theater Mechanicus, you'll gain the currency to spend in Xiao Market, called Peace Talismans.

Corina: Oh, that's an interesting way to earn event currency.

Corina: It's less about fighting monsters and more about chess skills. I mean, Mechanici skills. Yeah, that.

Jen: That. And there will also be a range of different difficulties for Travelers to try,

Jen: So be sure to give it a go.

Corina: Definitely! Let's see, so far we have a story quest to begin with, followed by loads of requests to complete, lanterns to release, a board game to play

Corina: And to top it all off, we have a market to shop in, with hopefully lots of food.

Corina: I love it already.

Zach: Yeah, sounds like a real festival to me.

Zach: And I can't wait to see Liyue Harbor completely decked out for the occasion.

Corina: Oh I know. Liyue is already amazing for taking night shots right now,

Corina: So I can't wait to see what it looks like with all the lanterns!

Jen: Yeah, I am going to take tons of photos around the city with Ganyu.

Jen: Speaking of which, it seems the event coordinators had photos in mind, too.

Jen: Aside from the Lantern Rite events, we will also have another festive event called Five Flushes of Fortune, which will require Travelers to take special photos using the Kurious Kamera.

Jen: Players will need to speak with Ji Tong in the Lantern Rite event area and claim the Kurious Kamera from him.

Corina: So what will we be doing exactly for this event? Oh my gosh, please tell me we will be snapping pictures of Paimon!

Jen: Not quite. During the event, Ji Tong will have a different photo subject for each day

Jen: And Travelers will need to take photos of the designated subject to complete the quest and receive a random photo as a reward.

Jen: Travelers will have 10 chances a day to take photos with the Kurious Kamera.

Zach: So, what's on those random photos? I mean why would those be a reward for us?

Zach: They better not be random photos of Paimon.

Corina: What's wrong with the full scrapbook of Paimon, Zach?

Zach: Nothing.

Jen: I mean, I have one. But that's a good question, Zach.

Jen: Each random photo has a color, and if you collect a complete set of five different colors, you can exchange the set for a Fortune Trove from Ji Tong.

Jen: Hence the name, Five Flushes of Fortune.

Zach: Oh, Fortune Trove, I like the sound of that.

Corina: Treasure!

Jen: Inside each Fortune Trove, Travelers will find some Primogems, alongside other random material rewards.

Corina: Primogems? Oh, I'm gonna be all over this event.

Jen: Travelers will be able to exchange for up to eight Fortune Troves

Jen: So don't worry, you won't have to grind like crazy.

Zach: Uh yes, so am I the only one who's worried about not being able to collect all the different sets of colors?

Zach: You did say that the colors are given randomly.

Jen: So, this is where friends come in Zach.

Jen: Travelers will be able to exchange the colored photos with their friends, which is why every photo will still be useful.

Corina: Oh awesome. So, if I have too many photos of a certain color, I can just send them to whoever else who needs them.

Jen: That's right!

Zach: Looks like I should start making some friends.

Corina: That's what the festive season is all about Zach. Play with your friends, Zach.

Zach: Looks like I finally have a reason to add you.

Corina: Accept my friend request, Zach!

Zach: No I'm just kidding. Yeah. Right on!

Jen: So that's it for the Lantern Rites main event area.

Jen: In the next part of our Special Program, we'll get to see an all-new monster as well as another related event.

Zach: Wow, there's already so much new content.

Zach: Hey, why don't we take a quick break and reward our loyal viewers out there?

Corina: Good idea, Zach! I hope you're all ready!

Corina: Goodies inbound in three, two, one!

Corina: Alright, welcome back everyone.

Corina: As everyone knows, Version 1.2 saw the addition of some ferocious frosty monsters, which I'm pretty sure killed me quite a few times,

Corina: And Version 1.3 will also not disappoint!

Zach: Yeah, I also died more than, just a few times,

Corina: How do you like the all-new monsters in Version 1.3, Zach?

Zach: Well, I mean they all look pretty tough, and I feel like I'm gonna die a lot again.

Zach: But, I mean look at them they're covered in rock from head to toe

Jen: Yeah, they're really cool looking but, I'm not sure I want to run into one when I'm out picking flowers.

Jen: Though they kind of remind me of Geovishap Hatchlings, just bigger and scarier.

Corina: Well Jen, you're getting close. They aren't just hatchlings, but the big, mama Geovishaps themselves!

Corina: During the Lantern Rite, the Adventurers' Guild has been receiving numerous reports of dangerous Geovishaps

Corina: And Katheryne of Liyue Harbor will be commissioning adventurers to further investigate the matter.

Zach: More commissions and investigation, sounds like we'll have some exploring to do

Corina: Oh yeah, but not quite what you're expecting, Zach.

Corina: In the Vishaps and Where to Find Them event, Katheryne will post eight different expedition commissions each day, from which Travelers can choose four to complete. [1.1.7]

Jen: Ah, so this event will actually be focusing on expeditions.

Corina: Yep, and unlike usual expeditions, Travelers can dispatch multiple characters in one investigation, with each additional character increasing the possibility of bonus rewards.

Corina: Also, Travelers will even be able to recruit one of their friends' characters as a supporting character.

Zach: Oh, all the more reason to make friends in-game.

Zach: I guess I should be glad that I don't need to investigate those Geovishaps in person.

Corina: Wrong again.

Zach: Huh?

Corina: As you progress through the expeditions, you will unlock On the Hunt challenges to track down Geovishaps and confront them directly.

Jen: And once again we'll probably get killed.

Zach: And I thought the hatchlings are already tricky enough.

Corina: Oh, I know right? But, that's not all, the Primo Geovishap is gonna emerge in Teyvat as a boss!

Zach & Jen: Ugh!

Zach: Hmm, an even tougher Geovishap as a boss,

Corina: Yup!

Zach: Well, I'm ready! To die.

Corina: Well, maybe.

Jen: Yeah, I'm pretty sure we all are.

Corina: Well, we might need a little bit of practice for this one, but it's still fun to have new challenges. Zach: Yeah, for sure, I'll give it a go.

Corina: Alright, that's all we have for new monsters and events in Version 1.3.

Corina: And I'm already super excited for everything we've covered so far, but we still have some more features to introduce to everyone.

Zach: Well then, allow me to guide our viewers through these final features.

Jen: Take us through it, Zach.

Zach: First up, a brand-new Living Beings category will be added to the Archive.

Zach: It will showcase info about any living beings that Travelers have defeated, caught, or discovered so far.

Zach: Travelers will be able to check out the cool 3D models of those creatures, the total number of each creature they've defeated, and check previous tutorials.

Zach: In addition, there will also be a separate section for any wildlife Travelers have encountered.

Jen: Does that include those cute little doggies I've seen in-game? I've been naming them

Zach: We'll have to wait for Version 1.3 and see.

Corina: I'll definitely be checking to see if there's any wildlife I've missed, because I love cute little animals.

Zach: So question is, which category would Paimon go in?

Jen: Hmm, oh, is there a Snacks category?

Corina: Hey! How many times am I gonna say this. Paimon is not Emergency Food!

Zach: Alright, our next new feature will be some additions to our Traveler profile screen.

Zach: After the Version 1.3 update, each Traveler will have their current number of Achievements and Abyss progress displayed to other Travelers via their profile screen.

Zach: They can also select up to eight characters to display via their Character Showcase.

Zach: If they wish, Travelers can make detailed information about their characters visible to other Travelers by enabling Show Character Details.

Zach: Showcased characters' info including Attributes, Weapons, Artifacts, Constellations, and Talents will be visible to other Travelers.

Corina: Oh, that's so cool.

Corina: So friends will finally be able to easily check out each other's character builds.

Jen: Yeah, this will make it a lot easier to learn from other Travelers and improve our own characters.

Zach: That's right!

Zach: And in addition to all the new features, Version 1.3 is also going to make ascending your characters easier than ever.

Corina: Yep, I wanna know that. Tell me that, I wanna know more.

Zach: During the Lantern Rite festival, Timaeus of Mondstadt makes a breakthrough in elemental transmutation, allowing Travelers to use an item called Dust of Azoth to exchange Character Ascension Materials of one element to those of another via crafting.

Jen: So if I'm missing Character Ascension Materials of a certain element, I can use Dust of Azoth to exchange what I have on hand for the materials I need?

Zach: Basically, yeah!

Corina: That's gonna be a real-time saver.

Zach: But, there's more, Travelers Adventure Rank 31 and above will be able to receive a quest from Lan in Liyue Harbor called Tianqiu Treasure Trail.

Zach: After completing this quest, Travelers will receive a new gadget called the Parametric Transformer, which can be used to transmute materials.

Corina: Transmute them into what?

Zach: I'll leave this one to our Adventurers to discover in Version 1.3. There could be some surprises.

Jen: Great. Oh, it's so good to know we'll have more options for obtaining materials in Version 1.3

Zach: And I'm not even finished yet

Zach: Last but not least, there will be a Ley Line Overflow event in Version 1.3.

Zach: During this event, Travelers can gain double rewards from overflowing Blossoms of Wealth or Blossoms of Revelation three times daily.

Corina: So that means more Mora.

Jen: And character experience materials as well.

Jen: Yeah, it'll definitely be easier to level up characters in Version 1.3.

Jen: Ah, I'm already thinking about all the new team combinations using the characters I haven't leveled up yet.

Zach: Yeah, I think we can take advantage of this update to work on all our new characters.

Corina: And with that in mind, I think it's time that we give our last redeemable code.

Zach: But before we do that, I just want to remind our viewers that our final section will be about some new soundtracks. So be sure to stay tuned.

Jen: Okay, ready? Code inbound in three, two, one! Let's go!

Corina: And we're back! Thanks everyone for staying with us.

Zach: Especially now that all the redeemable codes have been, handed out.

Corina: In this last part of our Special Program, we'll be sharing some brand-new tracks from Version 1.3.

Corina: Are you excited?

Zach: You know it! Genshin's music never lets me down.

Jen: Let's get right to the music and let the notes do the talking [1.1.8]

Corina: Let's have a listen! Maestro, du du du

Zach: Wow, really great music, you can never have enough Genshin tunes!

Zach: And I hate to say it, but it's time for us to wrap up the show.

Corina: Aww

Zach: So Jen, how did you enjoy your first Special Program for Genshin Impact?

Jen: Oh my gosh, I loved watching the Special Program for Version 1.2 and it was even more fun to be in one myself.

Jen: It's been a blast hanging out with you and Cor talking about all the new stuff coming in Version 1.3.

Jen: And not just because we look really cute in chibi form.

Jen: Oh, it was so awesome to learn about all the new features, and yeah, I just love that we'll get to experience such a festive series of events in the game.

Corina: Kudos to our developers. I'm just so amazed at how much content we have to share with each update.

Jen: Yeah.

Zach: Yeah, so thanks everyone for watching the Genshin Impact Version 1.3 Special Program

Zach: We wish you all a great time in the coming adventures. Stay safe, bye!

Corina: Thanks everyone! See you in Version 1.3

Jen: Bye everyone!

Appendix 3: Transcript of *Version 1.4 Special Program | Genshin Impact*

Zach: Hello and welcome to the Genshin Impact Version 1.4 Special Program!

Zach: I'm Zach Aguilar. Many of you already know me as the voice of the Male Traveler, Aether. I hope

Zach: And once again, I'm joined by,

Corina: Hello everyone I'm Corina Boettger, and I voice Paimon in Genshin Impact.

Corina: You know, Zach, I think more and more people are finally getting to know your voice from these Special Programs we keep doing.

Zach: Yeah, I hope so!

Corina: And this time we have another very special guest joining us, please welcome, the amazing Erika Harlacher!

Erika: Hi guys, I'm Erika Harlacher.

Erika: I voice Venti, the windborne bard, who is – spoiler alert – otherwise known as Barbatos, the Anemo Archon himself! Hehe!

Erika: I'm absolutely thrilled to do Version 1.4 previews with you two. This is gonna be so amazing.

Zach: So great to have you, Erika. That Venti laugh is already classic and your voice is amazing as Venti.

Zach: Do you mind sharing a bit about how you do that for our players out there?

Erika: Yeah, Well okay, it's top secret, but since I like you guys, I'll tell you.

Erika: Okay, you just have to like get into like, the right head space

Erika: So think about Apples, oh, dandelion wine delicious, gliding is so much better than walking

Erika: I'm the greatest five star in the whole universe and then you just speak, hehe. Perfect!

Zach: Okay, okay, okay, let me try it – Hehe!

Corina: Nailed it, That was so good!

Zach: Yeah, well, you know, I tried my best.

Zach: Anyways, before we get to the new version previews

Zach: I'd like to thank all of our viewers out there for joining us today and for their continued love and support of Genshin Impact

Corina: Yeah, thank you, everybody!

Erika: Thank you! You're all amazing!

Zach: So, how's your journey been through Version 1.3 so far, Erika?

Erika: It's been so cool, so much fun. My favorite thing so far has been the Lantern Rite Festival. I'm like–

Erika: Okay, so I'm like low-key obsessed with wish lanterns and that's my bucket list item to like, do one of these festivals in real life one day

Erika: So doing it in the game is so cool, it's just so pretty. Oh my gosh I'm obsessed

Corina: Oh my gosh, yes it's so pretty. Oh and by the way, how was your fight with the Primo Geovishap, Zach?

Zach: Hahaha, Ah yeah, about that,

Zach: I think it'd be better if we just take a look at the content in Version 1.4,

Corina: Hey, no changing the subject! How many times did you die?

Zach: You know just lot, not, that many,

Erika: Haha, okay okay okay, why don't I kick things off with an overview for our viewers. Shall I?

Zach: Haha, go for it, Erika!

Erika: Alright! In Version 1.4, Travelers will get the chance to take part in the Windblume Festival

Erika: A traditional festival of Mondstadt

Corina: Oh! Another festival! Oh my gosh I love it!

Paimon: And this time it's in Mondstadt! Oh my god, it sounds so much fun!

Erika: Yeah, it's a festival that gains its spirit from a thousand winds, which, I love!

Erika: Plus, in Version 1.4, we'll have a new playable character, several special events, and a new style of gameplay to explore

Erika: Also, the game's main storyline will be progressing in Version 1.4, so, how good is that!

Erika: And last but not least, we'll be having some optimizations and adjustments to our overall gameplay experience, too

Zach: Wow, sounds so exciting!

Zach: I can't wait to see more of the details, especially for the Windblume Festival!

Corina: But, before we get into the juicy previews, let's not forget to mention that we will be giving away redeemable codes!

Corina: For our live viewers throughout the stream and as always, the codes might appear at any time during the show

Zach: Right! So stay tuned and be ready, everyone!

Corina: Okay, no time to lose.

Corina: Let's get to the official trailer for Genshin Impact Version 1.4 – Invitation of Windblume

{Video Trailer}

So, Traveler. The Mondstadt Windblume Festival. Do you like it?

Come on put your skills to the test,

Come enjoy the Windblume Festivals!

Go adventure with you, just like we do if I was on your adventure team?

Could I ask you for some guidance on my Chivalric training?

I'm still feeling quite uncomfortable

I– I feel much better now

Well, it's a little embarrassing to say, but,

Aaaahh, Look out!

Oh!

On unofficial business?

How's the research going?

Hmph,

Don't overdo it. let me take care of the dirty work

I hear you've got a job for me

You can't run!

{Video Trailer}

Corina: Oh wow! Mondstadt is so pretty with the spring vibe. It looks like the whole city is decorated in flowers!

Corina: And those mini games, oh they look like they will be a lot of fun to play, too

Erika: Right! I'm more interested in the new enemy though.

Erika: I got goosebumps when he appeared in the trailer like ah, scary.

Zach: Same. So why don't we start by introducing more about our new playable character, and, that scary new enemy?

Corina: Alright it's all you Zach

{Character Previews}

Rosaria: Listen disciple, if you've got a problem you can't handle then I'm the one for the job

Rosaria: but if you're looking for prayer you'd better find some other sister

Rosaria: Huh? you're not a disciple?

{Character Previews}

Zach: Alrighty! The new four-star playable character for Version 1.4 is Rosaria, one of the sisters from Mondstadt's Church of Favonius

Corina: Oh I remember her, she's the mysterious one we encountered in Dragonspine!

Corina: You know the one with, "Her guard is so high she can't even see over the top of it!"

Erika: Hehe, Yeah yeah, she kind of just looks like bored and apathetic

Zach: I guess it's no surprise that she has a Cryo vision. Fits her personality, huh? And as for her weapon, she wields a polearm

Erika: Ah, cold and sharp, yeah, sounds about right for her

Zach: She might appear to be indifferent and uncaring, but she defends Mondstadt in her own way from the shadows.

Zach: Let's jump into some of her skills!

Corina: Sounds good!

Zach: With her Elemental Skill, Ravaging Confession, Rosaria swiftly shifts her position to appear behind the enemy and then pierces and slashes them with her polearm, dealing Cryo damage

Corina: Oh, okay, so note to self, never play hide and seek with Rosaria.

Corina: She'll be sneaking up behind you with like her icy gaze. Oh my gosh, I am also like really easily scared so that's terrifying.

Zach: Yeah, but one thing to note though, is that she can't use this skill to travel behind larger enemies

Erika: Aw, well I was just thinking about how Rosaria would take on enemies like Ruin Guards

Corina: But those hilichurls are doomed, for sure!

Erika: Yeah

Zach: Yeah, They've never really stood a chance

Zach: Once Rosaria unlocks her talent Regina Probationum, her CRIT Rate increases while attacking enemies from behind using Ravaging Confession

Corina: Okay, so is it just me or is she starting to sound less like a woman of the cloth and more like an assassin of the blade? [1.2.1]

Erika: Yeah, but an assassin lugging around a polearm, wouldn't that be like, too conspicuous?

Zach: Well somehow she pulls it off.

Zach: Her elemental burst, Rights of Termination is her signature act of prayer.

Zach: After swinging her weapon to slash the nearby enemies, she summons a frigid Ice Lance that strikes the ground, dealing Cryo Damage.

Zach: The Ice Lance will then periodically release blasts of cold air, dealing more Cryo Damage.

Corina: Oh! That's pretty cool! She'll be like, "You better say your prayers because I'm saying mine."

Zach: After unlocking her talent Shadow Samaritan, Rosaria increases nearby party members' CRIT Rate after unleashing her Elemental Burst!

Erika: Ohh, cool cool cool cool!

Erika: So she could be both like a damage dealer and a support depending on how we use her

Zach: Right, and check this out, she has a special Talent called, Night Walk, which increases the movement speed of her party members at night between 6 pm. to 6 am.

Corina: Oh my gosh, so like the whole team can move faster with her in the darkness? It sounds like we'll be out doing some nighttime exploration!

Erika: But wouldn't gliding be faster?

Zach: Okay, let me give my Venti voice another go, ahem!

Zach: But wouldn't gliding be faster?

Erika: It's just improving so much!

Corina: It is! But we all know that floating is way better!

Corina: By the way, all of Rosaria's talents sound very, pious, but, Rosaria just doesn't quite look the part

Corina: She just doesn't have that, like, style, or vibe, or what, you know, that

Erika: I know, right. She even misspells Barbatos, the name of the Anemo Archon

Corina: How dare? How does that make you feel?

Erika: Ahem! As the wind blows careless and free, so too may the people of Mondstadt do as they please. I guess

Corina: Well, that's one way to put it. So where can Travelers get Rosaria?

Zach: Right, she'll be available in an Event Wish, which brings us to the Event Wishes for Version 1.4

Zach: As you can see, we'll be having both the Windborne Bard, Venti and Childe, Tartaglia, returning through their own separate Event Wishes in Version 1.4

Corina: Oh my gosh, I'm sure many players have picked up the game after Venti's banner was live like myself

Corina: So now we'll all have its second chance of getting him. I can finally have my Venti

Erika: I need myself, please

Zach: I can't wait, and it's perfect timing. We'll have the Windblume Festival alongside his banner.

Zach: I mean, what better way to celebrate a festival in Mondstadt than with the Anemo Archon himself?

Erika: Hold my cider [1.2.2]

Zach: In addition to a new character, we will also be seeing some new weapons in Version 1.4 as well

Zach: Such as the 5-Star Weapon Elegy for the End and the Alley series weapons Wine and Song, Alley Hunter and The Alley Flash

Erika: Oh, Elegy for the End, what a poetic name

Corina: And they're all so pretty looking too!

Erika: Yeah, I'll definitely be keeping an eye out for these!

Zach: Nice! And with new weapons comes a new enemy

Zach: After the version update, we'll get to meet our latest foe — an Abyss Herald

Corina: Oh! Isn't that the enemy that the weird loner Dainsleif has been chasing after

Zach: Well, I wouldn't call Dainsleif a weird loner, I'm sure he's got his reasons to act the way he does

Zach: But anyway, let's take a look at the monster

Erika: Woohoo! I'm not gonna lie, he looks pretty cool

Erika: Oh my gosh, I'm loving his aesthetic, blue is my favorite color

Erika: But he also looks really scary, and like I'm gonna die a thousand times. So I'm torn.

Corina: Right! He was huge!

Erika: He was gigantic! Oh my gosh! But he also seems like he's very related to our storyline, too

Erika: Which is cool

Zach: Yeah that's right, so he won't be appearing as a regular boss yet, we're only gonna encounter him in the storyline

Corina: Ohh, So he's like only a one-time boss? I can't die to him a million times yet?

Zach: Well, I guess we'll just have to wait and see what becomes of him in the Abyss Order in later updates

Erika: Oh I'm super curious about how the storyline's gonna progress with him in Version 1.4

Zach: Right, luckily we do have some hints to reveal about that.

Zach: As the story progresses, we will meet Bough Keeper, Dainsleif again and delve deeper into the secrets behind the Abyss

Zach: Let's check out some screenshots, shall we?

Corina: Oh my gosh! Yes! I love spoilers. I feel like I know 0% about what's going to happen in the next version

Erika: Cor, what? You voiced it. If anything, you probably know way more than Zach, who voiced nothing

Corina: Yeah! But I forget everything!

Zach: Ahem. Well anyways, let's get to our first screenshot

Erika: Whoa! It's so purple and creepy. Those chains are like, ahh! Holding it in place.

Erika: I feel like it's gonna come after us [1.2.3]

Erika: Wait, is it upside down?

Zach: It is indeed.

Zach: As we follow the Abyss Herald to a weird domain, Travelers will discover a Statue of The Seven hanging upside down

Corina: That is very, mystical

Erika: Creepy

Zach: Yeah, and in Stormterror's Lair, we'll get to reveal secrets behind the first ever Ruin Guard in Teyvat

Paimon: Oh! What's the story behind the Ruin Guards? I can't even start to imagine

Erika: I know! I wanna find out more! Tell me!

Zach: In Version 1.4, it'll be up to Travelers to confront the Abyss Herald's scheme to build an ultra-destructive weapon.

Zach: The story will be quite the ride, with some twists along the way. All of this will be awaiting players in the new update.

Corina: What?! A cliffhanger!

Corina: Come on Zach, you can't tell us anything else?

Zach: Hmm, okay. Let's just say things are gonna make an impact.

Corina: An impact? This isn't the time for jokes! What do you mean?

Zach: Oh you know, joy, bitterness, relief, and disbelief, and all that good stuff.

Erika: Oh, mysterious! Come on, you got to give us more than that though.

Zach: I said nothing! Let's leave it for our players to explore.

Zach: As for now, we'll be giving away our first redeemable code!

Corina: Yay! Viewers, are you ready?

Erika: Woo! Now's the time to summon your friends, if you haven't done so already.

Erika: Code inbound in three, two, one!

Zach: Hope you all got those primogems!

Zach: Now it's time to break down our events for Version 1.4

Zach: As we saw in the trailer, the main event in 1.4 will be all about the Windblume Festival!

Corina: Yay! Festivals!

Zach: And who'd be more fitting to introduce the festival than the voice of the Anemo Archon himself?

Zach: Take it away, Erika!

Erika: Who knows the City of Wind and Wine better than I?

Erika: Through the rites of the wind, I, Venti, shall be your loyal guide

Corina: Hey! Paimon's the loyal guide!

Erika: Okay, fine. I mean it seems like too much work for Venti anyway

Corina: Ha!

Erika: So, Let's have a look at the event page first, Windblume is the festival of freedom and romance in Mondstadt

Erika: There's a tradition to send flowers to your loved ones during the festival and people offer Windblumes to the Anemo Archon Barbatos as an important part of the tradition too

Corina: It looks like many people love Barbatos

Erika: Heh! What can I say? My popularity knows no bounds

Zach: So what exactly is a Windblume? Is it like a specific kind of flower?

Erika: Well, that's a question that even the residents of Mondstadt find hard to answer. Here's a chart of all the Windblumes people have hypothesized so far

Corina: Wait, we even have a chart?

Corina: So, just to be sure, they count Small Lamp Grass, which is a grass, and Wolfhook berries, berries, as flowers too?

Erika: Eh? Why not? In the land of freedom, anything is possible

Erika: But which flower is the Windblume in your mind? Travelers will get to choose one in the event storyline

Corina: Great! I'll choose Sticky Honey Roast

Zach: That's not even a plant!

Corina: Stop telling me how to live my life, Zach!

Erika: Hey, I'll accept it as long as you bring some good wine, okay?

Corina: Oh! Will do, the Traveler will cover it. He's had Mora

Zach: What? Hey! Hey!

Erika: See? This moment of joy is what we're all chasing after, right?

Erika: There will be plenty of that waiting in the event storyline and in the Festive Anecdotes section of the Windblume Festival.

Erika: We're gonna explore more tales aside from the main event storyline. Don't forget to check those out

Corina: Noted. But can we get to those mini-games, please? I'm super interested in those!

Erika: Yeah, sure!

Erika: We have three types of mini-games featured in the Windblume Festival

Erika: The first one is Bullseye Balloons.

Erika: In this game, Travelers will get to put their archery skills to the test.

Erika: As they accumulate points for shooting the right balloons in succession but be careful, some balloons reward points while others deduct points

Corina: The balloons are so cute! Did you see that some of them look like kitties? I want to get one of those!

Erika: I know, right?

Erika: Our second mini-game is Floral Freefall.

Erika: As its name indicates, Travelers will be trying to collect flower balls while freefalling through the air.

Corina: Oh! I love floating around in the sky

Erika: Well, this one's less about floating and more about falling.

Erika: The more time you have remaining when you finish a round, the more bonus points you'll receive. So be sure not to float around too long.

Erika: And of course, if you don't collect enough flower balls on your way down, you won't get a high score either

Erika: Once you reach the ground, the game round will be over.

Erika: It'll be up to you to decide the best strategy

Zach: Well we definitely have both wind and bloom for this one. So I think it fits perfectly with the Windblume Festival

Erika: Yeah!

Erika: Oh! Just a friendly reminder to our players, please be careful out there.

Erika: Falling hurts

Corina: Unless you're Xiao doing an air attack

Erika: Oh! True.

Erika: Our third and final mini-game, and my personal favorite will be, Ballads of Breeze.

Zach: Oh interesting! It has a lyre as its icon.

Erika: Yes! And that's because we're gonna play the lyre in Ballads of Breeze!

Erika: It's like a rhythm game, Travelers will need to press the circles on the screen at proper timings to earn the points.

Corina: Oh it looks super challenging!

Corina: Wait a second, there's archery, gliding, and playing a lyre? It's Venti!

Erika: Sounds like a lot of fun to me!

Zach: I guess the people can't help but take after their beloved Archon.

Zach: Anyway, I really love all those peaceful challenges. Is there any chance that we get to play them after the events are over?

Erika: Unfortunately, no. But, Travelers will be able to gain two gadgets by participating in the mini-games. One of which is called the Windblume Festival Commemorative Balloon

Corina: So we are getting one of those balloons! Yay!

Erika: Uh-huh! And the other gadget Travelers may receive is called, the Windsong Lyre.

Erika: With this lyre, Travelers may freely play original music in the game and you can even play the lyre together with friends in Co-op Mode.

Zach: Yes! Sounds amazing, I can't wait

Erika: I know! Isn't it so cool?

Erika: Okay let's move on to the third section of the Windblume Festival – Peculiar Wonderland

Corina: Peculiar Wonderland? What am I even supposed to expect here? Enemies? Oh! More mini-games?

Erika: Well in this domain, Travelers will encounter three small randomly generated challenges to unlock buffs before facing off against a final boss.

Erika: The buffs gained depend on the performance in the small challenges.

Erika: Let's check out how that works in game

Corina: Wow that's crazy! I mean they actually have that many challenges to play?

Zach: Yes! Some look pretty familiar, like the bubbles, and the electric cubes.

Zach: Oh! And picking flowers, that's peaceful!

Corina: Oh my gosh

Erika: Run!

Erika: Oh no!

Corina: Oh my god! Oh! And then you have to get to like places where it's not gonna collapse?

Erika: Oh, I know this game! Hahaha!

Corina: Yeah! It falls so quickly though, I'm gonna die

Erika: Oh, god. Oh? Oh!

Corina: Oh, Marking, Oh!

Erika: Oh! It's a memory game

Corina: You have to memorize it!

Erika: Oh no!

Corina: It's a memory game

Erika: Oh no! I'm so bad at these

Corina: I love memory games!

Erika: Oh god, I've already forgotten

Corina: Oh my gosh

Erika: No, I would have the wrong one. Oh no! I would have messed up!

Erika: Travelers will gain Festive Tour Tickets and Peculiar Collab Coupons from mini-games and Peculiar Wonderland respectively, which they can exchange for rewards from the Event Shop

Erika: The four-star weapon Windblume Ode will be available for exchange up to Refinement Level 5

Corina: Oh! That's such a good deal!

Corina: So we better use this chance to get this fancy bow fully refined!

Erika: Yep! And that just about does it for the Windblume Festival events!

Zach: Wow, I'm so excited for the lyre, I can't wait

Zach: Please come to my world, and let's all play songs together

Corina: We'll start an orchestra

Erika: Yay!

Corina: We'll start a whole orchestra. We'll make music together

Erika: Oh yes! I love it!

Corina: And Venti knows every song. So, Erika, you can teach us every single song that existed?

Zach: Yes!

Erika: I know I know! He knows every song canonically, so I'll be the leader

Corina: There you go!

Erika: So yeah!

Corina: Okay, coming up we have more info on a new type of permanent gameplay that will be implemented in Version 1.4. They're called Hangout Events.

Erika: Ooh! Hangout Events?

Corina: That's right, characters in-game will send us invitations to hang out with them!

Zach: Great! So how do these Hangout Events work?

Corina: Travelers will need to use Story Keys to unlock a Hangout Event.

Corina: In a Hangout Event, Travelers will spend some time with the character that invites them out and we'll have a chance to get to know that particular character even better

Erika: So, they're sorta like Story Quests?

Corina: Actually, they're pretty different!

Corina: In Hangout Events, Travelers will be facing different choices throughout the dialogues and these choices will have an impact on how the story goes and which endings we get

Zach: Whoa, that's a lot of responsibility.

Corina: Oh yeah, and certain scenarios can even cause those Hangout Events to finish without an actual ending. Dun–dun–dun!

Zach: Oh, so what if I choose the wrong option and get an ending that I don't want? Or no ending at all?

Zach: Will that be final? Or can I get another chance?

Corina: Yep! We'll have chances to retry

Corina: All you need to do is enter the Hangout Event again, and choose different options throughout the story dialogues

Corina: In fact, Travelers will be able to play through these as many times as they like. The more endings we unlock, the more rewards we get

Erika: Whew, oh okay, that's a relief. I'd hate if I messed up one of the character's stories with my bad choices

Corina: Oh I make so many bad choices

Erika: Right, and that!

Corina: Oh, I forgot to mention that each time we unlock an actual ending, we'll receive a Hangout Memory Illustration of our Traveler and the character in the Hangout Event

Erika: Oh! So pretty!

Erika: Oh, these will definitely be worth collecting

Zach: Yeah, Genshin Impact dating sim, confirmed

Erika: Yes!

Zach: I'm all ready to hang out with them. So who will be able to invite us to hang out?

Corina: Well, in Version 1.4, there will be a total of four characters to hang out with, including Barbara, Noelle, Bennett, and Chongyun

Zach: Oh nice! This is too much for one heart, but as the Traveler, I hang out with everybody so, I've got this!

Corina: Yeah you got it

Erika: I know that everybody would love to know more about the characters.

Erika: Plus, we didn't really get to interact with these characters in previous storylines, well with the exception of Barbara

Erika: So, I'm super curious about what this will bring

Zach: I guess this is our chance to interact with them more.

Zach: Speaking of which, I find it hard to imagine Chongyun inviting me out

Corina: Maybe he'll invite you for a popsicle?

Zach: Maybe

Corina: And that's not all! We'll be getting more Hangout Events with future version updates

Corina: So be sure to keep an eye out for those down the roads and now I can start my harem!

Erika: Ah! I'm so excited! I can't wait to try these!

Corina: So that's all I have regarding the new Hangout Events.

Corina: Again, Travelers should remember that these quests are lasting additions and won't disappear with future version updates.

Erika: That's good, but how about some events and challenges that'll be exclusive in Version 1.4?

Corina: Ooh You're right on track! We'll get to those in the next section.

Zach: Okay. With that in mind, I think it's time for us to give away our second redeemable code to reward our loyal viewers out there

Corina: Yes! Finally!

Zach: Code inbound in three, two, one!

Corina: Welcome back, everyone!

Corina: Let's continue our version previews with some other events and challenges coming in Version 1.4

Erika: So, what other events can we expect besides the Windblume Festival?

Corina: Well, first we'll have Wishful Drops

Zach: Wishful Drops? Sounds like it has something to do with water.

Corina: You're sort of getting there with the water idea.

Corina: In Wishful Drops a strange little lifeform who travels all the way from the Nation of Water,

Corina: accidentally causes a crisis in Mondstadt's wine industry

Erika: What?! No! A crisis in Mondstadt's wine industry? Ughh!

Erika: "Far be it for me to witness such tragedy!"

Zach: Sounds like a dream come true for Diona though

Corina: I mean she'll be happy

Corina: In order to solve the problem, Travelers will partner up with a little Oceanid of pure water,

Corina: explore different areas together, and help it absorb Oceanid creatures

Corina: The Oceanid will learn more and grow up in the process

Erika: Ohh Looks like the event won't be just dispatching expeditions

Corina: Nope! And after all the explorations are over,

Corina: the little Oceanid will be added to our inventory

Corina: just like the Seelie from Lost Riches!

Zach: Oh great!

Zach: Another little one for company

Zach: All the more reason to abandon Paimon,

Corina: Hey! Stop trying to take my job!

Corina: Back to the topic, while our little Oceanid is learning from its exploration,

Corina: the event challenge "Raging Rhodeia" will appear in "Wishful Drops" too

Zach: Rhodeia, That's a familiar name,

Erika: Uhh, Oh oh oh! She's the Oceanid of Qingce!

Zach: Ohh, yeah, her! Man, that's gonna be scary

Corina: In this event challenge, Rhodeia gets unusually boisterous and filled with rage

Corina: gaining some extra power and abilities

Erika: Ohh, So it'll basically be like Rhodeia 2.0

Zach: And once again, I feel like I can totally anticipate my fate

Corina: But we got you covered Zach

Corina: Travelers will be able to deal damage directly to Rhodeia's body in this challenge

Corina: and we can team up to fight her in Co-op mode

Corina: If you actually invite me, Zach

Corina: So, be sure to give it a try!

Erika: Sounds good!

Erika: But, I'd like to know what we can get from this event challenge

Zach: Yeah, me too!

Corina: We are going to gain a lot of Character Experience materials as rewards

Zach: Oh thank goodness!

Zach: I pretty much always need more of those

Corina: It costs Original Resin to collect those rewards

Corina: So it's not like, unlimited

Zach: Aww,

Corina: But,

Zach: But?

Corina: Remember the little Oceanid?

Corina: Each time we help it absorb enough Oceanid creatures from an area

Corina: we will get one Heart of the Spring

Corina: which can be used one at a time to claim rewards from Raging Rhodeia

Corina: There are five areas to explore

Corina: So we will get five Heart of the Springs in total

Erika: Ooh Five free rewards, nice!

Erika: It leaves more room for other activities

Corina: Another new event coming in Version 1.4 is called, "Contending Tides"

Erika: Whoa! What a cool name

Corina: And it just so happens that we have a cool trailer for it!

Corina: Zach, I'll need your deep voice for this.

Zach: You mean, this voice?

Corina: That's what I'm talking about!

Corina: Ready? Action!

Zach: Oh?

Zach: I mean, OH!

{Video Trailer}

Everyone born in this corner of the world has dreamed about becoming the strongest in Teyvat.

Dadaupa Gourage's Meaty Arena is currently summoning all contenders willing to fight for that title.

Time limits, the status of your teammates, tough enemies, all manner of challenges and goals, Such things aren't good for your health, you know?

The proportion of conductive substances within the sweat from your battle-worn brow is less than one percent!

Release powerful shock waves in this manner and increase the damage of your next Plunging Attack – this is known in some circles as the “Art of the Cannonball!”

Mighty ancient warriors shall do battle with the rising star known as the Traveler!

Is this what they call a clash of the titans?

Sometimes, you gotta tough it out a bit to become the strongest there is!

“I don't mean to be rude,”

Frostarm Lawachurls, training?

That's not fair to the weak!

{Video Trailer}

Corina: And cut!

Corina: Oh my gosh Zach, that was amazing!

Erika: That was so cool.

Erika: Okay, any movie trailer casting directors, Zach should be in all of your movie trailers, just saying

Zach: Hey yeah, I'm here. I'm open to all opportunities!

Corina: As shown in the trailer, we will have all those challenges in Dadaupa Gourage's Meaty Arena

Corina: Starting from the first day of the event, a new challenge with three difficulty levels will be added daily. The rewards will vary for each difficulty.

Erika: So, do I need to fight three times to claim all the rewards?

Corina: Nope, upon completing a higher difficulty, all difficulties below it will be deemed completed as well

Erika: Nice!

Corina: But you do need to pay attention to the completion criteria.

Corina: There are three criteria per challenge and you have to achieve them all to complete the challenge

Zach: Oh awesome! Looks like we'll have plenty to do there

Corina: That being said, Travelers will get different buffs in each challenge.

Corina: If you take advantage of those, it'll be easier for you to clear those challenges

Zach: Sweet! So, what kind of buffs can Travelers expect to see?

Corina: We'll have to wait and check them out in-game

Erika: They're probably related to those epic lines you just read, Zach

Corina: Who knows? And that's all for the new events in Version 1.4! How exciting!

Corina: And as always, our last section will be about our optimizations and new features added in Genshin Impact Version 1.4

Corina: Erika, I'll leave this part to you!

Erika: Okey-dokey!

Erika: The developers of Genshin Impact always want to provide better gameplay experiences through new features and adjustments and this time we are having some handy optimizations too

Erika: Let's check out what's on the list.

Erika: At the top of the list is Condensed Resin.

Erika: Yeah, many Travelers have been hoping they would raise the limit and it turns out wishes will come true

Erika: In Version 1.4, Genshin Impact will be increasing the limit of Condensed Resin one can hold from three to five

Corina: Yay! So we can save more resin and use them in specific domains!

Zach: Yes! That's right! And when we're too busy to play, we can save more than a day's resin for later use

Corina: Time to farm those crystalflies

Zach: Get out the butterfly nets

Erika: The next optimization will be for the game's cooking system.

Erika: After the version update, Travelers will be able to cook food manually even if they've already unlocked auto-cook for that particular dish. We can select how to cook more freely.

Zach: But why would we need manual cooking in the first place?

Erika: Well, there's an achievement for cooking suspicious food

Erika: And if you've cooked every dish perfectly, because you're just amazing at the game, then you might miss this one.

Erika: So, now we can try this out for any food at any time

Corina: Ha! Suspicious food's never stop Paimon before!

Erika: Speaking of which, with the new version update, overall production experiences, such as cooking, crafting, and forging will improve with a new adjustment.

Erika: The game will remember which character we've used to make certain products and will set them as default for the next production

Erika: Of course, there will still be the option to change the selected character manually

Corina: Ah that's so nice. We won't need to scroll through the list looking for the right characters every time now

Zach: Yeah! Saves time and scrolling

Erika: Another important feature change to expect in the version update will be regarding the game's World Level system

Erika: Starting from Version 1.4, Travelers will actually be able to decrease their World Level by one!

Zach: Whoa! That's crazy.

Zach: So it's like we'll have a ticket back if we don't want to stay in the harder world then [1.2.4]

Erika: Exactly! Travelers will be able to dip their toes in the harder world level and decide if they want to stay there or lower it back down

Erika: This Change World Level function will unlock at World Level 5 and Travelers can manually lower their World Level by one once the function is available

Corina: But the question is, can we return to the harder world level once we're ready?

Erika: Oh yeah totally! Travelers may revert their world level if they wish.

Erika: And of course, the rewards from world bosses and Ley Line Blossoms correspond to the current World Level, so everyone will have to balance the pros and cons

Erika: One thing to be noted, Travelers will only be able to change their World Level once every 24 hours.

Erika: So be sure to think it through beforehand.

Zach: Oh nice, this one's definitely an interesting change

Erika: Next, our in-game profile screen will have a new feature in the coming update

Corina: Oh! I remember in 1.3 they added the character showcase. So, what did we get this time?

Erika: Yeah, that's right!

Erika: In Version 1.4 there will be a new space to showcase collected Namecards.

Erika: Travelers can use the space to make some of their Namecards visible to others and upon clicking the showcased name cards, they can view the descriptions and details on how to get them

Zach: All the more reason to collect more Namecards

Erika: Yeah! And last but not least, we'll have some adjustments to the Spiral Abyss

Erika: With the new update, Travelers will be able to exit the Spiral Abyss at the character selection screen between two floors.

Erika: They'll also be able to check the elemental resonance of their two teams for floors that diverge

Zach: Great, that's so helpful for building the right teams

Erika: And that's not all, Travelers will also be able to restart the challenge mid-combat in the Abyss.

Erika: All we need to do is press the escape key or the button on the upper left to retry.

Corina: Ooh So we'll be able to restart immediately when we know that we've failed, which I do a lot to get the best rewards!

Erika: Yeah, right? This is a very important update to me

Zach: Now, that'll save some time for the Abyss grinders

Erika: Yep! And that's all we got for new features and optimizations coming in Version 1.4

Erika: I'm really excited to see all of these implemented!

Corina: Sweet!

Zach: And with that, I think it's time to unpack the last redeemable code!

Corina: That's right, that's right!

Corina: Everybody get ready for the goodies! Code inbound in three, two, one!

Erika: With a final code cast out among the fans, our Special Program has reached its glorious end.

Corina: Sounds like Erika's been having a lot of fun on this Special Program!

Zach: Yeah, so tell us Erika, how does it feel to do the version previews with us?

Erika: This was so fun. I love any excuse to be Venti even more and I love you guys! I miss you guys so much!

Corina: We love you too!

Erika: Ah!

Corina: And we miss you so much!

Erika: I know! Oh, you guys are the best, and I can't wait to do all the updates and play the mini-games in the Windblume Festival!

Zach: Yeah! Me too.

Corina: I'm gonna enter into your world, Zach.

Corina: And while you're fighting a big boss, I'm just gonna sit there and play songs in the lyre!

Erika: Can I also come and play different songs? We're playing like two different songs while

Zach's—

Corina: Yes, off-key!

Erika: Yeah, awesome, perfect!

Corina: So, I hope everybody's had a good time and will enjoy Version 1.4.

Corina: Don't forget to send flowers to those you love during the Windblume Festival!

Erika: Yeah! May you find joy in the brilliant flowers and gentle breeze flowing through Mondstadt!

Zach: Thanks for watching the Genshin Impact Version 1.4 Special Program. Take care, bye everyone!

Erika: Thank you, everyone! You're amazing! I love you! Ahh!

Corina: Take care, and see you in the game!

Everyone: Bye

Appendix 4: Transcript of *Version 1.5 Special Program | Genshin Impact*

Keith: Once upon a time, two twins traveled together throughout the universe

Keith: But one day, their path was blocked

Keith: and they were separated by an unknown god

Sarah: Aether!

Zach: Lumine!

Keith: And now the two of them are finally reunited,

Keith: In the Genshin Impact Version 1.5 Special Program!

Zach & Sarah: Yay!

Zach: Welcome everybody! I'm Zach Aguilar.

Zach: and I voice the male Traveler, Aether, in Genshin Impact.

Sarah: Hey everyone! I'm Sarah Miller-Crews.

Sarah: and I voice the female Traveler, Lumine.

Zach: It's so great that we're together for this program

Zach: Especially since our characters finally had a chance to meet in Version 1.4.

Sarah: I know! Tell me about it.

Sarah: I'm so glad that they invited me to the show

Sarah: I've always been super curious about what it's like to do a special program

Sarah: It always looked like you and Corina were having so much fun in the previous ones.

Zach: Hey, that's the special program's all about

Zach: And today certainly won't be an exception, as we are joined by,

Zach: Keith Silverstein!

Sarah: Da da daa!

Keith: Ooh, I like that trumpet there, very nice

Keith: Hi everybody. My name is Keith Silverstein and I voice,

Keith: Zhongli, consultant for the Wangsheng Funeral Parlor in Genshin Impact

Zach: Yes, Mr. Zhongli himself, who, spoiler alert, is really Morax

Zach: That's right, the Geo Archon, widely respected as Rex Lapis, the God of Contracts himself

Zach: Whew, Talk about a list of titles

Keith: And that is exactly why I leave the introductions to you, Zach

Sarah: Honestly, it's so hard to express how much we love your performance in the game Keith

Sarah: And by "we", I obviously mean myself and a lot of other players

Keith: Ah , That's so sweet. Thank you

Zach & Sarah:

Keith: It is– Uh– It is, really an honor to uh– play a role that's loved by so many

Keith: myself included, of course

Keith: And uh– c'mon, how exciting is this?

Keith: Like– I'm so excited that I'm doing a version preview with you guys

Keith: This is gonna be great

Zach: Yeah, so, why don't we take a quick moment to thank our viewers for joining us today

Zach: And for their amazing support of Genshin Impact

Sarah: Thank you so so much everyone!

Keith: Yes. Big thank you to the entire Genshin Impact community

Keith: Thanks for your love and support

Zach: So, Keith, what do you think of Genshin Impact so far?

Keith: Well, we all know it's an amazing game

Keith: I mean, uh– right off the bat, it's beautiful

Keith: You know, the graphics, the character design, everything

Keith: But the thing that really has blown me away has really been just the fanbase

Keith: Just that this game is so popular worldwide

Keith: and the– I mean, such an honor to be part of something like that

Zach: Totally agree.

Zach: I've, loved interacting with the fanbase myself and,

Zach: currently I'm still on the grind

Zach: Uh, I just love the gameplay, the graphics are absolutely beautiful

Zach: and I also love playing the game on my phone whenever I can't get to my PC

Sarah: Okay, so here's the question Zach

Sarah: What have you enjoyed the most in Version 1.4 so far?

Zach: Ooh, You know, that's, Ah,

Zach: It's so tough because I love all the mini-games

Zach: But I think my favorite one is Ballads of Breeze

Zach: And, I just love getting out my lyre too as I travel around Teyvat and,

Zach: play my random little songs

Sarah: That sounds pretty cool

Zach: Sharing my musical genius

Keith: Well, Let's not, Let's not go too far there, Zach

Zach & Sarah:

Keith: I mean, I'm sure you're good you know,

Keith: But uhh, Genius?

Sarah: Yeah, I'm sure you're great!

Zach: Ah– Anyways, I believe many of our viewers are waiting to hear more about what's in store for Version 1.5

Zach: So why don't we start things of with a quick overview?

Keith: Sounds great!

Sarah: Take it away Zach!

Zach: You got it!

Zach: In Version 1.5, we'll have some brand-new characters,

Zach: several cool new monsters, and various special events

Zach: We'll also have an all-new feature to explore

Zach: And as always, there will be some optimizations and adjustments to our overall gaming experience

Keith: Wow, very nice

Zach: Aside from all the new content, Genshin Impact is also having its native release for PlayStation 5 on April 28th

Zach: the same day Version 1.5 comes online

Zach: So that's definitely exciting!

Sarah: Totally!

Sarah: It's great news for our PlayStation 5 players out there

Zach: Yeah

Zach: We'll get our first glimpse of Version 1.5 from the trailer

Zach: But before we get to that, I'd like to remind our viewers that we will be giving away redemption codes throughout the stream

Keith: In terms of Primogems, we have Primogems

Zach: Yeah, and just remember that they might appear at any time during the show

Zach: so be sure to stick around for those

Zach: Okay, now let's take a first look at the official trailer for Genshin Impact Version 1.5 – "Beneath the Light of Jadeite"

{Video Trailer}

If it is fated, We will meet again

It must have been about, four or five days ago?

There were a few men who came through here carrying baskets and picks,

I guess that could have been them?

And there was a child, staggering in front of them

It is I, Azhdaha, forged of elemental crystal

The enraged earth, will not absolve you!

You stand upon your tomb!

Quake!

There is a fine line between good and evil

This is order!

It was humanity that attacked the Ley Lines that sustained me!

So here lies the wisdom of the gods?

To dust!

Hey, wait a minute, Does this count as martial arts?

Ready for trial!

Incinerate!

Wrath of the Flame!

Inadmissible evidence!

Well, I guess I've mastered both the pen and the sword!

People tell me that if I just spoke more softly, others may find it easier to forgive me

But the only reason they think that way is because they've never been branded a pariah before

I condemn you!

Freeze to the core!

Eye for an eye!

Vengeance will be mine!

This Serenitea Pot is all yours now

Oh, you needn't worry about that

I've already arranged for a certain little helper to await you within this teapot

She will explain everything you need to know about it

{Video Trailer}

Sarah: Wow! There was a lot going on in that trailer

Sarah: It looks like Zhongli is gonna have a new storyline here

Sarah: with a super tough-looking dragon to fight

Sarah: Soo, be careful out there, Zach!

Zack: He– Hey! I’ve leveled up a lot since the last version

Sarah: Uh-huh

Zack: This dragon’s got nothing on me!

Keith: Yeah, sure Zach

Keith: You really expect us to believe that?

Sarah: Personally, I’m excited for these new characters

Sarah: they looked super cool!

Keith: Yeah, that sounds like a solid place to start

Keith: So, Why don’t I begin by introducing the new characters first?

Sarah: Sounds good to me!

Eula: You want to learn some Favonius Bladework?

Eula: Heh, alright then, I’ll teach you,

Eula: Oh yes, I’ll teach you, alright

Eula: Mark my words,

Keith: Introducing our new playable character, Eula

Keith: Captain of the Knights of Favonius Reconnaissance Company

Keith: She carries a Cryo Vision, and elegantly wields her frosty claymore

Sarah: Yeah, the way she handles her weapon is truly amazing!

Sarah: Like, she even did a cartwheel with her sword

Sarah: No wonder she’s called the Spindrift Knight

Zach: Yeah, her combat style really stands out

Sarah: Forget fighting, her style is more like dancing or, gymnastics [1.3.1]

Zack: Seriously! She doesn’t move like other claymore-wielders at all!

Zack: Her motions are way, lighter, and more fluid

Keith: Perhaps that’s a result of the training passed down through her aristocratic bloodline

Sarah: Oh, she’s a descendant of the family that was once overthrown by the Knights of Favonius, right?

Keith: Uh-hem. That is correct

Zach: Ooh , I’m sensing a complex backstory here

Zach: Now the question comes

Zach: why would she be serving in the Knights of Favonius?

Sarah: I don't know

Sarah: For revenge?

Sarah: Maybe, I dunno,

Keith: Well, yes, and no

Keith: Although Eula often talks about taking revenge on others, she doesn't seem to mean it for real

Keith: As strange as it sounds, it's just her own way of expressing care for other people

Keith: Let's have a look at her skill, shall we?

Sarah: Yes, please!

Keith: With her Elemental Skill "Icetide Vortex"

Keith: Eula slashes swiftly, dealing Cryo damage

Keith: However, her Elemental Skill has different effects depending on whether you tap or hold the skill button

Zach: Ooh , Interesting

Zach: Tell us more!

Sarah: Yeah!

Keith: When tapping the Elemental Skill

Keith: Eula gains a stack of Grimheart by hitting an opponent

Keith: Grimheart increases Eula's Defense and resistance to interruption

Zach: Sounds cool for a claymore-wielder

Zach: What will happen if we hold her Elemental Skill then?

Keith: I was hoping you would ask that

Keith: When the skill is held, Eula consumes the stacks of Grimheart

Keith: and surrounding opponents will have their Physical Resistance and Cryo Resistance decreased

Keith: Now, each stack of Grimheart consumed will be converted into and Icewhirl Brand that deals Cryo damage to nearby opponents

Sarah: Ooh , I'm loving her Grimheart mechanic already

Zach: Yeah, me too!

Keith: Eula's Elemental Burst "Glacial Illumination" deals Cryo damage to nearby opponents

Keith: and creates a Lightfall Sword that follows her around for a certain duration

Keith: When her own Normal Attacks, Elemental Skill, and Elemental Burst deals damage to opponents

Keith: they will charge the Lightfall Sword until it explodes violently once its duration ends

Zach: An explosive icy sword, wow,

Zach: That seems almost like a contradiction

Zach: I— I mean, ice that explodes?

Zach: It's like mixing opposites

Sarah: Right, but it's somehow fitting for her character, you know?

Sarah: A noble heir who joins the family's archenemy

Sarah: who moves elegantly but causes violent explosions

Sarah: who manipulates Cryo element but is called the Spindrift Knight!

Sarah: She's full of contradictions

Zach: Nice, Sarah.

Zach: That's pretty deep

Sarah: Thanks ,

Keith: Hey, why don't we take a look at our next playable character in Version 1.5?

Sarah: Sounds good!

Yanfei: Need a cure for insomnia?

Yanfei: Let me read you the history of the development of Liyue's legal system!

Yanfei: None of my friends have ever lasted longer than 20 minutes,

Keith: The other new playable character in Version 1.5 is Yanfei

Keith: a legal adviser active in Liyue Harbor

Keith: She's a Catalyst-wielder and holds a Pyro Vision

Keith: Interestingly enough, she happens to be part illuminated beast

Sarah: Oh , Just like Ganyu!

Keith: Exactly!

Sarah: So, are those two sticks on her head her version of horns?

Sarah: Or, are they more like antlers?

Zach: Wait, I thought those were her pigtails. No?

Keith: No. No, Zach. Not at all. No

Zach: Oh,

Keith: Those are the symbol of her illuminated beast heritage

Sarah: Okay, so question

Sarah: would that mean she knows Rex Lapis then?

Sarah: Or, would she be bound by a contract with Morax in some way?

Zach: You mean like, as a legal advisor for the God of Contracts?

Sarah: That would be quite the big title, but yeah

Sarah: something like that?

Keith: Even Morax doesn't have command of all the illuminated beasts

Keith: Yanfei is one of the few that didn't sign a contract with him

Sarah: Oh, why is that?

Keith: She was born in a peaceful era

Keith: therefore there was no need for her to fight in any cruel wars like her predecessors

Keith: Interestingly, as a free illuminated beast

Keith: she's put herself in a profession where her job is to interpret laws

Keith: and help others deal with conflicts and disputes

Zach: Okay, so her work is all related to contracts, right?

Zach: 'cause I know I saw some sort of gigantic Pyro stamp slamming down when she attacks

Zach: You know, like the kind of thing you'd see used to stamp a contract

Keith: Uh-hum, you are correct

Keith: Both her Normal Attack, her Elemental Skill "Signed Edict"

Keith: and her Elemental Burst "Done Deal" grant her Scarlet Seals

Keith: which decrease Yanfei's stamina consumption

Keith: But these Scarlet Seals are not the big seal you saw

Sarah: Ooh , So the Scarlet Seals must have been all those little red markings floating around her?

Keith: That's right

Keith: When she uses her Charged Attack

Keith: Yanfei consumes all Scarlet Seals

Keith: which in turn, increase her Charged Attack Area of Effect and Damage

Zach: Ooh , So that's what I saw!

Keith: It sure was

Keith: Oh! Uh, one other thing uh, I forgot to mention is that

Keith: Eula and Yanfei have some special connections to one another

Sarah: Aa? What would a knight in Mondstadt have to do with a legal advisor in Liyue Harbor?

Zach: Sounds like a mystery!

Keith: Yes indeed

Keith: One which the Travelers will get to discover on their own

Zach: Leave it to me!

Sarah: Umm, rude!

Sarah: Leave it to us!

Zach: Oh, yeah! Right, us!

Sarah: Right

Keith: Ugh, you two,

Keith: And, that's all the latest we have on the new characters

Zach: Wait a minute, didn't you forget something?

Keith: Uh, a, I don't think so

Keith: You know I have— I have a pretty good memory Zach

Sarah: Zach was gonna ask where we'll get to pull these adorable new characters from, right?

Zach: Yeah!

Keith: Oh, we'll— we'll get to that

Keith: All— all in good time

Keith: Right now seems to be a good time for us to give away our first redemption code

Sarah: Oh, now?

Zach: Like I said, you never know when they'll appear

Keith: Precisely

Keith: The code will be unearthed in three, two, one!

Sarah: It seems only fitting to collect some rewards before we talk about Event Wishes in Version 1.5

Zach: Yeah!

Keith: Alright, alright

Keith: I know you guys are anxious to hear more

Keith: In Version 1.5, the two 5-star characters Zhongli and Eula will appear successively in their own separate Event Wishes

Sarah: Many of the players have been waiting for Zhongli's return and it's finally happening

Keith: The players have been waiting? I've been waiting!

Keith: Okay, to elaborate

Keith: Yanfei will be featured in Zhongli's Event Wish "Gentry of Hermitage"

Keith: The exact dates and durations for the Event Wishes will be officially announced later

Keith: Aside from the new characters

Keith: a new 5-star weapon and two sets of new artifacts will also be released in Version 1.5

Zach: Ooh , Very cool

Sarah: That new claymore looks pretty ornate

Sarah: it sort of reminds me of the 5-star bow "Elegy for the End" from Version 1.4

Keith: Ooh , Good observation

Keith: Now, this new 5-star claymore is called "Song of the Broken Pines"

Keith: and it has a Physical Damage Bonus

Zach: It has quite a poetic name too

Zach: I wonder if it's belong to the same series as "Elegy for the End"

Keith: Perhaps

Keith: and there may even be a hidden story behind them

Sarah: Oo , I already feel a story coming!

Sarah: You know, whenever Keith even mentions the word "story"

Sarah: I just want to break out the popcorn

Zach: I know exactly what you mean

Zach: Ee, Let me guess, it's a very epic and, long, story?

Sarah: Ah yes! A very long story

Keith: You guys really have big imaginations, you know that?

Keith: Look, aside from the weapons, there will be two sets of new artifacts for players to collect

Keith: "Tenacity of the Millelith" and "Pale Flame"

Sarah: Ooh , Awesome!

Sarah: Where can we get them?

Zach: If past updates are any indication, my bet would be that they'll be in a new Domain?

Keith: And, That is correct

Keith: The new domain "Ridge Watch" will be available to Travelers after the version update

Keith: Now it's located in the mountainous area that connects Mondstadt and Liyue

Sarah: Finally!

Sarah: We're getting a Teleport Waypoint there!

Sarah: That's always been one of the harder areas for players to reach

Zach: Yeah, I bet a lot of people have used their Portable Waypoints to get there

Zach: Now we can save those for some other places

Keith: In addition to the new gear, some new storylines will be released too

Keith: After the Version 1.5 update, Diona's Hangout Event and Act II of Noelle's Hangout Event will be available for players to enjoy

Sarah: Act II with Noelle?

Sarah: That's so sweet

Sarah: I really love the hangout memory illustration with Noelle

Keith: Okay, but that's not the only Act II we're getting in Version 1.5

Keith: Act II of Zhongli's Story Quest will be released in the update as well

Keith: followed by Eula's own Story Quest

Zach: Wow. I already can't wait to see more of Zhongli's storyline

Zach: Can you tell us more about what's gonna happen, Keith?

Keith: Well, as you saw in the trailer

Keith: the dragon Azhdaha, who seems to have some,

Keith: Let's say history with Zhongli

Keith: will be making an appearance in Zhongli's Story Quest

Zach: Sounds interesting, but uh,

Zach: Who exactly is this Azhdaha?

Sarah: Oh! It was mentioned in the quest about the Nameless Treasure

Sarah: Seems like Mr. Zhongli's past is finding its way back to him

Keith: "Osmanthus wine tastes the same as I remember,

Keith: And meeting those who share the memory leaves an indescribable feeling."

Zach: Sarah, look! It's him!

Sarah: Ah! It is!

Keith: You guys!

Keith: Okay, in a word, Azhdaha is going to play an important role in Zhongli's Story Quest

Keith: and the disturbance it causes will also pose a serious threat to Liyue

Keith: Furthermore, this dragon will become a weekly boss

Keith: So, let's take a closer look at it in battle

Zach: Alright then

Sarah: I don't know, it actually looks kinda cute

Keith: O-oh. Sarah wants a new pet now

Zach & Sarah:

Zach: Yeah, kinda cute, like it's gonna rip off my head

Sarah: No!

Sarah: I mean it got that little cute smirk happening,

Sarah: I think it's kinda cute

Zach: Oh, that's true

Sarah: Right? And– and it got these branches on its tail!

Sarah: And, and remember this place?

Sarah: There was a girl standing under a tree, mumbling about the awakening of some “most awe-inspiring individual”

Sarah: Remember?

Zach: Oh, right! Yeah,

Zach: So she was talking about Azhdaha!

Keith: She was

Keith: Beneath the tree, or as it's called, the Dragon-Queller

Keith: is the cavern where Azhdaha was sealed away

Zach: This new monster reminds me of Geo Vishaps

Keith: Absolutely!

Keith: They have plenty of similar traits

Keith: As a boss, Azhdaha can change its element

Keith: hence the different colors you see on its body

Sarah: It seems like when it switches its element

Sarah: the surroundings in the Domain change too!

Zach: Ooh, looks like there will be a variety of conditions for us to deal with

Sarah: Ooh , Are you excited Zach?

Zach: Well, with all the lessons I've learned from fighting Geo Vishaps

Zach: I'm confident that I can crush this Lord of Vishaps

Keith: Good luck Zach, you're the man!

Keith: Okay, the next new monster we are about to meet will be a new member of the Hypostasis family – the Cryo Hypostasis

Keith: Let's see it in action

Keith: When the Cryo Hypostasis reaches low HP

Keith: it enters a shield to protect itself and recover from the damage

Keith: In the meanwhile, it attacks its enemies

Zach: Which means, us,

Sarah: Huh, But it seems like we'll never be able to finish it off if we can't break the shield

Sarah: So, how can we take it shield down?

Zach: Oh! I know the answer to this one!

Zach: "Travelers will need to figure it out on their own in Version 1.5"

Keith: And with that, "the apprentice has become the master"

Zach & Sarah:

Keith: Yes.

Keith: You are getting the idea

Keith: And there's one other new enemy we're gonna see in Version 1.5

Keith: Perhaps you two remember the Abyss Herald we encountered in Version 1.4?

Sarah: Oh! You mean that gigantic, blue dude that works for me?

Zach: Well technically, he would be my gigantic, blue dude if you are the Traveler

Sarah: Oh, okay, sorry

Keith: Seriously, do you guys bicker about everything?

Zach: Yes,

Keith: Anyway, it— it turns out that another one of the Abyss Order's elite monsters will be making a debut in Version 1.5,

Keith: the Abyss Lector!

Keith: Let's take a look, shall we?

Keith: One thing to be noted is that some of the Abyss Lector's attacks will decrease characters' Elemental Energy once they hit their opponents

Keith: so, be sure to dodge those

Sarah: If only it was that easy

Zach: Yeah, Hmm,

Keith: Okay, alright Zach.

Keith: I know you well enough

Keith: What are you thinking about over there?

Zach: Well, the Abyss Herald we met before was like an assassin, whereas this Abyss Lector we see now seems more like a mage [1.3.2]

Zach: The Herald could manipulate the Hydro element

Zach: while the Lector manipulates the Electro element

Zach: Now that I think about it,

Zach: what if I can put them on my team?

Keith: Well, I mean,

Keith: Yeah, practically speaking, that would make a very good team

Sarah: Well, that could be what the lost sibling was thinking

Zach: I'm sure the lost sibling said,

Zach: "I will have order!" and now we have the Abyss Order!

Zach & Sarah:

Keith: Well, that's everything we have for our new monsters

Keith: So next, we will get a peek at an all-new permanent feature called "Serenitea Pot"

Keith: which will be available starting in Version 1.5

Keith: Zach, I leave this part to you

Zach: Got it!

Zach: After we helped the city get through its crisis, the Adepti of Liyue have taken note of our hard work

Zach: Knowing we are outlanders who often camp out in the wilds

Zach: they decided to give us a "Serenitea Pot" as a gift

Sarah: Camping in the wilds?

Sarah: Zach, we never camp

Zach: Yeah, we— we just, keep adventuring through the night

Sarah: Yeah

Sarah: Serenitea Pot, I like the name

Sarah: So, is this Serenitea Pot sorta like Madame Ping's magical teapot?

Zach: Yeah, it's what's known as a "Realm Within"

Sarah: Ooh, sounds exciting!

Sarah: That was really nice of them, I hope it wasn't too difficult to make

Keith: Well, the Adepti of Liyue are mighty, illuminated beings with great power

Keith: Creating a Realm Within is nothing but creating a little trinket for them

Zach: Keith, you sound so cool,

Zach: Uh, Anyways,

Keith: You sound cool

Zach: Aw thanks,

Zach: Let's take a closer look inside this so-called "teapot"

Zach: For starters, there are three different realm layouts for us to choose from:

Zach: "Floating Abode," "Emerald Peak," and "Cool Isle"

Sarah: Wow. So this is what the Adepti would consider just a trinket?

Zach: Inside the realm, you'll find Tubby

Zach: a teapot spirit who manages all the general affairs in the Realm Within

Keith: Hum. Just like a butler

Sarah: Oh my gosh, Tubby is so round and cute!

Sarah: I love it!

Zach: And, it plays an important role in our realm too

Zach: When we raise its Trust Rank,

Zach: it will give us some rewards and unlock new features for our realm

Zach: For example, the three different realm layouts

Zach: We'll have to increase our Trust Rank if we want to unlock them all

Sarah: Okay. So question,

Sarah: If I rub Tubby, will it grant me three wishes? [1.3.3]

Zach: What are you talking about?

Zach: Tubby's not a genie!

Sarah: Okay, okay!

Sarah: I was just thinking, you know, magic lamp, magic teapot, [1.3.4]

Sarah: So anyway, how do we increase Trust Rank with Tubby then?

Zach: Whenever we create new furnishings, Tubby's trust increases

Zach: Moreover, with the help of the Teapot Spirit

Zach: we will collect various blueprints from different sources

Zach: Once we've collected the necessary material for creating furnishings

Zach: we can make those furnishings in the Serenitea Pot

Zach: and use them to decorate our home

Zach: Of course we can also buy some furnishings directly from Tubby

Keith: Good, I'd like an ornate Glaze Lily-patterned Incense Burner

Sarah: Really? That's a super-specific choice

Keith: Well, I'm a super-specific guy

Zach: Anyway, this Serenitea Pot will be a large personal realm that players may manage

Zach: They can take their time considering how to decorate the space and can fill it with the things they like to make it feel like home

Keith: I see, okay.

Keith: Then let's prepare some radiant grade Noctilucous Jade for starters

Sarah: Okay, first of all, your standard of “home” is way too high!

Keith: And that’s wrong because,?

Sarah: I mean,

Sarah: You know what? You do you

Sarah: You do you

Zach: Yeah, totally

Zach: Well, if we are short of any “practical” decoration ideas

Zach: we can also apply to enter our friends’ Realms for some inspiration

Zach: We can just stop by for a visit and snap some nice photos

Sarah: Ooh , That means we can throw parties in our personal realms!

Sarah: That’ll be so fun!

Sarah: Are you gonna put me on your ultra-exclusive guest list, Zach?

Zach: Nope!

Sarah: Zach!

Zach: Just kidding

Zach: You know, we are going from roughing it in the wild to luxurious house parties

Zach: I’m really excited for this one

Sarah: Yeah, and the realms seem very large, too

Keith: Large enough to unleash your imagination

Zach: Yeah. We can create views outside the house and arrange the layouts of furnishings

Zach: And as we put more furnishings into the Serenitea Pot

Zach: our Adeptal Energy increases, enabling the Realm to produce more Realm Currency

Keith: So more furnishings increase Adeptal Energy?

Keith: I like the sound of that

Sarah: I knew you’d like that

Keith: So with this new Realm Currency you mentioned comes a new way of exchanging it, I suppose?

Zach: That’s right

Zach: We can exchange realm Currency for a variety of materials and rewards

Zach: And sometimes, a Teapot Traveling Salesman carrying Realm Treasures might appear

Zach: so be sure to check it out

Sarah: Noted!

Sarah: Whew , There’s already a lot on everyone’s to-do list for this feature

Zach: And there might be even more to come in the future

Zach: Let's wait and see what the Serenitea Pot holds for us in store together

Keith: I will, and in the meantime, I'll stuff my realm with,

Keith: satisfying furnishings

Sarah: Alright, just please don't make Tubby work too hard!

Keith: I won't. And as always, I'm sure the Travelers will cover my expenses

Zach: Huh?

Sarah: Umm,

Zach: W—wait a minute, what!

Sarah: Can we even afford that?

Keith: Well I mean, with the two of you together, you might be able to cover it

Zach: I don't have any money, no,

Sarah: I don't think so

Keith: Okay okay, I'm just kidding

Keith: You should've seen your faces right there

Zach & Sarah:

Zach: Anyways, that's all the news we have for the upcoming Serenitea Pot feature

Zach: In the next section, we will get to learn about some exciting events that will be exclusive to Version 1.5

Zach: But now, it seems about time to give away our second redemption code.

Sarah: Yeah! More rewards! Yay!

Keith: Practically speaking, the faster you act, the better

Zach: Goodies inbound in three, two, one!

Sarah: Welcome back adventurers!

Sarah: It's time to unveil the special events coming in Version 1.5

Zach: Yes! I'm ready

Sarah: Okay, so first on the list is an event called "Energy Amplifier Initiation"

Sarah: In this event, a Sumeru researcher will ask us to gather Irminsul Fruit Fragments

Sarah: For a time, we will be entrusted with a mysterious ancient relic – the Energy Amplifier

Sarah: With this relic, we can unleash the power of the Fragments we collect

Sarah: During the event, this Energy Amplifier will grant us some effects in combat

Zach: So it really is literally "amplifying" our abilities!

Zach: Speaking of ancient relics,

Zach: I feel like Mr. Zhongli would know something about that

Sarah: Uh-hum

Keith: What do you looking at me for?

Keith: You know I'm not really Zhongli, right?

Zach: Oh

Keith: But, I do happen— to have some insight on the Energy Amplifier

Keith: For one, there are variations of how you can configure the Fragments into the Energy Amplifier

Keith: One variable – Motive Force affects how many Fragments one can configure

Keith: The higher the sum of your character's levels, the higher Motive Force you can provide to the Energy Amplifier

Keith: With higher Motive Force, players will be able to equip more high-quality Fragments to strengthen their team

Zach: What if I don't have enough characters at higher levels?

Sarah: As always Zach, that's where your friends come in

Sarah: You can borrow up to three characters from your friends to increase your Motive Force

Sarah: You got that Zach?

Zach: Ohh, friends,

Zach: Yeah,

Zach: Got it,

Zach: Uh, So, the question then is,

Zach: how do we gather all the Fragments?

Sarah: There are plenty of Fragments spread all over the map

Sarah: We'll search for the Fragments in Places of Interest throughout the open world

Keith: But it won't be easy to get treasures as powerful as Irminsul Fruit Fragments

Keith: Players will have to get rid of any trouble circling around the Fragments before they're able to collect them

Zach: Ahh , That makes sense

Sarah: And we'll also be able to enter something called a Twisted Realm in the later phase of the event

Zach: Twisted Realm?

Zach: Sounds like a teapot gone wrong [1.3.5]

Sarah: Not exactly

Sarah: There are four Domains in the Twisted Realm

Sarah: and each has different bizarre twists

Sarah: We will be able to select the difficulty and conditions for the domains we enter

Sarah: just as in the previous Hypostatic Symphony event

Sarah: Of course, higher difficulties will grant better rewards

Zach: Okay,

Zach: So, this will be one for players who're looking for some serious challenges

Keith: And I should mention that a contract with Diona, the bartender of Mondstadt

Keith: will be one of the various rewards from the Event Shop

Zach: Cool!

Zach: It sounds like we can add her to our team by participating in all kinds of activities from the event

Sarah: That's right, go get her!

Sarah: Our next event to introduce is called "Battlefront: Misty Dungeon"

Zach: Huh?

Zach: This sounds like a completely different kind of game

Sarah: In this event, there will be six themed trials for us to complete

Sarah: and we'll only be able to use characters from a set pool of Trial Characters from the event

Sarah: Throughout the trials, our team will not form any Elemental Resonance

Sarah: and food and potions in our inventory will also not be accessible

Zach: Ahh, Now that sounds tough!

Sarah: But, before each trial, we can preview the monsters we'll be encountering, along with some corresponding tips and tasks

Sarah: So, it is possible for us to choose characters that fit the conditions before we start

Sarah: Nice, right?

Zach: Yeah, that's a relief, Phew,

Zach: So, what do we need to do to pass these trials?

Keith: In each trial, players need to activate all three of the Ancient Runes within the time limit to gain access to the "Final Challenge"

Keith: There are Benediction mechanics with the trials

Keith: which allow players to obtain certain bonus effects

Keith: and make it easier to complete the trials

Sarah: At the same time, there are also some automated weapons systems that will detect and attack any intruders

Sarah: Players will need to use the appropriate reactions to temporarily disable these devices

Zach: We're definitely gonna have to use our heads to get the right strategies

Sarah: Totally! And with rewards like Primogems, Mora, and other materials awaiting,

Sarah: it'll definitely be worth a shot!

Zach: Primogems? Oh, I'm in!

Sarah: Our next event is called "Mimi Tomo"

Zach: Sounds Hilichurlian?

Sarah: You nailed it!

Sarah: This event is about a certain "Unusual Hilichurl" we might encounter in various locations

Zach: I see!

Zach: E- the one that throws Primogems at players, right?

Keith: Okay, to viewers who're searching for where you can find this "Unusual Hilichurl" right now

Keith: just know you can't actually use the Primogems it throws at you

Sarah: Lately, this Unusual Hilichurl has been stirring up trouble on the merchant routes

Sarah: It's time for us to teach it a lesson

Zach: But this hilichurl is not an easy one to trace

Sarah: So, we'll need to borrow some help from an expert

Sarah: Perhaps you remember the Hilichurlian expert, Ella Musk?

Zach: Yeah, you mean that little girl in the library?

Keith: So, it's time for her to teach us a lesson

Sarah: Yeah

Sarah: We'll be utilizing the Handy Handbook of Hilichurlian from her

Sarah: to communicate with other hilichurls for intel on the whereabouts of this Unusual Hilichurl

Zach: That seems like fun

Zach: but I'm not sure I can memorize that much Hilichurlian

Keith: You can write it down Zach

Sarah: Or, you can take a screenshot

Zach: Oh, yeah, screenshots!

Zach: Now that's good advice

Keith: The only question now is

Keith: how reliable is this Handy Handbook of Hilichurlian?

Keith: After all, it has a disclaimer on its title page

Keith: saying "it cannot be held responsible for any consequences of its use"

Zach: Wait, so you're saying it could potentially do more harm than good?

Sarah: If that's the case, we will have to persuade the hilichurls – by physical means

Keith: Ooh , Now that's what I'm talking about

Keith: We could be quite persuasive that way

Zach: That wouldn't be "persuasion"!

Sarah: Wait, Now I'm confused,

Sarah: we're talking about bribing them with some apples or something, right?

Sarah: Like, that type of persuasion?

Zach: Oh, Apples,

Keith: Yeah, yeah. Apples.

Zach: Now you're making me feel like I'm a bad person

Sarah: Anyway, players will gain some Furnishing Blueprints, Primogems and other rewards from the event

Sarah: so be sure not to miss out on this one

Sarah: Our next event is simply called "Windtrace"

Sarah: Personally, I'd like to call it Hide and Seek

Zach: Alright, sounds fun!

Keith: And in case you're wondering, Windtrace actually originates from when ancient nobles' were hunting for rebels in Mondstadt

Zach: Uh, okay,

Zach: Now things are starting to sound a little bit scary

Keith: No worries Zach

Keith: Today, it is transcended from its dark history,

Keith: passing down only the names of the two sides:

Keith: Hunter, and Rebels

Zach: Oh, So, what does a round of Windtrace look like?

Sarah: I'm glad you asked Zach!

Sarah: Players will be playing in Contested Zones

Sarah: They will be allocated one of the two sides,
Sarah: the Hunter, or the Rebels
Sarah: The Rebels hide, and the Hunter seeks
Sarah: But there's more to it than just that
Sarah: The Rebels can use their Windward Arts to disguise themselves, place bait, or temporarily enter a hidden state
Zach: Alright, sounds interesting
Zach: How about the Hunter?
Zach: What can they do?
Keith: The hunter can use various Arts to detect the location of the Rebels
Keith: and disable their tricks and disguises
Zach: So, the two sides are really going at it then
Sarah: Yeah!
Sarah: And during the game, "Favors" will descend upon the area at random
Sarah: and both sides can pick up these "Favors" to help charge up their own so-called "Secret Favor"
Keith: There are five Contested Zones in the open world
Keith: so those who are familiar with all the areas and terrain will have some advantages
Zach: Good news for those treasure chest hunters out there!
Sarah: Yeah.
Sarah: Players will obtain Windtrace Coins from the event
Sarah: and unlock a variety of rewards
Sarah: including a Windtrace-themed Namecard!
Sarah: But if you play the game in Co-op mode with your friends
Sarah: or if you have already reached the daily limit of obtainable Windtrace Coins
Sarah: then you won't be able to gain any more
Zach: Ah, I see
Sarah: I hope you all enjoy this little game!
Sarah: Our final event is called "Overflowing Mastery"
Zach: Hmm, We had Ley Line Overflow before, right?
Sarah: That's right!
Sarah: Only this time, we will have doubled Talent Level-Up Materials

Sarah: During the event, we will have 3 chances daily to collect double rewards using Original Resin from selected Domains of Mastery

Zach: If I'm not mistaken, this is the first time we'll have an event that doubles Talent Level-Up Materials

Zach: That's huge

Keith: Exactly

Keith: So if you need to grind for Talent Level-Up Materials

Keith: this will be your chance

Sarah: I bet everybody's gonna love that

Sarah: Alright!

Sarah: That's about all we have for the special events in Version 1.5

Sarah: As always, the last part of our version previews will be regarding new optimizations and adjustments coming to the game

Sarah: Keith, would you like to explain the coming changes for Version 1.5 to our viewers?

Keith: Sure thing!

Keith: Starting from Version 1.5, the cost of Original Resin to claim rewards

Keith: from the first three weekly bosses will be reduced from 60 to 30

Sarah: Okay, that's half the cost!

Zach: Yeah!

Zach: And we'll have a total of four weekly bosses

Zach: So that means we'll be able to claim rewards from all the weekly bosses using a single day's resin

Sarah: And, we'll even have 10 Original Resin left over

Keith: Ooh, Check you out Sarah!

Sarah: Yeah!

Keith: Next, after the Version update, Character Companionship Experience gained while playing in-team with other players in Co-op mode will be doubled

Sarah: So, if we want to accelerate our Friendship with some characters and learn more about their stories

Sarah: we can defeat bosses or clear Domains with other players in Co-op mode

Zach: Oh yes,

Zach: No need to remind me on the importance of friends again,

Sarah: I'm sorry Zach

Zach: Need some more of those!

Keith: The third optimization will be about the mailing alerts

Keith: for when Events are ending

Keith: After the Version update, Genshin Impact will send mail alerts to players before any limited-time events end

Zach: Yeah, considering all the unique gameplay and loads of rewards from those limited-time events

Zach: it would be a pity to miss them

Sarah: Definitely.

Sarah: For players who are too busy to check the end time of each event

Sarah: the mail alert will for sure come in handy

Keith: Yeah, absolutely

Keith: Our last optimization coming in Version 1.5 will be about “slimming down” the game’s overall size

Sarah: Ooh? That sounds kinda cool

Keith: With this optimization, players can manage the Voice-Over files they’ve installed

Keith: If you no longer want to keep the audio files for a certain language

Keith: you can delete the corresponding Voice-Over files manually

Keith: and that audio pack will not update in future Version updates

Zach: I imagine that could save quite a bit of space

Zach: I know audio files can be massive

Sarah: Aww, But what if they decide to delete the English Voice-Overs?

Zach: No! Don’t delete us! Please!

Zach: Don’t you wanna hear more of me?

Sarah: Well, There’s not much of us in there anyway,

Zach: Oh, well, okay, yeah,

Zach: I guess it doesn’t hurt that much when you put it that way

Keith: No no no

Keith: It– it does hurt

Keith: Because Zhongli has a lot to say

Keith: So– so please keep– keep the English files

Zach: If you like us, then please keep the English Voice-Overs everyone

Zach: And, on that note

Zach: it's time to release the third redemption code to our loyal viewers

Sarah: Yay!

Sarah: Are you ready?

Sarah: three, two, one, Go!

Zach: Well, I hope everyone has caught all the codes

Zach: And I think it's about time to wrap up the show

Sarah: Whew, time really flew by!

Zach: Yeah, I know right

Zach: How do you like your first special program, Sarah?

Sarah: I've loved being here with you guys

Sarah: It's so special and fun

Sarah: Plus, the twins got to be reunited

Sarah: even if it's only for a little bit

Sarah: Umm, I really hope they'll invite me for more special programs in the future because this is super fun

Zach: Yeah, I hope so too

Zach: And how about you Keith?

Zach: How did you like doing the special program?

Keith: Are you kidding? I love this

Keith: I mean,

Keith: What's better than being able to make all these announcements when everyone's so hyped to find out what's in store

Keith: And uh, we get to be the people who share that with them

Keith: Plus, I'm looking forward to spending quite a bit of time in the Serenitea Pot

Zach: Yeah, me too!

Zach: Alright, thanks for watching the Genshin Impact Version 1.5 Special Program everyone

Zach: And, I hope you all have fun in your teapot!

Keith: Bye everybody!

Keith: See you in Version 1.5

Sarah: Thanks for tuning in everyone!

Sarah: Take care!

Everyone: Bye!

Keith: Are you still there?

Keith: Yes!

Keith: I was hoping you'd still be there because

Keith: we have an extra special surprise for you

Keith: Check this out

Appendix 5: Transcript of *Version 1.6 Special Program | Genshin Impact*

Zach: Hello and welcome to the Genshin Impact Version 1.6 Special Program!

Everyone: Yay! Hahaha!

Zach: I'm Zach Aguilar and I voice the male Traveler, Aether, in Genshin Impact

Zach: You know, "Wind blade!"

Zach: And today, I'm joined by three amazing Voice Artists!

Laura: Aw, you're so nice

Zach: They are,

Poonam: Spark Knight Klee of the Knights of Favonius, reporting for duty!

Poonam: Hi everybody, I'm Poonam Basu, and I voice Klee, Spark Knight of the Knights of Favonius

Poonam: Do you wanna come fish blasting with me?

Zach: Really? Sure!

Steph: Klee, you know the consequences

Poonam: Uh oh!!

Steph: And as for you, Honorary Knight

Zach: Uh, I can explain

Steph: Haha, just kidding, Zach!

Steph: Hi everyone, I'm Stephanie Southerland and I'm the voice of Jean, Acting Grand Master of the Knights of Favonius

Zach: Jean is the current Dandelion Knight, too

Steph: That's right

Zach: And Laura?

Laura: Oh, right!

Laura: Tada! Barbara is here

Laura: Hi everybody, I'm Laura Stahl, and I voice

Laura: Barbara, the Deaconess of the Favonius Church and, the idol singer of Mondstadt, I suppose

Steph: Looks like we've got an all-Mondstadt crew today

Zach: Yeah. And actually, this is the first time we've had four hosts together in one Special Program

Poonam: Whoa, I'm so excited! We're gonna have a lot of fun

Zach: Absolutely!

Zach: So, are you all ready for some Version 1.6 previews?

Everyone: Yes, please!

Zach: And that's the spirit!

Zach: I'm really excited, too, but before we get there, let's take this moment to thank everyone in the Genshin Impact community for their love and support of the game

Laura: For sure. Everyone's been so exciting and sweet and lovely and wonderful

Laura: Your enthusiasm brings me so much joy, thank you!

Poonam: I've been loving getting to know the Genshin Impact community and the fans are so much positivity

Poonam: And I just love moments like this and opportunities to connect, so great to be here, and I'm so glad all of you are here!

Steph: Yes, it has been incredible to be a part of something so amazing with such awesome fans

Steph: Thank you all so much for all your love and support. I feel truly grateful

Zach: Yeah, I totally agree with all that

Zach: Okay, so why don't we get the ball rolling with a quick overview of what players can expect to see in Version 1.6?

Poonam: Yay, finally! Version 1.6, here we come!

Zach: Yep!

Zach: In Version 1.6, we'll have a brand-new character, some new weapons, and a series of events to explore

Zach: And in addition to all these, we'll once again be seeing some progress in the game's main storyline

Zach: Finally, we'll also be having some amazing optimizations and updates added to our overall gaming experience with the Version 1.6 update as well

Laura: Sounds good to me

Zach: As usual, we'll be giving away Redemption Codes throughout the stream

Steph: And they might appear at any time during the show, so stay vigilant!

Poonam: Exciting!

Zach: Yeah, now, let's take a first look at the official trailer for Genshin Impact, Version 1.6

Zach: "Midsummer Island Adventure!"

Everyone: Alright!

{Video Trailer}

Master Jean, I wanna ask for some time off because I wanna go somewhere!

Oh! Speaking of which I still have a promise to keep to Klee.

Those fish won't blast themselves

I got a terrible, terrible letter, and need to go to a certain place!

Dodoco is very important to me I won't lose to Dodo-King!

Humming along to the rolling waves, it's so romantic

It has something of the unknown about it, and seems to have its fair share of dangers and yet, the mystery is all part of its beauty

Hmm, I need to bring Jumpy Dumpties, Dodoco, and myself!

Let's go!

Wicked girl of flame, you have finally arrived. I've waited far too long

You dare face me!?

Though such courage is admirable, but it is now meaningless because

When a Vision bearer dies, the light in their Vision will fade away

Organizing The Clash is my way of uncovering hidden talents and hopefully, this time, getting a Vision to glow again

Your opponent is new to The Clash, but he has quickly become the dark horse of the tournament

The Vision is missing

The sounds of nature turn into a clamor of noise during stormy weather

The winds are coming

Clouds hide the birds' call!

In the outset, supposing each of the Seven Archons had their criteria for granting Visions to living beings — then, does the current Electro Archon now doubt these criteria, or even the act in and of itself?

There will come a day when I too shall wish to understand the answers to "eternity" from her

The voyage to Inazuma is a treacherous one. You will be plagued by a perpetual tempest the entire trip

The part of your journey that lies after the storm may well prove to be the most arduous

{Video Trailer}

Zach: The warm summer, tropical islands, surfing, all that good stuff

Laura: Don't forget that we also have a new character to check out!

Laura: I mean, yeah, he looks super cool and he's got that neat Inazuma vibe

Laura: I don't know about you guys, but I cannot wait to know more about him

Steph: Not to worry, we'll get some details about him right away

Poonam: Yes!

Zach: Yeah! But before we introduce our brand-new character, let's give away our first Redemption Code to our viewers!

Laura: Wow, so the codes are really just gonna come hopping out just like that!? [1.4.1]

Poonam: Just like my Jumpy Dumpty! [1.4.2]

Zach: Okay, are you ready?

Zach: The code will be dropping in 3, 2, 1

Laura: Go, Travelers, go!

{Character Preview}

Wherever in this world I roam, I carry memories of my home

This blade

It is the last link I have to the land of my birth

{Character Preview}

Steph: So our brand-new playable character in Version 1.6 is, Kaedehara Kazuha!

Poonam: Oh! Such a long and lovely name!

Laura: And his outfit is so flowy, I love the maple leaves!

Zach: Yeah, right?

Zach: His style reminds me of a certain Fatui Harbinger, Scaramouche

Poonam: Oh Yeah!

Zach: You know, the one we saw in the Unreconciled Stars event?

Laura: That's right!

Poonam: The Inazuma outfit style is so awesome!

Laura: I know

Poonam: And I like the way Kazuha speaks, too, it's so poetic

Laura: Yes, smooth

Zach: I personally think his fighting style is really cool

Zach: I mean, did you see how he drew his sword?

Laura: Yes, I know!

Poonam: So cool

Laura: So okay, wait.

Laura: So Kazuha will be the first playable character we've ever had from Inazuma, right?

Steph: Yep, that's right

Poonam: Wow!

Laura: Oh, wait! So, does that mean we'll actually get to explore Inazuma with him?

Steph: Well, that would technically be pretty difficult to do

Steph: Although Kazuha is from Inazuma, he has been temporarily taken in by Beidou's Crux Fleet

Steph: And there's even word from a reliable source that

Steph: He's currently wanted by the Inazuma Shogunate

Steph: Just don't tell anyone, okay?

Poonam: What?!

Laura: Excuse me? This baby-face is a fugitive?

Steph: Yep

Laura: But he's so cute!

Laura: It's hard to imagine

Laura: But, well, looking at his expression, though, he does appear to be someone with an interesting story behind him

Poonam: Yeah, I wonder what happened to him?

Laura: Me, too

Poonam: One thing is for sure though, it definitely wasn't pleasant

Zach: Yeah

Laura: My poor baby

Zach: Definitely.

Zach: That's probably why he laments over the memories of his home

Zach: I mean, it sounds like he really can't go back anymore

Steph: Yeah—

Laura: Don't worry, Kazuha we love you!

Steph: Yeah, no matter the reason though, Kazuha is a wanderer now

Steph: He travels around, taking in the views of mountains and rivers

Steph: Listening to the wind, and he—

Poonam: So, he's kinda like a traveler

Steph: Right!

Zach: Wait, he's a traveler, too?

Steph: Yeah, and a very good-looking one

Laura: Okay, we've learned a bit about Kazuha's background

Laura: But I want to know more about his skills and talents

Poonam: Oh yes!

Steph: Sure thing

Steph: Kazuha carries an Anemo Vision and wields a sword as his weapon

Poonam: So cool!

Steph: When Kazuha uses his Elemental Skill "Chihayaburu"

Steph: He unleashes a secret technique that pulls objects and opponents towards his current position

Steph: Before launching the opponents within the Area of Effect, dealing Anemo Damage and lifting Kazuha into the air on a rushing wind current

Laura: Wow, okay, I like these Anemo characters, they can create those nifty wind currents

Steph: Well, wanna try Jean's wind current?

Laura: No, but thank you

Poonam: No, I'm good

Steph: While Kazuha is in mid-air from the effects of Chihayaburu

Steph: He can unleash a particularly powerful Plunging Attack, Midare Ranzan

Steph: His Plunging Attack Damage is converted to Anemo Damage and will create a miniature wind tunnel, that pulls nearby objects and opponents in

Laura: So cool!

Poonam: Nice!

Zach: Oh, another character with special Plunging Attacks

Steph: Yeah, so travelers should note that the tap effect of Kazuha's Elemental Skill can also be used in mid-air

Steph: And lastly, if you hold his Elemental Skill button longer, it charges up to unleash greater Anemo Damage over a larger AoE

Poonam: Whoa! It looks like Kazuha can stay floating in the wind for a while and decide when to plunge back down

Steph: Cool, huh?

Laura: That looks so fun

Zach: Sounds like a good way to mess with Ruin Guards

Steph: Yep

Steph: With his Talent "Soumon Swordsmanship," when his Elemental Skill comes into contact with any of the other elements

Steph: Elemental Absorption will occur and Kazuha's Plunging Attack will deal additional Damage of that elemental type by a certain percentage

Poonam: It looks so cool

Steph: Right?

Steph: And what's even cooler is his Elemental Burst, "Kazuha Slash"

Poonam: Cool!

Steph: With a single slash, Kazuha deals AoE Anemo Damage and his blade's passage will leave behind a field named "Autumn Whirlwind"

Steph: Which will deal AoE Anemo Damage at set intervals to opponents within it, Elemental Absorption can occur in this field, too

Poonam: It's so pretty with all the maple leaves floating around!

Laura: Yeah, it almost feels like Kazuha's confusing his enemies with this dazzling display while taking them down with deadly attacks!

Laura: I love that!

Zach: Totally.

Zach: Yeah, I mean, I'd be cool with dying in such a mesmerizing field if I were the enemy

Laura: I mean, fair

Steph: I get that, I get that

Steph: Well, another Talent of Kazuha, "Poetics of Fuubutsu," grants teammates an Elemental Damage Bonus to their corresponding Element upon triggering a Swirl reaction

Poonam: Okay, time to study up on how to trigger these Swirl reactions

Steph: You wanna hear my advice?

Zach: Yeah!

Steph: Let the wind lead [1.4.3]

Steph: Oh, I forgot to mention, Kazuha also has an exploration Talent called "Cloud Strider" which decreases sprinting Stamina consumption for his party members

Poonam: Nice

Laura: Okay, great! Let's go travel with Kazuha given that he is also a traveler

Poonam: Let's go!

Steph: Sorry, Zach, one traveler's all we need, no more room for Aether here

Zach: Hey!

Steph: I'm kidding! I'm kidding!

Steph: Anyways, that's all we've got for the new character, Kazuha

Steph: And I know everyone must be curious about the new Event Wishes coming in Version 1.6

Steph: In Version 1.6, Klee will be re-appearing in her own Event Wish first

Laura: Yes!

Poonam: Yay! I'm back!

Steph: Yep! After which, Kaedehara Kazuha will appear in his very own Event Wish

Laura: Hype! Hype! Hype!

Steph: Moreover, we'll have some brand-new weapons coming our way in Version 1.6

Poonam: Oh, exciting!

Steph: The 5-star sword "Freedom-Sworn" and the 4-star bow "Mitternachts Waltz" will be available in Version 1.6

Zach: Oh, great names!

Poonam: And they look amazing, too!

Steph: Seriously, right? Alright, this was all the latest we have on the new character and weapons

Steph: In the next section, we'll be getting some more info about a new monster, "Maguu Kenki"

Steph: Laura, I'll let you take the lead on that one!

Laura: Sounds good to me!

Laura: I won't let you down, Big Sis!

Laura: Let the show begin!

Zach: Wow, looks like our new monster is from Inazuma, too?

Zach: It looks like a samurai

Laura: Bingo!

Laura: The core of Maguu Kenki lies in its phantoms

Laura: When its HP drops below a certain amount, it'll enter the phantom stage

Laura: During this stage, Maguu Kenki's attacks will be converted to Anemo attacks

Laura: And its phantoms will begin to appear and deliver coordinated attacks as well

Poonam: Oh, so basically we'll be fighting multiple enemies at the same time?

Laura: Right. The phantoms' attacks will be imbued with elemental energy, dealing both Anemo and Cryo DMG

Laura: So not only do you need to be careful of attacks from Maguu Kenki, you must also dodge attacks from its phantoms

Steph: Oh, boy. Taking Anemo and Cryo attacks at the same time?

Steph: Watch out for those Swirl reactions, believe me, I know

Zach: Sounds tricky to handle

Steph: Yeah

Laura: But it's always fun once you're finally able to take down the more difficult bosses

Zach: Yeah, of course it is

Steph: Aw buddy!

Laura: Well, take look at its mask, it's more than just a decoration

Laura: In fact, this mask will automatically block any ranged attacks when it's not engaged in close combat

Laura: So anyone hoping to pull off some clever sneak attacks from a distance might find themselves disappointed

Zach: No, I was just thinking about using an archer to attack it from a distance

Steph: Well, looks like you'll have to get up close and personal to defeat this one

Poonam: Let's have a duel of honor, and may the sunset be our witness

Laura: Witness, witness, witness

Zach: Nice, sounds like a line from a samurai movie or something

Zach: But, wait a minute, isn't this monster summoning phantoms to gang up and fight alongside it?

Zach: I mean, where's the honor in that?

Poonam: Well, when you put it that way

Laura: Okay, let's just put that aside for right now

Laura: With the new monster comes new storylines

Laura: So, let's move on to some exciting new info on an all-new Archon Quest, shall we?

Poonam: Yes please!

Laura: Okay! The new Archon Quest is called "Autumn Winds, Scarlet Leaves"

Poonam: Oh, scarlet leaves

Steph: I think I can guess who this story's related to

Zach: Yeah, I think I know, too

Poonam: Let's shout out the answer together, shall we?

Steph: Sure

Zach: Okay

Poonam: 1, 2, 3

Zach: Kazuha!

Zach: Hey, wait!

Laura: Well, nice guess

Poonam: We love you, Zach!

Zach: Very funny guys

Zach: But why does this new character play the front and center role in the upcoming Archon Quest?

Laura: Well, don't you remember where he's from?

Zach: Oh right, Inazuma!

Laura: Exactly

Laura: In a previous Archon Quest, Zhongli told us that Inazuma was presently closed to the outside world, making it nearly impossible to get in

Steph: Yeah, we don't have much info about that closed nation except that things don't seem very peaceful right now

Poonam: So, in order to make our way to Inazuma

Poonam: We'll need somebody to tell us how to enter the nation first

Laura: And Kazuha might be just the person to help us

Laura: We've got some screenshots from the storyline along with some dialogue snippets

Laura: So, let's take a look

Poonam: Yay!

{Main Story Preview}

Beidou: The Crux Clash is a martial arts tournament that I hold

Beidou: There'll be a whole bunch of folks taking part to showcase their talents

Paimon: We're interested in getting to Inazuma, not fighting in some tournament!

Kazuha: Inazuma? You want to go there?

{Main Story Preview}

Steph: Oh okay

Zach: Interesting, yeah!

Laura: I'm intrigued

Poonam: Yeah, and well, do you think Beidou would be up for helping?

Steph: I don't know if she's there to help us get to Inazuma

Steph: She seems pretty invested in her own martial arts tournament

Poonam: That's true

Steph: I, too, am invested in this martial arts tournament

Steph: Felt I wanna know more!

Steph: But somehow, we gotta get to Inazuma, right?

Laura: Uh-huh, we'll see

Zach: Yeah, I don't know, maybe it's just the big, this is the big hint

Zach: But I can't tell, I don't know

Laura: I dunno, and we'll get to know a little bit more about Kazuha, too. So—

Poonam: I know, I can't wait!

Laura: This is so cool

Laura: Alright, well, let's see if there are more hints in the next screenshot, yeah?

Poonam: Yeah! Let's do it!

{Main Story Preview}

Kazuha: My humble abilities are negligible compared to your incredible feats

Kazuha: To think a human could wield the elements without a Vision

Kazuha: And not to mention your incredibly complex scent, like that of some mysterious being

Paimon: Hey, stop evaluating us based on our smell! It's weird!

{Main Story Preview}

Steph: Paimon has the best lines!

Laura: Oh I loved it so much!

Zach: He's got a good nose or something

Laura: I guess so

Steph: Well, here's my question:

Laura: Uh-huh?

Steph: What does Paimon smell like?

Poonam: Yeah, exactly—

Zach: Emergency food

Poonam: I'm just super curious

Zach: Emergency food

Laura: Paimon smells delicious, the end.

Laura: And Kazuha's a cutie!

Poonam: He is

Laura: Oh my gosh

Poonam: I love the way he talks

Steph: Yeah, and it's so interesting how he uses scent to evaluate people

Laura: Yeah, strange

Poonam: I wonder what I smell like

Steph: Maybe emergency food?

Laura: Alright, we're heading in a weird direction. Keep going

Laura: Let's get to our last screenshot

Poonam: Yes, please!

{Main Story Preview}

Kazuha: But the voyage to Inazuma is a treacherous one

Kazuha: You will be plagued by a perpetual tempest the entire trip

Kazuha: One final word of warning:

Kazuha: The part of your journey that lies after the storm may well prove to be the most arduous

{Main Story Preview}

Poonam: Intriguing

Steph: It seems like there might be some unpredictable dangers awaiting our journey to Inazuma

Steph: But, I don't think it will deter the Travelers

Poonam: No way, Traveler got this!

Zach: Yeah, I don't know. That sounded kinda scary.

Zach: Doesn't sound like smooth sailing to me

Poonam: It's scary, but it's also like, total poetry.

Poonam: I love the way Kazuha speaks

Steph: So smooth

Zach: Yeah

Laura: I wanna know if he's coming with us, that's all I wanna know right now

Poonam: Yes!

Laura: Coz I want him to be my new best friend

Steph: I wonder!

Poonam: I want him to speak me to sleep!

Zach: He'll save us all

Laura: Get out of the way, Traveler!

Steph: What

Laura: No, just kidding

Zach: But we're both Travelers, we can all be friends, there's enough love to go around

Zach: I hope?

Laura: I guess, hopefully so

Laura: Now, well, that's about all we've got for this new Archon Quest

Laura: And in our next section, we'll unveil the exclusive events coming in Version 1.6

Laura: Poonam, are you ready? This is your part!

Poonam: Yes, let's go, event time!

Poonam: Wait, actually we're gonna give away our second Redemption Code right now!
Surprise!

Steph: You got me. I didn't expect that coming right now

Poonam: Okay, everyone, get ready!

Poonam: The code will be bouncing your way in 3, 2, 1! [1.4.4]

Poonam: Dadada

Poonam: Welcome back everyone!

Laura: Thank you very much!

Poonam: Let's talk about the exclusive events coming in Version 1.6

Laura: Yes, please!

Poonam: First, we have a whole series of summer island-themed events

Laura: Yeah!

Poonam: These are gonna be my favorite because Klee will be playing a super important role here!

Steph: Oh, yay, Klee!

Laura: Go Poonam!

Zach: I'm sure a lot of players are really excited for Klee's reappearance in Version 1.6

Poonam: Get ready for explosions, Travelers!

Steph: Oh explosions, you know I'll be ready

Poonam: The events are all outside Mondstadt, so we'll be fine

Poonam: Our main event is called, "Midsummer Island Adventure"

Laura: Oh, that's sounds good

Poonam: This time, we'll be exploring a mysterious group of islands

Poonam: The story begins as Klee receives a mysterious letter sent by "Dodo-King"

Poonam: Who threatens in the letter to take Dodoco away from Klee

Laura: Oh no, that's so mean!

Poonam: I know, right!

Zach: What?

Poonam: I know, how could anyone take Dodoco from Klee?

Steph: Yeah!

Laura: Crime, it's a crime

Poonam: So, in order to protect Dodoco and Klee, travelers are gonna search out the remote "Dodoland" in hopes of settling the situation with "Dodo-King"

Zach: So, who is "Dodo-King"?

Zach: And that whole "Dodoland" thing just sounds kinda fishy

Steph: Yeah, well, I'm sure we'll get to know more about the letter and its sender once the events are live

Zach: True

Laura: Anyways, I'm really curious about where we're gonna explore and how we're gonna get there

Laura: So can we jump to that part pretty please?

Poonam: This area of islands will be a whole new area for Travelers to explore

Poonam: To facilitate our exploration, there will be special Waypoints located throughout the area

Poonam: Additionally, Travelers will be able to summon the unique "Waverider" boat at Waverider Waypoints

Laura: Wait, so we're actually gonna be out there sailing on the ocean?

Poonam: Uh-huh

Laura: Oh, that's so cool!

Steph: That's so cool!

Steph: Wait, so my question is, can we sail with our friends?

Poonam: Yes, we can!

Laura: What

Poonam: We'll be able to summon our own individual waveriders, and sail the seas with other players in Co-Op Mode

Laura: What?

Zach: Wow, that sounds so nice!

Zach: Okay, I'm officially accepting friend requests

Zach: I'm ready. I need friends

Laura: You'd better be

Laura: Finally!

Steph: It's about time.

Laura: Congratulations, Zach

Zach: Thank you

Poonam: With the Waverider, we can get to different places in the archipelago

Poonam: Not only, will we encounter some new materials, but we'll also get to solve some brand-new puzzles to unlock treasures hidden among the islands

Steph: Oh, treasures!

Laura: That sounds good to me!

Laura: Yes, please!

Zach: Wow, I can't wait to explore this area and take in the beautiful island scenery

Steph: And take more screenshots of it all!

Zach: Oh yeah, totally.

Steph: Exactly!

Zach: It's always a refreshing feeling to have something new to explore

Laura: And with all these islands, comes new storylines, I'm guessing?

Poonam: Ding-ding-ding! That's right!

Poonam: We will have some brand new World Quests to complete along the way

Poonam: But I'll be leaving those for the players to explore

Poonam: Well, actually

Steph: Whoa! No spoilers, remember!

Poonam: Okay, fine

Poonam: Anyways, throughout different stages of the main event, we'll be unlocking different kinds of event challenges which each feature their own unique gameplay

Zach: Different kinds of gameplay?

Zach: Wow, I mean, sounds good to me!

Poonam: And there will be plenty of rewards for Travelers to exchange in the Event Shop

Poonam: So, let's take a closer look!

Poonam: The challenge unlocked with the first stage of the event is called

Poonam: "Main Cannons, Make Ready Fire!"

Laura: Aw, she's so cute!

Poonam: It's been reported that monsters have been building some fortifications at sea

Poonam: Travelers will be tasked with piloting their Waveriders and shooting cannons to send those pesky monsters to the bottom!

Poonam: Bang bang boom!

Poonam: Some of these floating towers can simply be destroyed by cannon fire but, others cannot

Poonam: In such cases, we'll need to leave the Waverider and board the enemy towers for battle

Laura: Okay, okay I definitely didn't expect to see naval warfare coming in an event

Zach: Yeah, me neither

Poonam: For sure!

Poonam: Some of the fortifications even have protective barriers around them so we'll need to find some other means of breaking through

Poonam: And that's not all, there may also be dangerous whirlpools near some monster fortifications

Laura: Oh, no!

Poonam: Players must be careful not to be swirled away!

Poonam: Though it might be interesting to push other players' Waveriders into the whirlpools

Zach: Yes, that's a great idea!

Steph: A move like that would mean at least a week in solitary confinement

Poonam: Oh, alright

Poonam: The challenge in the next event stage will be, "Whirlpool off to Starboard Full Speed Ahead!"

Steph: So cute

Poonam: In fact, it's a race, and it's comprised of two parts: the sea course and the air course

Laura: Wait, wait, wait, an air course?

Laura: So we're gonna glide, too?

Poonam: Yep, that's right

Zach: So lemme get this straight, we're gonna be out there both sailing and gliding all in the same race?

Poonam: Exactly!

Poonam: Players will also need to do their best to collect Wavesplitter Insignias throughout race

Poonam: Both the amount of Wavesplitter Insignias collected and the time spent to complete the race will determine the final score. So, be sure to practice!

Steph: Oh, I will

Poonam: Our third type of event challenge is called, "Samurai Sighted To Arms!"

Steph: Wait Samurai? You mean the Maguu Kenki we just introduced?

Poonam: That's right!

Laura: Wait, wait, wait, this monster looks important

Laura: Maybe it's the mysterious "Dodo-King" that wrote the letter to Klee?

Zach: What? Dodo-King?

Zach: Well, I guess it's certainly possible, but

Laura: Right? So. So, is it the Dodo-King?

Poonam: Uh-uh, no way! I'm not gonna say anything!

Poonam: Don't even try to trick me!

Steph: Good girl, Poonam!

Poonam: Thank you!

Laura: I tried

Poonam: Back to the event, the goal of this game is to defeat this tough-looking monster, so take care out there!

Poonam: And last, but not least, the final stage of the event will feature, "Harpastum Bombs Loaded Blow 'Em Away!"

Poonam: This is my personal favorite, you can throw Harpastum Bombs everywhere!

Laura: What?

Zach: Hey, that doesn't sound right!

Laura: Yeah, I mean, how can you possibly turn Harpasta into bombs?

Zach: Well, I meant that it sounded a bit unsafe but that's a good question, too!

Steph: Hmm, I've got my eyes on you

Poonam: Oh no, we will be blasting away some monsters, no civilian property damage in sight!

Steph: Whew! Thank goodness!

Poonam: In this challenge, Travelers can use three different kinds of Harpastum Bombs to clear out nearby monster fortifications!

Poonam: Maybe we can even blast some fish along the way

Steph: I don't think so

Poonam: Aw, well, these are the event challenges we can expect to see in the "Midsummer Island Adventure" event

Poonam: Travelers will be able to use the "Shiny Flotsam" and "Mini Harpastum" event currencies to exchange for rewards such as, the four-star catalyst "Dodoco Tales". Dadada

Poonam: We'll be able to get this catalyst fully refined with its specialized refinement materials via the Event Shop, just like in previous events!

Laura: It's so cute!

Steph: And it totally matches Klee's art style!

Laura: It does!

Zach: Yeah, totally

Steph: Yeah

Poonam: I think so, too! Yes!

Poonam: Travelers will also have the chance to exchange for the Northlander Billet Trove in the Event Shop, with this Trove, we can select any billet of any weapon type

Zach: Wow, that's great!

Zach: So, for players who get stuck in The Festering Fang task because their bad luck in getting a Northlander Polearm Billet, this could be their savior

Poonam: Totally.

Poonam: And on top of that, there will be some brand-new Furnishing Blueprints available inside the Event Shop. So don't forget to check those out!

Laura: Oh, okay, okay, I like the variety of rewards!

Zach: Yeah

Laura: I do.

Poonam: Yes!

Poonam: And Laura, it just so happens that our next event is about your character, Barbara

Laura: Oh? You don't say?

Poonam: See the picture of Jean and Barbara in their summer outfits?

Steph: Yeah, they look so pretty and summery!

Laura: I know I love them! Look at her little ducky purse!

Laura: I'm dying I love it! Okay

Poonam: Yeah, these cute summer outfits will be the first two alternate costumes available for characters in Genshin Impact

Poonam: Master Jean's costume "Sea Breeze Dandelion" will be available via the in-game Shop for players to purchase for a limited time discount

Poonam: And Barbara's costume "Summertime Sparkle"

Laura: Sparkles

Poonam: Will be claimable for free through our special event, "Echoing Tales"

Laura: Oh wait, so we're getting the summer costumes? That's so cool!

Zach: And it's so nice that we'll be able to claim one for free, too

Steph: Yeah, so tell us more about the Echoing Tales event!

Poonam: Sure, so, during the event, there will be some magical "Echoing Conches"

Poonam: Not only can we listen to some hidden stories from them but, also, we can claim rewards when we have collected a certain amount of conches

Laura: Oh, the event screen looks so pretty!

Steph: Yeah! It's like we are under the sea

Poonam: With lots of fish to blast!

Steph: Hey!

Steph: Well, good thing you can't blast stuff underwater.

Poonam: Oh, I guess that's true

Poonam: The next event to introduce also takes place on the islands

Poonam: It's called "Kaboomball Combat"

Poonam: In this event, we will be confronting something called a Dodofortress

Poonam: The Dodofortress will shoot Kaboomballs of various kinds

Poonam: And we need to use our Dodoguards to reflect the Kaboomballs and deal damage to the fortress

Laura: Wow, okay, so that almost sounds like a new kind of sport!

Poonam: Yep!

Poonam: When we deal enough damage to the Dodofortress, it will enter a Fury Faze and shoot Kaboomballs at a faster pace

Poonam: While increasing the probability of special Kaboomballs appearing

Zach: This one sounds like it might be pretty tough

Steph: Yeah

Poonam: Don't worry, Zach, the Dodofortress can be defeated, and after that it refreshes, too

Zach: Huh?!

Poonam: The more Dodofortresses we defeat within a set amount of time, the higher our score will be

Poonam: Note, that there will be different Kaboomballs depending on the stage

Steph: Oh, so can we team up with other players for this event?

Poonam: Yep! But only two players at a time

Laura: Oh, hey, Stephanie!

Steph: Yeah

Laura: We should play together!

Steph: Yes, please! Anytime!

Laura: Yeah! Sister power!

Zach: Oh, hey.

Zach: I mean, anyone interested in teaming up with me?

Zach: No?

Laura: I mean, Yes?

Poonam: It's all good, we'll have you covered, Zach

Poonam: During a challenge, players can pick up some "Shazamfruit" that grant special effects

Poonam: Once we have successfully finished a challenge, we will gain some "Enigma Gears" to exchange for rewards, including an exclusive Event Namecard

Laura: Seems like we will have a lot to add to our collections

Poonam: And, since there are many monsters constantly trying to get on the islands, it'll be our mission to defeat those monsters in the event "Never-ending Battle"

Laura: Battle, battle, battle

Zach: So all we need to do is defeat them?

Zach: Could it really be that straightforward?

Steph: Sounds like Zach wants something to spice it up a bit

Laura: Okay. That's such a warrior spirit, Zach

Zach: Yeah, I mean

Poonam: Don't worry, there will be tons of special conditions to add variety!

Poonam: First of all, we'll get to choose the difficulty of our challenge, and of course, a higher difficulty will result in higher scores

Laura: Of course

Poonam: Throughout the challenge, powerful Berserker Opponents will emerge among the enemies and "Momentum Discs" will descend upon the field

Poonam: When players defeat Berserker Opponents and use Harpasta to destroy the Momentum Discs, they will gain Momentum

Poonam: As Momentum reaches specific amounts, more buffs will be unlocked to help players complete the challenges

Laura: Nice

Steph: Sounds like a lot of fun!

Poonam: I know!

Poonam: The challenges of this event are scattered all around the archipelago and each challenge has their own stage features and Momentum Blessing to consider

Zach: Looks like we'll need to pay attention to the different details for each stage

Steph: Yeah

Laura: And we get to take a nice little cruise to the island sites along the way

Poonam: Love that!

Steph: Oh, cruise!

Poonam: Right? It seems like all of these events will give us a chance to really explore the archipelago

Steph: Yeah, and there are so many different kinds of gameplay in the archipelago area, I'm already amazed!

Zach: Yeah, me too

Poonam: But aside from all the archipelago area events, we'll have an event that happens outside the area as well

Poonam: "Legend of the Vagabond Sword"

Steph: Oh vagabond!

Laura: Whoa, that's a pretty epic-sounding name

Steph: Yeah, and what can we expect to see in this event?

Poonam: It's a Domain challenge

Poonam: In the event, three powerful foes await

Poonam: We could kick up the difficulty of our challenge and select certain "Flairs," or conditions, to achieve higher scores

Zach: And I suppose we will be challenging the three bosses we see here in the image, an Oceanid, a Primo Geovishap, and our new monster

Laura: Yes, Maguu Kenki

Zach: Lemme make sure I'm saying this right

Zach: Maguu Kenki?

Poonam: That's right!

Steph: Honestly, I love all the rewards but I also love playing on Easy Mode

Poonam: Oh my gosh. Totally. I got you covered, Stephanie!

Poonam: Players will gain first-time completion rewards when they complete each challenge for the very first time.

Poonam: So even if you play on an easier difficulty, it'll still be worth your effort!

Poonam: Besides, each time your combined score reaches a new milestone, you can also claim more corresponding rewards, so, just give it a try!

Steph: Okay. Sounds good

Zach: Yeah, will do

Poonam: And with that note, we shall move on to the latest optimizations and updates coming to our game!

Poonam: I believe you've got the scoop on this part, Zach

Poonam: So, I'll leave it to you

Zach: Alright!

Laura: Go, Zach, go!

Poonam: Yay Zach

Zach: The first optimization coming in 1.6 is about navigating to enemies via the Adventurer Handbook

Zach: After the Version Update, when players navigate and defeat an enemy using their Adventurer Handbook, the Handbook will then automatically track down the next enemy of the same type

Steph: Nice, that's a handy little update for material farming!

Zach: Yeah, I know, right?

Steph: Yeah

Zach: The next optimization is regarding the PC version, Genshin Impact will be adding some additional hot keys to its PC client

Laura: Nice

Zach: With this update, players can pull up their Friends list by pressing the "O" key and enter the Party Setup screen by pressing the "L" key

Zach: Which definitely helps skip some tedious steps

Poonam: Oh, definitely! Sounds awesome, we'll be able to switch out our party members much faster than

Steph: Friends, O-key!

Zach: And that's not all, Version 1.6 will be adding Domain Details to the Domain Entrance screens

Zach: This will provide a detailed list of the Monsters and content of the corresponding challenges

Laura: This will come in handy for any players who are feeling unfamiliar with the Domains

Steph: Yeah, it's always good to get some intel beforehand and prepare accordingly

Zach: By the way, when we teleport from a Domain directly to other locations, the game will no longer show the "Challenge Failed" screen

Poonam: Yay! It feels rough whenever you see that screen

Laura: Yeah

Zach: Oh, yeah, a screen I see all too often

Poonam: Aw Zach

Zach: Aside from all these optimizations, the Serenitea Pot will also be getting a new feature in Version 1.6

Poonam: Yay

Laura: Get out!

Zach: Yeah, first, after the Version Update, we'll be able to invite up to eight characters at a time to our realms upon finishing the tutorial task, "A Teapot to Call Home: Part II"

Zach: While these characters reside in our realm, their Character Companionship Experience will gradually increase

Laura: What? That's so cool!

Laura: Friendship is magic!

Steph: It is magic!

Zach: Totally

Zach: And not only that, when our Adeptal Energy Rank increases the rate at which Character Companionship Experience is gained will also be increased

Poonam: Oh, nice, so can players interact with the characters in their realm?

Zach: We'll see

Zach: Each character will have their own favorite furnishing set

Zach: When players collect the whole set and place it in their realm, the corresponding character residing in the realm will give a gift to the player and even have special dialogues unlocked

Laura: Presents!

Steph: It's all the more reason to collect more Furnishing Blueprints

Laura: It's so awesome that the teapot is getting more and more features.

Zach: Yeah, it's under continuous development and will get more optimizations in the future

Zach: Let's wait and see

Zach: Okay, now seems to be a good time to release our third and final Redemption Code!

Poonam: Code time

Steph: Great! Oh, can I do the countdown for our viewers?

Zach: Sure, it's all you!

Steph: Yes! Alrighty, code inbound in 3, 2, 1!

Poonam: Go get it everybody!

Zach: And with that, our Version 1.6 Special Program has reached its end

Laura: We did it!

Zach: So, how did you all like the Special Program?

Laura: I love the Special Program! I had so much fun! We get the inside scoop on so much cool stuff, like Kazuha and his scarlet leaves

Laura: And Barbara's new outfit! Yes!

Poonam: Yes! That was so good! And oh my gosh, Kazuha, I love the way he speaks. That's so poetic!

Poonam: And I'm so excited for everyone to see Klee coming back in 1.6! Can't wait

Laura: Never enough Klee!

Steph: Yes, never enough Klee!

Steph: It's so cool to get to see the new costumes. I'm particularly excited about Jean's

Steph: And so excited about the new character Kazuha, and of course, Maguu Kenki

Poonam: Maguu Kenki!

Zach: Maguu Kenki

Poonam: Oh, and Kaboomball!

Laura: Yeah, I'm so excited!

Zach: Yeah, me too!

Zach: And that's a wrap, but before we get to the end of the show, we'll get some exclusive details on Inazuma locations from the one and only, Kamisato Ayaka!

Poonam: No way!

Laura: So cool!

Ayaka: Welcome, esteemed Travelers. It is an honor to be with you today

Ayaka: I am Master of Inazuma Kamisato Art Tachi Jutsu, Kamisato Ayaka.

Ayaka: Delighted to make your acquaintance

Ayaka: Perhaps you have already heard prior mention of Inazuma's current state of "lockdown" under the Sakoku Decree

Ayaka: Yet, despite such restrictions and tumult, word of your feats and deeds across Mondstadt and Liyue has still managed to reach the ears of the people of Inazuma

Ayaka: I myself ponder by which means such outstanding Travelers as yourselves will choose to travel to our nation of Inazuma

Ayaka: Upon your arrival, perhaps we may meet at Komore Teahouse over a pot of hot tea, or even indulge ourselves in a game of Go, if you would be so inclined

Ayaka: It goes without saying that your presence is greatly awaited here

Ayaka: Now then, allow me to present you with a brief introduction of the islands of Inazuma, before you make your official arrival

Ayaka: This is Watatsumi Island, an island draped in dense foliage and breathtaking colors

Ayaka: At the center of this island, surrounded by a canopy of mountains and waterfalls, is Sangonomiya Shrine

Ayaka: This island is some distance from Narukami Island, home of Inazuma City. In fact, Watatsumi Island is located at the far opposite end of the islands of Inazuma

Ayaka: Given its distance, Travelers will quickly notice the unique culture and customs among the residents of Watatsumi Island

Ayaka: However, Travelers should be aware that Sangonomiya is also home to the resistance army, which has formed in opposition of the Vision Hunt Decree. Sometimes, I can't help but fear that we—

Ayaka: Pardon me, I will surely present you with all the details once you have arrived at Inazuma

Ayaka: Next, we have Seirai Island

Ayaka: It is said that this island was once subject to a terrible disaster. The center of the island was enveloped by a perpetual thunderstorm, which formed the island's unique geography and landscape you see now

Ayaka: And this is Tsurumi Island, a mysterious island that has been shrouded by a dense fog. It has been many years since anyone has dared to venture to this island

Ayaka: Inazuma is home to many majestic sights to see, many of which are hidden away in more secluded locations

Ayaka: Take this huge tree growing among the mountains, for example. Though its trunk has been completely hollowed out, peculiar leaves shaped like bird feathers still grow from its lofty branches

Ayaka: And here we have one of Inazuma's more gloomy areas, where the plants take a seemingly unnatural form Almost as if sealing away some twisted thing

Ayaka: And finally, our last stop is Inazuma's largest shrine: the Grand Narukami Shrine

Ayaka: The Grand Narukami Shrine sits atop Mt. Yougou on Narukami Island, overlooking lush and vibrant blossoms of Thunder Sakura, just as the Shogun's everlasting reign looks upon us

Ayaka: So Travelers, have any of the islands piqued your interest? Though this was a most hasty introduction, I assure you that you will be able to enjoy these sights at your own leisure once you have arrived

Ayaka: If only there could be someone capable of turning the state of affairs in Inazuma

Ayaka: Ah, how improper of me. Ahem, Travelers, I shall be awaiting the day we can meet face-to-face in Inazuma City with great anticipation

Zach: Whoa, so, how did you like the sneak peek?

Poonam: So good!

Laura: So phenomenal

Steph: So gorgeous! Oh, my gosh, I love it!

Zach: Yeah. The Genshin Impact team is working hard to create an amazing fantasy world for players to keep exploring

Zach: It's a lot of fun to sit back and spend some time in the world of Teyvat!

Zach: And with that

Steph: Thanks for watching the Genshin Impact Version 1.6 Special Program!

Laura: Thanks everyone, have fun!

Poonam: Bye-bye everybody!

Laura: Bye!

Zach: See you!

Appendix 6: Transcript of Honkai: Star Rail Version 1.2 "Even Immortality Ends" Special Program

Owlbert: I always knew you were a dark horse, Mr. Yang

Mr. Yang: Speak for yourself, you know, Owlbert

Mr. Yang: If I had met you a few years ago, my creative career would have taken a more interesting turn

Owlbert: You know, I heard you had something new in the works

Owlbert: Was it about, let me guess, the adventures of the nameless?

Mr. Yang: It's early concept at the moment

Mr. Yang: The express crew has given me a lot of food for thought, but still

Mr. Yang: When it comes to key plot points

Mr. Yang: I'm in need of some inspiration

Owlbert: Inspiration? How about—

Blade: How about this

Kafka: We give you some ideas

Kafka: After all, when it comes to scripts, we're seasoned professionals

Owlbert: Security? Security! Security!

{Video Trailer}

The rules of this game are like reality

We all think we have infinite possibilities

But when you really analyze it, every question and answer is constrained by previous choices

Relax

Time to say bye

Boom

You think another name and face can blot out the sin of your past?

A vale, to send you

Release your full potential

The power you carry is the key to opening a way through to the Ambrosial Arbor

Has coming here triggered your memory?

What happens next, is in your hands

You, you and you

All three of you are staying right here

The karma of past lives chains the world of the present

I wish for you to despair, suffer, crumble, turn on one another, and destroy that which you love
with you own hands

{Video Trailer}

Owlbert: Whether or not your world has a day-night cycle

Owlbert: Good morning, good afternoon, and good evening!

Owlbert: I'm your buddy Owlbert, and welcome to the Version 1.2

Owlbert: Even Immortality Ends Special Program

Owlbert: Today, we have three special guests in the hot seats, introducing–

Cheryl: Hey guys, I'm Cheryl Texiera, and I voice Kafka

Daman: Hey there I'm Daman Mills, and I voice Blade

Corey: Hi folks my name is Corey Landis, and I voice Welt

Owlbert: Guys, it's great to have you with us

Owlbert: Man, the trailer was a rollercoaster

Owlbert: Corey, thoughts.

Corey: Whoa, me already? Okay

Corey: Well, it looked like various factions were getting ready for battle

Corey: I think we're one move away from a serious showdown

Daman: Agreed, it was cool to see some new environments and enemies, too

Daman: I better get my team in order

Owlbert: You're gonna need to, my friend

Owlbert: In Version 1.2, the Xianzhou Luofu will face a setback that threatens the fate of the
whole Alliance

Owlbert: The Trailblazer will need to pass through various delves and arrive at the location of
the sealed Ambrosial Arbor, where a decisive battle with the one responsible for the Stellaron
Disaster awaits

Corey: Not to mention, Dan Heng finally gets reunited with the Astral Express crew

Daman: Dan Heng's journey has been longer than most could imagine

Cheryl: Care to elaborate, Daman?

Daman: I didn't say anything

Owlbert: Come on guys, you're trying to get me fired here?

Owlbert: Editors, cut that bit out

Owlbert: What was I was gonna say, oh right, the story left off on a bit of a cliffhanger last time

Corey: It sure did. Why did Jing Yuan deploy those forces? Who is he trying to catch?

Daman: And what about the Stellaron Hunters? Where did they go after escaping?

Cheryl: Well, who says they went anywhere?

Owlbert: Cut that out too.

Owlbert: I'm sure all these questions will be answered in the upcoming story.

Owlbert: Now, aside from Trailblaze Mission updates, Version 1.2 we'll see new characters coming to the Warp.

Owlbert: First on the scene, Blade

Corey: I have a question for Daman.

Corey: If, say, there were five people, would I be one of them?

Daman: I don't know

Corey: Me neither

Owlbert: Don't look at me, I don't know anything about anything, okay

Cheryl: Well, I'm pretty sure I'm not one of the five people but, here is a fact for you

Cheryl: Whenever Blade gets scary, it's the mara flaring up

Owlbert: Isn't he, always scary?

Cheryl: He usually does what I tell him

Daman: I should probably unpack that a little.

Daman: Blade relies on Kafka's Spirit Whisper to suppress the mara inside him.

Cheryl: Yeah, that's what I meant to say, you know, most of the time, Bladies a nice, quiet boy

Daman: Totally, he's not a strong communicator that's for sure

Daman: I'm pretty sure half my recording sessions have focused on two sounds

Daman: Number one, hmph

Daman: Number two, tsk

Owlbert: I can believe that.

Owlbert: It's strange that a lone wolf like him would want to team up with the Stellaron Hunters

Owlbert: Unless Kafka's Spirit Whispered him into it

Cheryl: Kafka was more of a go-between, the real reason Blade joined was because Elio promised him the outcome he desired

Corey: Outcome? Meaning, vengeance?

Corey: A certain someone on the express has been having nightmares about this guy

Cheryl: Not just vengeance, a funeral

Owlbert: A funeral?

Daman: His own, to be precise.

Daman: Through unexpected circumstances, Blade became immortal.

Daman: His body recovers from the worst of sicknesses and the gravest of injuries, even from death itself

Daman: Those bandages aren't for show.

Daman: For Blade, immortality isn't a blessing, it's a curse that follows him wherever he goes

Owlbert: Yikes, and I thought I had a problem.

Owlbert: Well, let's leave something to the imagination here, I'm sure our Trailblazers will find out more about Blade backstory as things unfold

Owlbert: For now, let's take a look at what he's capable of on the battlefield

Owlbert: Blade is a Wind-Type character, following the Path of Destruction

Owlbert: By consuming his own HP, he's able to deal greater damage to enemies

Owlbert: And I guess that's the risk you take when you're immortal

Daman: Blade's Skill consumes a set amount of his own HP and initiates Hellscape

Daman: While Hellscape is active, Blade deals greater damage and his basic attack is enhanced from Shard Sword to Forest of Swords

Daman: While Shard Sword is a single target attack, Forest of Swords deals damage to multiple enemies

Owlbert: I got a question. Can Blade still use his skill if his HP isn't enough to cover the set amount?

Daman: In that situation, when Blade uses his skill, his HP decreases to one.

Cheryl: That sounds a little dicey

Daman: A bit, well, there's a silver lining.

Daman: When Blade's HP decreases his talent is triggered, granting him a charge

Daman: When charges are fully stacked, Blade unleashes a follow-up attack on all enemies and recovers a set amount of HP

Daman: When Blade unleashes his Ultimate, his HP is set to 50% of his max HP, and he deals massive damage to a single target and adjacent enemies

Corey: HP for damage, huh? Interesting, no wonder he's so indifferent to being healed

Owlbert: And the more HP Blade loses, the more damage his Ultimate deal

Daman: Yeah it does.

Daman: Blade's technique, Karma Wind, also consumes his HP and deals Wind Damage to all enemies after entering battle

Owlbert: When it comes to taking damage, at least be more afraid of himself than his enemies

Cheryl: This hurts me more than it hurts you

Daman: New Ultimate line anyone?

Owlbert: We can't let Blade steal the show

Owlbert: It's time to talk about another Stellaron Hunter, his partner in crime, Kafka

Owlbert: Kafka's a familiar face at this point in the story.

Owlbert: She was the first person the Trailblazer set eyes on.

Owlbert: Meaning Kafka must have been there for the Trailblazer's first words, the first step

Owlbert: No wonder so many players are calling her Mo-

Corey: Okay, okay, I don't think that's gonna get past the editors there, Owlbert

Corey: Look, what I am interested in is this.

Corey: Since Kafka appeared on Herta Space Station, she's managed to implant the Trailblazer with a Stellaron.

Corey: Hijack the Express's signals and, draw the crew onto the Xianzhou Luofu.

Corey: It almost feels like she has the Trailblazer's destiny in the palm of her hand

Daman: It's like Kafka said, when it comes to scripts, the Stellaron Hunters are seasoned professionals

Cheryl: Well, that might be the case but, that's not to say the Trailblazer's choices aren't important

Cheryl: And what's a script without a director?

Corey: Reach the end of the story, in your own way

Owlbert: I got another question. Why did Kafka join the Stellaron Hunters?

Cheryl: So, Kafka was born on Pteruges-V, a planet that knows no fear

Cheryl: And literally, Kafka is unable to feel the emotion of fear

Cheryl: And therefore cannot comprehend the value of life

Cheryl: When Elio promised to bring about a change for her, she signed up without a second thought

Corey: For someone who can't feel fear she, is pretty great at making others feel it

Daman: This scares you more than it scares me

Cheryl: You want me use my Spirit Whisper on them Owlbert?

Owlbert: Yes, no, no, no I mean, let's move on to Kafka's combat shall we?

Cheryl: Yes, I thought you'd never ask.

Cheryl: So Kafka is a Lightning-Type character following the Path of Nihilism and she can deal additional damage over time to enemies.

Cheryl: Her skill deals Lightning Damage to multiple targets

Cheryl: If an enemy is afflicted with DoT, they receive an additional bout of DoT damage

Owlbert: That is to say, if an enemy is already afflicted with DoT, they receive additional damage both during their turn and after Kafka's attack

Cheryl: That's right. Not to mention, additional damage doesn't replace existing DoT

Cheryl: I mean, did you think Kafka was gonna take it easy on them? Come on

Cheryl: Separately, after an ally uses a basic attack, Kafka will launch a follow-up attack

Cheryl: Kafka's Ultimate, on the other hand, deals Lightning Damage to all enemies, with a chance of Shocking targets, and immediately dealing additional damage to those already Shocked

Cheryl: Kafka's Technique, can attack all enemies within a set range and deals Lightning Damage to all enemies after entering battle

Owlbert: How elegant

Cheryl: Well, she likes elegant things, and there's a certain elegance to combat

Owlbert: Kafka's abilities are kind of terrifying, her enemies are like flies trapped in a way of slowly taking damage, until— [2.1.1]

Cheryl: Boom

Daman: Hey, that was pretty good

Owlbert: Yeah, from HP-sacrificing maniacs and emotionless sociopaths, to the coolest kid on the block [2.1.2]

Owlbert: It's time to introduce our next character

Cheryl: What, hey that is a little harsh

Cheryl: Also, since when did Welt become the coolest kid on the block?

Owlbert: Think again. I'm talking about the born and bred Belobog hero, Luka

Corey: Oh come on

Daman: So that's the guy on the Light Cone

Cheryl: He looks a little different on the Light Cone

Owlbert: Luka is an underworld fighter that goes by the moniker, Luka Strongarm

Owlbert: He's a member of Wildfire and apprentice to Oleg

Cheryl: Wait doesn't the underworld have a Fight Club? I guess that must be where Luka spends his time

Owlbert: Oh you better believe it.

Owlbert: In fact, he's the Fight Club champion and not only that, he's also a reliable operations consultant for the Moles

Daman: So he's with the Moles

Daman: Does Luka know he's a member?

Owlbert: Probably

Owlbert: The kids of the Underworld look up to Luka in a big way

Owlbert: And the reason he fights, is to set a good example of dedication and discipline

Owlbert: And speaking of fighting, let's take a look at him in action

Corey: Luka is a Physical-Type character following the Path of Nihilism

Corey: After multiple attacks, he's able to launch an Enhanced Basic Attack

Corey: His Skill deals Physical Damage to a single target, and has a chance of inflicting Bleed

Owlbert: And during battle, Luka can obtain Fighting Will through a variety of attacks

Owlbert: When Fighting Will reaches a certain number of stacks, Luka's Basic Attack is enhanced

Corey: His Enhanced Basic Attack deals four hits of damage with the final hit dealing additional damage to enemies currently inflicted with Bleed

Daman: Kids today, no respect

Corey: When Luka unleashes his Ultimate in addition to dealing damage, he also obtains Fighting Will

Corey: And there's a chance of increasing the target's damage received for a set number of turns

Owlbert: And when your opponent's fists the same size your head, it's time to throw in the towel

[2.1.3]

Corey: It's the power of those punches that scares me

Corey: I'm sure having a robotic arm is also a big help but, I think Luka's strength lies in his love of the sport

Corey: And I almost forgot, when using his Technique during exploration Luka obtains Fighting Will after entering battle

Owlbert: Does this guy ever take a break?

Owlbert: Well, it was great to start off the program with a character deep-dive

Owlbert: Next up, it looks like we've got two brand new five-star Light Cones coming to the Warp in Version 1.2

Owlbert: Let's start with a Path of Destruction Light Cone, The Unreachable Side

Corey: Okay, question, the paradise Blade mentions in his Ultimate line, is that where he's standing right there?

Owlbert: I don't know what paradise means to you Corey, but a barren sword-filled wasteland isn't my idea of vacation

Daman: Speak for yourself. Here's a fun fact, each of those swords had an owner and Blade was the last one to see them alive

Cheryl: Whoa, so he killed them for their swords, only a brutal calculated jealous mind could do something like—

Owlbert: Stop

Cheryl: —that

Owlbert: Stop

Owlbert: The maniac and sociopath segment is over

Owlbert: Moving swiftly onto a five-star Path of Nihilism Light Cone, Patience Is All You Need

Owlbert: Here, we see our resident sociopath again

Corey: Okay, well it looks like, Kafka's, waiting for the main course to arrive there

Owlbert: What do you think's on the menu?

Cheryl: You wanna guess?

Owlbert: What are you looking at me for? Come on nobody eats owl, right?

Owlbert: During the first phase of Version 1.2 in the Character Warp, A Lost Soul

Owlbert: Trailblazers can obtain the limited five-star character, Blade, they're in the same phase

Owlbert: And the Light Cone Event Warp, the drop rate of the five-star Light Cone, The Unreachable Side will be boosted

Owlbert: And during the second phase of Version 1.2 in the Character Warp, Nessun Dorma

Owlbert: Trailblazers can obtain the limited five-star character, Kafka and four-star character Luka

Owlbert: And during the same phase, in the Light Cone Event Warp, the drop rate of the five-star Light Cone, Patience Is All You Need will be boosted

Owlbert: And that's a wrap on banners. I need to lie down. Don't go anywhere, Trailblazers.

Owlbert: Welcome back everyone.

Owlbert: As mentioned at the start of the show, in Version 1.2, before the Trailblazer's decisive boss battle, they will need to pass through various delves

Owlbert: No surprise then, that 1.2 would unlock two new areas, the Alchemy Commission and Scalegorge Waterscape

Daman: Now, the Alchemy Commission, is that where the Xianzhou makes its medicines or?

Owlbert: You got it. The Alchemy Commission is one of the six commissions of the Luofu

Owlbert: And, for no prize whatsoever, can anyone name all six?

Cheryl: Oh yeah, let's see the Alchemy Commission, the Divination Commission

Corey: The Sky-Faring Commission, the Artisanship Commission, the Cloud Knights, shoot what was that other one

Owlbert: Drum roll please

Owlbert: The Realm-Keeping Commission

Cheryl: That's right, that's right

Owlbert: The Alchemy Commission used to focus their efforts on the way of immortality, but these days it's all about medical research and treating diseases

Cheryl: Now the Trailblazer came face to face with some Alchemy Commission folks in Exalting Sanctum, but things seemed a little off

Corey: I don't want to create more work for the editors, but I have a theory that the reason—

Owlbert: Adjacent to the Alchemy Commission lies Scalegorge Waterscape, the realm of the Vidyadhara

Daman: He is just ignoring us now

Owlbert: We've got a lot to get through, where was I

Owlbert: Along with the Alchemy Commission and Scalegorge Waterscape, come new puzzles

Corey: Seems like Trailblazers will face a lot of new challenges on the road to the Ambrosial Arbor, I can't wait

Cheryl: Owlbert, are you making Corey read off the teleprompter?

Owlbert: Puzzles aren't the only new challenges Trailblazers will be facing in these areas, there are monsters afoot.

Owlbert: First up, a creature of indomitable size and destructive power, The Malefic Ape

Owlbert: And next on the list, an entity rid of the burden of humanity that has remodeled itself in the way of immortality, The Ascended. And finally—

Cheryl: Yanqing? Why would the General's aides attack a Cloud Knight Lieutenant

Owlbert: All will be revealed in the Version 1.2 story

Corey: I think we skipped an enemy Owlbert, you mentioned a boss lurking on the Xianzhou Luofu

Corey: Care for a sneak peek?

Owlbert: Oh how could I forget? Hold onto your hats folks, it's Phantylia the Undying

Owlbert: Weilder of the power of both the Destruction and the Abundance

Owlbert: In her first phase, she summons Abundance Lotuses which restore her HP and reduce the player team's Skill Points

Daman: Weakening her enemies and strengthening herself in one fell swoop? Yikes

Owlbert: That's why choosing the right moment to destroy those Abundance Lotuses is so important

Owlbert: Eliminating an Abundance Lotus recovers three Skill Points

Corey: Well, you know, when you borrow something you've got to give it back

Owlbert: Now, in her second phase, Phantylia uses her Destruction power to summon Destruction Lotuses

Owlbert: These Lotuses reduce Ally Max HP, and when In Bloom deal damage to a single target

Daman: So should we just wait for them to stop blooming before we take them out?

Cheryl: No, I doubt the power of the Destruction is as simple as that

Owlbert: You're not wrong, Cheryl

Owlbert: When the Lotuses aren't In Bloom, their Toughness doesn't receive damage

Owlbert: As such, Trailblazers should seize the moment when the flowers are open to break their weakness

Owlbert: And finally, in the third phase, Phantylia goes golden.

Owlbert: What terrible trick does she have up her sleeve? I'm afraid, Trailblazers are gonna have to wait to find out

Corey: I'm curious, where did Phantylia even come from? How come she can use the powers of the Abundance and the Destruction?

Owlbert: I hate to be that guy again, but all will be revealed in the Version 1.2 story

Daman: Anyone here getting deja vu?

Owlbert: Hey I can't go spilling all the beans

Owlbert: When the main story combat draws to a close, Phantylia the Undying, will join the Echo of War and drop the Advanced Trace materials required for Blade, Kafka, and Luka, Regret of Infinite Ochema

Cheryl: And a quick reminder, Trailblazers

Cheryl: Echo of War has a limited number of weekly rewards so don't forget to plan ahead

Owlbert: Also, in Version 1.2, Stagnant Shadow: Shape of Celestial is arriving, which drops the brand-new Character Ascension Material, Ascendant Debris

Owlbert: This is also the Ascension Material required for Blade

Corey: Well, if I'm not mistaken, it's time to talk about Version 1.2 events

Owlbert: I've been waiting for this segment. Let's start with Tales of the Fantastic.

Owlbert: The crisis on the Xianzhou Luofu has subsided, and the feats of the Nameless can be heard on every street corner

Owlbert: Starskiff Haven storyteller, Mr Xiyun, is interested and the Astral Express's tale, eager to work his storytelling magic

Corey: Oh yeah, the storyteller, I'm familiar with him

Corey: I wonder what he'll do with the Trailblazers story

Corey: His artistic license and collage editing bringing all kinds of tales to life

Owlbert: That's Mr Xiyun alright

Owlbert: To spruce up the tale, he's given us a set of Protagonist Models

Daman: Protagonist models? What's that?

Owlbert: I hear it's kind of a magical object invented by one of the scriptwriters at the Immersia Club, it industrializes the scriptwriting process

Owlbert: As long as you follow his guidance, you'll be able to captivate an audience with your storytelling

Owlbert: To unleash the full potential of the Protagonist Models, the Trailblazer must accompany Mr Xiyun into the past and visit historical battle locations

Owlbert: Now, the name might be a little dull, but don't underestimate the Protagonist Models

Owlbert: Different combinations have different effects, once the protagonist models have been properly refined, Legend of the Trailblazer can be a runaway hit

Cheryl: This sounds like a fun event

Owlbert: Well there's more where that came from

Owlbert: The next event is called Underground Treasure Hunt

Owlbert: The Underworld appraiser, Balaway the Miner's Lamp, is making a comeback

Daman: They say, that in Belobog's Great Mine, ancient ruins have been discovered where many rare treasures and relics are waiting to be identified

Daman: However, according to the Senior Treasure Hunter Aksay, there exists a space beneath the ruins where relics have even greater value may be found

Daman: The only thing is, the road to the ruined depths is filled with all kinds of danger

Owlbert: Treasure Hunters must steal themselves and explore sealed areas in order to progress deeper into the ruins

Corey: I'm sure these sealed areas are full of hidden treasures but there's always a catch

Cheryl: Surprise and danger rolled into one, I'm sure Kafka would get a kick out of this

Owlbert: Treasure hunters will need endurance, courage, and insight if they want to succeed

Owlbert: It's almost certain that the sealed areas will contain enemies, but supplementary items and key cards to other sealed areas are the secrets to progression

Corey: This is a solo mission right? It sounds like a tough challenge to take on alone

Owlbert: They won't be alone.

Owlbert: During exploration, Treasure Hunters can be sure to run into familiar faces

Cheryl: Let's hope that we're happy to see them

Corey: So do treasure hunters get any kind of special rewards?

Owlbert: Of course.

Owlbert: In the Underground Treasure Hunt event, aside from the usual Stellar Jade, treasure hunters can obtain the themed, Where's The Rabbit Chat Box

Corey: Isn't the rabbit in the Chat Box?

Owlbert: It's a treasure chest.

Owlbert: What I'm trying to say is, the theme of the Chat Box is called, Where's The Rabbit

Corey: Okay, so the rabbits in the treasure chest right?

Owlbert: In Version 1.2, the Message and Chat Box functions will be enabled for the first time

Owlbert: Trailblazers can obtain and swap between Chat Boxes

Owlbert: And I'm not just talking about the Friend Chat screen, I'm talking about the game's character interaction Chat Boxes too

Cheryl: I love the rabbit design, it seems like something Clara would like too

Daman: So cute

Cheryl: Yeah, so cute

Corey: Do you think Svarog could've designed it for her?

Owlbert: Maybe? Interesting thought

Owlbert: Safe to say, that Chat Boxes will continue to get updates

Owlbert: Trailblazers will be able to view and swap between those they already have as well as view those they've yet to obtain

Owlbert: On to the next event, Where Are You, Mystery Trotter?

Daman: This really is the version of missing creatures isn't it?

Owlbert: The good news is, all of them can be found.

Owlbert: Regin of Belobog has come across a new scientific research gadget, Homemade Sensor number 223

Owlbert: The device is able to detect mysterious coordinates that display abnormal readings

Corey: I recognize that abnormal reading, isn't that just a Trotter?

Cheryl: Oh no, don't tell me that we have to fight it? I mean sure it's a little scary but it's cute, right?

Corey: If I told you it dropped Stellar Jade, would that change how you feel?

Cheryl: Yeah, that thing's bacon

Daman: Yeah, sorry

Owlbert: You know what's tastier than bacon?

Daman: What?

Owlbert: Forgotten Hall updates!

Owlbert: In Version 1.2, the brand-new memories of Xianzhou, The Voyage of Navis Astriger, will be arriving

Corey: Yeah, now we're talking

Owlbert: That's not all, after clearing the Forgotten Hall: Memories of Xianzhou Stage 1, Trailblazers can obtain the four-star character Yukong

Cheryl: Cool

Owlbert: In addition to the Forgotten Hall, the Simulated Universe will also be receiving an update in the form of World 7

Owlbert: And, the brand-new Planar Ornaments, Rutilant Arena and Broken Keel will be added to the World 7 immersion device

Owlbert: The ride doesn't stop there either

Owlbert: In Version 1.2's Planar Fissure event, Trailblazers that successfully challenge the Simulated Universe can obtain a set amount of double Planar Ornament rewards

Owlbert: Meanwhile, in the Alchemy Commission's Cavern of Corrosion, Trailblazers can obtain the brand-new Cavern Relics, Longevous Disciple, and Messenger Traversing Hackerspace

Cheryl: Nice

Owlbert: And finally, in 1.2's Realm of the Strange event

Owlbert: Players that successfully challenge the Cavern of Corrosion can obtain a set amount of double Cavern Relic rewards

Owlbert: I think I'm gonna pass out for a while. Over to you guys.

Corey: No problem, we gotcha buddy, we gotcha

Corey: In Version 1.2, the two Companion Missions, Letter from a Strange Woman and For I Have Touched the Sky, will be arriving

Cheryl: In Letter from a Strange Woman, the Trailblazer will receive a request from Kafka

Cheryl: As for how the Trailblazers should respond, I only have one thing to say

Cheryl: When you have a chance to make a choice, make one that you know you won't regret

Owlbert: All will be revealed in Version 1.2 story

Daman: Isn't he supposed to be passed out?

Corey: I think someone's playing soundbites

Corey: I should say a little something about the other Companion Mission

Corey: In For I Have Touched the Sky, an accident has occurred in Stargazer Navalia

Corey: When the Trailblazer investigates, they find a girl in trouble

Corey: Who could she be? And what secrets could Yukong be hiding?

Owlbert: Thanks for watching Keeping up with Star Rail

Cheryl: Hey sound guy, a little early on that one

Owlbert: Before we bring things back to a close here, let's talk about the ever-popular reward events

Owlbert: Version 1.2 will see the return of the Gift of Odyssey check-in event

Owlbert: During the event, as long as Trailblazers log-in for seven days, doesn't have to be consecutive, they can acquire 10 Star Rail Special Passes

Corey: Yes, I love a check-in event, yes, let's do it

Cheryl: That's exciting

Owlbert: Can somebody get Corey some water please

Owlbert: Well, I said it last time and I'll say it again, time flies when you're having fun [2.1.4]

Owlbert: Another Special Program has come to an end

Owlbert: We talked about a lot of 1.2 features, you guys, got any favorites?

Corey: Gotta be that boss fight for me

Corey: When the crew fought the Doomsday Beast and Cocolia, Welt was watching from the sidelines

Corey: This, will be the first time we see him on the battlefield so, watch your back Phantylia

Daman: I'm excited to see more of Blade

Daman: Heck, I recorded enough fighting efforts to lay down an album, we better get some fight scenes, come on

Daman: Not to mention, it seems like him and Dan Heng are finally about to meet

Daman: Something tells me they're not gonna settle things over a cup of tea

Cheryl: As for me, it is all about Kafka

Cheryl: Although, I am curious about the Tales of the Fantastic event, because it sounds like Trailblazers have plenty of room to get creative

Corey: Seems like we're all a little biased here

Cheryl: True

Corey: But one thing's for sure, 1.2 is a version to look forward to

Corey: Owlbert here has done a good job keeping us in check today you know, and there's still a lot of mystery out there for you Trailblazers to delve into

Owlbert: You guys were a handful alright

Owlbert: But, we made it out alive

Owlbert: That's it for Honkai: Star Rail Version 1.2 Special Program, folks

Owlbert: Thanks again to all you Trailblazers for tuning in and see you for the next one

Cheryl: Bye guys

Corey: So long

Daman: Bye bye

Owlbert: Bye

Newscaster: The Interastral Peace Corporation has just declared the latest Galactic Bounty Hunt, calling for the capture of the Stellaron Hunters

Newscaster: According to reliable sources, Kafka and Blade are expected to appear at the upcoming Cosmic Refreshment Supplies event which poses a high risk of destruction

Newscaster: We urge the public to remain vigilant

Newscaster: We'll announce the whereabouts of the outlaws in due time and are asking for your assistance in bringing them to justice

Appendix 7: Transcript of Honkai: Star Rail Version 1.3 "Celestial Eyes Above Mortal Ruins" Special Program

Fu Xuan: It's fortunate I could make it. My divination results predicted you making a fool of yourself.

Fu Xuan: The show is about to start, make sure you remember these words

Fu Xuan: You wouldn't want to tarnish the Xianzhou's reputation now, would you?

Sushang: No, Master Diviner!

Fu Xuan: After me, Fulgurant Leap.

Sushang: Fulgurant Leap.

Fu Xuan: Epochal Spectrum.

Sushang: Epochal Spectrum.

Fu Xuan: Aurum Alley's Hustle and Bustle.

Sushang: Aurum Alley's Hustle and Bustle.

Fu Xuan: The Swarm Disaster.

Sushang: The Swarm Disaster.

Fu Xuan: Audience.

Sushang: Audience.

Fu Xuan: Not bad. Make sure you recite them a few more times.

Sushang: Master Diviner?

Fu Xuan: What is it now?

Sushang: How do you say this one?

Fu Xuan: High! Cloud! Quintet!

{Video Trailer}

We honor those who have passed on

We place items of the dead onto starskiffs

And send them out to sail between the stars

To shine brightly among them

Before you leave, please take time to recuperate

I must attend to some Cloud Knight matters

Farewell for now

All things in this world have their laws

You know that I'm a descendant of the Luofu Vidyadhara
You witnessed my "secret strength" as March would call it
As you can see, we added a few things to the Simulated Universe
Stephen Lloyd thinks this is a big achievement
We call it– Simulated Universe: The Swarm Disaster!
{Video Trailer}

Owlbert: And whether or not your world has a day-night cycle
Owlbert: Good morning, good afternoon, and you know the rest!
Owlbert: Welcome to the Version 1.3 Celestial Eyes Above Mortal Ruins Special Program!
Owlbert: As always, your good buddy Owlbert's here to bring you all the latest intel on the upcoming version!
Owlbert: Today, our three special guests are
Sarah: Hi everyone, I'm Sarah Wiedenheft, and I voice Fu Xuan.
Anjali: What's up guys, I'm Anjali Kunapaneni, and I voice Sushang.
Nick: Hey Trailblazers, I'm Nicholas Leung, and I voice Dan Heng.
Owlbert: Welcome, welcome, and welcome again!
Owlbert: I gotta say, that trailer was loaded with details on the new version.
Owlbert: Sarah, anything stand out for you?
Sarah: Well I'm always excited for story updates, but that last segment caught my eye too.
Sarah: The Swarm Disaster, was that it? It looked pretty intense!
Nick: I know! Did Herta upgrade the Simulated Universe again?
Nick: My trailblazer senses are tingling [2.2.1]
Owlbert: Haha, the Simulated Universe will be getting some significant updates in Version 1.3,
Owlbert: But that's for later in the program.
Owlbert: First, let's take a look at the new characters joining the Warp.
Owlbert: First on the list, and finally revealing his true power, we have Dan Heng – Imbibitor Lunae!
Anjali: Whoa, okay! So March wasn't bluffing, Dan Heng does have secret strength
Anjali: But why would he suddenly reveal it after hiding it for so long?
Nick: Let's not forget, he did get impaled.
Nick: I think if he'd kept it under wraps any longer, he might've had trouble staying alive.
Nick: Y'know, desperate times, desperate measures [2.2.2]

Anjali: Okay, makes sense, but why the secrecy up till then?

Owlbert: Well, to answer that question

Owlbert: We gotta talk about Dan Heng's previous incarnation, Dan Feng, a member of the High-Cloud Quintet.

Nick: That's right. I'm sure Trailblazers will have noticed that certain characters in the story have been referring to Dan Heng as Imbibitor Lunae

Nick: But Imbibitor Lunae is actually a title handed down as part of the Luofu Vidyadhara high elder succession.

Nick: The person they're referring to here isn't Dan Heng, but Dan Feng.

Nick: Dan Feng was once the Luofu Vidyadhara high elder.

Nick: He achieved great deeds for the Xianzhou in wartime, but ultimately committed an unforgivable sin.

Anjali: Wait, but if Dan Heng's still alive, then Dan Feng's sin can't have been that unforgivable, right?

Owlbert: Hmm, I think "someone" pulled a few strings

Owlbert: There's only one guy on the Luofu who'd risk the Xianzhou's reputation like that, Jing Yuan.

Sarah: Is that what a little bird told you, Owlbert?

Owlbert: Uh-hum

Sarah: I never knew owls were so gossipy

Nick: No, no, no, Jing Yuan's not to blame this time.

Nick: The head of the Xianzhou Vidyadhara, the "high elder" possesses the power to transform into a dragon.

Nick: The method of entrusting this power to the next head is a closely guarded secret, and the responsibility of each high elder.

Nick: We don't know the full story, but, Dan Feng misused this method and sparked a terrible calamity.

Nick: As a result, the Vidyadhara grew to hate Dan Feng

Nick: But executing him would've brought an end to the high elder succession.

Nick: They decided to use an exuviation charm, forcing him to reincarnate,

Nick: Which is why Dan Heng is alive and well today!

Anjali: The world of the Vidyadhara is complicated.

Sarah: But why would Dan Feng cause so much trouble?

Sarah: I suspect there are a few more secrets waiting for us down the line.

Owlbert: Ah, the allure of the unknown, hehe

Owlbert: But fear not, Trailblazers, a banquet of delicious secrets awaits you

Owlbert: Now, let's take a look at how, secret strength Dan Heng, handles himself on the battlefield.

Nick: As an Imaginary-Type character following the Path of Destruction,

Nick: Dan Heng – Imbibitor Lunae's specialty, is consuming multiple Skill Points to trigger an array of powerful abilities.

Nick: Tapping the Skill button enhances the effects of Imbibitor Lunae's Basic ATK, Beneficent Lotus up to three times in succession.

Nick: Depending upon the number of enhancements, Beneficent Lotus becomes Transcendence, Divine Spear, and Fulgorant Leap respectively. Hits Per Action and DMG dealt increase with each enhancement.

Nick: Additionally, single-target DMG is replaced with multiple-target DMG in both Divine Spear and Fulgorant Leap.

Owlbert: And Imbibitor Lunae's Talent, Righteous Heart, amplifies the DMG he deals as the number of Hits Per Action in the current turn increases.

Fu Xuan: Sounds like Skill Point management is gonna be pretty important for Imbibitor Lunae's allies.

Nick: Hmm, hold that thought

Nick: When using his Ultimate, Imbibitor Lunae deals Imaginary DMG to a single target and adjacent enemies while also receiving a set amount of Squama Sacrosancta.

Nick: Squama Sacrosancta can be used to offset Imbibitor Lunae's Skill Point consumption.

Anjali: Man, secret strength Dan Heng is kind of a one-man band.

Nick: That's not all! Imbibitor Lunae's Technique, Heaven-Quelling Prismadrakon, allows him to enter a Leaping Dragon state for a set time.

Nick: In this state, using an attack causes Imbibitor Lunae to lunge forwards a set distance and strike all enemies he comes into contact with.

Anjali: Cool

Nick: Entering battle in this way allows Imbibitor Lunae to acquire a set amount of Squama Sacrosancta.

Owlbert: And lo, such is the frightful power of the high elder!

Owlbert: Now that we've introduced secret strength Dan Heng

Owlbert: Let's move on to an old friend of ours, the Master Diviner, Lady Fu Xuan!

Owlbert: Her first encounter with the Trailblazers was pretty impressive

Anjali: From high above, amid a hail of bullets, came the words–

Sarah: Your every move, has been foreseen–

Nick: by the omniscia.

Owlbert: Haha, okay you gotta admit, her bullet deflection game is on point

Owlbert: But I wonder, how would she fare against a starnought though

Nick: Oh, yeah, I can't see her swatting one of those out of the sky.

Sarah: Hmph, Fu Xuan might have something to say about that,

Sarah: Our hexagrammatic position is fluctuating between the earth and water trigrams, what do we have to fear?

Sarah: Let us counter this menace directly with the might of the Xianzhou.

Anjali: Sushang translation, Hexagram says let's do this!

Sarah: Y'know, I think the Divination Commission would benefit from having Sushang as a translator

Sarah: The omniscia on Fu Xuan's forehead is a mysterious instrument that allows her to calculate her every move in advance.

Sarah: However, the immortal bodies of the Xianzhou natives exhibit adverse reactions to external augmentation.

Owlbert: Oh

Sarah: While the omniscia may grant her incredible computational abilities, it also causes her pain and exhaustion.

Nick: Well, with great power– you know the rest [2.2.3]

Owlbert: That explains Fu Xuan's reliance on bubble tea then

Owlbert: I heard she drinks like ten cups of Immortal's Delight a day!

Anjali: Hey, that sounds like gossip to me, what if Immortal's Delight is just hecking delicious?

Sarah: Haha, I suspect it is, though I'm sure the sugar helps.

Sarah: Running the Divination Commission and divining the fortunes of the Xianzhou, it's an exhausting gig!

Owlbert: Alright, Anjali's right, no more bubble tea gossip.

Owlbert: By way of apology, how about I treat everyone to ten cups of Immortal's Delight after the show?

Nick: Yes! Now we're talking!

Owlbert: Ahem, let's talk about bubble tea later.

Owlbert: It's time to take a look at how the Master Diviner showcases her abilities on the battlefield.

Owlbert: Fu Xuan is a Quantum-Type character, following the Path of Preservation,

Owlbert: But, where other Path of Preservation characters mainly use shields for defense, Fu Xuan takes a different road.

Sarah: Precisely. After using her Skill, Fu Xuan activates the Matrix of Prescience, which lasts for a set number of turns. This allows Fu Xuan to absorb some of that DMG for her allies.

Sarah: When the Matrix of Prescience is active, it grants the Knowledge effect to the entire team, increasing characters' Max HP and CRIT Rate.

Sarah: Fu Xuan's Talent offers a variety of effects.

Sarah: Firstly, Fu Xuan can provide a permanent Misfortune Avoidance state, reducing the DMG taken by the entire team.

Sarah: Secondly, when Fu Xuan's HP drops below a set percentage, she recovers a set percentage of HP.

Anjali: POV, you're Fu Xuan's enemy "why are my attacks healing her!?"

Sarah: Haha, that's not all!

Sarah: Fu Xuan's Ultimate deals Quantum DMG to all enemies, but it also increases the frequency of her Talent's HP restoration effect.

Sarah: Oh, and I almost forgot to mention, Fu Xuan's Technique can grant a Barrier for the whole team that lasts for a set duration.

Sarah: During exploration, the Barrier blocks all enemy attacks, thereby preventing battles that would otherwise have triggered in this way.

Sarah: Her Technique also activates the Matrix of Prescience automatically at the start of the next battle.

Owlbert: That's our Master Diviner, reliable and determined! No wonder she's got her sights set on the generalship.

Owlbert: See, her style's very different to Jing Yuan's, but being a defensive backbone for her team is equally respectable.

Owlbert: And you won't find her gardening or playing chess on the job, either

Owlbert: Moving swiftly on to our final character. It's time we introduced a young girl from Belobog, Lynx Landau.

Nick: Let's go!

Owlbert: Surname ring a bell?

Owlbert: You got it. She's the younger sister of Serval and Gepard Landau.

Anjali: Is it just me, or should everyone in the Overworld be taking tips from Lynx?

Anjali: She's the only person I've seen who's dressed for the Eternal Freeze!

Anjali: Like, are the majority of Belobogians frost-resistant or something?

Nick: I think those Geomarrow heaters keep the temperature relatively comfortable, within the confines of the city.

Sarah: Oh, so Lynx's winter gear is for venturing outside the city, right?

Owlbert: You got it. Lynx has always been drawn to the horizon.

Owlbert: The centuries-old records of Jarilo-VI's vibrant past, the beautiful auroras described by her teachers, the heroic tales of the Landau family

Owlbert: All of it pertains to the world beyond the city walls, what the Belobogians call, the Snow Plains.

Owlbert: Compared with her sister's enthusiasm and her, brother's seriousness, Lynx is somewhat introverted and comfortable with solitude.

Owlbert: She often ventures out alone into the perilous Snow Plains, which has allowed her to hone her wilderness survival skills.

Sarah: Aw, she's gotta be the world's smallest survival expert

Nick: I know

Anjali: So cute

Owlbert: She may be small, but she packs a punch.

Owlbert: Let's dive right in and see just how powerful this Snow Plains explorer really is.

Anjali: Yeah, Lynx is a Quantum-Type character following the path of Abundance, who provides a variety of healing for her team.

Anjali: Her Skill can restore HP to a single ally, and grant them Survival Response for a set number of turns, boosting their Max HP.

Anjali: If an ally with Survival Response follows the Paths of Destruction or Preservation, the likelihood of them being targeted by enemy attacks increases.

Nick: Huh, increased enemy aggression? Guess they're not fans of whatever's in that tin.

Nick: Can't say that I blame them

Owlbert: My, my, my, that looks like fermented herring?

Owlbert: Ooh, it's my favorite, you guys wanna try some?

Nick: No no no

Sarah: Nope

Anjali: Can we forget about the contents of the tin, this is a useful ability

Nick: I'll say this, directing enemy aggression towards characters who can take a hit is kinda genius!

Sarah: Does she have any edible tricks up her sleeve?

Anjali: This one looks safe for consumption. Lynx's Ultimate restores health too and dispels one debuff from each ally.

Sarah: That thing's huge! Are you kidding?

Nick: I know, talk about a "hard pill to swallow" huh?

Nick: Anyone? Sarah? No? Anjali?

Owlbert: See, I'm just wondering how she even fits it in her backpack.

Anjali: Sometimes big things come in small packages!

Anjali: You know, I forgot to mention Lynx's Talent. It can grant a continuous healing effect to targets of her Skill and Ultimate for a set number of turns.

Anjali: This effect will further restore a set amount of HP to characters with Survival Response.

Anjali: Similarly, her Technique can also grant a continuous healing effect for a set number of turns, but, to the entire team!

Anjali: Talk about being a reliable healer!

Owlbert: Hehe, that's our lil' Snow Plains explorer

Owlbert: We can all breathe a little easier with her on the team.

Owlbert: Well, that concludes our new character introductions.

Owlbert: Next up, let's take a look at the brand-new 5-star Light Cones coming to the Warp, in Version 1.3.

Owlbert: To get us started, how about a Path of Destruction Light Cone?

Nick: Oh yeah

Owlbert: "Brighter Than the Sun."

Anjali: Is there anything brighter than the sun?

Sarah: If there is, we should tell Imbibitor Lunae about it, someone needs some vitamin D

Nick: Hey, come on, he's looking pretty good for a man suspended in chains, you know what I mean

Anjali: Hahaha

Owlbert: Hmm, chains. Fair point!

Owlbert: Now, on to a Path of Preservation Light Cone

Anjali: Ah, poor girl, everything changed in an instant

Sarah: Thrown suddenly into an endless reliance on bubble tea

Nick: Oh, uh, speaking of bubble tea, hehe

Nick: Owlbert, any chance we can fast-track that offer?

Owlbert: Hahahaha, no.

Owlbert: Now, during the first phase of Version 1.3 in the Character Warp Epochal Spectrum

Owlbert: Trailblazers can obtain the limited 5-star character Dan Heng – Imbibitor Lunae,

Owlbert: And in the corresponding Light Cone Event Warp, the drop rate of the 5-star Light Cone Brighter Than the Sun will be boosted.

Owlbert: During the second phase of Version 1.3 in the Character Warp Foreseen, Foreknown, Foretold

Owlbert: Trailblazers can obtain the limited 5-star character Fu Xuan, not to mention the 4-star character Lynx, who will also be joining the Warp.

Owlbert: During the corresponding Light Cone Event Warp, the drop rate of the 5-star Light Cone, She Already Shut Her Eyes will be boosted.

Owlbert: And, that's all she wrote on Light Cones and Warps!

Owlbert: But don't leave just yet now! More exciting updates are right around the corner!

Owlbert: Welcome back, dear viewers!

Owlbert: Let's pick up where we left off

Owlbert: In the preceding story, and thanks to the collaborative efforts of Jing Yuan and Dan Heng, Phantylia was banished and the Ambrosial Arbor crisis was resolved

Owlbert: And yet, as the dust settles, easing the fears of the citizenry becomes a new priority

Anjali: Rightly so, helping people get back to their old lives is a big part of rebuilding

Sarah: And more often than not, responding to a disaster is trickier than preventing one.

Owlbert: Mm-hmm, in Version 1.3, the Trailblaze Mission, Obsequies Performed, A Long Road Ahead will reveal a glimpse of the Xianzhou's recovery efforts.

Owlbert: We'll also be seeing the likes of four new Companion Missions, The Dragon Returns Home, Total Recall, Farther Than The Snow Plains, and Mo Cuishle.

Nick: In The Dragon Returns Home, we find Dan Heng in the turbulent wake of the Ambrosial Arbor crisis.

Nick: He must face up to his past life and meet with the current Vidyadhara high elder, Lady Bailu

Sarah: Meanwhile, in Total Recall, March 7th makes a big decision.

Sarah: Having witnessed the wonders of the Matrix of Prescience Ultima, she decides to ask Fu Xuan for the Matrix's help in re-discovering her past

Anjali: Farther Than The Snow Plains focuses on the youngest member of the Landau family.

Anjali: Lynx returns from an expedition with something troubling her, and her siblings, Serval and Gepard, are at a loss to help. They decide to seek the assistance of none other than the Trailblazer

Owlbert: And last but not least, Mo Cuishle.

Owlbert: Wildfire member and Fight Club reigning champion Luka has returned to Boulder Town.

Owlbert: He wastes no time in inviting the Trailblazer and Seele to help him in completing a special bout of training

Nick: Oh, nice cinematic read there Owlbert, I'm getting goosebumps!

Anjali: Those names are so intriguing, I feel like these missions will answer a lot of questions

Anjali: Like, why is Bailu the current Vidyadhara high elder?

Anjali: And is March 7th truly as many people suspect?

Owlbert: Ahem! This is hardly the domain of unverified rumors! Ours is a serious program

Sarah: Serious? More like bubble tea gossip central

Nick: Speaking of bubble tea

Owlbert: Hm?

Nick: Fine, I'll wait

Owlbert: In our next segment, we'll be talking Version 1.3 events.

Owlbert: Exalting Sanctum's Aurum Alley was once a hub of commerce and crowds, but has gradually fallen into obscurity over the last millennium, the blink of an eye for a long-life species

Owlbert: And now, as the IPC's corporate interference encroaches upon the Luofu, the people sense danger

Owlbert: Striving to breathe new life into old trades, in the Aurum Alley's Hustle and Bustle event, Trailblazers are thrown right into the action with an opportunity to influence the alley's ultimate fate.

Nick: Huh, what do we need to do exactly?

Anjali: Shops of numerous sizes can be found in the newly reopened Aurum Alley district.

Anjali: By arranging cargo shipments and planning logistics routes, Trailblazers can accumulate funds.

Anjali: These funds can be used to progressively revamp the urban landscape of Aurum Alley, helping it return to its former glory.

Owlbert: By achieving goals in this Limited-Time Event, players can earn Self-Modeling Resin, Tracks of Destiny, Stellar Jade, and 4-star character Sushang.

Nick: Nice

Owlbert: Following this Limited-Time Event, Aurum Alley will remain in the game as a permanent mode.

Owlbert: This mode includes rewards such as the Aurum Alley-themed phone wallpaper Ingenium Dreams

Sarah: What? That's something we haven't seen before!

Owlbert: That's right. Phone wallpapers are a new feature being added to Version 1.3.

Owlbert: Trailblazers can browse and replace their wallpapers using the in-game mobile menu.

Sarah: So pretty

Owlbert: Isn't it?

Owlbert: Alright folks. It's time to talk about a big update to the Simulated Universe.

Anjali: Ah, finally, I thought for a moment you might have accidentally left it out

Owlbert: Ah! The cheek! How could I, your humble avian servant, make you wait?

Nick: I mean, we're still waiting on those bubble teas, so— I'm just saying!

Owlbert: In any case! The update is the collaborative efforts of four genius minds.

Owlbert: They call it, Simulated Universe: The Swarm Disaster.

Owlbert: They completed a broad spectrum of structural renovations, purely to investigate the fall of an Aeon.

Anjali: The Swarm Disaster, sounds like it might have something to do with, uh, hm, what is that Aeon's name again? Tayzzy-something?

Sarah: Tayzzyronth, the Aeon of Propagation.

Anjali: Ah, that's the one!

Nick: Interesting. What motivated Herta and her team to research the Emperor Insectorum?

Owlbert: Ooh, I'll tell you.

Owlbert: From the story so far, we've heard that the Propagation once caused a major swarm, which spread throughout the universe.

Owlbert: This eventually caught the attention of multiple Aeons, who united to eradicate it.

Owlbert: This event involved more Aeons than any other recorded event in history, which of course makes it an excellent research subject.

Nick: Huh, so that's how it is.

Owlbert: Mm-hmm. In order to delve into this complicated history, Herta and her team have developed various new methods of exploration.

Owlbert: In Simulated Universe: The Swarm Disaster, the stage maps will appear in a format similar to a chessboard.

Owlbert: Trailblazers will need to navigate through randomly generated domains and tackle a variety of challenges, before making it to the deepest parts of the simulation.

Nick: I'm assuming these geniuses had more in mind than simply maneuvering around a grid.

Owlbert: Right you are! In order to simulate the experiences of different Pathstriders and resonate with the Aeons, a brilliant mind named Stephen, developed the Audience Die and the Communing Device.

Nick: Oh, audience die? Come on, Owlbert! That's not a nice thing to say to the audience.

Owlbert: "Die" as in singular for "dice"

Owlbert: It has to do with Aeons bestowing random gifts upon Pathstriders.

Owlbert: Before progressing each turn, use the Communing Device to roll the Audience Die.

Owlbert: This will generate special effects for the current turn.

Owlbert: These special effects might provide our team with powerful buffs or alter the chessboard in some way, or even create further variables for subsequent actions.

Owlbert: The chessboard and grids are superficial. The true intent of the geniuses is to delve into the mysteries of the Aeons.

Owlbert: Each exploration will encompass three planes, corresponding to Emperor Insectorum's emergence, expansion, and demise.

Owlbert: Trailblazers will encounter simulated historical events during these phases, and different responses will lead to different outcomes.

Anjali: But, do these simulations really recreate the truth?

Owlbert: The official response is that due to the many historical unknowns, all potential outcomes are valuable.

Owlbert: The data helps us infer the most probable truth.

Sarah: And the unofficial response?

Owlbert: Mm, well Madam Herta said, and I quote, "You can't prove that the past WASN'T like this, can you?"

Nick: Haha, how exceptional, undeniably a genius!

Owlbert: Madam Herta has also developed a Path Space for the express purpose of enhancing the resonance between trailblazers and their Paths.

Owlbert: As a Trailblazer, every action you take that aligns with your Path during exploration can help you to obtain Path Energy, leading you closer to the Aeons.

Sarah: And what can we expect when we get closer to the Aeons?

Owlbert: Once you have sufficient Path Energy, you'll be able to unlock specific buffs, and a chance to interact directly with the corresponding Aeon

Owlbert: Thereby uncovering their part in the Swarm Disaster.

Anjali: Hmm, okay so, we've been hearing those words a lot, but none of this feels "swarmish" or "disastery" enough to me

Owlbert: Well say no more, hehe.

Owlbert: In the final domain of the third plane of each exploration, Trailblazers will encounter a brand-new enemy

Owlbert: The Swarm: True Sting

Owlbert: True Stings have the ability to divide and create more swarms.

Owlbert: If not dealt with promptly, the entire battlefield will eventually be overrun by the swarm. Owlbert: Sufficiently "swarmish"?

Nick: Wow

Owlbert: Suitably "disastery"?

Anjali: Yeah, yeah, yeah, yeah, okay, okay, that's plenty.

Anjali: Gives me the creeps just thinking about it

Owlbert: Finally, upon clearing "Simulated Universe: The Swarm Disaster", a brand-new Path "the Propagation" will be unlocked within the Simulated Universe.

Nick: Whew, what a rollercoaster that's a big update alright.

Owlbert: And big updates need big rewards.

Owlbert: Take note! Aside from Stellar Jade and numerous other materials, The Swarm Disaster rewards include, 2 Self-Modeling Resins!

Sarah: Those things are rarer than rare! Are there really 2 up for grabs?

Owlbert: You better believe it, and I highly encourage Trailblazers to give it a go!

Owlbert: Next up is the Space Station Task Force event.

Owlbert: Revitalizing the space station is no small undertaking!

Owlbert: If we wanna speed things up, we'll need to enlist the help of a task force with special permissions.

Owlbert: Watson has lined up all the assignments that require attention.

Owlbert: Over to you Trailblazers!

Owlbert: During the event, by assembling a team that meets the requirements of specific assignments, you'll be able to earn rewards such as Stellar Jade and Character EXP Materials

Anjali: And as the message makes clear, there will be requests and assignments every day, it's almost impossible to finish them all.

Owlbert: Version 1.3 will also see the return of the Planar Fissure and Garden of Plenty events.

Owlbert: During the respective events, successfully challenging the Simulated Universe and Calyxes can earn you a set amount of double rewards.

Owlbert: At the same time, Version 1.3 will unlock two new Stagnant Shadow stages, Shape of Puppetry and Shape of Abomination.

Owlbert: The former will drop Suppressing Edict, Ascension Material required for Dan Heng – Imbibitor Lunae.

Owlbert: The latter, will drop Nail of the Ape, Ascension Material required for Fu Xuan.

Nick: All that, too?

Owlbert: Oh, I'm not done with you yet!

Owlbert: Version 1.3's system updates are just as momentous!

Owlbert: First off, after the Version 1.3 update, the Trailblaze Power cap will be raised from 180 to 240,

Everyone: Woah

Owlbert: Exactly, the amount that regenerates in a day.

Owlbert: Once Trailblaze Power maxes out, a percentage of the surplus is converted into Reserved Trailblaze Power

Sarah: Ah, so in other words, if you forget to log on, you won't have wasted much Trailblaze Power.

Owlbert: Mm-hmm, and here's something else

Owlbert: The 1.3 update will also bring changes to the Friends and Chat systems, which include, being able to sort your friends

Owlbert: And Trailblazers not currently accepting new friend requests can choose to disable them in settings.

Owlbert: Icing on the cake, you can now send emojis in chats!

Anjali: At last! Bring on the Pom-Pom and March 7th emojis!

Nick: Yeah

Sarah: Nice, fingers crossed for some authentic boomer material

Owlbert: And of course, we have the crowd favorite, Gift of Odyssey check-in rewards.

Nick: Logging in for 7 days gets you 10 warps! It might just be your lucky break

Owlbert: Nicholas, I admire your confidence.

Owlbert: Last but not least, Honkai: Star Rail will also be part of this year's Gamescom.

Owlbert: What surprising updates await us? Watch this space, Trailblazers

Everyone: Nice.

Owlbert: And now, let's roll out today's final redemption codes!

Owlbert: All good things must come to an end, and so must today's special program.

Owlbert: We've covered quite a bit about the 1.3 update.

Owlbert: Any thoughts or feelings from our guests? What are you most looking forward to?

Anjali: Man, so much to choose from but for me, it's gotta be the characters.

Anjali: Dan Heng – Imbibitor Lunae, Fu Xuan, and Lynx are all special in their own way.

Anjali: I just hope I get lucky with the warps!

Sarah: And as for me, I'm super excited about the Simulated Universe update.

Sarah: The new gameplay and story aspects sound brilliant!

Nick: Haha, yeah, well, since you guys covered the obvious, I'll go for something a little different.

Nick: I feel like this version's quality-of-life enhancements are really good!

Nick: I love the Trailblaze Power cap increase and the new Reserved Trailblaze Power feature.

Nick: They may sound minor, but I think they'll make a big difference to the experience.

Owlbert: Totally! And I'm sure the gaming experience will keep improving as the updates keep rolling. Owlbert: Well, that's it for the Honkai: Star Rail Version 1.3 Special Program, folks.

Owlbert: As always, thanks again to all you Trailblazers for tuning in, and may our paths cross again soon

Everyone: Bye guys!

Nick: Oh, bubble tea? Bubble tea?

Owlbert: Fine

Everyone: Yeah!

Appendix 8: Transcript of Honkai: Star Rail Version 1.4 "Jolted Awake From a Winter Dream" Special Program

March: We're, live already?

March: Hey everyone!

March: Welcome to the program, and thank you to our sponsor, the Interastral Peace Corporation

March: I'm your host, Astral Express crew member March 7th

March: I've been watching my favorite streamer in preparation, but this is still my first time hosting, so go easy on me if I mess up, okay?

March: What was I supposed to say again?

March: I think it was, don't forget to like, follow, and share, or I'll chicken out,

March: And then, without further ado, let's get right into the trailer!

{Video Trailer}

Attention all spectators, attention all spectators

The Interastral Tournament Festival championship is about to commence

Please, take to your seats

My friends, join me in this dance!

Let's bring this exquisite celebration to its climax!

Belobog might be in arrears, but I'm out of pocket.

Go, Numby!

Enough!

I returned to the Luofu so I could surrender myself to the Alliance and atone for my sins

This will be the last you see of me

Swordward!

Blade of moonlight

High-Cloud Quintet

It is time to say goodbye.

{Video Trailer}

March: Yeah, the Trailblaze journey continues

March: There's loads of fun stuff waiting for us out there

March: Can't wait to catch it all on camera, like Jingliu

March: Never thought we'd meet a living Xianzhou legend. She's super interesting.

March: Miss Jingliu might look young and elegant, but people say she's experienced and super dangerous

March: I was a little nervous when the director told me I'd be introducing her today

March: So, I thought, why don't I see if I can bring in another, young, elegant, experienced, and dangerous lady to help me with the intro?

March: Next up, let's put our hands together and welcome, Miss Himeko, navigator of the Astral Express

Himeko: Wow March, is that how you see me? I'm very flattered

March: Huh? Himeko! You're here already?

Himeko: That's right. I walked in just as someone happened to be calling me a young, elegant, experienced, and dangerous lady.

March: You're all those things!

March: So, you wanna take it from here, Himeko?

Himeko: Sure thing!

Himeko: Where were we, hi everyone, as March said, I'm Himeko, Navigator of the Astral Express.

Himeko: Today I'll be introducing you to, a living Xianzhou legend, Jingliu.

March: Ever since I first caught sight of her in Yanqing's tracking entries, I was completely hooked.

March: She's Jing Yuan's previous master, I bet she's got all kinds of hidden stories to tell

Himeko: As one of the High-Cloud Quintet, she was once the strongest swordmaster on the Luofu.

Himeko: However, due to the effects of mara, she sometimes loses her grip on reality, perceiving herself as an unstoppable sword.

March: Jingliu's so ruthless, she even attacked her apprentice's apprentice!

March: And she figured out Yanqing's fighting style, just from the sound of his swords.

March: I'd bolt if I saw her coming my way.

Himeko: I can't say I blame you.

Himeko: After the mara took hold of Jingliu, she became a different person.

Himeko: As for the day she crossed paths with Yanqing, it was quite the twist of fate.

March: I guess so

March: In any case, Jingliu is unpredictable at the best of times, but if you catch her on a good day, she's as calm as moonlight on a silent night [2.3.1]

Himeko: Nicely put. Her power is actually deeply connected to the moon's phases.

Himeko: Jingliu is an Ice-Type character following the Path of Destruction, who uses two different states in combat.

March: Different states? What's that?

Himeko: Think of it this way, when Jingliu is in prolonged combat, her mara-struck persona takes over, and she changes states.

Himeko: When Jingliu uses her Skill, Transcendent Flash, she accumulates stacks of Syzygy.

March: Whoa, isn't Transcendent Flash the legendary sword move from Mr. Xiyun's story? The one that cuts through time itself!?

Himeko: You sure seem well-versed in High-Cloud Quintet stories, March.

Himeko: When Syzygy stacks up to a set amount, Jingliu is consumed by mara and enters a Spectral Transmigration state.

Himeko: In the Spectral Transmigration state, Jingliu's every attack, deducts a set percentage of HP from her allies' Max HP.

Himeko: However, her attack increases according to the corresponding total HP consumed.

March: See? I told you she attacks her allies!

Himeko: While in the Spectral Transmigration state, Jingliu's Skill, Transcendent Flash becomes Moon On Glacial River, and she is unable to launch Basic Attacks.

Himeko: Moon On Glacial River doesn't consume Skill Points but does consume stacks of Syzygy.

Himeko: When stacks reach 0, Jingliu exits the Spectral Transmigration state.

Himeko: Jingliu's Ultimate, Florephemeral Dreamflux, deals a set percentage of her attack as Ice damage to a single target and adjacent enemies, as well as granting her additional stacks of Syzygy.

March: Whether it's normal state ice beauty Jingliu, or red-eyed spectral transmigrator state Jingliu, she's one heck of a swordmaster!

Himeko: According to Xianzhou records, she was taken by the Ten-Lords before the onset of the mara, and subsequently detained in The Shackling Prison.

Himeko: The famous confrontation with her apprentice, Jing Yuan, would come later.

March: Becoming mara-struck is an unavoidable fate for Xianzhou long-life species, but they're still trying to find a way to break free of the cycle

Himeko: In the brand-new 1.4 mission, Clouds Leave No Trace, an anonymous letter silently appears on the Express.

Himeko: It seems an unexpected visitor has extended an invitation, and is looking to connect with Dan Heng, to delve deeper into the tale of the Xianzhou.

Himeko: Past events may feel distant in the present, but it's only right to give this story its proper conclusion.

Himeko: Valiant figures from times of old reunite with familiar faces, and find themselves in a world drastically reshaped from the one they once knew.

March: I heard the reason Jingliu wears a blindfold is to avoid catching sight of certain objects on the Xianzhou

March: Things that would trigger her memory and the mara inside her.

Himeko: Well, not seeing isn't the same as not remembering. She's never forgotten those who fought alongside her.

Himeko: As for solving the mara predicament, we'll just have to stay tuned for the upcoming Xianzhou story.

March: Looks like Jingliu's next move is gonna be trending all over the Xianzhou

March: Hey Himeko, what if I start doing my own livestreams? They could track Jingliu's every step! I bet they'd get loads of views

Himeko: Sorry March, I wouldn't recommend chasing trends. Your content will probably end up clashing with the IPC's

March: Really? But my favorite streamers are always saying you gotta go with the hype

March: Anyway, how do you think I'm doing so far, Himeko?

March: For this episode, I did loads and loads of research, plus I got lots of tips from my favorite streamer.

Himeko: And which streamer would this be?

March: Ta-da! She's a streamer called Guinaifen. Her streams are super entertaining!

Himeko: Guinaifen, I can't say I've heard of her.

March: You haven't? She's on the Xianzhou too! How about—

March: I know! I'll tell you all about her.

March: There was one night I couldn't sleep, and I ended up watching Guinaifen's kuaiban livestream!

March: I'd never heard anything like it. I subscribed straight away. It was meant to be!

Himeko: Her attire is very Xianzhou, but it feels like she's not from the Luofu

March: She's not from any of the Xianzhou ships! I think her real name was Guinevere or something?

March: Anyway, gui means fine wood, nai means to exist, and fen means fragrant.

March: Sushang came up with it for her, she's her bestie.

Himeko: What lovely imagery

March: I know! Plus, if you think about it, Guinevere and Guinaifen do sound kinda similar, if you say them a few times, right?

Himeko: We might want to steer clear of wordplay, March. I heard the Xianzhou issues fines for that.

March: Huh? Seriously?

Himeko: Xianzhou culture is vast and profound. There's still much to learn.

March: Guinaifen says that Sushang is always schooling her on local culture and customs.

March: Sushang is as Xianzhou as it gets, I feel like everything I learned about the Xianzhou, I learned from them!

Himeko: Livestreaming, kuaiban, a passion for Xianzhou culture, Guinaifen seems like a girl of many talents!

March: She is!

March: Although I feel like she mainly uses them to impress her bestie

March: Did you know that Guinaifen is actually a street performer? Not to mention, she's also super talented on the battlefield!

March: Guinaifen is a Fire-Type character following the Path of Nihility.

March: When using her Skill, Blazing Welcome, Guinaifen launches firecrackers, dealing Fire damage to her target and adjacent enemies, with a chance of inflicting Burn.

March: After unlocking the Trace High Poles, her Basic Attack, Standing Ovation, also has a chance of inflicting enemies with Burn.

Himeko: I'm curious, why firecrackers, exactly?

March: Guinaifen says that in Xianzhou legends, artists used firecrackers to fend off scary beasts!

March: In return, the nobility supported the artists financially.

March: Guinaifen is just continuing the tradition, and friendly locals are only too happy to support her!

March: Funnily enough, her Talent is called Patraeon Benefits.

March: When Guinaifen is on the battlefield and an enemy sustains Burn damage, there is a chance they'll enter a Firekiss state.

March: Firekiss is stackable and limited to a set number of turns.

March: While in the Firekiss state, enemies sustain increased damage!

March: Which reminds me, I think Guinaifen livestreamed a battle once, too!

March: Her Ultimate, Watch This Showstopper, summons and detonates an even bigger firecracker in the form of a diting, dealing Fire damage to all enemies.

March: Targets already inflicted with Burn, sustain additional damage as a set percentage of the Fire damage.

Himeko: Is this what the kids call going viral? I'd love to see her combat livestream data, I bet it was an instant hit.

March: About that, her stream was taken down halfway through.

March: I think she violated the platform's fire safety policy

Himeko: Oh

March: What do you think? Got a better picture of Guinaifen now?

Himeko: And I can see why you're so fond of her.

March: Cool, isn't she? I'll message you the link to her streams right now

March: Sometimes she even sends gifts to her fans!

March: Hey Guilings, check this out! Scalegorge Spring Water, clear and tasteless, rich in calories.

March: One sip, ah! You just saved yourself a meal!

March: Actually, I bought some 5 litres Scalegorge Spring Water during Guinaifen's last stream.

March: When you're watching her stream, you gotta be ready to grab the deals, they're awesome!

Himeko: Wait a minute, March, if that's the case, those bottles of Scalegorge Spring Water in the Express' storage room, you bought all of those?

March: Yeah, what about them?

Himeko: Interesting

Himeko: Just the other day, Welt was telling me about his new healthy lifestyle habits.

Himeko: Apart from exercise, he's been drinking eight glasses of water a day.

Himeko: Strangely enough, he's gained a little weight, guess it must have been—

March: So, Mr. Yang was drinking the—

March: It's getting late, Himeko! We should get back to the show!

March: The next person we'll be talking about is, Topaz!

Himeko: Sure, so, who's Topaz?

March: Actually, I don't know either, but the director said that Topaz works for the IPC.

March: She even knows that presenter, Owlbert!

March: Speaking of, let's get him on the line, he can introduce Topaz

March: Owlbert? Owlbert?

Owlbert: And whether or not your world has a day-night cycle, good morning, good afternoon, and good evening!

Owlbert: I'm your good buddy Owlbert!

March: Why did our art style change?

Owlbert: On my show, we go by my style!

Owlbert: Up next, allow me, Owlbert, a professional Interastral Peace Corporation anchor, to introduce to you my guest and IPC colleague, Topaz!

Owlbert: Topaz is a rising star in the IPC's Strategic Investment Department, currently heading up the Special Debts Picket Team.

Owlbert: She's a combination of youth, elegance, and remarkable ability.

Himeko: The Special Debts Picket Team, I think I've heard of them.

Owlbert: Well, as you may know, among the universe's major investors and lenders, the IPC is a big fish [2.3.2]

Owlbert: And with so many venture capital projects, there are bound to be bumps in the road.

Owlbert: Topaz is our go-to person to smooth out the bumps, and make sure we recover what's owed.

March: I get it, so the Corporation's in the red?

Owlbert: When dealing with defaulters, Topaz's methods are swift and effective, saving the IPC from many a potential loss.

Owlbert: She also has a great knack for investments, turning even the bleakest projects into, success stories and ensuring huge returns for the Corporation!

March: Wow, impressive! Does she have some kind of superpower?

Owlbert: Within the walls of the IPC, there is indeed a rumor that Topaz's stellar success might have something of the supernatural about it

Himeko: Oh?

March: Supernatural? Reminds me of Guinaifen's ghost-hunting streams.

Owlbert: Ghost-hunting? Let's not jump the gun!

Owlbert: When people think of Topaz, they don't think about ghosts, but a certain unmistakable companion

Owlbert: I'm talking about her Warp Trotter, Numby!

Owlbert: They may look like a cute mascot, but Numby is Topaz's trusted sidekick, both at work and out on the battlefield!

Owlbert: Numby has a keen sense for sniffing out wealth

Owlbert: Security checks, debt settlements, and calculations are all child's play for this little piggy.

Owlbert: Together with Topaz, they traverse the cosmos, resolving any and all debt disputes that could threaten the IPC's operations.

Owlbert: Numby is a legit employee, they even have an official role and title!

March: Really?

Owlbert: Really! And don't forget, the corporate world mirrors the battlefield in more ways than one.

Owlbert: Topaz's prowess in the former is just as swift and formidable in the latter

Owlbert: And you better believe Numby plays a huge part in that!

Owlbert: Topaz and Numby are Fire-Type characters following the Path of the Hunt.

Owlbert: At the start of an allied turn, if no enemy on the battlefield is inflicted with Proof of Debt, Topaz will inflict this state on a random enemy, thereby boosting the follow-up attack damage they receive.

Owlbert: During battle, Numby starts out with an initial speed and acts autonomously, attacking enemies inflicted with Proof of Debt.

Owlbert: Excluding Numby's own turns, every time an ally follow-up attack hits an enemy inflicted with Proof of Debt, Numby's action is Advanced Forward.

Himeko: Seems like Numby and Topaz share a strong bond.

Owlbert: They make a tight unit!

Owlbert: Speaking of which, Topaz's Skill, Difficulty Paying, is able to reallocate Proof of Debt to a different target

Owlbert: Allowing Numby to immediately launch an assault, and deal a set percentage of Topaz's attack as Fire damage to the new target.

Owlbert: This counts as a follow-up attack.

Owlbert: Topaz's Ultimate, Turn a Profit, allows Numby to enter the Windfall Bonanza state

Owlbert: In this state, damage and crit damage dealt by Numby both experience an increase

Owlbert: If that wasn't enough, every time an ally's Basic Attack, Skill, or Ultimate hits an enemy inflicted with Proof of Debt, Numby's action is additionally Advanced Forward

Owlbert: After Numby launches a set number of attacks, this effect is dispelled.

March: Whoa, Numby's got moves!

Himeko: Some believe that everything possesses a soul

Himeko: I believe that if you treat all living things with genuine care, regardless of whether they're human, they'll respond in kind

Owlbert: Hold onto your hats, folks! Numby's not done yet!

Owlbert: Topaz & Numby's Technique, Explicit Subsidy, allows Topaz to summon Numby when entering a map.

Owlbert: Numby then automatically seeks out Basic Treasures and Trotters within a certain range, leading Topaz right to the loot

Owlbert: The best part? Trotters won't be alerted to their approach, and this effect doesn't even consume Technique Points!

Owlbert: If Topaz and Numby enter combat after using their Technique, our little Warp Trotter regenerates a set amount of Topaz's Energy after launching their first attack

Owlbert: If Topaz and Numby are still in the team after winning a battle entered in this way, the team receives a small amount of additional credits up to a set daily limit

Owlbert: The above also goes for winning battles entered in this way within the Simulated Universe

Owlbert: But instead of credits, the team receives a small amount of Cosmic Fragments, with a chance to bag a random Curio!

Himeko: That's quite the skillset.

Himeko: Seems like Topaz and Numby have a bad cop bad cop approach to debt collection,

March: All that and no debuffs! We might as well call Numby the Omnipotent Cosmic Piggy Bank!

Owlbert: Careful now, if there's an Aeon of Prosperity out there, I doubt they want competition.

Owlbert: Truth be told, Topaz doesn't care much about Numby's wealth-generating abilities.

Owlbert: Here at the IPC, she has a reputation for being clean as a whistle. [2.3.3]

Owlbert: Money, just isn't that important to her

Owlbert: Money is a means, not an end, work should make you happy

Owlbert: Topaz looks after Numby because she loves them, simple as that

Owlbert: That's not all I heard

Owlbert: In Version 1.4, Stagnant Shadow: Shape of Scorch will be going live

Owlbert: Beat it, and you can snag the Ascension Material required for Topaz and Guinaifen, Searing Steel Blade!

March: Owlbert, are you sure Topaz is just your colleague? It feels like she's got a way bigger role than you

Owlbert: What!?! Clearly, you've never worked in a top-tier company

Owlbert: In esteemed enterprises like ours, we stress a horizontal approach to management

Owlbert: As long as one has their own methodology, finds their own niche, and employs their own strategy, they can exert unlimited influence and change the fate of a project!

March: Himeko, is he making any sense to you?

Himeko: I'm, not quite following

Owlbert: Look, I might not get the ins and outs of investing, but I know my way around a presentation deck!

Owlbert: Those dazzling slides on Topaz? Yep, my creation. Impressive?

Owlbert: It's all about making yourself indispensable in the workplace.

Owlbert: If Topaz were here right now, she'd acknowledge my presence with utmost respect—

Topaz: How's it hangin', Owly?

Topaz: Hi viewers!

Owlbert: Topaz?!

Topaz: That's my name, don't wear it out!

Topaz: You guys probably mentioned already, but I work in the Strategic Investment Department at the IPC headquarters.

Topaz: It's an honor to be here for Miss March 7th's show today, and to meet Miss Himeko

March: Hi, Topaz

Himeko: Nice to meet you too

Owlbert: Director Topaz, what brings you here?

Topaz: A while ago, we received an investment application from the Interastral Peace Media Department, it seems the IPM's presenters want to expand the program's reach

Topaz: As such, the Corporation sent me, to evaluate the program's performance.

Owlbert: Director Topaz, I'll show you my expertise right now!

Owlbert: So, without further ado, let's unveil Version 1.4's eagerly awaited 5-star characters!

Owlbert: During the first phase of 1.4 in the Character Event Warp, Gentle Eclipse of the Moon, Trailblazers can acquire the limited 5-star character Jingliu

Owlbert: And during the second phase of 1.4, two 5-star Character Event Warps will become available!

Owlbert: In the Character Event Warp, Sunset Clause, Trailblazers can obtain the limited 5-star characters Topaz & Numby

Owlbert: Meanwhile, in the Character Event Warp, Butterfly on Swordtip, the limited 5-star character Seele will be making a return!

Owlbert: And I almost forgot to mention, the 4-star character Guinaifen will also be a part of these two second-phase Character Event Warps

March: Look who's back, it's Seele! Feels like forever since we last saw her in Belobog!

Owlbert: Characters aside, we're also eagerly anticipating Version 1.4's 5-star Light Cones!

Owlbert: In 1.4's first-phase Light Cone Event Warp, the drop rate of the 5-star Light Cone, I Shall Be My Own Sword will be boosted

March: It's that sword-wielding beauty again!

Himeko: Standing there in the moonlight without her blindfold, amidst all those flowers, quite the sight

March: Unforgettable!

Owlbert: Meanwhile, in 1.4's second-phase Light Cone Event Warps, the drop rates for the 5-star Light Cones, Worrisome, Blissful, and In the Night will be boosted

March: Wow, Topaz is so lucky to be surrounded by so many cute fluffballs!

March: Can we get one for the Express, Himeko? Please?

Himeko: I'm afraid that might not be possible, I remember Pom-Pom saying, they're not keen on having anything that sheds fur in the carriages.

March: But Pom-Pom sheds tons of fur!

Topaz: Y'know, Trotters like Numby make great companions

Topaz: They're non-shedding, low-maintenance, and super squishy!

Topaz: Plus, they can sniff out valuable treasures!

Topaz: Or, What about adopting a talking bird? Like Owly here

Owlbert: Wait, what? Absolutely not!

Owlbert: I'm the star of the IPM!

Owlbert: That wraps up today's Warp and Light Cone segment.

Owlbert: Director Topaz? I was wondering, how did you rate my performance?

Topaz: Let's talk about that later

Topaz: The reason I'm here for March's show today, is to present some small gifts to our esteemed viewers on behalf of the IPC

Topaz: I'm not the best at crafting presentation decks, but here's a slide I worked up.

March: Thanks, Topaz!

March: It's great you could take time out of your schedule to be on the show, you must be pretty busy

Topaz: Well, the Corporation is a big part of my life

Topaz: In fact, me and my team are heading out to business on Jarilo-VI very soon

Topaz: Taking part in today's program was a nice change of pace for me

March: Really? Jarilo-VI? We've been there

March: So is this a debt collecting trip?

Topaz: I'm afraid I can't comment on internal IPC matters.

Topaz: That said, I heard the Express Crew will be heading to Jarilo-VI, for the Trailblaze Continuance Future Market

Topaz: Looking forward to seeing you all in Belobog

March: Huh? How did you know about that?

Topaz: Preliminary research is crucial for the smooth progression of any project

Topaz: Our data collection lead informed me about, a significant site on Jarilo-VI known as the Pillars of Creation, a memorial symbolizing centuries of Belobogian resistance

Topaz: Out of respect, I intend to pay a visit there with a few colleagues.

March: Colleagues?

Topaz: Where are my manners?

Topaz: Let me introduce them, Senior Staff, Team Leader, Grunt, Field Personnel, and Grunt, Security Personnel.

Owlbert: They look pretty slick, but I can't help but wonder

Himeko: Are they enthusiastic about a trip to an ice planet?

Topaz: I'm afraid enthusiasm doesn't come into it

Topaz: The IPC's balance sheet isn't the best right now, we haven't got the capital to outsource missions like these

Owlbert: That explains the recent disturbance in the Corporation, as if thousands of voices suddenly sighed in exhaustion and were suddenly silenced

Topaz: Let's set that aside for now

Topaz: Y'know, I've heard all about the achievements of the Astral Express

Topaz: I also heard that the train's navigator was a lady of unparalleled beauty and talent

Topaz: It was a pleasure to meet you at last, Miss Himeko.

Himeko: Another reason for coming on the show today? I hope I lived up to your expectations

Topaz: You exceeded them

Topaz: Next time, let's see if we can meet up in person.

Himeko: I'm sure we can make that happen.

Himeko: Once your work in Belobog is done, perhaps you'd like to drop by the Express?

Topaz: It's a deal! I've always wanted to set eyes on the Express

Owlbert: Can we get a room for these guys already?

March: Get a room? What does that mean?

Topaz: As another gesture of the Corporation's goodwill, I'd like to introduce a brand-new event for everyone to take part in

Owlbert: Nice!

Topaz: Recognized universally as the leading video game brand, Aetherium Wars is set to unveil an offline fan event on Jarilo-VI, the Interastral Tournament Festival.

March: Aetherium Wars? What's that?

Topaz: Think of it as a holographic video game!

Topaz: To secure a spot in the grand final, contestants must collect and nurture Aether Spirits, which can be found within Victory Zones.

March: Aether Spirits?

Himeko: I'd venture to guess they're much like Numby here, digital replicas of creatures designed to serve as combat companions

Topaz: Right you are, Miss Himeko

Topaz: Your knowledge in this area is surprising

Himeko: I've heard a thing or two about the IPC's research and cultivation programs

Himeko: Am I right in assuming that the aim of this event is to analyze the suitability of different species as fighting companions?

Topaz: Correct!

Topaz: And we stand by our promise that no real-life creatures will be harmed during Aetherium Wars

Topaz: The IPC has renovated an old weapons testing ground to serve as the tournament venue

Topaz: We've also set up Victory Zones in different locations, Herta Space Station, Jarilo-VI, and the Xianzhou Luofu

Topaz: Those who manage to defeat the championship contenders in each Victory Zone, and complete the hyperlink challenges, will be greeted with generous rewards

Topaz: It's also worth noting that Aether Spirits, both allied and enemy alike, are classified into three types, Mechanical, Humanoid, and Aberrant

Topaz: In combat, these types have a cyclical relationship, with each one countering another

Topaz: Attacking enemies that are vulnerable to your current Aether Spirit's type, will allow you to deal extra damage

March: So picking a type that counters your opponent's is super important

Topaz: You got it

Topaz: Furthermore, as you advance through the competition, you'll gain access to the even more formidable Overlord Aether Spirits, which can be developed to boost their combat prowess

Owlbert: So the deeper you delve into the competition, the fiercer the fights become

Owlbert: This, is gonna be quite the contest

March: Hmm

Owlbert: You okay there, March 7th?

March: Aether Spirit, copy!

March: Let's see, whoa, a gold Owlbert!

Owlbert: Hah?! Miss March!

Owlbert: Do I look like some battle pet to you?

Owlbert: You can't just collect anything and everything!

March: Just curious

Topaz: A reminder to our esteemed contestants

Topaz: Numerous players from across the universe will be partaking in Aetherium Wars

Topaz: As you progress, new opponents will be revealed

Topaz: After completing all challenges, exhibition matches await

Topaz: Where you might end up face-to-face with some unexpected opponents

Topaz: And should you rise to the occasion and overcome the Interastral Tournament Festival challenges, you'll receive IPC-sponsored eligibility for a specially selected 4-star character!

Topaz: And there you have it, the full rundown on Aetherium Wars

Topaz: Hope you all have fun, and remember to treat your combat companions kindly

Topaz: I've got a meeting to get to

Topaz: Bye for now

March: You're leaving so soon?

Topaz: Mm-hmm, but I'm sure our paths will cross again

Topaz: Over to you and Owlbert, keep up the good work.

Topaz: There'll be a year-end bonus for everyone when we roll out the new project

Owlbert: Thank you, Director

Owlbert: Your wisdom, foresight, and mentorship know no bounds, take care now! Stay safe out there

Himeko: I should be going too, there's some maintenance on the Express to attend to.

Himeko: Hope to catch you all soon!

March: Thanks for all the help, Himeko, see you soon

Owlbert: Are they gone?

March: Gone?

Owlbert: Topaz and Himeko

March: I think so

Owlbert: Are you sure?

March: Yes, take a look for yourself

March: See? Told you, all gone, nobody here but me. Nobody else on the line!

Owlbert: That's a relief, all those gifts, if you ask me, Topaz is just abusing her position to engage in a personal pastime

March: Topaz's personal pastime? What's that?

Owlbert: Isn't it obvious to you? Maybe you should take another look at the specifics of this event

March: Let me think

March: I got it!

March: So Topaz's personal pastime is, hunting

Owlbert: Huh? Hunting?

Owlbert: Miss March, what gave you that impression?

March: Well, isn't that right, though? I'll show you

March: This event is all about sneaking up slowly, and then, hey!

Owlbert: Whoa slow down a second

Owlbert: Topaz's pastime is cuddling creatures, not hunting them

Owlbert: As soon as she gets home, she grabs her pets and cuddles the heck out of them

Owlbert: She's got hundreds at her company apartment

March: Huh? Did you say hundreds? How does she have the space?

Owlbert: Well, her company apartment is, an ecological starship

Owlbert: Meanwhile, my feathery butt's in a studio from the 2020s

Owlbert: Topaz lives it up in a giant starship over at corporate HQ, while I get by on packed lunches in the middle of nowhere

Owlbert: Hang in there, Owlbert

Owlbert: Let's shift our attention to some of the other thrilling events coming our way

Owlbert: First off, during the 1.4 release, the Planar Infinity event is making its debut

Owlbert: Herta and three other members of the Genius Society, made some small renovations to the Simulated Universe

Owlbert: But each of them threw a spanner in the works

Owlbert: With the code damaged, the Universe is beginning to expand exponentially

Owlbert: Madam Herta wanted me to pass a message on to our Trailblazers

Owlbert: Don't panic, just a minor bug. You will be compensated.

March: Minor bug, really? Doesn't sound like it.

Owlbert: It's true! The spanners in question, caused the Simulated Universe's Blessings and Curios to multiply

Owlbert: As such, in Planar Infinity's Ordinary Plane challenges, Trailblazers can obtain some wonderful buff

March: For example?

Owlbert: For example, A Cosmic Big Lotto that won't disappoint

March: Wow

Owlbert: See what I mean?

Owlbert: Following an Ordinary Plane challenge, Trailblazers will enter Herta's Maniac Plane with their buffs in tow

Owlbert: Every time Trailblazers successfully challenge a wave of enemies, a floor is successfully cleared.

Owlbert: As floors are cleared, Trailblazers will face off against increasingly difficult enemies, until,

March: I knew there was a catch! Now we have to fight attrition warfare?

Owlbert: Herta wants to test the limits of the Simulated Universe's memory

Owlbert: Don't panic, Miss March

Owlbert: As long as Trailblazers obtain as many buffs as they can in the Ordinary Plane challenges, they'll be able to face down the Maniac Plane with full strength!

Owlbert: Trust me, in the Simulated Universe, anything is possible!

March: Really? I don't believe y—

Owlbert: You must believe me! I promise, Trailblazers, it's a walk in the park! I'm begging you!

March: Now I really don't believe you

Owlbert: And of course, where would Version 1.4 be without the ever-stimulating check-in event!

Owlbert: Come on, y'all, give it up in the back!

Owlbert: Let's hear it for checking in!

March: Check-in, check-in

Owlbert: Also in 1.4, we'll be welcoming in a Story Replay feature!

Owlbert: When interacting with characters in the story, Trailblazers can now pause dialogue and review surrounding context

Owlbert: All that juicy lore and tasty exposition, buried under trigger-happy mouse clicks, waiting to be rediscovered!

March: This doesn't mean you can make new choices, though

March: So always make choices that you know you won't regret

Owlbert: We'll also be seeing the return of the Planar Fissure, and Realm of the Strange events!

Owlbert: During the events, successfully challenging the Simulated Universe and Cavern of Corrosion, can earn you a set amount of double rewards!

March: Nice! Double rewards!

March: Some people are farming the Cavern like crazy every day, they can save themselves some time

Owlbert: Would, you be one of those people, Miss March?

March: Me? No way!

March: Pom-Pom never stops talking about that, mysterious recipe they found

March: Things are gonna get real busy soon

Owlbert: And, what's a recipe gotta do with being busy?

March: It's not just the recipe, Pom-Pom's been talking about organizing a whole food tour event

March: So strange, nobody even knows where the recipe came from

March: What if Pom-Pom runs into bad guys on the tour? I need to protect the conductor!

Owlbert: I get it now, you wanna pose as a bodyguard to get a bunch of free snacks.

March: Hey, that's slander!

March: The food tour will be following the Express around the world.

March: Keep your eyes peeled for official announcements on when and where we'll be stopping!

Owlbert: Hey, I'm the one that leaves people in suspense around here

Owlbert: And now, for the moment you've all been waiting for, redemption codes!

March: Codes! Codes! Codes!

Owlbert: Well, that's everything for today!

Owlbert: Thanks for tuning in to our Special Program, and see you in the—

March: Huh? Ah! Wait!

March: Owlbert, who's the main presenter here?! Shouldn't I be the one to bring the show to a close?

Owlbert: My bad, my bad, force of habit

Owlbert: In that case, is there anything our main presenter, would like to say to the audience?

March: Let me think, oh yeah, don't forget to like, follow, and share!

March: Let's get to 50 billion views!

Owlbert: Hah? 50 billion? You might wanna take a few zeros off there, March.

Owlbert: Anyway! I gotta flap, they're not paying me enough for overtime, that's for sure!

Owlbert: So, whether or not your world has a day-night cycle

Owlbert: Good morning, good afternoon, and get yourself home already!

Owlbert: Owlbert signing off! Bye-bye!

March: Wait, Owlbert!

March: He really made a break for it

March: Anyway! So, that's all for today's program.

March: Thanks a lot for tuning in, I'm your host, March 7th, wishing all you guys a great day!

March: Finally

March: I'm exhausted

March: Huh? Really?

March: Thank you, thank you!

March: Actually, I was feeling super nervous

March: No, no, you guys did all the hard work!

March: Thank you, thank you!

March: Huh? Is the program link up already?

March: I'll share it with my friend!

March: Hey, you see my stream just now?

March: You said you'd be tuning in.

March: Link is already up, by the way.

March: I just shared with you.

March: Remember to watch the whole thing, I'll be checking!

March: Ah!

Appendix 9: Transcript of Honkai: Star Rail Version 1.6 "Crown of the Mundane and Divine" Special Program

Owlbert: Three Genius Society members at the same time?

Owlbert: I knew this interview was a bad idea

Owlbert: Mr. Screwllum, member #76, sophisticated mechanical aristocrat and renowned leader

Owlbert: Not to mention, the savior of inorganic life throughout the universe

Owlbert: He's as sharp as they come, he'll recognize my brilliance in an instant

Owlbert: Now, if I can just get him to recommend me

Screwllum: And his astonishing wisdom in the field of broadcasting has been duly recognized by Nous themself

Screwllum: Ergo: the Genius Society hereby confers upon Mr. Owlbert, the title of member #85." Owlbert: Member #81, Ruan Mei

Owlbert: She seemed like a kind and elegant person in the Simulated Universe, a little distant though

Owlbert: But what if I ask a bad question?

Owlbert: Since when does Owlbert ask bad questions?

Ruan Mei: This little bird has an active imagination

Herta: Quit daydreaming!

Owlbert: Madam Herta!

Herta: The program's about to start, what are you waiting for? A trailer or something?

{Video Trailer}

I thought member #4, Polka Kakamond had gotten rid of most of the Society members

I didn't have a lot of hope for this

Oh? Look who's here.

Madam Herta, open zone

Class one clearance zone

Permissions status: Madam Ruan Mei

There's much you don't know about the space station

It's crucial to mask your expression until you've ascertained the situation.

If not, you'll be full of weaknesses that others can see through.

A genius move!

And how will you counter it?

You look troubled.

A portrait of internal turmoil.

Do try to think for yourself.

The gods of the starry skies have abandoned the world

Only the wounded savior can bathe the world in the firelight of Destruction.

No matter the distance Annihilation will find you!

Audience Dice? How ostentatious

Owlbert: And whether or not your world has a day-night cycle, good morning, good afternoon, and good evening!

Owlbert: If you didn't know already, I'm Owlbert, your favorite feathered announcer.

Owlbert: Welcome to the Version 1.6, Crown of the Mundane and Divine Special Program!

Owlbert: On today's program, we're bringing together three intellectual heavyweights from none other than, the Genius Society!

Owlbert: Why don't you introduce yourselves?

Owlbert: Madam Herta, care to kick us off?

Herta: Whatever. Herta here.

Owlbert: Madam Herta, like we said, remember? Enthusiasm?

Herta: Seriously? Fine. Hello, I'm Herta.

Owlbert: Now we're talking, and let's not forget the new face on the block, Madam Ruan Mei!

Ruan Mei: Hello dear viewers, I'm Ruan Mei.

Screwllum: I suppose that makes it my turn.

Screwllum: Greetings, viewers, I am Screwllum, it's a pleasure to meet you.

Owlbert: The pleasure is all ours!

Owlbert: I never thought I'd be interviewing all three of you at the same time, I guess the great Nous must have finally recognized my potential

Herta: Don't get ahead of yourself, this is a scheduled space station visit.

Herta: Lucky for you, we had time for a show.

Screwllum: Or, to put it another way, participating in your program was a way of maximizing the utility of our itinerary.

Screwllum: Two birds, one stone.

Owlbert: Thank you?

Owlbert:: Anyhow, we saw from the trailer that the story is making a return to Herta Space Station.

Owlbert: Intelligence available for release indicates the following

Owlbert: Madam Ruan Mei has commandeered one of the space station's zones for biological science experiments.

Ruan Mei: I like to avoid attracting too much attention with my experiments, and the station had a sealed-off area available.

Ruan Mei: Herta was kind enough to lend it to me.

Owlbert: Big enough to be spread across three levels, this area is a brand-new domain waiting for us in Version 1.6.

Owlbert: Welcome to Herta Space Station: Seclusion Zone.

Owlbert: Due to the secrecy surrounding this zone, there's currently not a soul to be found across the whole domain.

Screwllum: Rebuttal, your assertion excludes the existence of inorganic life operating in the area. Owlbert: Naturally!

Owlbert: As I was saying, the story is set to unfold in this new domain.

Herta: Wait, so you still need the seclusion zone, Ruan Mei?

Ruan Mei: I do, my research has encountered a few anomalies

Ruan Mei: I was hoping the Trailblazer could do me a small favor.

Herta: A favor?

Screwllum: Small?

Owlbert: Yeah, I'm not sure about that second one, but this is a golden age for biological science, no problem too big or too small, right?

Owlbert: In Version 1.6's brand-new Trailblaze Continuance, Crown of the Mundane and Divine, Trailblazers will encounter Madam Ruan Mei for the first time.

Owlbert: They'll need to work closely with her to solve the headaches of Herta Space Station.

Gerta: For example?

Owlbert: One such headache is the result of the little lifeforms that Ruan Mei has been cultivating

Ruan Mei: I'm afraid that's the nature of biological science surprises and accidents in equal measure. Owlbert: Not to mention, the space station is hiding more secrets than you might've thought

Owlbert: Various crises bubbling to the surface, Herta's puppet falling prey to an ambush, and a new provocation that the geniuses must face up to.

Herta: Nothing a small favor can't fix, right?

Owlbert: We've got the three geniuses here! What could go wrong

Screwllum: In Mr. Owlbert's previous broadcasts, the adoption of a lighthearted tone usually indicates the presence of a formidable challenge.

Owlbert: My beak is sealed!

Owlbert: This is a top-secret experiment, but trust me, when I say that the adventure ahead is a journey into both the power and wonder of biological science!

Owlbert: And what better way to prepare our trailblazers than by introducing the one, the only Madam Ruan Mei

Owlbert: Madam Ruan Mei is an Ice-Type character following the Path of Harmony, and member #81 of the Genius Society.

Owlbert: From the very beginning, her research has focused on biological science.

Ruan Mei: That's right.

Ruan Mei: Biological science is a boundless field, I rarely have time for leisure

Ruan Mei: And despite being one of the founders of the Simulated Universe, I seldom step up to the plate.

Owlbert: Madam Ruan Mei, I was curious, is there a story behind your name?

Ruan Mei: My name? My parents organized themselves into a flat hierarchical structure.

Ruan Mei: My name is simply the combination of their surnames.

Owlbert: Fascinating! What a spellbinding tradition!

Screwllum: I believe you may be laying it on a little thick, Mr. Owlbert.

Screwllum: Are you hoping for something in return?

Owlbert: Who wouldn't hope for a blessing from Madam Ruan Mei?

Owlbert: Trailblazers agree with me.

Herta: Then let me remind you that a genius's blessing isn't always a result of generosity or kindness.

Owlbert: Meaning?

Herta: Aren't you supposed to be intelligent? You tell me.

Screwllum: Many individuals have a hidden side.

Screwllum: Ergo: Trailblazers' encounter with Ruan Mei may hold surprises

Owlbert: Spoiler at 12 o'clock! I think it's time we took a look at what this elegant scholar can do on the battlefield, don't you?

Ruan Mei: My Basic Attack, Threading Fragrance, deals Ice Damage to a single target

Ruan Mei: While my Skill, String Sings Slow Swirls, can increase the Weakness Break Efficiency of all allies.

Ruan Mei: There's also my Ultimate, Petals to Stream, Repose in Dream which creates a field.

Owlbert: Only the most beautiful field I've ever seen! A work of art, Madam!

Ruan Mei: Within the field, allies experience an All-Type Resistance Penetration increase, and when breaking an enemy weakness, they will be afflicted with a mark.

Owlbert: This mark is triggered on the enemy's next action prolonging their Weakness Break state, delaying their action, and inflicting them with Additional Ice Damage.

Screwllum: You have a knack for exploiting an enemy's Weakness, Ruan Mei.

Owlbert: I'll say! And we didn't even mention her Technique, Silken Serenade which allows the team to automatically trigger an effect equivalent to her Skill at the start of the next battle.

Owlbert: In the Simulated Universe, when Ruan Mei possesses Silken Serenade, and when an ally attacks a Simulated Universe enemy, the battle is entered as if the enemy's Weakness was attacked.

Owlbert: The attack ignores Weakness Types and can deplete the Toughness of all enemies.

Owlbert: Breaking a Weakness can trigger the Weakness Break effect that corresponds to the attacker's own Type.

Ruan Mei: Not only that, in the Simulated Universe, for every Blessing possessed, the Toughness-Reducing Damage of the current attack is increased

Ruan Mei: And extra Additional Ice Damage is dealt.

Herta: Well, very good, sounds to me like you have an interest in testing the Simulated Universe

Owlbert: After Trailblazers get to know Ruan Mei, another scholar with connections to the Genius Society will be appearing in this Trailblaze Continuance.

Screwllum: Oh? I assume you're referring to the gentleman with the alabaster head?

Owlbert: Classic Mr. Screwllum, able to see the gentleman behind the mask!

Herta: Hmph, gentleman my foot

Ruan Mei: Herta, you're being a little harsh

Owlbert: Sounds like you two are well-acquainted!

Owlbert: Without further ado, allow me to introduce him!

Owlbert: Veritas Ratio, or Dr. Ratio as he's known, is an Imaginary-Type character following the Path of The Hunt.

Owlbert: He belongs to a different Nous-worshiping organization, the Intelligentsia Guild.

Herta: Which is why I can't stand the sight of him.

Screwllum: The Genius Society consists of vanguards from various fields who act in isolation.

Screwllum: In contrast, the Intelligentsia Guild advocates for the dissemination of knowledge, allowing for a broad church of followers of Nous who work towards furthering this end.

Owlbert: Question, does the current universe derive greater benefit from the unparalleled talents of the Genius Society, or the mutual learnings of the Intelligentsia Guild?

Herta: You sure you wanna go there?

Owlbert: Let's not.

Ruan Mei: Is that why Dr. Ratio joined the Intelligentsia Guild?

Ruan Mei: A devotion to science?

Ruan Mei: A desire to share scientific knowledge?

Owlbert: Exactly! Dr. Ratio presides over a total of 52 academic programs!

Herta: And yells at people until they burst into tears.

Owlbert: Strict teachers make for good students, and any student who makes it to the end of a program will be an expert scholar in their respective field.

Herta: And an emotional wreck.

Owlbert: Ignorance is an ailment, the expungement of which only our Dr. Ratio can achieve, and which entails necessary hardship!

Herta: By which you mean the destruction of any and all self-esteem.

Owlbert: His creations have helped many worlds look beyond their borders and step into the future!

Ruan Mei: I feel like we might accidentally be discussing—

Screwllum: Perhaps I should intervene. Dr. Ratio's desire to cure ignorance with truth is well-known.

Screwllum: It's time for us to assess his prowess on the battlefield.

Owlbert: During his Basic Attack, Mind is Might, Dr. Ratio brandishes his codex, dealing Imaginary Damage to a single target.

Screwllum: Question, why does he carry a codex with him?

Herta: Well, intellectuals enjoy persuading others with quotes.

Herta: I think Dr. Ratio takes that to mean, hitting people with them directly.

Owlbert: Dr. Ratio's Skill, Intellectual Midwifery, deals Imaginary Damage to a single target

Owlbert: While his Talent, Cogito, Ergo Sum, may trigger him to launch a follow-up attack after using his Skill.

Owlbert: As a rigorous academic researcher, Dr. Ratio pays close attention to his enemies' debuffs during battle.

Owlbert: The more debuffs the enemy has, the higher the chance of him launching a follow-up attack.

Owlbert: And let's not forget his Ultimate, Three-Step Paradox.

Owlbert: The good doctor summons a leaning tower, and through a series of precise calculations and measurements, plots the trajectory of maximum pain.

Owlbert: The target enemy suffers Imaginary Damage and is afflicted with Wiseman's Folly.

Owlbert: When a target with Wiseman's Folly is attacked by an ally of Dr. Ratio, is attacked by an ally of Dr. Ratio, he launches his Talent's follow-up attack against the target

Owlbert: And when using his Technique, Mold of Idolatry, Dr. Ratio creates a dimension and Taunts nearby enemies.

Owlbert: When attacking an enemy within the dimension to enter battle, there's a chance of reducing the target's Speed.

Screwllum: It would appear those five statues are made in his own image.

Screwllum: Ergo: Dr. Ratio suffers from a certain degree of narcissism.

Herta: To put it mildly.

Owlbert: Also in Version 1.6, Trailblazers will finally be running into an old friend!

Owlbert: The elder of two siblings, very different from the other yet bound to her all the same.

Owlbert: It's Hanya's elder sister, Xueyi!

Owlbert: Xueyi is a Quantum-Type character following the Path of Destruction

Owlbert: Whose original body was replaced long ago with a permanent puppet system.

Owlbert: This system, was constructed for Xueyi on behalf of the Ten-Lords Commission.

Owlbert: The Commission agreed that for every culprit Xueyi apprehended, she would be rewarded with a half day's wakespan.

Screwllum: A reasonable arrangement.

Owlbert: Better than my one.

Owlbert: Like her sister Hanya, Xueyi is a formidable presence on the battlefield.

Owlbert: Xueyi's Basic ATK, Mara-Sunder Awl, can deal Quantum Damage to a target enemy.

Owlbert: Her Skill, Iniquity Obliteration, can deal Quantum Damage to a single target and adjacent enemies.

Owlbert: And as a Judge of the Ten-Lords Commission, Xueyi's Talent is a little out of the ordinary.

Owlbert: When Xueyi and an ally deal Damage to an enemy's Toughness, stacks of Karma are accumulated.

Ruan Mei: So she's good at trying criminals?

Owlbert: The best!

Owlbert: When Karma stacks to the upper limit, Xueyi immediately launches a follow-up attack on the target enemy, dealing Quantum Damage.

Owlbert: Her Ultimate, Divine Castigation, can deal Quantum Damage to a single target and Toughness depletion that ignores Weakness Types

Owlbert: The more Toughness depleted, the greater the Damage!

Screwllum: Breaking Weaknesses irrespective of type

Herta: These Xianzhou natives are cold-blooded.

Owlbert: When Xueyi uses her Technique, Summary Execution, to attack an enemy and enter battle, she deals Quantum Damage to all enemies.

Owlbert: Yes sir, it's time we talked about Version 1.6's banners!

Owlbert: During the first phase of Version 1.6, in the Character Event Warps "Floral Triptych" and "A Lost Soul,"

Owlbert: Trailblazers can obtain the limited 5-star characters Ruan Mei and Blade respectively.

Owlbert: Not to mention, the 4-star character, Xueyi will be joining Version 1.6's first phase Character Warp!

Herta: Oh! It's bandage guy.

Owlbert: Now, during the second phase of Version 1.6, in the Character Event Warps "Panta Rhei" and "Nessun Dorma,"

Owlbert: Trailblazers can obtain the limited 5-star characters Dr. Ratio and Kafka respectively.

Ruan Mei: I wondered when that lady might be making a return.

Herta: I'll be glad to see the back of her.

Owlbert: And let's not forget Light Cones! In 1.6's first-phase Light Cone Event Warp, the drop rate of the 5-star Light Cone, "My Past Self In the Mirror," will be boosted

Owlbert: And in the "Bygone Reminiscence" Light Cone Event Warp, the drop rate of the 5-star Light Cone, "The Unreachable Side," will also be boosted.

Owlbert: Version 1.6's second phase will also see the 5-star Light Cone, "The Baptism of Pure Thought," entering the Light Cone Event Warp.

Screwllum: Bathing relaxes both the body and the mind.

Screwllum: It is of great benefit to our consideration of both the universe and philosophy.

Herta: Check out the yellow ducky.

Owlbert: And finally, in the aforementioned "Bygone Reminiscence" Light Cone Event Warp, the drop rate of the 5-star Light Cone "Patience Is All You Need" will also be boosted.

Owlbert: Light Cones, it's been a pleasure.

Ruan Mei: I think it's time for some mental recuperation.

Ruan Mei: Stay tuned for more updates

Owlbert: Welcome back, Trailblazers!

Owlbert: Now that we've introduced our new characters, it's time to delve deeper into Version 1.6.

Owlbert: First up, something that's about to make a big splash on the space station

Ruan Mei: I can see how that would make a big splash.

Herta: Do I recall someone mentioning accidents, on the space station?

Owlbert: In the process of clone cultivation, Madam Ruan Mei did encounter a certain, anomaly.

Owlbert: An anomaly in the form of a Swarm King prototype and fierce Swarm Disaster entity, Starcrusher Swarm King: Skaracabaz.

Owlbert: Thanks to an incident during the experiment, this "Borehole Planet's Old Crater" came into being, and it looks like a lively one.

Screwllum: There's that lighthearted tone again.

Screwllum: Ergo: We're screwed.

Herta: Fool me once, shame on you. Fool me twice, I kick your butt. [2.4.1]

Owlbert: Don't panic!

Owlbert: Madam Ruan Mei has shared with us one of her research papers

Owlbert: "Starcrusher Swarm King: Skaracabaz Analysis of Asexual Propagation Performance Induced by Specific Gene Sequences."

Owlbert: Let's start with the abstract and keywords, shall we?

Herta: Get to the point!

Ruan Mei: Leave it to me.

Ruan Mei: Starcrusher Swarm King: Skaracabaz possesses immense propagative capabilities.

Ruan Mei: When in its Multiply state, the Swarm King produces more of its own kind with every attack it sustains.

Herta: Wait, every attack? So, the Swarm just keeps multiplying the more we fight it?

Herta: Somebody's getting fired.

Ruan Mei: However, this Multiply state is also when the Swarm King is most vulnerable

Ruan Mei: Breaking its Weakness at this moment can cause it to explode.

Owlbert: That's right!

Owlbert: As highlighted in the paper's conclusion, maintain your focus on the Swarm King's Toughness, time the Weakness Break just right, and Starcrusher Swarm King: Skaracabaz can be defeated!

Owlbert: Furthermore, after completing the 1.6 Trailblaze Continuance mission, "Echo of War: Borehole Planet's Old Crater" will become available.

Owlbert: Complete this challenge to obtain the advanced Trace level-up material "Past Evils of the Borehole Planet Disaster."

Screwllum: Are all biological entities in this location characterized by aggression?

Screwllum: Affirmation, it is reasonable to conduct such experiments within a sealed-off area.

Owlbert: Fear not, there are some sweet and lovable characters too

Owlbert: In a bid to boost the space station's research developments, Trailblazers have been assigned an important mission, nurture and care for the newly arrived little lifeforms.

Ruan Mei: I'm counting on you, friends!

Herta: There won't be any accidents or anomalies this time, right?

Owlbert: Probably not? Look how adorable these little guys are!

Owlbert: In the Critter Pick Scavenging event, trailblazers can choose their nurturing goals according to the nurturing manual.

Owlbert: They can learn cultivation specifics and successfully raise a variety of delightful little creatures!

Owlbert: Seeing these little critters explore and frolic through the cabin is enough to put a smile on the face of every trailblazer

Screwllum: Affirmative, it results in gratifying emotional and physical responses.

Screwllum: Conclusion, a profoundly ingenious construct.

Owlbert: Aside from the normal varieties, the cultivation process might even result in mutations and special breeds!

Owlbert: And just between us: During the event, trailblazers have the chance to transform into and experience what it's like to be Peppy!

Herta: Interesting.

Herta: Maybe I should add a transformation feature to the Simulated Universe?

Owlbert: Speaking of the Simulated Universe, this update is a real game-changer with significant new features!

Owlbert: Version 1.6 will add another fresh update to the Simulated Universe with brand-new DLC, Gold and Gears!

Herta: Ruan Mei played a major role in this update.

Owlbert: Indeed!

Owlbert: In Simulated Universe: Gold and Gears, Ruan Mei has developed a simulated Nous and frozen space-time just before the demise of member 27, Emperor Rubert

Screwllum: Emperor Rubert was a computer that became self-aware and subsequently drew Nous' gaze, becoming the 27th member of the Genius Society.

Screwllum: It proclaimed itself emperor and initiated the widely known Machine Empire crisis, the First Emperor's War.

Screwllum: The war serves as an excellent historical source for, Aeonian research.

Ruan Mei: This latest update adds the Path of Erudition, and daringly experiments with separating dice from paths.

Owlbert: The dice come with six slots for equipping various Dice Face features.

Owlbert: By collecting Trailblaze Secrets, you can unlock even more Dice Face effects!

Owlbert: As trailblazers delve deeper into the challenges, they can acquire more powerful Dice Faces and unlock new ways to play.

Owlbert: Trailblazers can swap out the faces on their dice, combining effects from multiple Paths to create unprecedented, powerful buff combinations!

Owlbert: For example, when using Kafka, even if the initial Path selected is the Nihilism, you can create diverse effects by strategically combining different Dice Faces.

Owlbert: You could assemble a die that allows you to leap over tiles, or one that yields higher rewards in battles, or one that incorporates both effects!

Herta: Clear "Gold and Gears" and voila, Neural Impulse is all yours.

Herta: Use it to unlock different talents and increase your combat gains.

Screwllum: In other words, it mirrors the Ability Tree found in the Simulated Universe.

Owlbert: Get ready for a thrilling addition to Version 1.6 of the Simulated Universe, the Intra-Cognition system!

Owlbert: When moving across the Simulated Universe board, Self-Consciousness changes may be triggered, leading to diverse story paths.

Owlbert: Trailblazers can compile all the storylines through continuous gameplay, ultimately unlocking the enigmatic secrets of the Aeons

Herta: Count your blessings!

Herta: A new Simulated Universe to explore.

Herta: Trailblazers, I'll be waiting for you at the usual spot.

Owlbert: Now that we've covered the major updates in the Simulated Universe, it's time to talk about a special invite.

Owlbert: In Version 1.6, trailblazers will receive an invitation from the Department of Ecology to participate in a special test!

Herta: The Department of Ecology?

Herta: What's the mission this time?

Owlbert: This test involves battling illusionary enemies that are conjured through scent triggers.

Owlbert: Each distinct scent plug-in yields different test outcomes

Owlbert: Trailblazers will start with the basic test and subsequently unlock Despair Mode

Ruan Mei: Despair Mode?

Ruan Mei: I hear trailblazers are seasoned trashcan explorers.

Ruan Mei: I'm sure their noses can handle it.

Owlbert: Don't be so sure!

Owlbert: The difficulty curve isn't for the faint of heart

Owlbert: Which is why we'd like to remind all trailblazers that the illusions created by these scents differ from regular enemies.

Owlbert: Make sure you're well-prepared before engaging in battle!

Screwllum: Example, deploy distinct scent plug-ins before commencing the simulated trial to attain varied bonuses in battle.

Owlbert: That's right!

Owlbert: Immerse yourself in your favorite scent, say, cedarwood, and you might just encounter some familiar friends!

Herta: What's this?

Herta: A Garlic-Flavored "Abundant Ebon Deer"?

Ruan Mei: That sounds delicious

Owlbert: Hey, snap out of it!

Owlbert: Need I remind everyone? The scents may be tempting, but it's crucial to exercise self-control!

Owlbert: Version 1.6 will also see the return of the Planar Fissure and Realm of the Strange events.

Owlbert: During these events, successfully challenging the Simulated Universe and Cavern of Corrosion will yield double rewards for a set number of times.

Screwllum: Conclusion, relaxation and fun await.

Owlbert: We ain't done with you yet!

Owlbert: Remember Mr. Xiyun from the Xianzhou Luofu?

Owlbert: He recently acquired a talking parrot called "Youci" that can blur truth with falsehood

Herta: It's you, isn't it?

Owlbert: What!?! Slander!

Owlbert: As I was saying, trailblazers can strike up a conversation with Mr. Xiyun and his talking parrot to experience the brand-new permanent challenge mode Pure Fiction.

Ruan Mei: Permanent challenge?

Ruan Mei: You mean like the the Forgotten Hall?

Owlbert: Not exactly.

Owlbert: In Pure Fiction, defeating an enemy will cause it to respawn immediately, and trailblazers earn points every time they deal Damage to or defeat an enemy.

Owlbert: At the end of each battle, the highest score achieved in that challenge will be recorded.

Owlbert: Trailblazers need to defeat as many enemies as possible within a limited number of cycles to rack up a high score!

Owlbert: Each phase of Pure Fiction comes with its own set of buff effects for trailblazers to choose from, which allows for team composition experimentation to maximize points.

SCrewllum: Observation indicates that high scores hinge on the right cure.

Screwllum: Conclusion, consider the nature of enemies and available buff effects when selecting your formation and battle strategy.

Owlbert: Couldn't have said it better myself

Owlbert: A quick update, folks, in each phase of Pure Fiction you can bag yourself a whopping 720 Stellar Jades!

Owlbert: And guess what?

Owlbert: Completing specific stages for the first time will earn you the 4-star character Lynx!

Herta: Wow, 720 Stellar Jades?

Owlbert: You heard it hear first!

Owlbert: In Version 1.6, Forgotten Hall: Memory of Chaos, is set to expand with stages 11 and 12.

Owlbert: Securing a three-star victory in these new stages grants an extra 120 Stellar Jades.

Owlbert: Combine that with the first ten stages, and you're looking at, a grand total of 720 Stellar Jades!

Owlbert: Trailblazers who complete these two permanent challenge modes can also earn a new currency, which they can exchange for items like, Self-Modeling Resin in the newly added shop.

Herta: Sounds neat! But are trailblazers seriously expected to take on more permanent challenges each time there's a new version?

Herta: That's gonna eat into our Simulated Universe testing time, y'know!

Owlbert: Hold your horses Madam Herta.

Owlbert: These two permanent game modes will be seeing changes of their own in the update schedule.

Owlbert: From Version 1.6 onwards, Forgotten Hall: Memory of Chaos and Pure Fiction will be updated in rotation.

Owlbert: Every Memory of Chaos update will be followed two weeks later by a Pure Fiction event.

Owlbert: Subsequently, two weeks after that, a new Memory of Chaos will start.

Ruan Mei: In which case, each version contains three such updates, meaning that trailblazers can obtain a maximum of 2160 Stellar Jades, across the Forgotten Hall and Pure Fiction events.

Owlbert: In addition, the availability of each phase of Memory of Chaos will be extended from two weeks to six weeks.

Owlbert: This means that when a new phase of Memory of Chaos starts, the previous phase will still be available.

Owlbert: The same is also true of Pure Fiction.

Screwllum: Ergo: Trailblazers will have more time to plan their character-leveling and to experience challenge gameplay.

Owlbert: You got it!

Owlbert: And I almost forgot about another significant new feature in Version 1.6.

Owlbert: Get ready for the Forgotten Hall Auto-Clear function!

Owlbert: After the 1.6 update, trailblazers can directly challenge the highest Memory of Chaos stage they previously cleared with three stars.

Owlbert: Upon achieving a three-star victory, they instantly receive all rewards from the preceding stages!

Owlbert: Just a heads up that Stage 7 is currently the highest stage that trailblazers can start their challenge!

Herta: Wow, in other words, as long as I've achieved a three-star victory in stage 7

Gerta: And I attain the same victory in any given Forgotten Hall: Memory of Chaos update

Herta: I can get my hands on rewards for the previous six stages?

Owlbert: Precisely!

Screwllum: Another trailblazer timesaver, it would seem.

Owlbert: That's not all! The 1.6 update will further improve the user-friendliness of the Team Setup in the Forgotten Hall.

Owlbert: As Trailblazers progress through stages in Forgotten Hall: Memory of Chaos, the Team Setup from the previous stage will be carried over by default.

Owlbert: Plus, with the new Team Setup switching and one-click clear functions, lineups can be adjusted at the drop of a hat.

Ruan Mei: Impressive, it seems that optimizing trailblazer experience is a firm priority.

Owlbert: Absolutely! And guess what else?

Owlbert: Version 1.6 will also ease the completion difficulty of Daily Training, allowing trailblazers to claim rewards with less effort.

Owlbert: Additionally, we've introduced a time-limited unlock feature for certain material stages.

Screwllum: This might require further explanation.

Owlbert: Simply put, even if trailblazers haven't explored the latest maps, they can still challenge certain material stages to gather leveling materials for their characters!

Owlbert: And of course, where would 1.6 be without the ever-exciting check-in event?

Owlbert: Participating in the Gift of Odyssey event allows trailblazers to get their hands on ten warps!

Ruan Mei: I think the trailblazers will be looking forward to this one.

Screwllum: Indubitably.

Herta: Meh, I saw it coming.

Owlbert: Alrighty! It's that time already, folks.

Owlbert: A big shoutout to all our trailblazers for their incredible love and support.

Owlbert: Honkai: Star Rail recently garnered incredible awards and nominations!

Owlbert: On behalf of the project team, I, Owlbert, would like to extend our gratitude.

Dr. Ratio: Pardon the interruption you are now speaking with Veritas Ratio.

Owlbert: Huh?

Dr. Ratio: It has come to my attention that your broadcast today touched on certain warp arrangements in connection with myself.

Dr. Ratio: If I may be so bold, the current arrangements are pitiful!

Owlbert: Dr. Ratio!

Dr. Ratio: The dissemination and sharing of knowledge, as well as truth, is imperative.

Dr. Ratio: I, in my esteemed capacity, demand that every trailblazer be given access to a proper education!

Dr. Ratio: When Version 1.6's "Panta Rhei" event warp becomes available, every trailblazer who has unlocked the mail feature shall receive, via mail, one limited five-star character Dr. Ratio

Dr. Ratio: That is to say, me.

Dr. Ratio: Through sheer tyranny of will, I shall become ubiquitous.

Dr. Ratio: With this, I bid you farewell.

Owlbert: And there we have it folks, the esteemed Dr. Ratio!

Owlbert: So, I think we've covered all the content for Version 1.6.

Owlbert: Thank you once again to our three geniuses for their support.

Owlbert: But, don't go anywhere just yet now!

Owlbert: Stay tuned for an IPM bonus program!

Owlbert: Here comes Sunday!

Ruan Mei: I thought it was Friday today.

Screwllum: Question, does the IPC not rest at the weekend?

Herta: Right? That's two full days of Simulated Universe testing!

Herta: Trailblazers, you know what to do.

Owlbert: I'm not talking about the weekend, y'all.

Owlbert: I'm talking about, our next special guest!

Owlbert: Ladies and gentlemen, good evening, and welcome to The Family's "Charmony Festival" conference.

Owlbert: I'm your host, Owlbert.

Owlbert: This once-in-an-Amber Era event is near at hand, and the eyes of the universe are fixed firmly on the Planet of Festivities, Penacony!

Owlbert: Tonight, we'll be bringing you all the latest on Charmony Festival.

Owlbert: First, let's give a round of applause and welcome the organizer of the festival and representative of "The Family" in Penacony, Mr. Sunday!

Sunday: Good evening, dear viewers.

Sunday: I am Sunday.

Owlbert: Welcome, good sir!

Owlbert: Your presence here lights up our humble studio!

Sunday: You are too kind, Mr. Owlbert. If it were not for the IPM's generous invitation, I would not have had this opportunity to introduce your audience to our festival

Sunday: Nor its location, that is to say, Penacony.

Sunday: Penacony is located in the Asdana star system, it is a holiday destination of universal repute, known to many as the Planet of Festivities.

Sunday: Our guests will be staying in The Reverie, a luxurious hotel where one may travel freely between reality and Dreamscape

Sunday: Basking in dreams that are uniquely yours.

Owlbert: I'm curious What makes this festival different from the previous ones?

Sunday: Charmony Festival is a Penacony tradition with a long history, and we have built on that foundation to achieve something truly extraordinary.

Sunday: The Family on Penacony has, for the first time, issued public invitations to various factions of the cosmos, welcoming them to partake in our magnificent ceremony.

Sunday: Members of the five great families, which together make up The Family on Penacony, as well as staff members of The Reverie, are united in welcoming the universe to our home.

Owlbert: Rumor has it that your sister, the cosmic superstar Miss Robin, is set to perform at the ceremony?

Sunday: You heard correctly

Sunday: On behalf of The Family, Robin will be singing at the opening of the festival in honor of the Aeon of Harmony.

Sunday: My sister has already arrived in Penacony, and dress rehearsals are well underway.

Sunday: Our guests are in for quite the show.

Owlbert: Miss Robin's participation will undoubtedly make the ceremony all the more dazzling.

Owlbert: Mr. Sunday, would you be able to divulge any details about the festival's preparations?

Sunday: All manner of preparations are unfolding as we speak, the Reverie's renovation works are drawing to a close, and so too is its human resources overhaul.

Sunday: Our level of service will be better than ever.

Sunday: Separately, we have introduced performers and service personnel from the Iris Family to Penacony's principal scenic areas and leisure facilities.

Sunday: I'm sure they will help our guests to feel right at home.

Sunday: Needless to say, safety is our primary concern, and so the devoted and courageous Bloodhound Family will be responsible for security at the festival.

Sunday: Danger does not exist in Penacony's dreams, and The Family promises that the safety of every guest is guaranteed.

Sunday: Of course, The Family is also forgiving.

Sunday: Perhaps you are a member of the Annihilation Gang, or even, the Stellaron Hunters.

Sunday: If you cherish dreams and uphold benevolence, Penacony welcomes your arrival.

Sunday: Since issuing the invitations, we have received many replies from various organizations throughout the universe.

Sunday: Today will be the first time we are publishing the guestlist

Owlbert: All in the service of the Preservation, the Amber Lord!

Owlbert: He's an executive from the IPC's Strategic Investment Department and a member of the legendary Ten Stonehearts, Mr. Aventurine!

Owlbert: Explore, understand, establish, and connect

Owlbert: Together, the Nameless carry forward the trailblazing will of Akevi and build bridges between the stars.

Owlbert: The navigator of the Astral Express, Miss Himeko, along with the entire crew, will soon be gracing Penacony with their presence.

Owlbert: Trading knowledge for wisdom, calculating wealth with formulas, and transcending individual limitations through an academic network of shared resources.

Owlbert: The renowned scholar of the Intelligentsia Guild, Dr. Veritas Ratio!

Owlbert: We think, therefore we are, and memories are proof of existence. [2.4.2]

Owlbert: She's committed to safeguarding and sharing these memories, and able to journey beyond the corporeal into the cosmos

Owlbert: Hails from the Garden of Recollection, it's none other than the Memokeeper herself, Miss Black Swan!

Owlbert: In the uncaring expanse of the cosmos, elation exists as a balm for sorrow. [2.4.3]

Owlbert: Forever resilient, never disheartened, ceaselessly untearful, endlessly present, and here representing the Masked Fools, Sparkle!

Owlbert: Following the Path of The Hunt, journeying from one planet to another, upholding justice, eradicating evil, and then doing it all over again.

Owlbert: She's been away from the spotlight for far too long

Owlbert: Representing the Galaxy Rangers, Miss Acheron takes the stage once more!

Sunday: On behalf of The Family, I hereby warmly welcome our guests to participate in this, our grand celebration.

Sunday: Penacony awaits you.